

# XENO-ARCHAEOLOGY!



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# XENO-ARCHAEOLOGY!

*"No other ancient city on Mars had been laid out in that manner; and the strange, many-terraced buttresses of the thick walls, like the stairways of forgotten Anakim, were peculiar to the prehistoric race that had built Yoh-Vombis."*

-- Clark Ashton Smith, *"The Vaults of Yoh-Vombis"*

From the Face on Mars to Precursor artifacts orbiting dead quasars, the mysteries of space aren't all astrophysical. For some answers, you have to dig. Ruins — of cities, starships, and planets — hold danger and horror, riches and knowledge. What a lost species or a cunning GM can build, bold xeno-archaeologists and their players can uncover.

## ARCHAEOLOGISTS ... IN

## ... SPAAAAACE!

The simple arithmetic of space – fewer people across more territory – implies that xeno-archaeologists will resemble the polymaths and generalists of the 19th and early 20th centuries, not the dedicated single-subject technicians and academics running digs in the late 20th and early 21st centuries. Furthermore, AI expert systems or simply very big digital archives can provide a lot of specialist knowledge, backstopping the danger-seeking dames at the sharp end of the trowel.

For one possible set of professional skills or specialties needed on xeno-archaeological expeditions, see p. 5.

## Translating Tropes

Once you get the hang of it, it's pretty simple to swap out fedoras for bubble helmets and Mayan ruins for Martian ruins. The key concept to remember: we're translating dramatic stories, not projecting future scientific methodologies.

### XENO- OR EXO-?

*Xeno-* comes from the Greek word meaning "strange" or "alien," while *exo-* comes from the Greek word meaning "outside." Thus, technically, xeno-archaeology (often, in a real jumble of vowels, xenoarchaeology) is the excavation or study of alien (nonhuman) ruins, structures, or artifacts, no matter where they're found. Excavating the Roswell crash site, or an ancient astronaut-built pyramid in Egypt, or R'lyeh, is thus xeno-archaeology even though it happens on Earth. Even more annoyingly, then, a Reptoid archaeologist studying the ruins of Shanghai would technically be engaged in xeno-archaeology.

Exo-archaeology is the excavation or study of ruins, structures, or artifacts off of Earth, no matter who built them. It covers the Apollo lander just as much it does as the Face on Mars or the Library of Celaeno.

Once humanity starts doing enough of it to need the word, of course, the vast majority of the field is likely to be both xeno- *and* exo-archaeology: alien ruins off of Earth. And eventually, it will likely just be called "archaeology," although specialist fields like areo-archaeology (the archaeology of the four cultures, including our own, who left ruins on Mars) or perhaps Reticulology (the archaeology of the Grey civilization of Zeta Reticuli, spread over the whole stellar neighborhood) might linger on much as Egyptology has and Assyriology mostly hasn't.

But you can call it whatever sounds best – most exciting and most true to your setting – rather than bothering yourself with Greek etymology.



Take the tropes of archaeological adventure stories and simply chrome them up with your favored flavor of SF.

**Curse:** memetics induce suicide or homicide, colossal “sick building syndrome” in the ruins, alien disease spores, deadly radiation, telepathic shadows

**Guardian:** robot, alien parasite, techno-zombie/techno-mummy, holo-interrogator, berserker orbital station, interstellar scavengers, shapeshifting intelligent building

**Lost City:** rogue planet, hollow world, cloaked asteroid, time-bubble holding last remnant of the species

**MacGuffin:** genetic material of alien ruler, Precursor device, quantum crystal databank, mind-reading tiara, sphere of pure unobtainium

**Tomb:** dead starship, dead aliens frozen on ice planet or comet, burial asteroid, empty research station with all cycles dedicated to insane or frozen AI, robotic factory following million-year-old programming

**Trap:** high-technology traps (lasers, holographic floors over pits, broken-down security system, puzzles requiring alien or hyper intelligence to solve), low-technology traps (abandoned garbage compactors, counterweighted slabs and stones, open airlock), attack drones, shifted gravity or other life support, suspended animation beam

**Treasure Map:** star chart as seen from one spot in the galaxy, precise spectroscopic or genetic configuration, final holo made by beloved mentor

## The Oldest Trope of All: The Precursors

The mighty dead civilization that predeceased ours – although it may have created ours – left behind enigmatic ruins and incomprehensible artifacts. Some of those artifacts are huge: monoliths on the Moon, pyramids orbiting Saturn, miles-long dreadnoughts and generation ships that hold only mummified fossils, ringworlds and Dyson spheres. They are the Precursors, and it’s up to xeno-archaeologists to solve their mysteries.

### Who Were They?

Were they one race? A federation of species welded together in a single empire or blended in a single macroculture? Were they many species that wiped each other out in cosmic warfare? Were there many cycles of Precursors, rising and diminishing and vanishing every billion years? Would we

recognize them – are they Elder Things, or dinosaurs, or Greys, or ourselves from the distant past or future? Were they even organic, or were they AIs or robots become self-aware and masters of the galaxy?

### Where Did They Go?

Did they escape into paradise, or eliminate themselves in hubris? Did the technology they left behind destroy them? Did they transcend matter and become energy beings at one with the cosmos? Did they travel back in time, to become their own Precursors? Did they leave the Galaxy, or build a cloaked ringworld around a super-stable star? Did they devolve and live among us unknowingly – or not devolve, and live among us in secret? Did they flee some cosmic danger we can’t detect – and did they leave a warning carved in their ruined temples? Are they coming back?

### What Did They Build?

Did they invent our warp drive, or build our wormholes? Did they have mighty weapons we can barely comprehend – or that we can comprehend all too well? The “artifact arms race” is a classic of both SF and archaeological adventure, and weapons are just the beginning. The Precursors might have left behind stargates, teleporters, super-computer memory crystals, or artifacts whose only value is their legendary reputation: “The ship that holds the Sphere of Destiny cannot be defeated in combat.”

## XENO-ARCHAEOLOGY IN *ASHEN STARS*

Where better to try out these themes and concepts than in **Ashen Stars**, the GUMSHOE game of SF enigma-busting? You couldn’t find a better site for xeno-archaeological adventure if you dug for it.

## Radars, Diggers, and Dereks: ..... Characters .....

“Radars” is the popular slang term for xeno-archaeologists in the Combine, and especially out in the Bleed. Officially Remote Academically Deputized Archaeologists, the acronym stuck, not least because the use of radar, whether to map derelict spacecraft or billion-year-old ruins beneath an ice sheet, is inseparably characteristic of the discipline.

## TO YUGGOTH AND BEYOND

It's not outside the realm of the possible that Miskatonic University or a space-age Project Covenant maintain an ongoing xeno-archaeological dig off Earth. In a super-Pulp mode game (more Lumley or Stross than even Derleth), the Investigators could find the *Trail of Cthulhu* leading them under alien skies indeed.

### Mars

The Cyclopean ruins of Mars have hosted Elder Things, mi-go, and Tsathoggua, among others. The Yorhis erected their cities – the mightiest of which is Yoh-Vombis -- on the dead sea bottoms of Mars and over the vault of Ravormos, where dwells Vulthoom.

### Yuggoth

Not an ideal location for a dig; this would likely be an “archaeological raid” to locate a specific brain-case or harvest some unique artifact. Desperate scholars might bring something – or someone – along to trade.

### Celaeno

The great Library on the fourth world orbiting this star of the Pleiades contains any amount of Mythos lore, and (with enough time) perhaps even a double-digit Magic potential. Dangers include byakhee, the Sleeper of the Lake, and deranged researchers of all species.

### Kythamil

This double-world circles Arcturus and remains a powerful fane of Tsathoggua. Like all such, it contains potentially cosmos-altering magics – and the original Formless Fluid from which the toad-god's Spawn emerged.

### Yaddith

A planet of five suns in the direction of Deneb, now riddled with the tunnels and castings of the hellish dholes. The Nug-Soth who once dwelt there may have left banishings and techniques behind, or perhaps the secret of their light-wave envelopes that erase the distance between stars.

The “tomographic torch” or “T-torch,” a handheld radar projector/receiver about the size of a flashlight, is ubiquitous in vids and games about deep-space archaeologists, and only slightly less so in the field. The term is thus the equivalent of “lasers” for freelance troubleshooters.

## Crew Packages

These are all “groundside” assignments, although much of the derek's job takes place in space. Just not on board the radars' ship.

By and large, every specialty can add more History slots, if you're looking to soak up that last build point.

Looking at the crew packages for radars, you may well ask: why is there no Material Signatures ability, as a parallel with Bio Signatures and Energy Signatures? Mostly because it's not really needed. There are already abilities that detect specific kinds of materials: Archaeology detects ruins, Forensic Engineering detects derelict constructs, Chemistry detects chemicals and chemical processes, and Geology detects minerals and metals. Shipboard sensors detect them at great range and in great amounts; handheld T-torches detect them at closer range and medium amounts; trained eyes and tethers detect them right next to you or in trace amounts. In SF settings, an ability covers both inherent knowledge and the techniques needed to use sensors, databanks, and other tech to establish and expand on that knowledge.

### Epigrapher (Lingo)

You decipher ancient scripts, symbols, codes, and maps – including star maps. You also figure out which of these weird carvings are art and which are language, assuming this lost race differentiated between them. Good with language, you might also serve as the team's Face if you add some Interpersonal abilities.

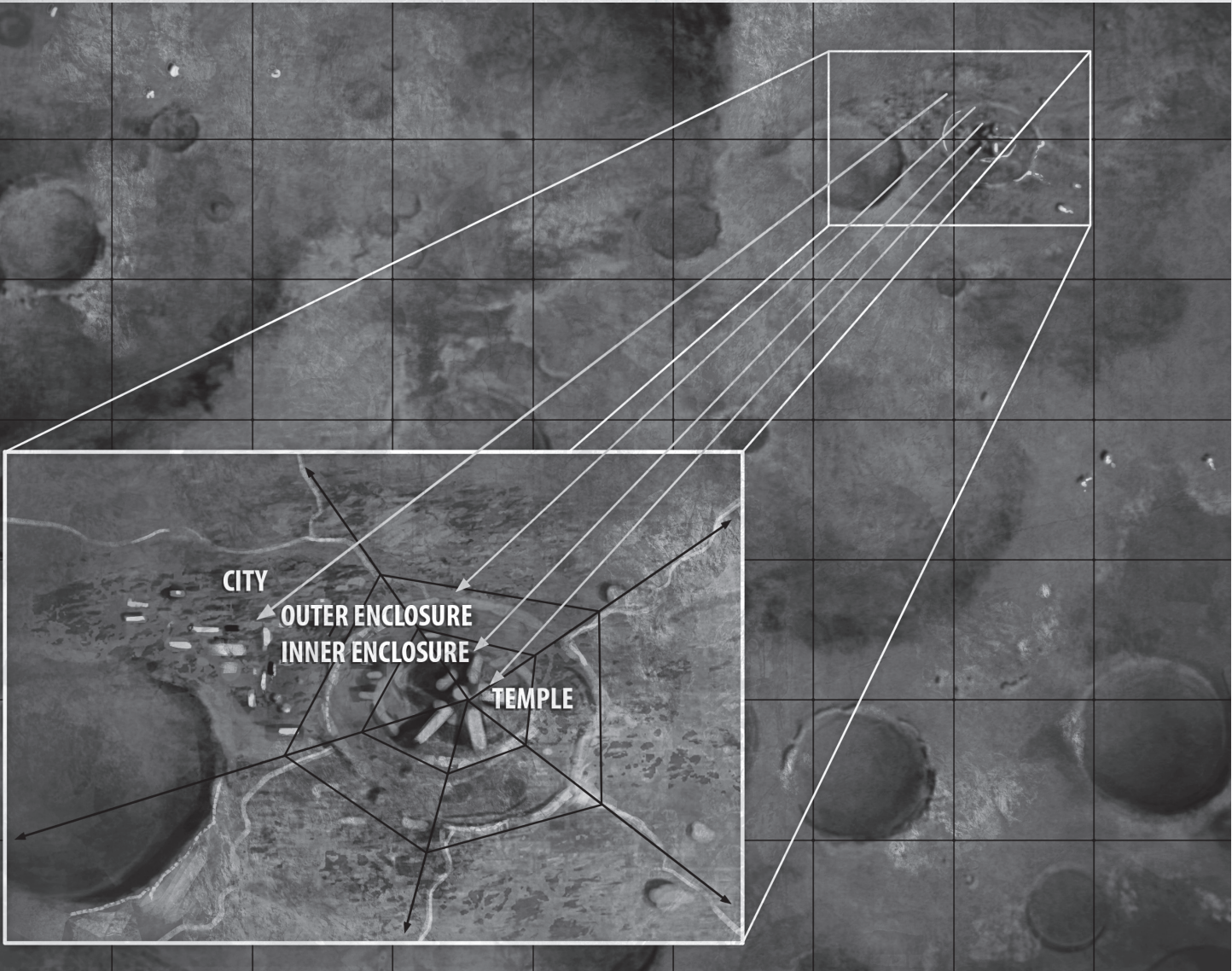
**Investigative:** Astronomy 1, Data Retrieval 1, Decryption 2, Imaging 1, History (any) 1, Linguistics 2

### Forensic Anthropologist (Graver)

You examine graves and their inhabitants, assembling as much information as you can about both. Information like “what killed this being?” and “what killed this city?” You also examine dead sapients outside graves, if you must. Add the rest of the Medic package for a good double duty.

**Investigative:** Anthropology 1, Chemistry 1, Evidence Collection 1, Forensic Anthropology 2, Law 1, Virology 2

**General:** Medic 6



### Paleontologist (Dino)

You study extinct and out-of-place or out-of-time life forms, from fossilized spores and microbes to living cloneosaurs and the spoor of Class-K extinctions. More generally, you serve as the team's archaeobotanist and archaeozoologist where needed: most organisms are *already* either extinct or cryptids somewhere in the galaxy. And everybody always loves dinosaurs, space dinosaurs being no exception. (The tavak love dinosaur vids most of all.) That often puts you and your discovery into the spotlight.

**Investigative:** Botany 2, Geology 1, Virology 1, Zoology 2

**General:** Public Relations 4, Sense Trouble 4

### Ploio-Archaeologist (Derek)

You study abandoned and derelict ships, space stations, and other dead technological environments. (Your discipline's name comes from the Greek word for "ship"; your nickname comes from "derelict explorer.") Your spacesuit is likely kitted out with a myriad of tiny tools, torches, and tethers, specialized for anything from getting through a corroded hatchway to disabling a piquant, cask-aged atomic pile. If you're not the wrench on your own ship, you talk shop with her a lot.

**Investigative:** Astronomy 1, Data Retrieval 1, Energy Signatures 1, Explosive Devices 1, Forensic Engineering 2, History (Combine) 1, Industrial Design 1, Kinetics 1

**General:** Athletics 4, Infiltration 4, Preparedness 4

### Tomographer (Tommy or Senso)

Your radar, lidar, and maser beams penetrate the planet's crust, coaxing its most ancient secrets into the light of your screen. Sure, anybody can thumb a tether or twiddle the dial on a sensor. But getting the most out of the feed, drinking in data at the extreme edge of resolution: that's what you do best.

**Investigative:** Archaeology 1, Bio Signatures 1, Chemistry 1, Data Retrieval 2, Energy Signatures 1, Geology 1, Imaging 1

### Xeno-Archaeologist (Digger)

You're the guy in the trench, the gal in the ruins. Radioactive idols, memetic curses, and alien astronaut launch pads are all in a cycle's work for you. You often run the dig and coordinate the other specialists (add Inspiration, perhaps); you almost always go on the trivid and the lecture circuit to present your team's findings.

Oh, and a bullwhip does +0 damage.

**Investigative:** Anthropology 1, Archaeology 2, Data Retrieval 1, Evidence Collection 1, History (a species not your own) 1, Xenoculture 2

**General:** Athletics 4, Public Relations 4

## Ships

Freelance radars generally eschew quasi-military ship designs such as the Hammer or the Porcupine in favor of ships that don't require expensive weapons (and even more expensive weapons officers) to perform in the Bleed. With most of these ships, either the radar team or the commissioning foundation have upgraded the Cargo spec to hold more artifacts.

Radar teams usually tweak the naming conventions of the standard ships for a more characteristically "digger" touch.

### Alexandria

Often used by governments or government-backed radars to establish facts on the ground, the Alexandria-class is also popular with major universities concerned with keeping their finds secret until they can be published. Radars on Alexandrias might be consummate pros or just scenery to disguise some real agenda.

Alexandrias on xeno-archaeological missions take the names of famous archaeologists: Aubrey, Belzoni, Biondo, Cunnington, Evans, Flinders Petrie, Kathleen Kenyon, Layard, Nabonidus, Ouyang Xiu, Pitt Rivers, Schliemann, Winckelmann.

### Hauler

You can tell the radars who are trying to land fat fellowships and foundation grants: their hauler's board room holds tasteful displays of artifacts and holomaps of successful digs, rather than a giant "static table" covered with potsherds, powercells, or fossilized chitin. Radars who expect to make a few big digs or delves bring a hauler: you never know when you'll get to return to a site, or when you'll return to find some other radar there on a newer contract. "Pull it all out and dust it off in warp" may be bad for pure science, but sometimes it's the only way to get credit. Or credits.

Hauler names come from enormous archaeological monuments or stone sites: Acropolis, Baalbek, Bamiyan, Behistun, Borobodur, Carnac, Colosseum, Cydonia, Giza, Ilarnek, Karnak, Lubaantun, Machu Picchu, Nan Madol, Newgrange, Petra, Pnakotus, Rapa Nui, Rushmore, Stonehenge, Tiwanaku, Uluru, Wanli Changchen.

### Junker

Very often the vessel of choice for dereks: you can't beat the price of something you find floating in the Oort Cloud around an unexplored battlefield! A GM interested in a wilder sort of game might let the radars fly around in a truly ancient and mysterious derelict they've "restored" to "functionality" – exploring their own ship can be a xeno-archaeological adventure in its own right!

Junker names, of course, come from famous wrecks, or from junk: Andrea Doria, Antikythera, Edmund Fitzgerald, Landfill, Midden-Heap, Nuestra Senora de Atocha, Piltdown, Potsherd, Roy Chapman Andrews' Leftovers, Titanic, Vasa.

### Miser

Radars who can't afford a runner console themselves that flying a miser sends a message of ascetic dedication to pure science. Also, the middle bulkheads are easier to knock out if you have to stash an inconveniently sized artifact.

Radars name their misers after famous archaeological or historical treasure troves or legendarily wealthy sites: Agamemnon, Agra, Atahualpa, Ganj-i-Sawai, Lost Dutchman, Ninian's Isle, Ophir, Pergamum, Persepolis, Solomon, Sutton Hoo, Tarshish, Tutankhamun.

### Runner

Workhorse vessels for working diggers: they tend to accumulate artifacts (mostly stored in plastiglas bags, sometimes even tagged with data chips) in every corner and companionway.



Often named either for archaeologists in, or for civilizations of, the American West: Amanda Adams, Anasazi, Cahokia, Chaco, Cope, Deseret, Frederick Ward Putnam, Hohokam, Alfred Kidder, Kroeber, Mogollon, Othniel Marsh, Patayan, Pima, Wetherill.

### Sherlock

No matter how much they claim to love their banged-up runner, radars all dream of getting to put a Sherlock through its paces. Every imaginable scrap of data, readings from every type of sensor and mapper, all fed to the hungry radar team. No more dusty survey trenches or guessing about just what kind of alien shielding the wreck might have! Nothing but automatic information – it must be wonderful. But only radars who really strike it big – or really sell out – get such things.

Radars lucky enough to score a Sherlock often name their ship after a fictional archaeologist, as though they can't believe their luck is real. And they use the full name, out of respect: Amelia Peabody, Carter Hall, Dirk Pitt, Indiana Jones, Keitaru Urashima, Lara Croft, Richard Galen, River Song, Scrooge McDuck, William Harper Littlejohn.

### Other Ships

Some radars, usually those attached to planetary governments of an aggressively Atomist bent, do travel about in military vessels. They often wear black trench coats and hunt for powerful Precursor relics, too.

### New Bolt-On: Hyperlidar

Cost: 5

Upkeep: 2

This bolt-on sensor suite (and expert-system software) provides multi-spectral scanning, tomography, and interferometry for planetary surfaces and derelict spacecraft alike. Using it refreshes one spend of Archaeology, Chemistry, Forensic Engineering, or Geology per session when used on a planetary site, derelict, or other remote target from the ship. Although manufacturer's specifications specifically warn against turning the hyperlidar beams on working spacecraft (both for privacy and interference reasons), using it in this completely not approved way does lower by 1 the skirmish point cost of any goal that involves very specific mapping of an enemy craft: any Disable or Cripple.

### Tech

Radars, like most science types in the Bleed, love gadgets. You'll hear epigraphers complain that unireaders never

catch the real meaning, and crusty old diggers say that no tether beats a trained eye, but they carry the best models they can afford all the same. Dataloaders, headdisks, internal rebreathers (especially for dereks), and even x-gravs are all common cyberwear among radars; here are two more common pieces of xeno-archaeological tech.

### Mapbees

Cost: 1

These little holo-mapping omni-cameras resemble golden spheres. They can fly under their own power (dielectric lift or anti-gravity, depending on the model) for up to 3 km before landing. Sophisticated inertial tracking and comms software lets them "cooperate" to spread out through a deserted complex or derelict dreadnought and map it in the most efficient manner, transmitting the data back to your tether. This usually produces a basic schematic and some useful imagery, but they often miss small or hidden passageways.

An Imaging spend lets you program the mapbees for higher resolution and better gain; a Data Retrieval spend lets you capture that arcane glyph or narrow air shaft despite your failure to spend Imaging earlier.

### T-Torch

Cost: 1

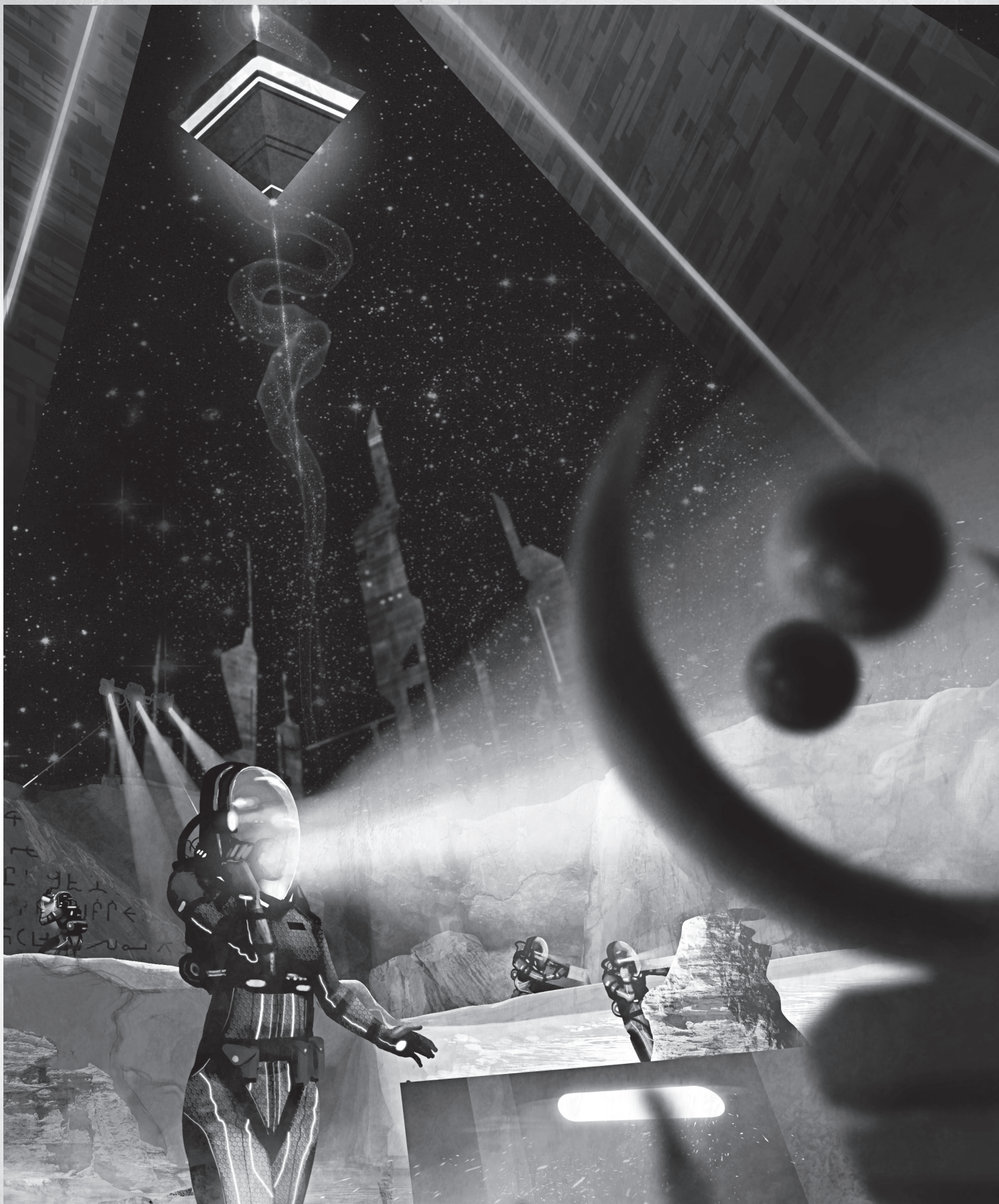
About the size of a large meglight (20 cm x 8 cm), the tomographic sensor torch emits, receives, and analyzes a focused terahertz radar beam with a range of about 1 km. It can "see through" vegetation, water, ice, organic material (including soil), and even penetrate granite, sandstone, concrete or similar construction to a thickness of about 5m. It feeds the resulting imagery to a tether or to a viewport in the T-torch shaft.

An Imaging spend lets you three-dimensionally map an object found with a T-torch. A suitably modified T-torch (Difficulty 5 Systems Repair test) can detect moving or firing objects within a 120-degree arc, like a military suit's tactical display. Range for this mode drops to 500 meters.

Fancier models come with an attached or integral meglight.

The cost of a T-torch is a one-time cost; if the party has spent it once, the whole crew has T-torches and can easily replace them. In short, it's the cost for the item to become standard.







## Reputation

Radars, like lasers, live and die in the court of public opinion. Popular newscasts and viducational programming dote on desolate ruins, amazing artifacts, and shipwrecks that might hint at another explanation of – or another fresh take on – the Mohilar mystery. To that burden is added the court of academic opinion: radars have to maintain some shred of academic respectability to be able to get foundation grants or contracts from universities. Thus, the path of celebrity pseudo-archaeology has to be really, really exciting and pandering if the radars plan to retire on it.

### Building Your Xeno-Archaeological Reputation

Examples include:

- ▶ *in addition to charting the extent of the ancient civilization, you discover and assist its unknown successor culture elsewhere in the system*
- ▶ *as well as being beautiful and valuable, the artifact is clearly historically important*
- ▶ *breaking up an antiquities smuggling ring even though an influential museum is implicated in it*
- ▶ *coming up with a startling new theory to explain the site's unique mysteries, but giving credit to the hypothesis' obscure originator*
- ▶ *disabling forever a weaponized Precursor artifact rather than allowing your own government to hide it away from academic investigation*

### Smirching Your Xeno-Archaeological Reputation

Examples include:

- ▶ *looting an archaeological site or derelict for your own gain*
- ▶ *destroying evidence or artifacts*
- ▶ *tainting the local anthropological record with baseless feel-good speculations*
- ▶ *smuggling antiquities*
- ▶ *embracing wild crank theories*

## Active RFPs

These Requests For Proposal are open now to qualified radars with a proven track record. Or sure, to your crew.

### Archaeological Triage

BIDS CLOSING SOON

**SITE:** Planet MORGAN 3 in the SCYLLA outzone.

Site mapped by Combine Archaeological Survey Ship KOLDEWEY in 2389.

Radiate structures on third largest continent and chemical contamination of ice cap consistent with remains of the CORVAX B civilization, fl. ca. 35-20 MYA, extinct ca. 11 MYA. Some structures and high metallicity detected in offshore shallows of nearby ocean. No ground survey made. No survey made of largest continent on other side of planet.

Star MORGAN entering period of gravitic instability causing ion storms and explosion of MORGAN 2. Planetoid-scale gravel field now on intercept course with MORGAN 3, comet and meteoroid storms already detected by recent flyby of mining craft TKR-TVK.

Köppen Climate zones: semi-desert, taiga, and ice cap. Class-M planet, breathable atmosphere. No known sentient native life; hexapodal quasi-mammalian trooping omnivores eaten by *Tkr-Tvk* personnel without sapience testing.

**OBJECTIVES:** 1) determine most academically valuable and characteristic remains on Morgan 3 and remove from the planet to safety. 1a) identify cultural matrix of Morgan 3 site. 2) complete full archaeological survey of main site. 3) complete full archaeological mapping of Morgan 3. 4) determine if personnel from the *Tkr-Tvk* carried away any valuable artifacts; if so, negotiate and obtain any uneaten ones.

**SUPPORTING MATERIALS:** Original survey log of *Koldewey*; interrogation report of Vkl-Ktth, *Tkr-Tvk* cultural officer

**CLIENT:** University of Caldea, Department of Archaeology

**BROKER/CONTACT:** Professor Nabilius

### Cultural Taxonomy

**SITE:** Planet PEACEHOLLY aka TRILLPOND in the CHIRON outzone.

Balla colony world reclaimed in 2467 after genocidal raid in Mohilar War ca. 2460.

Original date and nature of colony remains contentious issue between two separate balla colonial factions.

Peaceholly faction claims colony dates to Third Flowering of Balla, established by Aga (Peaceholly) in 283 CE. Trillpond faction claims colony dates to First Flowering of Balla,

established by Uvi (Trillpond) in 950 BCE, and claims exclusive rights to settle based on prior colonization.

No absolute confirmation of any Balla offworld colonies prior to current (Sixth) Flowering exists. Local balla scholar-activists have badly contaminated all available archaeological data in local balla archives with uncharacteristic forgeries and memetic attacks. Balla homeworld refusing to open archives to avoid emotional stress and memetic contamination at home.

Köppen Climate zones: temperate Mediterranean, desert and semi-arid, temperate rain forest, taiga. Class-M planet, breathable atmosphere, some heavy organic contaminants present likely resulting from Mohilar bombardment. No known sentient native life; local legends of aquatic humanoid life. No seafloor survey available in public data banks.

**OBJECTIVES:** 1) determine neutral and objective origin of colony. 2) determine whether pre-1600 offworld balla colonization is plausible hypothesis in this or any case. 3) investigate source of memetic attacks and forgeries in local archives.

**SUPPORTING MATERIALS:** Corrupted local archives and data banks; backed-up copy of Ballapedia2467.10 uploaded from durugh informational space

**CLIENT:** Balla Parliamentary Subcommittee on Historical Poetry and Art

**BROKER/CONTACT:** Oio (Heatherscent), Subcommittee Permanent Staffer

## UR-TEXTS

*Doctor Who* "Tomb of the Cybermen"

*Martian Successor Nadesico*

*Star Trek* "City on the Edge of Forever," "What Are Little Girls Made Of?"

*Star Trek: TNG* "Gambit," "The Chase"

*Stargate SG-1*

*Alien*

*Babylon 5: Thirdspace*

*Forbidden Planet*

*Planet of the Vampires*

C.W. Ceram, *Gods, Graves, and Scholars: The Story of Archaeology*

William R. Corliss, *Mysterious Universe: A Handbook of Astronomical Anomalies*

Brian M. Fagan, *In the Beginning: An Introduction to Archaeology*

J.G. Ballard, "The Waiting Grounds"

John Brunner, *Total Eclipse*

Algis Budrys, *Rogue Moon*

Arthur C. Clarke, *Rendezvous With Rama*

Thomas Harlan, *Wasteland of Flint*

Robert Holdstock, *Where Time Winds Blow*

Jack McDevitt, *Engines of God* (first of the Academy series), *Seeker* (part of the "Alex Benedict" series)

Richard Morgan, *Broken Angels*

Larry Niven, "The Soft Weapon"

H. Beam Piper, "Omnilingual"

Frederik Pohl, *Gateway*

Alastair Reynolds, *Revelation Space* and "Diamond Dogs"

Charles Sheffield, *Summertide* (first of the Heritage series)

Robert Silverberg, *Across a Billion Years*

Clark Ashton Smith, "The Vaults of Yoh-Vombis"

Allen Steele, *Labyrinth of Night*

