

Wellsean Tripod Stalks Urth

The Urth list — 2 messages, 2 voices, 12 Jun 1998

<https://urth.darkrealm.vip/thread/urth/768>

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m.driussi — 12 Jun 1998, 15:05

Spectacled Bear,

FWIW I too identified the walking tower at the battle front as a look-alike for Wellsean Martian war machine heat ray poison gas projecting tripod. But for one reason or another I placed it in the Ascian forces, with all their other mechanized units. (This was for some unpublished game.)

Such a tower from the roots of the continent, how interesting! Perhaps it can go gaseous to get out quickly through such tiny passageways. Or maybe the mine links up with a vast open pit with a long spiral ramp that the tripod can stump up to the surface. Or maybe it walks through an essentially hollow Urth and finds the Tower Access To Surface Tube nearest to the battle front and appears just in time.

=mantis=

Peter Westlake — 12 Jun 1998, 15:18 · follows m.driussi

At 15:05 1998-06-12 GMT, m.driussi at genie.com wrote:
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Yes, the ones we meet in Citadel are on the Ascian side, and the Commonwealth is not famous for its machinery, but the mine's defences are the province of Father Inire. He knows all about high tech.

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The level of the mine that we see is big enough for buildings and a cliff, so I don't think any special pleading is needed to get a tripod in there. I used to worry about taluses fitting in tunnels too, but the answer's the same: they're just big tunnels. It's an interesting question, though: just how much space is there down there?

All this underground stuff is quite evocative of Tolkien, and the underground parts of _Perelandra_, with its sense of inaccessible depths briefly glimpsed. The air striders reminded me a little of the spinning wheels in _Perelandra_ too.

SBear.