

*Double Adventure 1*  
*Annic Nova*

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**TRAVELLER**<sup>®</sup>

*Science-Fiction Adventure*  
*in the Far Future*

Game Designers' Workshop

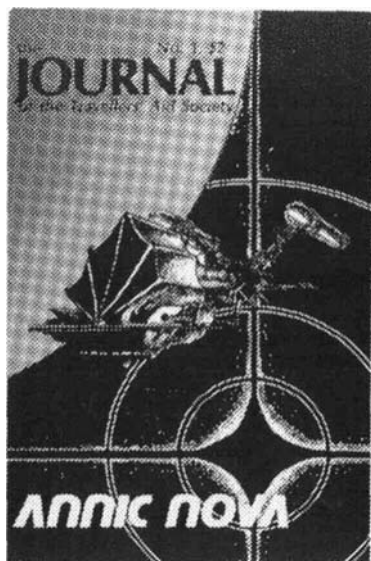
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*Science-Fiction Adventure in  
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Substantial portions of the **Traveller** Adventure titled **Annic Nova** originally appeared in issue number 1 of *The Journal of the Travellers' Aid Society*, which appeared in June, 1979. Issue number 1 is now out of print, and no longer available from the publisher.

Material has been rewritten, and interior drawings have been re-executed for this edition.

**Annic Nova** was designed and produced by Marc W. Miller.

**Annic Nova** drawing by Winchell Chung. All interior drawings by Marc W. Miller,

## **Annic Nova**

Part 2 of **TRAVELLER**, Double Adventure 1

Turn this booklet over for another complete Traveller adventure.

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This booklet is an adventure intended for use with

**Traveller**, GDW's science-fiction role-playing game set in the far future.

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# Table of Contents

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<b>INTRODUCTION</b>	.1
Standards and Assumptions.	.1
Using This Adventure.	.1
Characters	.2
Equipment.	.2
Referee's Note	.3
<b>TRAVELLERS' ADVISORY.</b>	.4
Illustration 1- The Derelict.	.5
<b>ABOARD THE STARSHIP.</b>	.6
Entry Points.	.6
Exterior Features	.7
Chart 1— Mysterious Markings.	.7
Interior Features	.7
Diagram 1 — Lower Decks	.8
Diagram 2— Upper Decks	.9
Within The Starship	10
Central Access Shaft	10
Bridge Deck (Locations 1 - 5)	10
Quarters Deck (Locations 6 - 19)	11
Diagram 3— Side View	12
Engineering Deck (Locations 28 - 31)	14
Drive Deck (Locations 43 - 42)	15
The Pinnaces (Locations 43 - 50)	16
<b>REFeree'S NOTES</b>	17
The Computer	17
The Disease	18
The Ship	18
<b>LIBRARY DATA</b>	19

# Introduction

This booklet contains two comprehensive adventures for **Traveller** printed back-to-back. Each adventure is complete and independent. This adventure, titled **Annic Nova**, deals with a derelict starship encountered orbiting a small gas giant in the Keng stellar system.

It is assumed that this adventure will be administered by a referee who has read through this adventure, and who is familiar with both it and the rules for **Traveller**. This situation calls for only the basic **Traveller** booklets (Books 1, 2, and 3), and no additional supplements, books, or other information. As usual, paper, pencils, six-sided dice, and square-grid graph paper will prove necessary during the course of the adventure.

**Requires only  
Basic Traveller.**

## STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure. The referee may alter them as necessary to correspond to a local situation.

**Dates:** All dates herein correspond to the Imperial calendar. The date for this situation is sometime in 1105; that is, sometime in the 1105th year following the founding of the Imperium. The referee should indicate the exact date based on the local situation. Once the adventure starts, time should flow normally.

**Date: Sometime in 1105**

**Place:** This adventure takes place in the Regina subsector within the Spinward Marches of the Imperium, in space near a small gas giant in a stellar system with only one significant inhabited planet- Keng (0805-E2718CA-3). The Keng system has two gas giants, a large one much closer to the primary, and the small one very far out.

**Place:** in space  
Keng stellar system  
Regina Subsector  
the Imperium

As a result, starship traffic to the small gas giant is minimal, and there is little chance that anyone would normally be anywhere near it.

Keng, of interest only because it is the nearest habitable world, is a small world with a high population and a charismatic oligarchic government.

## USING THIS ADVENTURE

The referee can use this adventure as an independent situation with pregenerated

### REFeree'S CHECKLIST

1. Assign characters.
2. Allow equipment purchase.
3. State situation.
4. Guide characters through situation based on their actions.

characters (as written), or may use it with continuing characters from an existing campaign. Changes necessary for an existing campaign should be both simple and obvious.

Referee's Checklist: The steps shown in the referee's checklist should guide the referee through the elements of administering this adventure. Characters are covered next in this

section, as is equipment purchase. The situation is stated on page 4, with additional materials contained in the remainder of the adventure.

## CHARACTERS

This adventure is intended for a band of adventurers numbering at least two and no more than eight. A group of pre-generated characters is supplied below, although the referee may allow other individuals instead.

<b>1 Retired merchant Captain</b>	779C99	Age 56	5 terms	Cr2,000
Pilot-2, Vacc-1, Cutlass-1, Dagger-1, Body Pistol-1, Electronic-3, SMG-1 Ship				
<b>2 Merchant First Officer</b>	6A7C8A	Age 34	4 terms	Cr1,100
Pilot-1, Vacc-1, Navigation-2, Forgery-1. Computer-2, Auto Rifle-2, Steward-1				
<b>3 Merchant Second Officer</b>	756987	Age 38	5 terms	Cr500
Engineer-3, Vacc-1, Mech-1, Jack of all trades-1, Gunnery-1, Auto Pistol-2				
<b>4 Merchant Third Officer</b>	B59848	Age 30	3 terms	Cr1,000
Gunnery-2, Vacc-1, Mechanical-1, Electronic-1, Computer-1, Blade-1 Blade				
<b>5 Merchant Fourth Officer</b>	7958C3	Age 26	2 terms	Cr500
Vacc-1, Steward-1, Bribery-1, Body Pistol-1 Body Pistol				
<b>6 Ex-other (working passage)</b>	A92789	Age 26	2 terms	Cr 1,500
Vacc-0, Streetwise 1, Brawling-1, SMG-1 SMG				
<b>7 Ex-navy Lieutenant (high passage)</b>	89C7B7	Age 30	3 terms	Cr800
Ship's Boat-2, Vacc-1, Gunnery-2, Shotgun-1 Travellers'				
<b>8 Ex-scout (middle passage)</b>	6B4387	Age 26	2 terms	Cr900
Pilot-1, Vacc-1, SMG-1, Gunnery-1				

A skill level of 0 (for example, vacc-0) has been assigned to show some familiarity with a skill, sufficient to allow use, but no real expertise. A skill level of 0 with a gun (for example, carbine-0) shows the preferred, or best, weapon for an individual otherwise without weapon skill.

## EQUIPMENT

Referees using an on-going campaign should ignore the remainder of this section, with the possible exception of the available equipment table on page 3.

Characters should review their equipment, and may purchase more. However, it is essential that one of the characters be the merchant captain (character number

**SHIP'S LOCKER**

eight **Vacc Suits**, each with oxygen tanks for eight hours, and **medium range commo gear**.

four **Shotguns**, each with ten loaded magazines (100 rds).

two **Automatic Pistols**, each with ten loaded magazines (150 rds).

four **Cutlasses**, each with a belt scabbard.

one **Long Range Communicator**.

1), because he provides the ship which serves as transport for the adventurers. The merchant captain has possession of a far trader, the *Empress Nicholle* (a type A2, 200 tons). Its ship's locker contains the equipment shown in the table. Before the characters are told of the details of the adventure, they should be allowed to purchase any other equipment they feel will be necessary or desirable. Any equipment available may be purchased, subject to the following restrictions:

1. It must be mentioned and described in Book 1 or Book 3 of **Traveller**, or in the available equipment table below. Items from supplements or from other books are not available.

2. The price indicated must be paid. Since the only assets available to the

characters are the credit balances above, some items (battle dress, for example) are precluded because of expense.

**Merchant Ship Equipment:** The *Empress Nicholle* is a type A2 far trader, 200 tons, now fifty years old and finally without a mortgage. It has six staterooms and four low berths; cargo capacity is 61 tons. It is streamlined and can refuel by skimming gas giants or drawing water from oceans. Armament consists of one triple turret fitted with a heterogeneous mix— one missile rack, one beam laser, and one sandcaster. The ship carries an air/raft in a fitted hull compartment.

### AVAILABLE EQUIPMENT TABLE

**1. Cable**— fine flexible plasteel cable, capable of supporting 250 kilograms. Available in 50 meter coils, each weighing 3 kilograms. Up to ten coils are available. **Price:** Cr100 per coil.

**2. Wall Patches**— steel backed plastic patches faced with adhesive. The patches measure 10cm by 10cm (small enough to carry in a pocket) and are activated by peeling off a paper backing and then slapping patch over a hole or leak. These patches are good only if applied on the high pressure side of the leak, but will serve for several days. **Price:** Cr10 (pack of 10).

**3. Extra Capacity Automatic Pistol Magazine**— an extended length magazine for an automatic pistol, containing 30 rounds. The magazine extends beyond the butt of the pistol. Three such magazines are available. Loaded magazine weighs 500 grams. **Price:** Cr25.

**4. Atmosphere Tester**— a solid-state device with read-outs indicating the atmospheric percentages of elements present. In addition, a red light glows if the atmosphere is not breathable, and a green light glows if the atmosphere is breathable. Three are available, serial numbers 1099-4899-3, 1099-2356-2, and 1099-4723-4. Weight: 1 kilogram. **Price:** Cr150.

**5. Pocket Magnet**— a small alnico horseshoe magnet capable of lifting 1 kilogram against 1G. Size and weight are negligible. Only one is available. **Price:** Cr20.

The referee should allow 10 minutes for equipment purchase before beginning.

### REFEREE'S NOTE

The information in this adventure is intended for the use of the referee. Only specific items of information should be made available to the players.

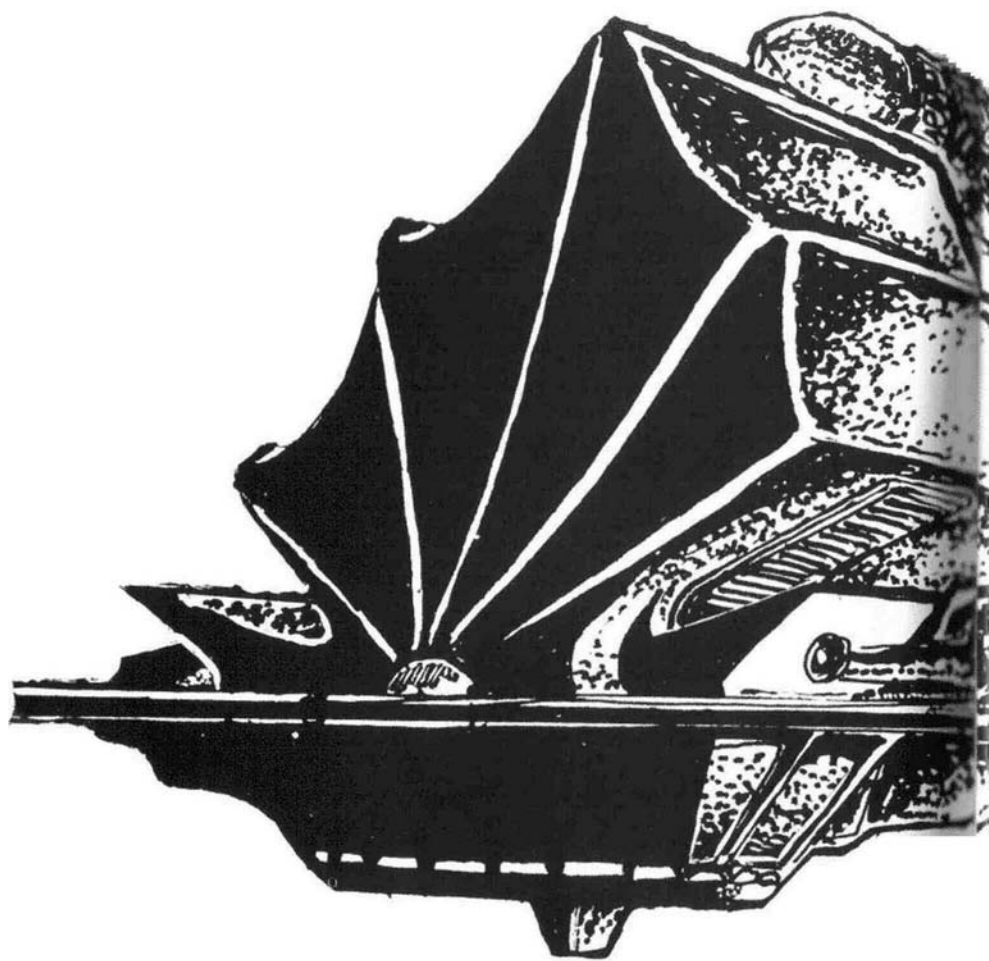
**Introductory Material:** The data on pages 1 through 3 should be made available to the players through the referee, rather than allowing them to read it directly.

**Traveller's Advisory:** The illustration and advisory report on pages 4 and 5 should be shown to the players, and should be available for reference throughout the adventure.

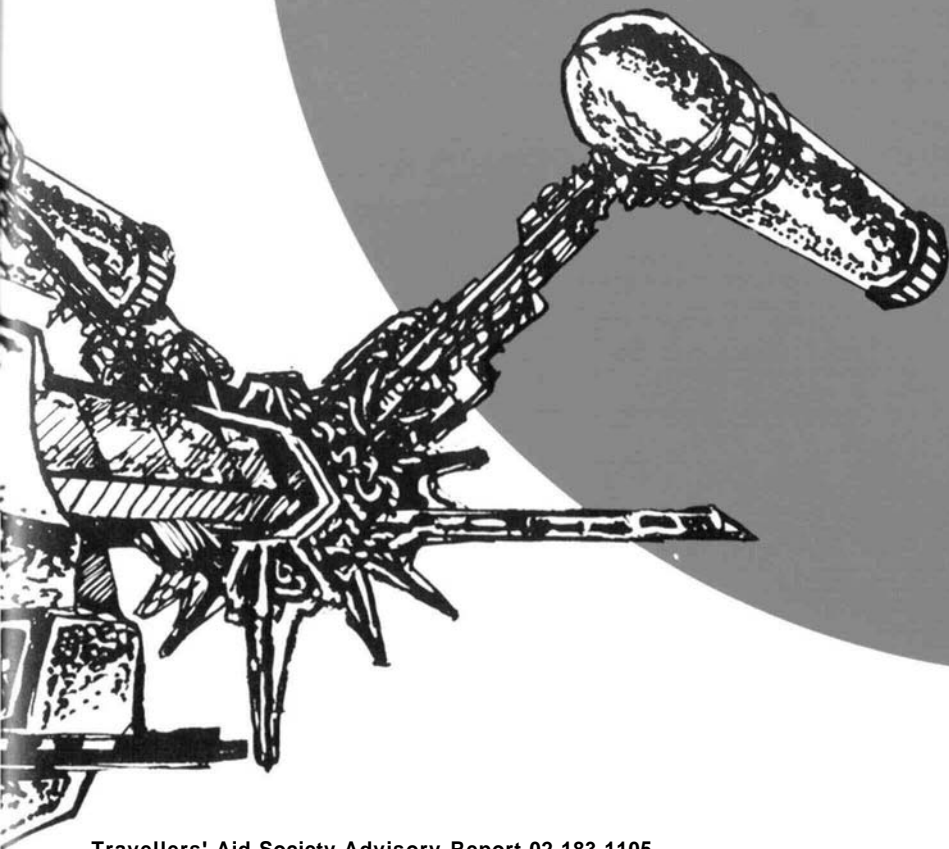
**Inside the Starship:** The material dealing with the interior features of the ship, and with its details, pages 6 through 16, is for the referee alone, and becomes divulged only through the course of the adventure.

**Referee's Notes:** Pages 17 and 18 are concerned with the starship *Annic Nova*, and are for the use of the referee alone.

**Library Data:** A variety of information is provided in the library data section; it should become available when adventurers consult data files.







### Travellers' Aid Society Advisory Report 02-183-1105

Reports received from the Regina subsector in the Spinward Marches tell of an unidentified starship of markedly unorthodox design which has been making use of unauthorized transmission frequencies. Originally sighted in 1103, the ship immediately came to Imperial attention by standing off Heya (0802-B687745-A) and transmitting on a restricted military band. Interceptors scrambled immediately, but the ship jumped outsystem while the fighters were at extreme range.

Later reports have placed the ship at Kinorb (0602-A663659-5) where it stood off for nearly five weeks without any contact, then jumped. The lack of local bases or traffic made interception impossible.

Last known contact took place off Dentus (0601-C979500-A) where the local scout base immediately set five Type S scouts on contact duty. Although the unknown immediately jumped, some basic data was recovered from scanners.

Reports of additional sightings should be forwarded to the local Travellers' Aid Society for central consolidation.

#### SCANNER DATA

<i>Mass Displacement:</i>	500 - 800 tons
<i>Jump:</i>	at least 2
<i>Maneuver:</i>	2G(?)
<i>Armament:</i>	unknown

# Aboard the Starship

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This derelict starship stands as an obvious object for investigation. Once it is boarded, checked out, and fully understood, it promises to be a useful starship for nearly any type of adventurer. The ship appears to be in good condition, and can probably be made functional in a reasonably short period of time.

## ENTRY POINTS

The computer supervised scan of the starship indicates several obvious (and not so obvious) entry points. After some deliberation, the group of adventurers must select one and enter the ship.

1. The keel-like structure projecting from the bottom of the ship is the furthest extension of the central communications and access shaft which connects the four lowermost decks. At its very lowest point, an operational iris valve is located; it opens to reveal a small interior chamber which is obviously an air lock. Safety interconnects prevent the inner iris valve from operating unless the outer valve is closed.

2. At the top center front of the ship is a transparent astrogation dome with a bearing race along the front half of its circumference. Mounted on the race is an electro-mechanical sextant connected to the computer; whenever the ship's power is on, this sextant is in constant motion. Smashing this dome will allow access to the interior, to a vertical shaft leading down through the cargo deck (but not opening onto it) and to the quarters deck. The quarters deck will be rendered airless by this action.

3. Outboard on the port pod is a large access door. It appears to be operable, but will render the interior of the pod airless.

4. At the very rear of the lower decks is an arched indentation with a single sliding panel. Forcing the panel open will allow access to the cargo bay, although decompressing it in the process.

5. The transparent observation dome at the extreme rear of the ship covers a cantilever platform holding four fixed chairs and a small control panel mounted on a vertical column. The dome is light-sensitive, and turns opaque when subjected to any strong light (such as a spotlight), slowly returning to transparency after the light is turned off. The dome may be broken or shattered, allowing entrance at the cost of decompressing the entire engineering deck.

5. The shafts leading from the rear hub to the pods each have hatches toward the pod ends; these hatches lead to small air locks. The port hatch is locked on a throw of 4, 5, or 6. The starboard hatch is jammed shut, with marks indicating the after-effects of a minor collision. Forcing this hatch open is a mechanical problem, and can be resolved by mechanical-1 skill.

Simplistic solutions to the entry problem (such as cutting through the hull, or blasting the ship with laser fire) should be discouraged, either by the referee or through the ship's computer. The time spent determining which manner of entry to be used should be reasonably limited to perhaps ten minutes.

## EXTERIOR FEATURES

As the starship is reconnoitered from afar, instruments indicate no transmissions from the ship. As the adventurers move closer, sensors produce an image of the ship, but it is showing no lights, with the exception of low level red showing through the forward lower bank of windows. There is no sign of life or activity.

Still closer, painted markings on the exterior of the starship become visible. A string of characters is placed on each of the pods to the rear, and on the top of the shaft leading aft to the hub. The characters are not anglic, being geometric in form, but an approximation of them would read (roughly) ANNIC NOVA. The port pod is marked ANNIC NOVA I, and the starboard pod is marked ANNIC NOVA V. The markings are actually numerals, although this should not be apparent to the adventurers. The Numeral Chart shows the actual numeral represented (column 1), the symbol painted on the ship (column 2), and an approximation of a similar anglic letter (column 3). Note that in addition to a zero, there is a distinct symbol for the double zero. Any player who determines, in the course of play, that they are indeed numerals (including the double zero symbol), has demonstrated that he or she has a comprehension of the ship to at least a limited extent, and is allowed a DM of +1 thereafter when attempting to understand other aspects of the ship.

0	□	O
1	I	I
2	V	V
3	7	7
4	Λ	A
5	J	J
6	U	U
7	L	L
8	F	F
9	C	C
00	⊞	N

*Chart 1.*

## INTERIOR FEATURES

The starship interior is initially dark, and its intruders will be in vacc suits. The following information should be used by the referee as he or she administers the interior.

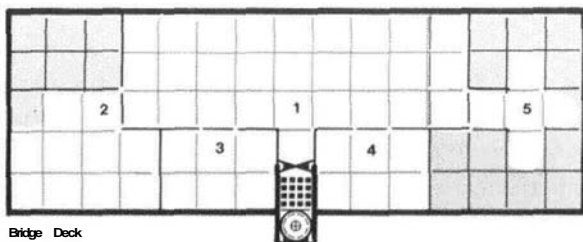
**Power:** The ship is at low power, sufficient only for standby lighting on the bridge, and for emergency operation of the iris valves within. All locations are at zero-G. The starship is dark, and individuals will find their actions doubly clumsy—from zero-G and from their encumbering vacc suits.

A prominent power-on switch is situated on the bridge; and another is on the cantilever platform at the rear which will turn power on (but cannot turn power off). Power-on puts all interior lights on and activates the grav plates.

When the grav plates go on, any individual not specifically stating that he or she is standing with feet on the floor, or sitting in a chair, is subject to a fall. Each throws 8+ to avoid an injurious fall; DM +2 if dexterity 8+, +1 if strength 10+, + vacc suit skill. If the fall occurs, the individual receives 2D hits.

**Atmosphere:** The interior of the ship is fully pressurized, and an atmosphere tester will indicate breathable gases; there is no apparent (or real) danger of losing pressure. Fracture of domes, or other decompression activity will render a specific area in vacuum; its extent can be traced on the diagrams. Iris valves will automatically close to limit this effect whenever possible.

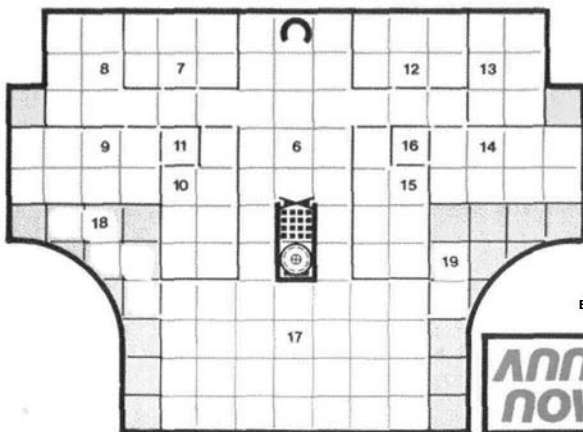
Vacc suit discipline should be broken as soon as possible, either by reassuring the adventurers that there appears to be no danger, or emphasizing the clumsiness of the vacc suits. Apply a DM -2 on weapon use by individuals without vacc suit skill, and reduce personal dexterity by -2. In addition, the ship is oriented to



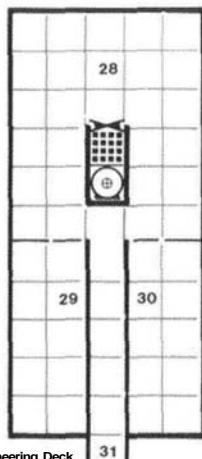
Bridge Deck



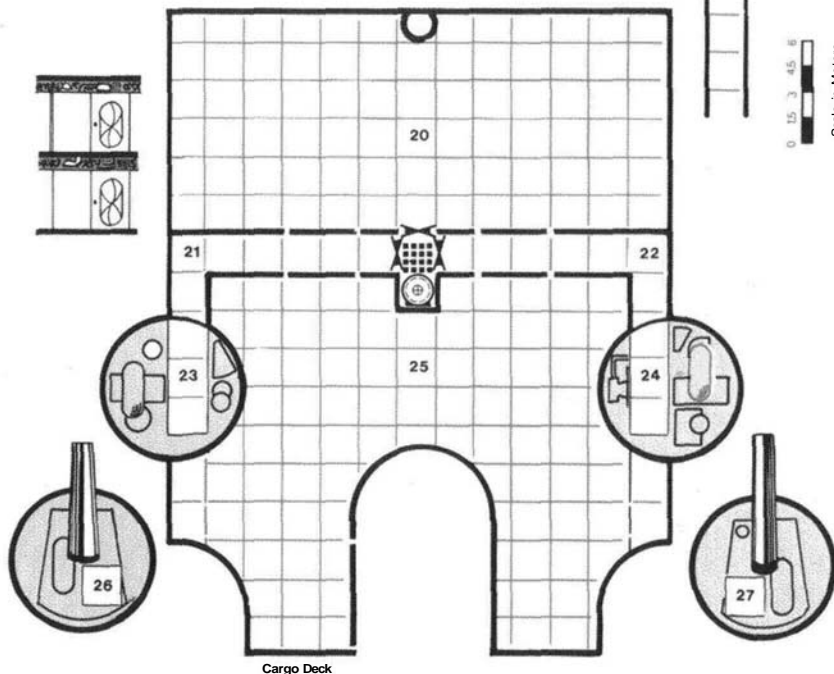
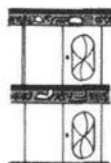
Astrogation Dome



Quarters Deck



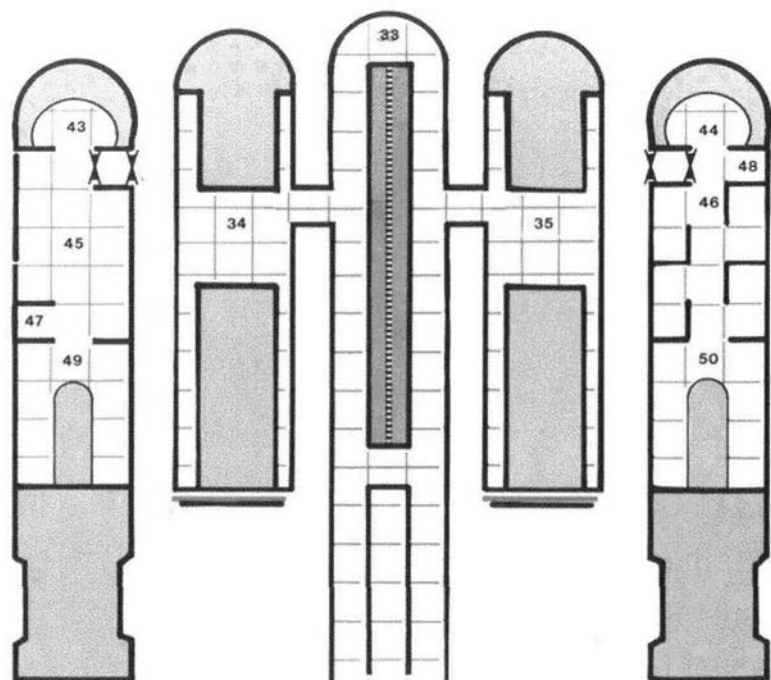
Engineering Deck



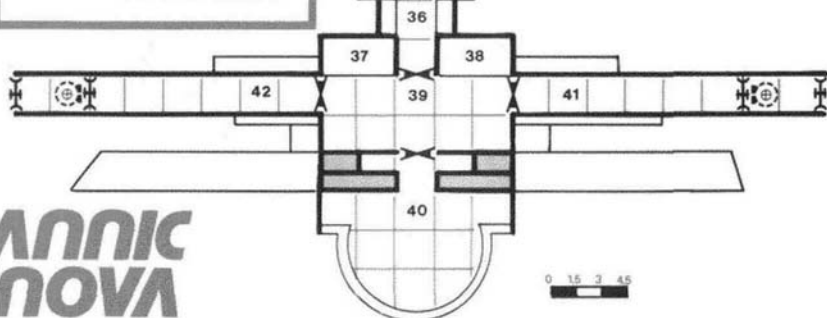
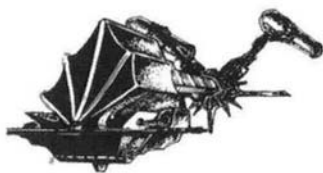
Cargo Deck



Scale in Meters



- BULKHEAD. Airtight.
- INTERIOR WALL.
- SLIDING DOOR.
- HORIZONTAL IRIS VALVE.
- HORIZONTAL HATCH.
- FLOOR HATCH.
- CEILING HATCH.
- CEILING HATCH OVER FLOOR HATCH.



**ANNIK  
NOVA**

the small stature of the original crew, and passage through iris valves in vacc suit runs the danger of ripping the suit (throw 8+ to rip; DM + vacc suit skill).

**Temperature:** The interior temperature of the ship is about 25 degrees C.

**Iris Valves:** Automatic, airtight doorways are installed in bulkhead throughout the ship. These portals open and shut much like the shutter of a camera; they do not swing. Valves are difficult to force once fully closed (throw 9+ to open a closed iris valve; DM +1 if strength 10+, +2 if dexterity 10+, -3 if in vacc suit). Gunfire will simply lock a valve tighter. Valves are impossible to force if open. Any strong object (metal bar or rod) placed in the valve when open will prevent full closure, and allow a partially closed valve to be opened with ease. Iris valves are operated by pressing a stud on the wall near the valve. As long as the ship has any power (the power accumulators have not actually been disconnected at the source), iris valves will function automatically if pressure drops.

**Hatches:** Hinged solid airtight doors are mounted in some locations. These portals function manually.

**Doors:** Any doorway not a valve or hatch is a sliding door. Such are not airtight (and easily visible as such), and open at the touch of a stud on the wall. If locked (all locks are controlled by the computer, even at low power), the door will not open unless broken down, shot open, or pried open with a prybar (all rather easy tasks, as the doors are not too substantial).

## **WITHIN THE STARSHIP**

Diagrams 1 and 2 contain maps of the interior of the starship, and all explanatory text is coded to these diagrams. The adventurers' seemingly purposeless search will gradually enhance their knowledge of the interior features of the ship, and help in their growing understanding.

## **CENTRAL ACCESS SHAFT**

Leading directly through the bottom four decks, this shaft has iris valves at each level. Running parallel is a lift which can carry up to three persons at once, operated by a simple control button set marked (in ship's numerals), I, V, 7, and A. At the rear of the shaft is a ladder which can be used in lieu of the lift.

The iris valves in the shaft maintain airtight integrity, so that loss of pressure on any deck will not be transmitted past any closed valve. Each level has one iris valve, facing forward, with the exception of level 7, which has three valves, facing forward, port, and starboard.

## **BRIDGE DECK (Locations 1-5)**

Painted on the iris valve at this level is the figure I. The valve opens into a short corridor which further opens into room 1.

**1. Large Room.** The control room is a spacious area containing a long control panel against the forward wall under a row of windows. Five acceleration couches are centered in the area, two to each flank, and on, slightly raised, on the centerline of the ship, obviously for the pilot or captain.

The controls for the bridge are arranged in a reasonably straightforward manner, and readouts can be puzzled out by any pilot or navigator with intelligence of 8+ in a matter of hours; the power-on control is obvious to anyone. There is no evidence of maneuver controls or readouts whatever; only a dual set of jump controls.

**2. Computer Room.** Nearly all of the available space in this room is taken up by computer equipment of large bulk, and requiring heavy cooling arrangements. A maintenance console for the computer is present in this room, but five other consoles similar in construction are installed on the bridge control panel.

**3. Office.** This room contains a desk, a computer terminal, and several drawers of papers covered with indecipherable symbols.

**4. Ready Room.** This room contains a pair of bunks (clean and made-up), and simple toilet facilities.

**5. Avionics Room.** This room is filled with a wide variety of detection and communication instruments. Individuals with electronics-1 or better will recognize each of the following on a throw of 7+: long range detectors, long range communications equipment, short range scanners, and deep radar.

## **QUARTERS DECK (Locations 6-19)**

Painted on the iris valve at this level is the figure V.

**6. Living Area.** This lounge is spacious and carpeted, and several comfortable chairs are scattered about around small tables. On the wall to starboard is a bar, while to port is a floor-to-ceiling visor screen. Each side wall has a hallway leading off laterally.

The bar is well stocked with liquors, most having indecipherable labels. A close check (to take perhaps 15 minutes) will reveal at least one bottle labelled in anglic, and a date about 20 years ago. The quality of the liquors is excellent (by reputation to a connoisseur, and by taste if tasted). If this deck has been rendered airless, all the bottles will be broken, and the contents spilled and evaporated.

The visor screen responds to the controls (on-off) on the wall next to it, or will come on (with sound at full volume) if someone sits down in the lounge chair directly facing it. The program shown is (throw 1D) 1— an animated film with a great deal of violence, but no apparent injuries, 2— an abstract color projection with an accompanying soothing music soundtrack, 3— a head and shoulders view of a bald, eyebrowless, humanoid talking in an unknown language while graphic maps projected behind him constantly change, 4— an apparent travelogue showing a variety of animals in their natural habitats, 5— an animated lecture on the chemical elements, with accompanying text and voice-over, and 6— static.

Close investigation of the visor will show a concealed set of controls (in a sliding panel on the wall), including a volume control, a channel dial marked IV7AJU, and a speed control. The channel control will select among the six channels indicated. The speed control will slow down or speed up the program being shown; if channel 6 (U) is slowed down, it becomes a children's illustrated dictionary. Studying channel U or channel J will teach the ship's language (studying 12 hours per day) on a throw of 14+, DM +1 per day spent, DM +1 if intelligence 11+.

**7. Sleeping Room.** This small room is obviously sleeping quarters, and contains a bunk, fold-out desk, several drawers, mirror, and reclining chair. There are, however, no clothing, and no sign of personal articles.

**8. Sleeping Room.** This small room is similar to room 7, but has a lived-in look. In the top drawer is a box containing several rings mounted with gemstones (each with an apparent value of Cr500). Under the bunk's mattress is an envelope containing several bills (apparently money), marked J0, IN, and NQ as well as various statements and phrases in the ship's language. A full length mirror is mounted on

the wall. If power is on low level, it is indeed a mirror. If power is on full, the mirror is an operating color retransmitter screen, which means that it acts like a mirror, but presents an unreversed image. A person standing in front of it would see himself or herself as others do, rather than as a mirror image. Unless someone actually stands in front of the mirror and indicates that he or she is checking it out, the effect will be that anyone in the room will have an undefined, uneasy feeling. The mechanism for the retransmitter is behind the screen, accessible if a concealed latch is located and tripped.

**9. Sleeping Room.** This room is larger, and contains a double bed rather than bunks. Personal effects for both male and female individuals are present in the drawers.

**10. Bedroom.** In this room, the most obvious feature is the presence of the four small beds along the walls. Several small pieces of furniture are scattered about, and a lot of clothing is strewn in disorder. Aside from a few small toys, there is nothing of value here.

However, after all have left the lateral hallway, a small robot-like device (about 300mm high, cylindrical, and emitting small peeping noises while an electric blue spark wanders around its head/top) will emerge. It will orient on one person, and follow him/her around anywhere on this deck, the sparks getting more violent whenever it approaches closer than one meter. This device is actually a child's toy, easily broken by a kick or blow; it can be turned off by touching it with an ungloved hand, and will turn on again at the next touch.

**11. Bathroom.** This small room contains toilet facilities and a shower.

**12. Probably a Bedroom.** The interior of this room has been charred black, as if by flame (possibly by a plasma gun). Nothing remains of its original furnishings.

**13. Bedroom.** This room is much like room 8, but the full length mirror is cracked. If the latch (concealed) is found, the the area behind the mirror is found to be empty, the retransmitter having been removed. The area is now used for storage, and contains several cartons of books with garish covers. In addition, a map box with a chip installed for a specific world (Victoria, located in the Lanth Sub-

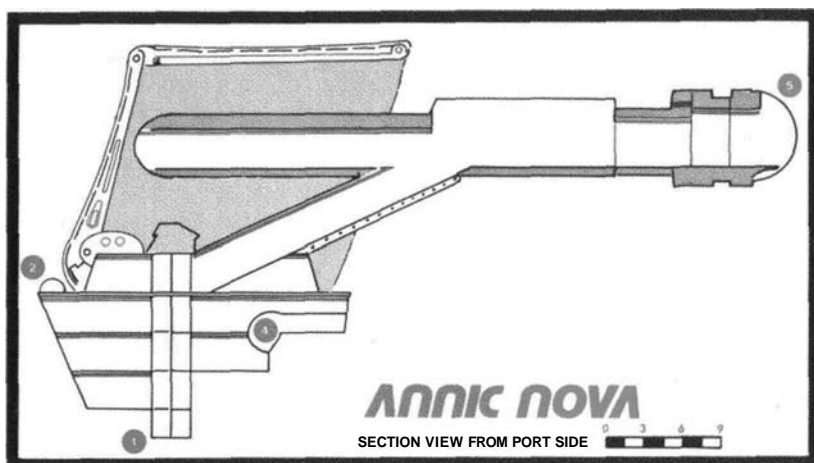


Diagram 3.



sector in the Spinward Marches; Victoria is covered in greater detail in an article in *The Journal of the Travellers' Aid Society*, No. 3).

**14. Bedroom.** This room is much like room 9, but contains two bunks rather than the double bed. Aside from ordinary articles of clothing, the only items of interest are an instant print camera, and a battery powered typewriter. Close examination of the typewriter reveals that it can be used as a remote (up to 500km distant) terminal for the ship's computer.

**15. Locked Bedroom Door.** Taped to the door is a crayon drawing (as if by a child) of a coiled snake. When the door is forced, a terribly foul odor and considerable quantities of dust roil from the room. Inside are four dead bodies, three adults and one child, all exhibiting considerable corruption. In addition, dirty linen is piled in the corners of the rooms, and the floor is filthy.

Breathing the unfiltered air of the room exposes an individual to an extreme chance of infection. The dust will slowly spread to the entire deck (within ten minutes), after which anyone on the deck is subject to a strong chance of infection. If an iris valve is opened to another level, that level becomes a possible source of contamination (with a low chance of infection). The effects of this disease are covered on page 21.

**16. Bathroom.** This small room contains toilet facilities and a shower.

**17. Kitchen or Galley.** This area is studded with tables and chairs, between kitchen facilities along the lateral walls. The tables and chairs are collapsible, and the kitchen areas have sliding screens which can be used to conceal and protect them.

The floor of this area is uncarpeted, and bears markings similar to that of a basketball court, obviously for some sort of game. This concept is furthered by the contents of one drawer in the kitchen area: several resilient balls and some handball gloves. A remote control switch in the drawer will turn off (and on) the grav plates in the galley/kitchen area.

**18. Maintenance Area.** Behind the cold box (it swivels out) on the port side is a maintenance area filled with life support systems, such as main temperature and air circulation ducts.

**19. Pantry.** Behind the cold box on the starboard side is a pantry stocked with canned and preserved foods, including many delicacies. Much of the food is from commercial preparers, and can be identified as edible.

## **CARGO DECK (Locations 20-27)**

This deck has three iris valves in the central access shaft; they lead starboard, forward, and port. Each is marked with a 7.

**20. Forward Cargo Area.** A large chamber nearly 20 meters wide and 9 meters deep. Well lit, it is empty except for a few empty crates in one corner and a bale of vegetable leaves near the iris valve. Closer investigation will reveal that the material is tobacco, which is a rarity in this part of the Imperium. It will sell for Cr20,000 for its full 50kg) if sold in the seedier parts of a starport town; it is also probably illegal on any world with a law level 8+.

**21. Corridor.** This passageway leads to port and makes a right angle bend aft, where it is then blocked by massive steel doors. Before the bend, large cargo doors open fore and aft into cargo areas; scratch and scuff marks indicate that cargo has been dragged across the corridor many times. A set of wall studs near these doors

will open them; however, a red button is also present—it turns off (and on) the grav plates on this deck to allow easier handling of cargo. The steel door at the end of the corridor is part of a cylinder set within a larger cylinder. It will not open without instructions from the main computer (a computer terminal is located on the wall next to each door). If someone attempts to force the door (or incorrect computer instructions are entered more than 3 times in a ten minute period), and power is on, an outlet valve will open, bleeding the air from this deck within thirty seconds. In any case, the door is nearly 200mm thick, and will require a long time to burn through (approximately 20000 hits administered by energy weapon, such as a laser, or by a cutting torch).

If the door is opened by computer instruction, the entire inner ring of the turret rotates to match a door opening with the doorway in the outer turret ring.

**22. Corridor.** This passageway leads to starboard, and makes a right angle bend aft. It is treated in a manner similar to location 21.

**23. Lower Turret Area.** Beyond the steel doorway is a large crowded area filled with the mechanical and electronic apparatus which comprises the turret mechanism. A ladder leads upward into the ceiling.

**24. Lower Turret Area.** This location is similar to location 23.

**25. Aft Cargo Area.** This area is an irregularly shaped cargo bay, marked by an arched protrusion in its center, and bulges in the lateral walls. The arched protrusion is fitted with a sturdy sliding door, which will not open if there is air pressure in the cargo bay (unless, of course, it is forced, or a pinnace is in position on the other side of the door). This sliding door serves as a loading dock for pinnaces. There is a mechanism which will magnetically lock a pinnace in position against the doors.

Halfway back in the rear area, along the side walls, are sets of cabinets. The port cabinet has three vacc suits of unusual design. If they are tried on, they are found to be personalized, and non-adjustable, with only a slight chance that they will fit the individual involved (throw 10+ for the suit to fit; DM +1 if the individual is strength-5 or less, because they are on the small side). The suits are unusual in that an oxygen regeneration system is built into the fabric, rather than being contained in a separate pack. If the suit doesn't fit, however, altering it will render it useless. Each suit may be assumed to have a value of about Cr40000 to someone whom it will fit.

**26. Gun Turret.** At the top of the ladder leading from location 23, a small area contains a gunner's couch near a laser cannon tube. The couch will comfortably fit only for persons of small stature (assume a strength of 6 or less). The laser cannon is operated and fired from this position.

**27. Gun Turret** At the top of the ladder leading from location 24, a small area contains a gunners couch near a laser cannon tube. This area is similar to location 26, and should be administered like it.

## **ENGINEERING DECK (Locations 28-31)**

The iris valve on this level is marked with the numeral A.

**28. Machine Shop.** This area is relatively small, and filled to forward with machine tools, a workbench, and cabinets filled with a great many spare parts in paper cartons. To the port and starboard are large (floor to ceiling) gratings with radiator flanges behind them.

**29. Metallurgical Shop.** This small room contains facilities for detained small scale metal work, from one gram to ten kilograms, and can be used to produce such diverse items as jewellery, gun parts, and mechanical spares. Such a shop is quite usable by a person with mechanical-2 or better.

**30. Electronic Shop.** This area is similar to location 29, but designed for electronics repairs. While this shop cannot create small electronics components, it does have a large supply of such parts, which can be identified through the ship-board computer. This shop is usable by a person with electronic-2 or better.

**31. Gangway.** Sloping at an angle upward, this corridor leads to the next deck.

## **DRIVE DECK (Locations 32-42)**

This deck is accessed within the ship only through the gangway leading from the Engineering Deck.

**32. Hydroponics Area.** This entire area is overgrown with plants. An iris valve is obvious aft, but the two corridors leading forward are not, being concealed by the extensive growth. Overhead, the area is roofed by transparent sloping ceiling panels, and banks of lights. The vegetation is covered with thorns, but is not especially dangerous unless a person were to actually fall into a group of plants, in which case about 1D hits would be inflicted.

**33. Forward Control Area.** A complete set of jump controls are installed at this point, including a computer terminal. If these controls are tampered with, the drive chargers will be set in operation. A humming will begin, and observers in the astrogation dome, the hydroponics area, and in ships outside, will note that the canopy is unfolding. After an hour, the process will be completed, revealing a skeleton framework and a circular thin black radiation-absorbent film about 1 kilometer in diameter. Stopping the process is impossible without computer assistance, but the canopy will refold itself when the accumulators are recharged, a period of 1D weeks.

The twin corridors leading from location 32 to 33 are generally featureless, with single passageways leading port and starboard. The central area between the two corridors is a solid area containing a complex set of electronics parts, and several solid silver buss bars. Electronics-2 or better will deduce that this is the accumulator section of the starship power supply. When fully charged, there is a distinct odor of ozone in the air. Power cable connections (about 300mm in diameter, and insulated) rise from the accumulators and pass into the ceiling panels.

**34. Jump-2 Pod.** This engineering area contains a jump drive mechanism for the ship, and outwardly appears to be identical with the mechanism on the other side of the ship. An individual with engineering-3 or better will see that this drive is capable of jump-2.

**35. Jump-3 Pod.** This area is similar to location 34, and is administered in a similar manner. However, this equipment is capable of jump-3.

**36. Air Lock.** The iris valve at the aft end of the hydroponics area opens into an air lock. The valve itself is in a nearly closed position, but held open by a scratched and corroded metal rod wedged in place apparently by accident. Beyond the valve is a short corridor leading to another iris valve held open by a similar metal rod. Along the corridor, the attraction of the grav plates (assuming they are on) gradually diminishes from full (at the forward end) to zero (at the aft end).

**37. Cabinet.** Concealed behind a bulkhead to port, accessible from location 39,

is a cabinet, with a concealed switch behind the upholstery on the wall. The cabinet itself contains a transmitter/receiver, with audio, video, and telemetry capability.

**38. Cabinet.** This cabinet is similar to location 37, but contains miniaturized communicators keyed to the equipment in location 37. These devices may be carried in world surface exploration, and used to communicate with personnel aboard ship. Access to the ship's computer will reveal (when asked) that there are also several remote missiles fitted with audio, visual, and telemetric devices. The missiles are launched by computer from exterior racks in the hub area; each is a responsive discretionary missile of 12G12. There are four, each of which is reusable.

**39. Lounge Area.** This area is finished with a fur-like carpeting on floor, ceiling, and walls. Concealed panels in the forward bulkhead contain cabinets which are locations 37, and 38. This area is in zero-G.

**40. Observation Deck.** This area is covered by a transparent observation dome facing aft, and contains a cantilevered platform with four fixed chairs and a small control panel. It is finished in the same style as location 39, and is in zero-G.

**41. Lateral Shaft.** This corridor slants upward at an angle and ends in a hatch. Beyond the hatch is another, plus another hatch leading out of the tube. It is in zero-G.

**42. Lateral Shaft.** This tube is similar to location 41.

## **THE PINNACES (Locations 43-50)**

The two trailing pods visible at the ends of the shafts connected to the hub on the Drive Deck appear to be maneuver drive pods from a distance, but are actually 40 ton pinnaces. Normally transported in this position, they are detachable, and may be used for errands or missions. These small craft are laid out in opposite handedness, and will only attach on their proper shafts. Each is streamlined, and has fuel skimmers (for refuelling at a gas giant), and has provision for fuel transfer. Each also has a cable connection which automatically mates with ship power connections when in docking position.

**43. Pinnacle Controls.** This area contains standard design controls usable by an individual with ship's boat skill. With seating for two, the port seat also has aiming and firing controls for the single pulse laser mounted on the boat.

**44. Pinnacle Controls.** This area is similar to location 42.

**45. Pinnacle Cargo Bay.** The port pinnacle is a cargo boat, and can carry bulk cargo totalling 12 tons. Collapsible seating can fill the area and carry up to 16 passengers instead. A large sliding cargo door is visible in the exterior bulkhead.

**46. Pinnacle Passenger Area.** The starboard pinnacle is a passenger vessel, with four half-sized staterooms complete with bunks and storage areas. This pinnacle could carry up to five persons on relatively long (30 day) flights with only minimal discomfort. There is no provision for cargo, although conceivably about two tons could be crammed into the central aisle.

**47. Bathroom.** This area contains toilet facilities and a shower.

**48. Bathroom.** This area contains toilet facilities and a shower.

**49. Drive Room.** The maneuver drives for this pinnacle are contained in this area.

**50. Drive Room.** The maneuver drives for this pinnacle are contained in this area.

# Referee's Notes

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The following should enhance the referee's understanding of the *Annic Nova*.

## THE COMPUTER

Location 2 on the Bridge Deck contains the starship's central computer. Its programming language is unknown to the explorers, and the computer will not initially respond (assuming power is turned on). An individual with computer-2 can install a standard programming language from another source in about a day. Someone with computer-4 can instead decipher the computer's language, altering it to respond to normal procedures; throw 12+, DM +1 per level of computer skill, once per week of trying. Once the computer is reprogrammed, it will be found to have the software list shown.

The computer is a non-standard device equivalent to a Model/3, but massing considerably more (in the range of 15 tons).

One feature of the computer is its graphics package, which can superimpose data on the forward window wall, making an immediate evaluation of a situation possible at a glance. For example, the computer can lay a three dimensional grid on the window wall, and then spotlight or code all objects present, showing their relation to the ship. It can then project and show trajectories or possible courses.

A functioning computer will respond to keyword input, and reply with appropriate data. The referee may wish to limit random guessing at keywords by players, and may institute limits, or dispense clues. The following keywords are especially important.

**Maneuver, Acceleration, or Evasion.** One or both of the pinnaces may be swivelled under computer control, and thrust may be applied by their engines. Such manipulation will alter the orientation of the ship, allowing the guns to be brought to bear, or the observation deck pointed as desired. Instructions are simply keyed into the computer.

For travel to any great distance, a pinnacle must be physically moved (using pilot or ship's boat skill) to the rear of the cargo bay (location 25) and magnetically moored. Computer instruction for long distance maneuver is then entered, and up to one-tenth G thrust applied. Each pinnacle is capable of ten minutes thrust for each ton of fuel burned.

**Fuel, Refuel, or Power.** The canopy collects radiated stellar power and stores it in the accumulators on the drive deck. The only way to extend the canopy is with the controls on the drive deck or the control panel in the observation dome. It cannot be controlled from the bridge.

The accumulators can store enough energy to power each jump drive once, as well as maintain internal life support under normal conditions.

*Duration of internal power:* 60 days under ordinary load.

*Required recharge time:* 1 to six weeks (1D), depending on the distance from, and spectral type of the star serving as the radiation source.

**Weapons:** The two laser cannon turrets are used as laser +1, the guns being quite effective in fire control.

THE DISEASE

The disease from location 15 is transmitted via an airborne virus with a long

DISEASE TABLE

Individual's Endurance	-Infection Chance—		
	Low	Strong	Extreme
4 or less	8+	7+	2+
5, 6	9+	8+	4+
7, 8	10+	9+	6+
9, 10	11+	10+	8+
11 or more	12+	11+	10+

If the number on the table is rolled or exceeded, the individual has contracted the disease. Immediately roll two dice and subtract the skill level of any attending medic (one medic may attend up to four persons). That number is the immediate damage inflicted. If it exceeds 8, roll again as before, and inflict that number of hits. Continue until the result is less than 8.

strict rest and sleep. Following such a prescription would preclude any physical or mental effort, including any use of skills, or any work.

dormancy period. No symptoms will become apparent for at least one week. At that point, each person who has been exposed must roll for infection on the disease table, once, at the highest possible level. DM -1 for strength 10+. DM -1 for any person with service in the scout service (for the scout service immunizations). A doctor who has analysed the situation may prescribe strict rest and sleep; following this regimen allows a DM -4.

Low passage or drugs may slow the onset of the disease, but there are no specific drugs or universal cures which will automatically counteract this disease.

**Prevention:** Any medic-3 (doctor) or better will know from his training and experience that infection from this virus can probably be lessened greatly by

THE SHIP

The following is a description of the *Annic Nova* in the same format as the ship descriptions in **Traveller** Book 2, pages 18-20.

**Free Trader (Non-Standard Classified Type NS18):** Using an unorthodox 600 ton frame and hull, this artifact is allowed in Imperial commerce under the salvage laws provided the ship is registered with Imperial authorities (typical registration fee: Cr100,000). The ship has 8 staterooms (of non-standard sizes) for the crew (captain/ navigator, chief engineer, two ordinary engineers, and medic), with provision for ordinary members (gunners, pinnace pilots, or passengers). There are no low berths. The ship has two jump-drives (jump drive-F, and jump drive-J which operate independently (at J-2, and J-3, respectively), but may not sum their power. There are no maneuver drives (the pinances act as tugs to a minor extent); there is no power plant. A stellar collector absorbs and collects energy for internal power and jump drives. Two single turrets each mount a single laser cannon. Cargo bays hold up to 150 tons. The computer is a non-standard model equivalent to a Model/3, but with nearly three times normal mass. The ship is not streamlined.

Two 40 ton pinnaces travel in trailing positions. Each holds 12 tons of fuel. One is equipped to carry four passengers for relatively long periods of time; the other can shuttle up to 16 passengers or 12 tons of cargo.

Construction cost is impossible to calculate, but current market value can be placed at approximately Cr200,000,000.

# Library Data

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Library data is information obtainable from any ship's computer (although probably not from the Annic Nova's) in response to correct keywords. Only the specific information requested should be given to the players; care should be taken not to reveal additional data as the information is made known.

**Atmosphere Tester:** The Survival Products "Sniffer" Atmosphere Tester is a solid state miniaturized gaseous analyzer incorporating microprocessor circuitry to detect and indicate the molecular components in gas samples passing its detector head. The Sniffer is typical of most atmosphere testers on the market today.

**Specifications:** One kilogram weight, and measuring 100mm by 175mm by 20mm. Corrosion resistant case of phenolic plastic. 8.7 to 9.3 volt power supply, from rechargeable battery pack. Estimated charge life: 100 hours. Belt attachment available, optional. Sling carrying strap standard. Price: Cr150. TL 9.

**Operation:** The device is in constant operation, with LEDs indicating chemical symbol for the three major components in the gas sample, with percentage of total shown. Pressing the button labelled "More" replaces this with the next three components. Up to 30 components and percentages may be read in this manner, in addition, three lights (red, amber, and green) are mounted on the face of the device. Whenever the light (or lights) showing changes, an audible beep indicates the change. Red indicates that the atmosphere is not breathable. Green indicates that it is. Green and amber indicates that it is breathable but tainted. Red and amber indicates that the atmosphere is not breathable and also contains material considered to be taint. Amber alone indicates a lack of pressure, but breathable mixture. The exact mixtures which trigger the lights are set at the factory, but may be adjusted to fit personal preference.

**Serial Numbers:** Sniffers are numbered in the format nnnn-xxxx-y. N is the model year number; the year of production. X is the serial number. Y is a check digit to insure the correct serial number is stated.

**Recall Notice:** Sniffers in the 4000 serial number range may have been assembled with a faulty detector head casing; this, in combination with the plastic case, allows gas to infiltrate onto the interior of the case. In some cases (insidious atmosphere) this may result in the contamination of the solid state electronics, and result in faulty readings, or outright failure. Such items should be returned to a factory representative for repair. Those with a two-digit check digit have already been recalled and repaired.

**Battle Dress:** Battle dress is somewhat bulky, but is roughly man-sized. Probably best thought of as a cross-between a 1950's conception of a "space suit" and plate armor. It should have some equipment built into it and thus increases its bulk. For example, a life support/power unit would not be a separate unit, but instead integrated into the suit back. No weapons are integral, but a visible computer socket/link is placed on the chest front at the right and left shoulders where a rifle would normally be braced.

**Combat Armor:** Unpowered and fairly light-weight personal armor. Inexpensive when compared to battle dress, combat armor is widespread in military use for higher technology forces, and usually contains integral communications equipment. Armor protection is similar to battle dress.

**Empress Nicholle:** Eleventh in the line of emperors of the Imperium. Oldest issue of Martin V. Born 401, proclaimed empress in 457, assassinated 475 by Cleon IV. Second empress to hold the throne.

The fact that Nicholle was assassinated by her successor is indicative of the strained fabric of the Imperium in those days before the Civil War and the Barracks Emperors. The incident, and the pressure of certain member worlds of the Imperium led to the establishment (now somewhat discredited) of succession by right of assassination.

**Pyramid:** Traditional construction form for developing cultures; considered to be the simplest form of large scale architecture because of its load-bearing strength and ease of assembly. TL 1.

Pyramid structures of all sizes have been believed to serve as focuses for psionic (or cosmic) power, and are claimed to sharpen dulled edges, cure diseases, and generally work miracles.

Pyramids have been constructed on most worlds where the local culture has passed through TL 1. Many examples remain due to the massive strength of the structure.

**Second Frontier War (615-620):** Fought between the Outworld Coalition (Zhodani, Vargr, and Sword Worlds) and the Imperium during the period of the Barracks Emperors. Arbellatra (b. 587, d. 666) was named Grand-Admiral of the Marches and led the combined local and Imperial forces to defeat the Coalition, and then proceeded to reestablish the central Imperial authority. She was named Regent in 622 as a result, and Empress in 629.

**Vargr:** Intelligent alien race occupying an expanse of stars roughly to coreward of the Imperium. These Vargr Extents are inhabited by Vargr although not under any central authority.

Vargr are roughly humanoid derived from carnivore/chaser stock. Originally pack animals, they continue to congregate in groups or tribes with extensive and standing rituals which determine individual position within the group. Continuing rivalry between packs has made large scale cooperation impossible within the Extents; while planetary governments exist, their power is limited. Interstellar government on the subsector or imperial level has proven impossible.

It has been demonstrated that Vargr are the result of genetic manipulation by the Ancients. They did not evolve naturally, and they have a racial sensitivity on this matter.



# *Double Adventure 1* *Shadows*

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## **TRAVELLER**<sup>®</sup>

*Science-Fiction Adventure*  
*in the Far Future*

Game Designers' Workshop

*Double Adventure 1*  
*Shadows*

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***TRAVELLER***

*Science-Fiction Adventure in  
the Far Future*

Game Designers' Workshop

The **Traveller** Adventure titled **Shadows** was used as the **Traveller** *Tournament* situation at *WinterWar 1980*, held at the University of Illinois, Urbana-Champaign, January 18, 19, and 20, 1980.

**Shadows** was designed and produced by Marc W. Miller.

Artwork by Liz Danforth (page 19) and Marc W. Miller (all else).

## **Shadows**

Part 1 of **TRAVELLER**, Double Adventure 1

Turn this booklet over for another complete Traveller adventure.

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This booklet is an adventure intended for use with

**Traveller**, GDW's science-fiction role-playing game set in the far future.

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# Table of Contents

<b>INTRODUCTION</b>	.1
Standards and Assumptions.	.1
Using this Adventure	.1
Characters	.2
Equipment.	.2
Available Equipment Table	.3
Referee's Note	.3
<b>SHADOWS.</b>	.4
Illustration 1— Aerial View	.5
<b>THE PYRAMIDS</b>	.6
Entry Points.	.6
Diagram 1— The Vertical Shaft	.6
Interior Features	.7
Diagram 2— Large Chamber.	.7
Diagram 3— Interior Level.	.8
Diagram 4— Deep Level	.9
Diagram 5— Corridors	.10
Diagram 6— Small Chambers	.10
Diagram 7— The Horizontal Fault.	.11
The Individual Locations	.12
Diagram 8— Power Plant Level.	.12
Interior Level Locations (1-13)	.13
Deep Level Locations (14-24)	.15
Power Plant Level Locations (25-32)	.17
<b>ANIMAL ENCOUNTERS</b>	.18
Encounters.	.18
Animal Encounter Table.	.18
The Animals.	.19
Illustration 2— Grazer	.19
Illustration 3— Chaser	.19
Illustration 4— Hunter	.19
Seismic Tremors	.19
<b>REFEREE'S DATA.</b>	.20
<b>LIBRARY DATA</b>	See Annic Nova Page 19

# Introduction

This booklet contains two comprehensive adventures for **Traveller** printed back-to-back. Each adventure is complete and independent. This adventure, titled **Shadows**, deals with a pyramid structure complex on the surface of a world, which the travellers will encounter and investigate.

It is assumed that this adventure will be administered by a referee who has read through this adventure, and who is familiar with both it and the rules for **Traveller**. This situation calls for only the basic **Traveller** booklets (Books 1, 2, and 3), and no additional supplements, books, or other information. As usual, paper, pencils, six-sided dice, and square-grid graph paper will prove necessary during the course of the adventure.

**Requires only  
Basic Traveller.**

## STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure. The referee may alter them as necessary to correspond to a local situation.

**Dates:** All dates herein correspond to the Imperial calendar. The initial date for this situation is 190-1105; 190 is the current day (the 190th day of the year) in the standard 365-day year, while 1105 is the current year in the Imperium. Once the adventure begins, time should flow normally. If necessary, change the date to match a local situation.

**Date: 190-1105**

**Place:** This adventure takes place on Yorbund (0703 - C7C6503 - 7), which is situated in the Regina subsector in the Spinward Marches of the Imperium. Yorbund is 7,000 miles in diameter, with an insidious corrosive atmosphere, and seas of fluid covering 60% of its surface. Yorbund has a population of 227,000 persons, with no established government. A generally accepted law level of 3 will prohibit energy weapons and autorifles. Local technological level is 7, equivalent to the period 1970 to 1979 (only limited manufacturing of TL 7 materials is possible, due to the low population base). The local starport is classed as type C, and is located near the major population center of the world.

**Place:** Yorbund  
Regina Subsector  
the Imperium

Much of Yorbund is unexplored, with the population concentrated in a few underground complexes. Yorbund's major resource is fungi grown in the caverns; it provides food, fibers for cloth, fuel, and is exported as pharmaceuticals.

## USING THIS ADVENTURE

The referee can use this adventure as an independent situation with pregenerated characters (as written), or may use it with continuing characters from an existing campaign. Changes necessary for an existing campaign should be both simple and obvious.

### REFeree'S CHECKLIST

1. Assign characters.
2. Allow equipment purchase.
3. State situation.
4. Guide characters through situation based on their actions.

**Referee's Checklist:** The steps shown in the referee's checklist should guide the referee through the elements of administering this

adventure. Characters are covered next in this section, as is equipment purchase. The situation is stated on page 4, with additional materials contained in the remainder of the adventure.

## CHARACTERS

This adventure is intended for a band of adventurers numbering at least two and no more than eight. A group of pre-generated characters is supplied below, although the referee may allow other individuals instead.

<b>1 Retired Scout</b>	99397A	Age 38	5 terms	Cr2,000
Pilot-1, Vacc-2, Navigation-2, Shotgun-2				Shotgun, Scout Ship
<b>2 Ex-marine Trooper</b>	AB8B67	Age 34	4 terms	Cr2,000
Cutlass-2, Vacc-1, Brawling-1, Autorifle-1, Mechanical-1				Cutlass
<b>3 Ex-navy Ensign</b>	756B88	Age 26	2 terms	Cr2,000
Medical-2, Computer-2, Vacc-0, Carbine-0, Blade-1				Blade, Travellers'
<b>4 Ex-marine Force Commander</b>	8B5B88	Age 30	3 terms	Cr2,000
Cutlass-1, Revolver-1, Vacc-3, Laser Rifle-2, ATV-1, Brawling-1				Cutlass
<b>5 Ex-merchant 2nd Officer</b>	8A6894	Age 26	2 terms	Cr1,000
Streetwise-1, Vacc-1, Pilot-1, Revolver-2, Gunnery-1				Revolver
<b>6 Ex-army Captain</b>	7996A9	Age 30	3 terms	Cr2,000
Rifle-1, SMG-1, Vacc-1, Air/Raft-1, Forward Observer-1, Brawling-3				SMG
<b>7 Ex-other</b>	856994	Age 26	2 terms	Cr1,000
Electronic-1, Vacc-0, Computer-1, Bribery-1, Shotgun-0				Shotgun
<b>8 Ex-scout</b>	365BBA	Age 34	4 terms	Cr2,000
Vacc-2, Jack of all trades-1, Automatic Pistol-1, Pilot-1, Electronic-1				

A skill level of 0 (for example, vacc-0) has been assigned to show some familiarity with a skill, sufficient to allow use, but no real expertise. A skill level of 0 with a gun (for example, carbine-0) shows the preferred, or best, weapon for an individual otherwise without weapon skill.

## EQUIPMENT

Referees using an on-going campaign should ignore the remainder of this section, with the possible exception of the available equipment table on page 3.

Characters should review their equipment, and may purchase more. However, it is essential that one of the characters be the retired scout (character number 1), be-

### SHIP'S LOCKER

eight **Vacc Suits**, each with oxygen tanks for eight hours, and  
**medium range commo gear**.  
four **Carbines**, each with ten loaded magazines (100 rds).  
two **Automatic Pistols**, each with ten loaded magazines (150 rds).  
four **Cutlasses**, each with a belt scabbard.  
one **Long Range Communicator**.

because he provides the scout ship which serves as transport for the adventurers. The retired scout has possession of a type S scout/courier. Its ship's locker contains the equipment shown in the table. At the beginning of the adventure, before the characters are told of the details of the adventure, they should be allowed to purchase any other equipment they feel will be necessary or desirable. Any equipment available may be purchased, subject to the following restrictions:

1. It must be mentioned and described in Book 1 or Book 3 of Traveller, or in the available equipment table below.

2. The item must be paid for. Since the only assets available are the balances above, some items (ie, battle dress) are precluded because of expense.

**Scout Ship Equipment:** In addition, the scout/courier has an air/raft on board, and has a single pulse laser installed in its turret.

### AVAILABLE EQUIPMENT TABLE

1. **Cable-** fine flexible plasteel cable, capable of supporting 250 kilograms. Available in 50 meter coils, each weighing 3 kilograms. Up to ten coils are available. **Price:** Cr100 per coil.

2. **Revolver Shotshells**— cartridges for revolvers loaded with shot instead of normal bullets. In use, these shells allow the character to use the group hits by shotguns rule (Book 1, page 39) when firing the revolver. Wounding per round is 1D, and such a weapon may not fire at long range. Not available for automatic pistols. **Price:** six cartridges cost Cr10.

3. **Target Pistol**— a high quality pistol with custom grips and special attention paid to accuracy. It weighs, and fires, as an automatic pistol with +1 to hit. Only one such pistol is available. **Price:** Cr500.

4. **Automatic Pistol Snail Drum Magazine**— a drum magazine designed to hold 45 rounds. The drum extends beyond the butt of the pistol. Three such magazines are available. Loaded magazine weighs 750 grams. **Price:** Cr25.

5. **Atmosphere Tester**— a solid-state device with read-outs indicating the atmospheric percentages of elements present. In addition, a red light glows if the atmosphere is not breathable, and a green light glows if the atmosphere is breathable. Three are available, serial numbers 1099-5768-3, 1099-5769-3, and 1099-4792-2. Weight: 1 kilogram. **Price:** Cr150.

The referee should allow no more than ten minutes for the purchase of equipment before the adventure begins.

### REFEREE'S NOTE

The information in this adventure is intended for the use of the referee. Only certain specific items of information should be made available to the players.

**Introductory Material:** The data on pages 1 through 3 should be made available to the players through the referee, rather than allowing them to read it directly.

**Shadows:** The material on pages 4 and 5 should be read aloud at the start of the adventure. It should be available (on request) throughout the adventure.

**The Pyramids and Animal Encounters:** The information in these sections (pages 6 through 20) is for the use of the referee alone, and should not be divulged to the players except as called for in the course of the adventure.

**Library Data:** All library data for this adventure and for the Annic Nova adventure has been consolidated in one section with the Annic Nova data. Library data should be revealed to the players when they consult library or computer facilities on a specific topic.

**Referee's Data:** The section on referee's data is intended to provide background for the referee, to increase his or her understanding of the adventure. It should never be revealed directly.

# Shadows

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After a call at Marion Starport on Yorbund, consisting of a complete refuelling and a visit to the minor attractions of the caverns of Yorbund, the band of adventurers prepared for a routine take-off, bound outsystem for Kinorb. In the last few seconds before lift-off, however, a seismic tremor shook the field, disrupting the count-down. Although lift-off took place on schedule, the possibility remains that the ship sustained damage from the tremor. The adventurers place it in orbit while routine checks are run on all ship's systems for possible malfunction. After three hours, all readings indicate negative problems.

However, the ship's scanners have detected a surface feature of some interest on Yorbund. Located far into unsettled territory, and not appearing on any maps, the feature appeared in a break in the almost perpetual overcast. An aerial view of the feature is shown to the right. Extensive use of the ship's computer on the image data in memory gradually expands the information available, although additional images are obscured by the overcast and the nature of the atmosphere below. The three pyramid complex appears to be constructed of stone having a high metal content, with a high probability of voids within the structure, although none of high volume. The feature appears to be old, constructed (rather than natural), and not of human origin. It appears safe for an exploratory expedition.

The landing at Marion Starport provided some basic background to the travellers which it would be well to remember.

1. The local atmosphere is insidious, corrosive, and will defeat all personal protective measures within eight hours. The adventurers did not go outside at the starport, accessing facilities through tunnels and portals. Their vacc suits remain in prime condition. Once the suits are exposed to the local atmosphere, they will need reconditioning, at high cost in money (Cr200 each) and time (at least a week).

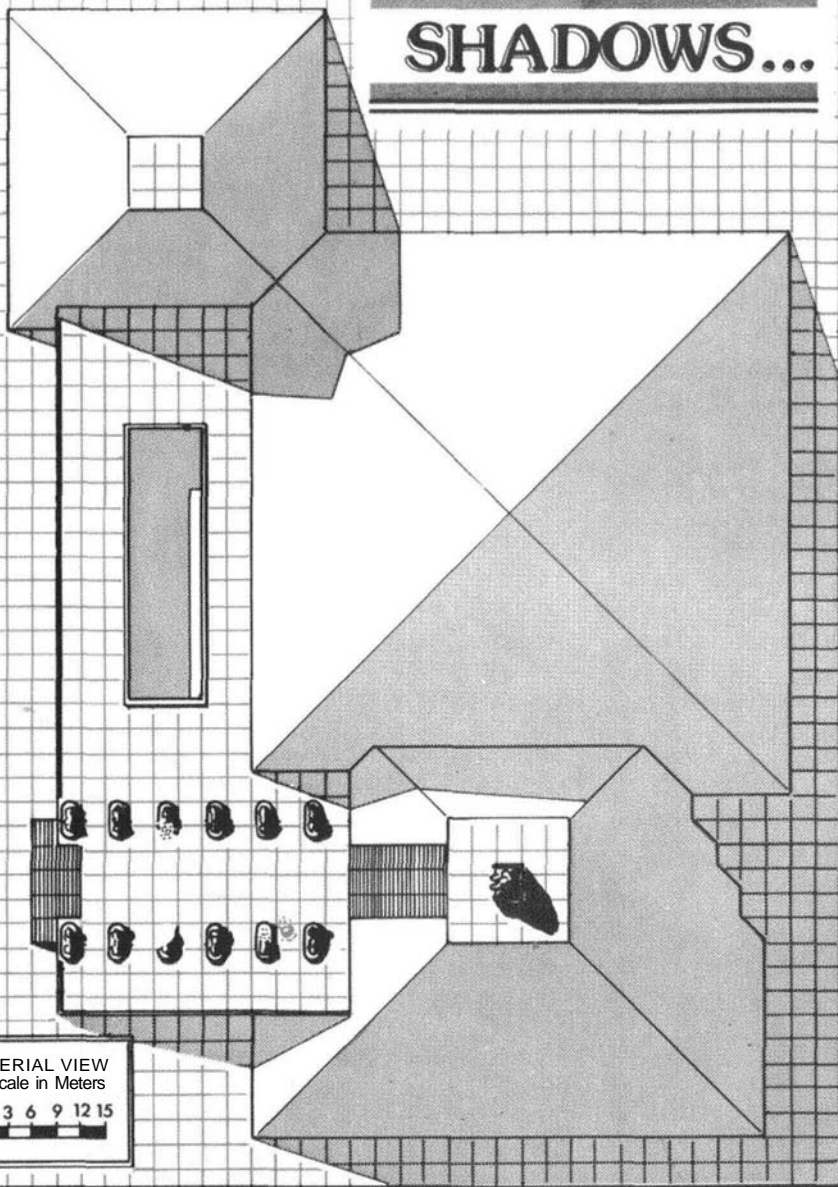
2. Yorbund is largely unexplored, with few individuals venturing far from the starport and associated caverns. Cloaked in a dense overcast atmosphere, little is known of the surface features of the world. As experience has shown, Yorbund is subject to seismic tremors, generally of low magnitude, but sometimes quite severe; such tremors have detected from nearly all points on the world's surface. Finally, the planet is known to be subject to considerable volcanism.

3. The ship is fuelled, and can maneuver for some time, even land several times if necessary, and still jump outsystem. In all probability, questions would be asked at the starport if the ship returned there, and Marion Starport is the only source of fuel insystem.

Deciding to investigate the feature, the ship descends to the world surface, and follows a flight path to land within a kilometer of the complex. In the last few seconds of the approach, an energy blast passes within meters of the ship, almost disabling it. Instrumentation shows that the beam came from the pyramids. Computer readouts indicate that the ship will probably (80% chance) be shot down if it attempts to take off without that beam being disabled.



# SHADOWS...



# Inside the Pyramids

The pyramid complex is obviously an artifact constructed by some race (human or other), by all appearances at some date in the far past. The adventurers are forced to investigate it in detail.

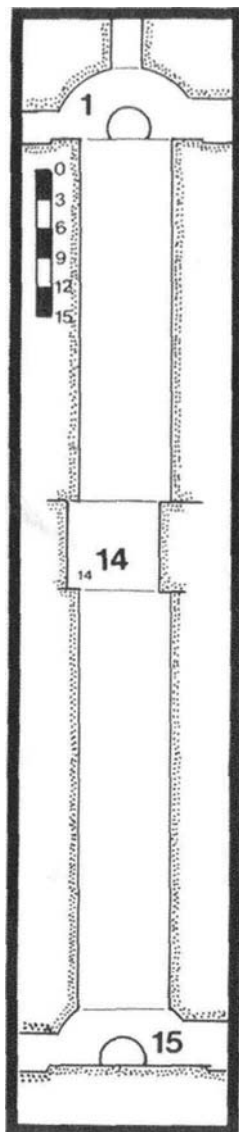


Diagram 1.

## ENTRY POINTS

The computer view of the complex indicates no obvious points of entry into the pyramids; it does show several possibles, each of which may be investigated. Each entry below describes the location, indicates throws to use while investigating, and then details the results to be implemented by the referee.

1. The empty shaft on the platform appears to have vents or drainage pipes at its base. The vents are obvious to the observer. The shaft has a depth of nearly 10 meters. The twin openings at the bottom of the shaft will accept a crawling person after the protective metal bars are cut away (with cutting equipment or energy weapon: ten minutes, another ten minutes to remove the stubs in order to avoid cutting into the vacc suit when crawling through). Entrance proceeds to location 32 on the Power Plant Level on page 12.

2. One or more of the statuary figures on the platform (or atop the pyramid) may be movable to reveal an entry. Fifteen minutes of close checking will show that none of the figures in the parallel rows on the platform are movable; throw 9+ for any one character to deduce that some of the broken figures show solid construction, and are not movable. This saves the 15 minutes.

The single figure atop the pyramid is constructed so as to pivot (throw 9+ per five minutes, DM +3 if intel B+, to so note). Total strength required to move it: strength characteristics totalling 13. It reveals a vertical shaft of great depth. A dim light glows within. The shaft is shown entering the top of the diagram to the left. Descending this shaft will require cable, and a swinging motion once down. The upper level within is location 1 on the Interior Level. The lower level within is location 15 on the Deep Level.

3. Either of the stairways may have some indication of a concealed doorway. Regardless of how long these areas are checked, they will reveal nothing; but no definite proof will surface that there is no entry present. The referee should roll (secretly, and disregarding the outcome) for each five minutes spent checking. A doorway may be discovered in the long stairway from the inside (at location 1) and forced open

(from inside, by a combined strength characteristic of 13+).

4. As in Terran pyramids, a shaft entrance may be concealed on the face of one or more of the pyramids, probably in shadow. Such a search will prove fruitless.

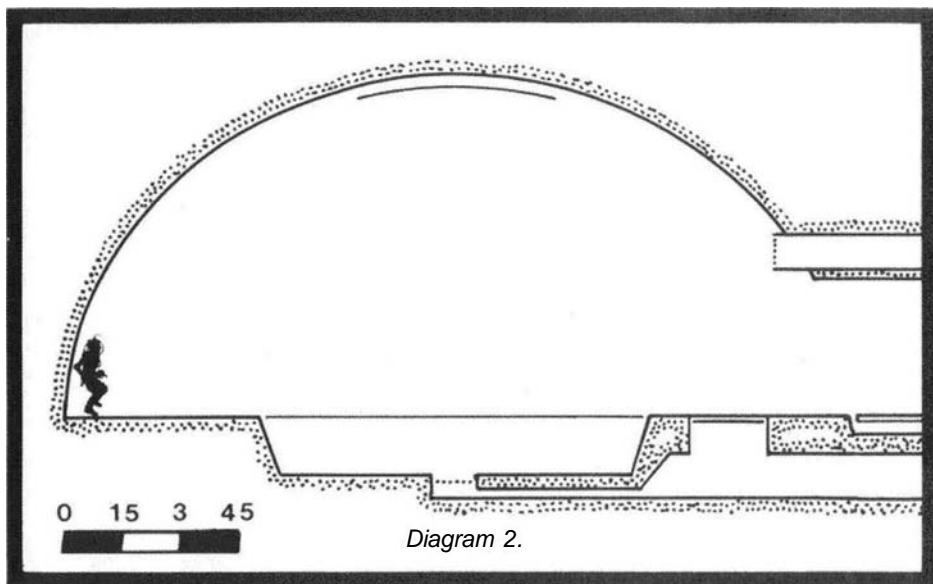
5. Finally, the flat upper surface of the small pyramid may have some sort of entry. It does not, although the surface does have a temperature substantially higher than the environment (about 100 degrees C, the boiling point of water).

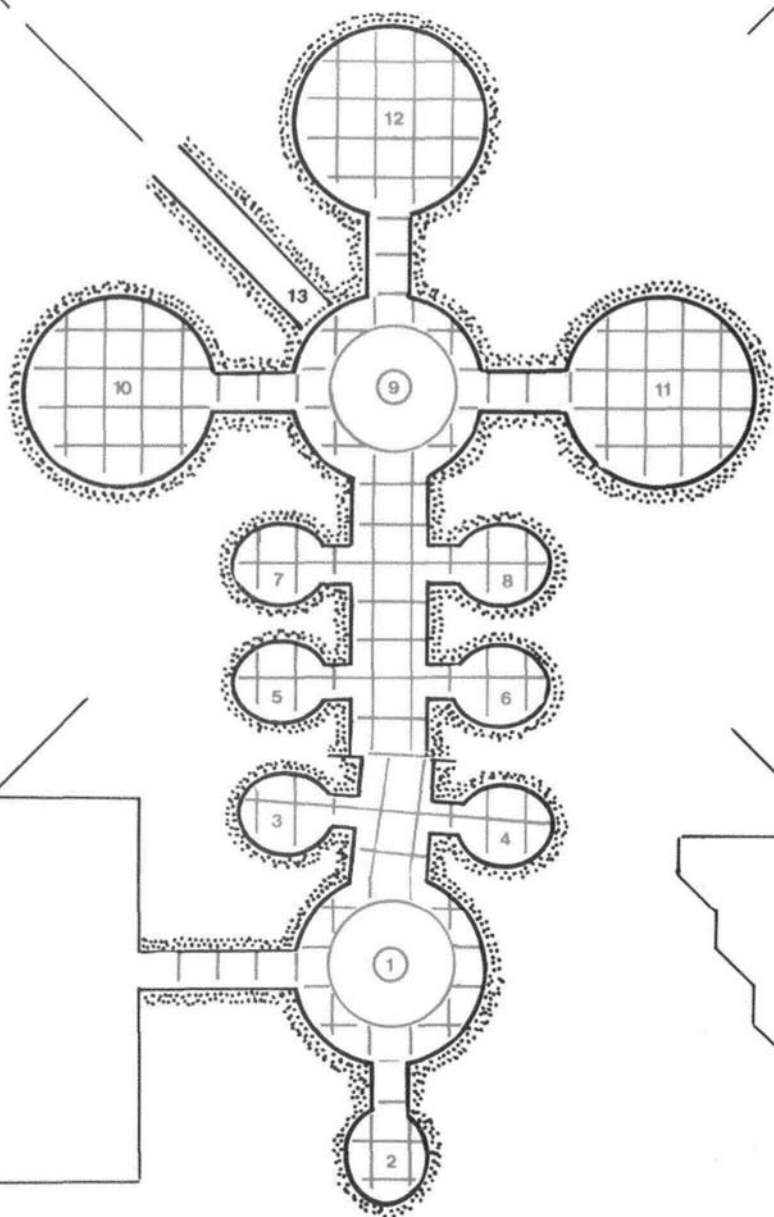
Finally, the idea of brute force may well occur to the adventurers. Personal weapons will have virtually no effect on the surfaces of the complex, although a blast from an energy weapon at the long stairway on the pyramid will reveal the doorway there. If the scout ship's laser is used, it will cut a 1.5 meter hole for each hit (assumed good accuracy at this range), but will also provoke an energy blast from the nearest face of the large pyramid. Such fire will be on a one-for-one basis; throw 8+ for the shot to hit the scout ship. The first hit will hole the hull (referee determines what portion of the ship is hit, and results; take into account self-sealing hull, hatches and interior compartmentation, and corrosion effects of the atmosphere), the second will disable the maneuver drives, and the third will disable the laser. The laser fire will not affect return fire from the pyramid.

## INTERIOR FEATURES

The interior of the complex should come as a distinct surprise to its violators. While the outside of the structure is angular and regular, the interior is curved and rounded.

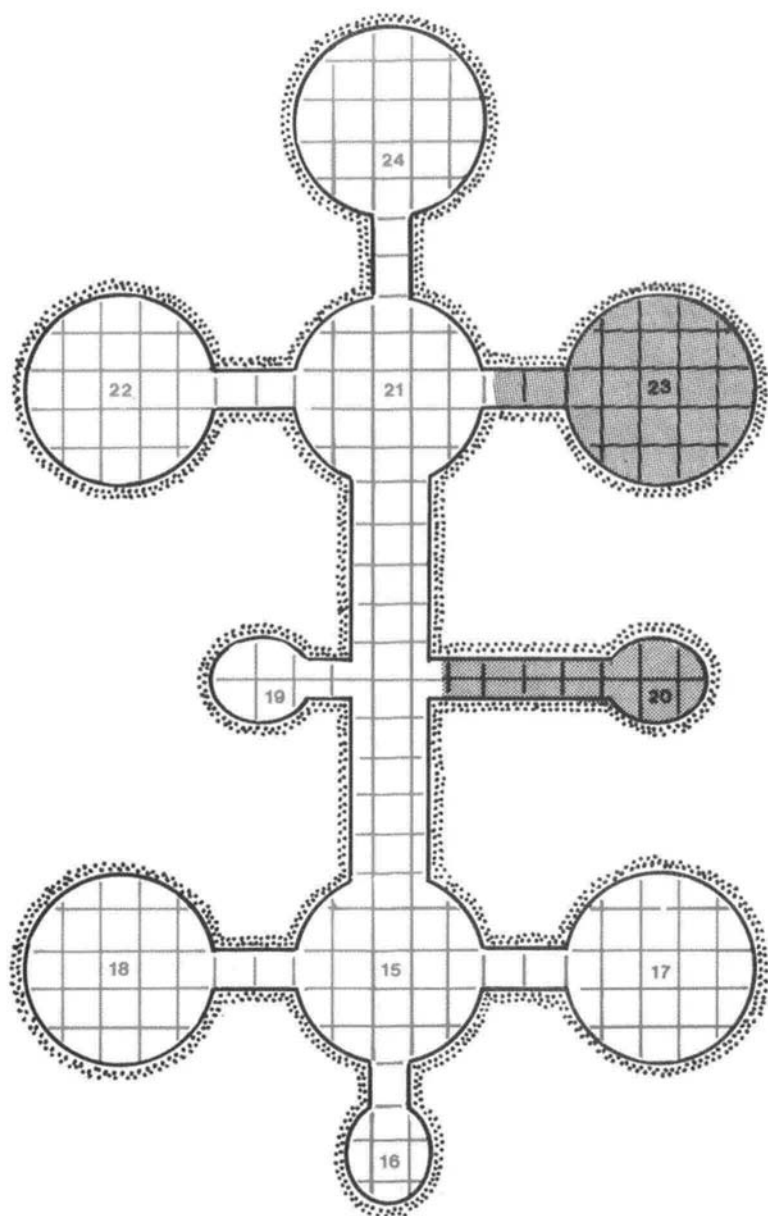
**Large Chambers:** Diagram 2 shows a typical large chamber (such as location 11) with a curved ceiling and side access to a corridor. Note the sunken central floor area, drainage, and ceiling vent. The curved line at the top is a lighting fixture which produces a dull glow sufficient for most vision requirements. Locations 1 and 9 are similar in shape and layout, although they both have deep central shafts.



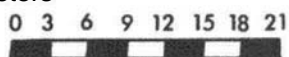


Meters 0 3 6 9 12 15 18 21

**INTERIOR LEVEL**  
Within the Pyramids



Meters



**DEEP LEVEL**

95 meters below the surface

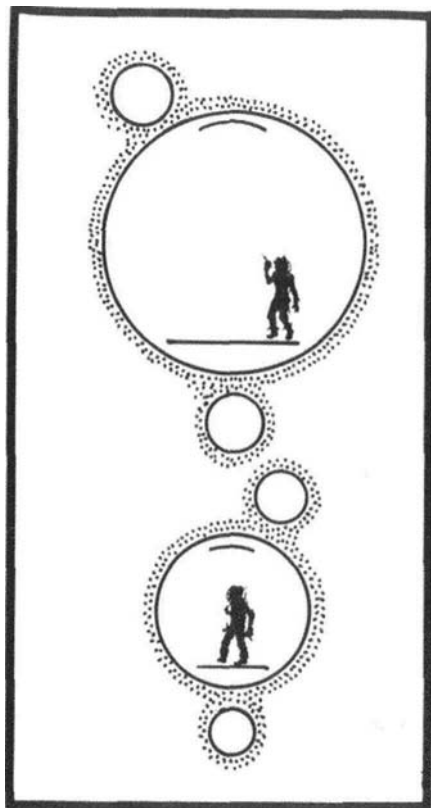


Diagram 5.

Corridors: Connecting the interior chambers are round corridors as shown in Diagram 5. The upper (larger) corridor is typical of those connecting major areas, while the smaller corridor is typical of those connecting side chambers, or leading to the Power Plant Level (from location 13). These corridors have a ceiling plate which provides light, and a flat platform at the bottom which provides a pathway for individuals.

This platform appears to be made of iron sheets and is suspended without visible means of support several centimeters above the bottom of the corridor; obviously magnetism is at work. Individuals stepping onto the platform will cause it to settle slightly, but never enough to touch the corridor wall. Liquified vapor settles to the bottom of the corridors, and accumulates below the platforms. Above the corridors, a vent is concealed in the body of the pyramid; below the corridors, a drain pipe is similarly concealed. These connections are visible in large chambers, or at the fracture in the large corridor on the Interior Level.

**Small Chamber:** Diagram 6 on this page shows a cross section of a large corridor and two small adjoining chambers, an arrangement typical of the small chambers. Locations 4, 6, 8, and 20 have lower-level platform floors within; locations 2, 3, 5, 7, and 19 have higher-level platforms.

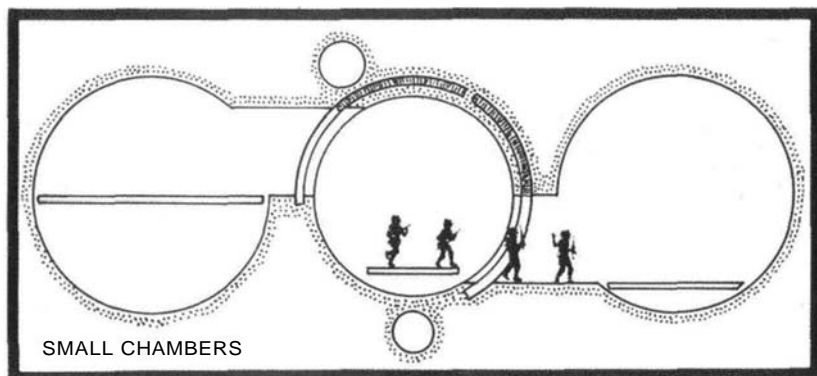


Diagram 6.

Note the large curved doors, suspended on magnetic fields. For each, throw 9+ for the door to be in the open position. Closed doors may be opened by brute strength, applying 13+ in strength characteristic, and then propping the door open with a bar, tool, or weapon. Open doors will prove very difficult to close. In the event of a seismic tremor, any doors may change position on 7+ unless already propped open.

Note the magnetic platform floors. Such floors are similar to the platforms in the corridors, but span the full width of the small chambers, leaving a very small gap (only a few centimeters) at the edges. In rooms with high level floors, virtually the only way to gain access to beneath the floor requires several persons (at least two) at one side, tilting the platform near the entrance corridor; the gap which results will allow a person to slip into the chamber below. If done improperly, the explorer can get trapped (throw 8+ to get trapped; DM +1 for each person counter-weighting the platform in excess of 2). If trapped, throw 7+ for the vacc suit to be torn while being retrieved; DM + vacc suit skill.

**Environment:** The interior of the pyramid complex is interesting in its atmosphere, lighting, and temperature.

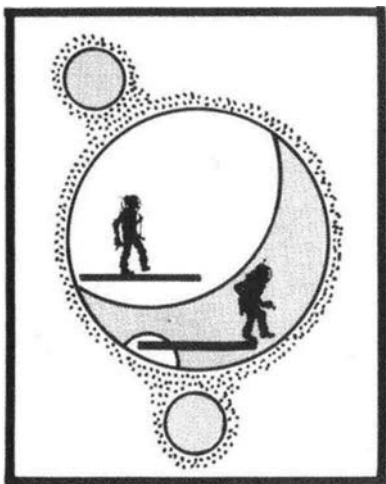
**Atmosphere:** In gaseous content, the interior atmosphere is similar to that on the world surface. However, vents and passages constantly keep the atmosphere in circulation. In most cases, the atmosphere is transparent, but close to floors, in depressions, and under the metal corridor platforms, it has condensed to a pinkish vapor, opaque to visible and infrared light. This vapor can also be seen wafting down from ceiling vents, and accumulating to a depth of about ten centimeters. When (and if) analyzed, the atmosphere tester light glows red. The vapor will show a high percentage of halogens in addition to the expected gases.

**Lighting:** All interior rooms and corridors are lighted with a dull glow from ceiling panels. Close examination will show (to one with electronic skill) that these panels use a form of electroluminescence, drawing electric current (in low wattage) from connections directly in the body of the pyramids. Shooting or breaking a specific panel (they run about 6 meters long) will not extinguish it

unless the entire panel is broken. Two areas (locations 20 and 23) on the Deep Level are in darkness, and close examination will show that the light panels in these areas have been deliberately broken to put them out.

**Temperature:** Temperature is remarkably constant within the complex, staying at a steady 20 degrees C at chest height. However, this temperature varies with height within the chambers. Near the ceiling, it rises to 25 or even 30 degrees; near the floor, it reaches 10 degrees. This differential contributes to the maintenance of the vapor near the floor. An individual with electronic skill will deduce that this effect is produced by solid-state electromagnetic effects.

**The Faults:** Two locations show evidence within the interior of the pyramid complex.



*Diagram 7.*

One, in a horizontal corridor on the Interior Level, and shown in section in Diagram 7, has occurred where the corridor tubes have changed orientation slightly. Someone with navigation skill may notice (throw 9+; DM +2 if intel B+) that the fault corresponds to the juncture between the two adjacent pyramids. The meaning of this fact is not obvious. Visible at the horizontal fault are the upper vent and lower drain pipe, with opaque vapor drifting down from above. A second fault (at location 14) is located in the vertical shaft leading down from location 1 to location 15. This fault is not as obvious as the horizontal fault; and will probably not be discovered unless inspected as adventurers move down the shaft. Note that a similar shaft connects locations 9 and 21, but does not have a fault in its length.

### THE INDIVIDUAL LOCATIONS

Locations on the diagrams range from 1 through 32, each of which denotes an area of potential interest. By investigation of these areas, the adventurers may well discover what should have become by now their defacto goal: to find the controls for the self-defense beam for the complex, and disable it to allow their ship to leave again— all within the eight hour imposed by local atmosphere effects on their vacc suits.

Although the band may feel that splitting up will provide the greatest chance at results, this should not be allowed, regardless of its size. There is safety in numbers, and the band should be so informed; in addition, single groups are more efficiently handled by the referee. Should they insist on splitting up, each band should receive a negative DM of at least -3 on all throws until the bands reunite.

It should be assumed that movement takes little time, but that careful search

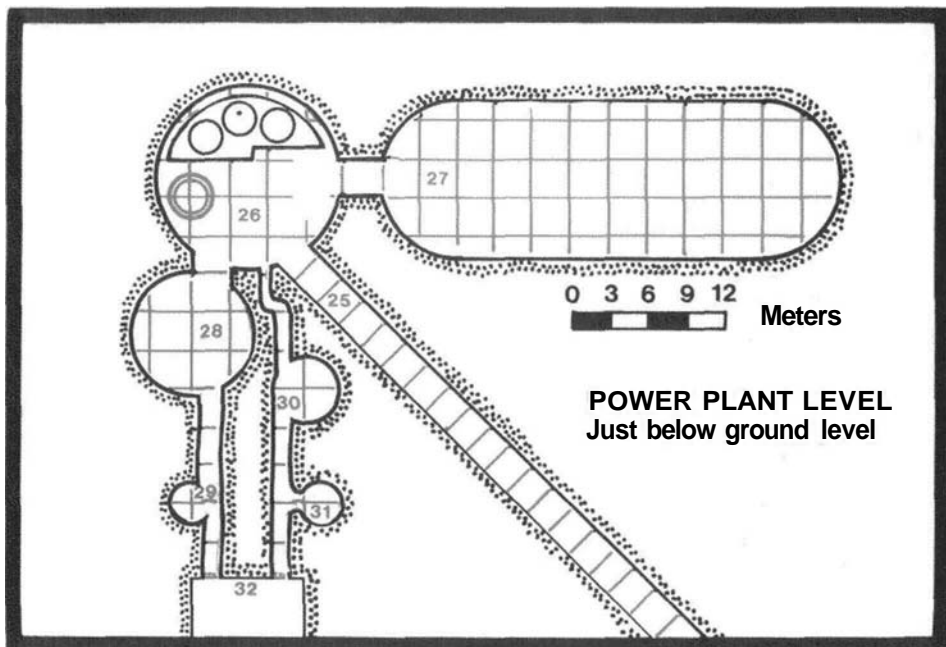


Diagram 8.



can be very time consuming. As a result, apply the following time spans:

**A.** *To move from one location to an adjacent location (except changing levels)—* two or three minutes.

**B.** *To casually look into a location—* two or three minutes.

**C.** *To carefully search a room, sufficient to attempt the throw for success in the search—* ten minutes.

Other times are given with specific areas or locations, as necessary.

## INTERIOR LEVEL LOCATIONS (1-13)

The following locations are situated in Diagram 3.

**1. Large Chamber.** This chamber, on the Interior Level, is the area entered from the shaft leading down from the statue atop the pyramid. Its center is also a shaft leading down some 95 meters to the Deep Level. Essentially a simple walkway surrounding the shaft, this chamber is bare of any features, and does not even include fixtures on which to fasten cable or rope.

**2. Small Chamber.** Throw 9+ for the door to be open. This chamber with a high level floor, is reached by climbing up a set of raised stair rungs and passing through a doorway onto the metal floor. The upper area is empty, except for some dirt and debris. For careful search, throw 5+: if successful, it will reveal that the dirt and debris is animal spoor, and that the area under the floor is emitting noises as if there are animals down there. If a character manages to get below the floor, a set of animal lairs will become apparent; consult the encounter tables.

**3. Small Chamber.** Throw 9+ for the door to be open. This chamber has a high level floor, and is reached by climbing up a set of raised stair rungs and passing through a doorway onto a metal floor. The upper area is filled with boxes made of pressed board, all now empty. Careful search (throw 8+; DM +2 if more than 4 persons are searching) reveals that indeed none of the boxes are full; they appear to be natural organic products. Additional search below the floor (requires ten minutes, use procedure on page 10) reveals that the entire lower area is filled with a pool of vapor.

**4. Small Chamber.** Throw 9+ for the door to be open. This chamber has a low level floor, all of which is covered with soil; growing in the soil is a profusion of plants. Careful search (throw 6+; DM +1 for mechanical skill in any degree) requires actually getting down into the soil and moving it with the hands— it will reveal that the area is cultivated rather than wild or natural, although the time between visits for care appear to be on the order of years. The plants are actually fungi, and appear to be nearing a ripe or mature stage.

**5. Small Chamber.** Throw 9+ for the door to be open. This chamber is similar to location 3, and should be administered like it. However, the area under the floor is only half filled with vapor.

**6. Small Chamber.** Throw 9+ for the door to be open. This chamber is similar to location 4, and should be administered like it. If, however, a careful search is performed, those involved will be attacked by crawlers automatically. See animal encounters.

**7. Small Chamber.** Throw 9+ for the door to be open. This chamber is similar to location 3, and should be administered like it. However, the upper area is empty (obvious to casual search), and the lower area is empty of vapor. Careful search of the lower area (throw 6+; DM +3 for electric torches or cold lights) reveal debris

similar to the animal spoor in location 2.

**8. Small Chamber.** Throw 9+ for the door to be open. This chamber is similar to location 4, but there is virtually no plant life present; what material is present appear to be immature specimens.

**9. Large Central Chamber.** This chamber is similar to location 1, with the following exceptions. First, there is no shaft leading upward. Second, suspended from the ceiling is a thick knobby cable which descends into the depths of the shaft leading down. This cable appears taut, and is moving slightly, as if connected to a pendulum. A casual search will reveal nothing else. A careful search (throw 9+; DM + number of persons searching) will reveal two things. First, that there is a small kicker at the pendulum connection; it occasionally supplies force to keep the pendulum swinging. Second, a concealed passage (location 13) becomes obvious. An individual with navigation skill will note that the center of this chamber is at the exact center of the large pyramid.

The knobby cable may be a method of descending into the depths of the shaft. It would require a leap to the cable (throw dexterity or less to succeed; DM + vacc suit skill, DM -3 if vacc suit skill is 0 or non-existent); followed by a slow descent (throw strength or less to succeed; DM + vacc suit skill and + endurance, DM - 4 if vacc suit skill is zero or non-existent). Perform the descent throw three times (for high, moderate, and low heights). If any throw is unsuccessful, the individual falls, and will suffer: 2D hits applied randomly in one lump (perhaps producing unconsciousness), and a further 2D applied in 1D units. In addition, vacc suit integrity may be broken (throw 10+; DM + vacc suit skill), which will result in instant death.

Ascending the cable follows a reverse procedure, but requires an automatic DM of -2 On each throw to cover the added strain of moving up the cable, and then leaping from an unstable position.

*Referee's Note:* At this point, the band may decide to split up rather than risk all their lives in a descent. The portion which remains behind should stay in chamber 9 in order to avoid the divided band penalties for both groups (as specified on page 12).

**10. Large Chamber.** Large chambers have no doors. This large chamber is empty, and has a cross-section as shown in diagram 8 on page 14. The central sunken area is filled with vapor. Casual search will reveal nothing; careful search (throw 10+ for success; DM +8 if anyone has infrared goggles) will show that the walls of the chamber are painted in a striking mural visible only in infrared. It is possible to detect the mural (but not view its content) on close inspection in visible light.

The mural shows a perception of the area around the pyramid complex, with a low range of mountains in the background. Most apparent, however, is the vast throng of reptilian creatures (about human size) crowding around the complex. They appear intelligent and civilized, perhaps congregated for a religious or political purpose. Specific details of these beings are not especially obvious to the observer.

**11. Large Chamber.** Large chambers have no doors. This chamber is similar to location 10, and should be administered like it. However, the mural in this chamber is a depiction of several reptilian creatures engaged in throwing snake-like small animals into the open shaft on the platform outside the complex. Careful search (throw 9+; DM +3 if more than two persons are involved) will show that the fluid in the central depression in the chamber is populated with snakes like those shown on the mural. An individual approaching adjacent to the lip of the depression may

provoke the snakes (die roll 2, page 18) to attack, even if they have not yet been discovered by search.

The fluid in the depression will vaporize if subjected to great heat; specifically, if an energy weapon is fired at the pool, its contents will vaporize after three shots. It will immediately begin refilling from the drain pipe, but several skeletons (of crawlers, flyers, and the humanoid reptilians) will be visible at the bottom.

**12. Large Chamber.** Large chambers have no doors. This chamber is similar to location 10, and should be administered like it. However, the mural in this chamber shows a large flock of flying creatures (recognizable as flyers, page 18-19) soaring and diving around the complex. Flashes of energy are shooting from the faces of the large pyramid, incinerating individual flyers. No other animals or beings are visible in the representation. Careful search (throw 9+; DM +3 if mechanical skill is present) will show that the represented energy blasts can hit any location within sight of the pyramid, but cannot hit locations which are occluded by the smaller pyramids. By deduction, it would appear possible for the ship to take off without danger from the energy beam, if it first moves until occluded by one of the smaller pyramids, and then lifts off so as to remain shadowed by that smaller pyramid.

**13. Concealed Passage.** This doorway is revealed only by careful search of chamber 9. The panel concealing the doorway will open to combined strength characteristics of 13+. When opened, there is a chance (throw 7+) that a flock of flyers (die roll 7, page 18) are concealed behind it, and will erupt in an attack. Each individual in location 9 would be forced to fight (three combat rounds) before retreating to the safety of another chamber or passage. Any adjacent to the central shaft in location 9 should throw once (throw twice dexterity, or less) to avoid falling into the shaft. If a fall does occur, throw dexterity or less to grab hold of the pendulum cable. See location 9 for falling resolution.

The passage from 13 leads on a slant down to the Power Plant Level.

## DEEP LEVEL LOCATIONS (14-24)

The following locations are situated on Diagram 4 (14 is on Diagram 1).

**14. Fracture Point** in the shaft connection Location 1 and Location 15. This lip on the shaft is a result of seismic activity. An individual stopping here will find several small snake skeletons. Throw twice dexterity or less to avoid slipping and falling; DM + vacc suit skill. Careful search (throw 10+) will show a single gold coin engraved with a symbol of a flame.

**15. Large Central Chamber.** The floor of the chamber is flat, with no central depression. It is littered with snake skeletons. Large quantities of vapor are wafting from location 17, and cascades of vapor are drifting down from above. Careful search (throw 10+; DM + medical skill) will show that many of the skeletons are reasonably recent, but that the carcasses decay or degrade rapidly in the corrosive atmosphere. In addition, the skeletons are concentrated toward locations 16 and 18; very few are near 17.

**16. Small Chamber.** Throw 9+ for the door to be open. This chamber is identical to location 2, and should be administered like it.

**17. Large Chamber.** Large chambers have no doors. The entrance way to this chamber is highly charged; any individual moving through it and touching any surface will set off an electric charge which will inflict 4D hits on him or her. This effect can be avoided by leaping the distance (3 meters), or by crawling

through the vent pipe overhead.

The interior of this chamber is quite cold; much of the interior is filled with vapor, obscuring vision. The central depression is filled with frozen gas, and forms a hard surface. However, more than three persons on the surface will cause it to break, dropping all into the cold fluid beneath. Throw dexterity or less to escape if the surface breaks; throw dexterity (DM - vacc suit skill) or less to avoid 1D hits from the fall.

Careful search of this chamber should be promoted by the fact that the walls have a mural (in visible light) of the exterior landscape of the complex. However, even careful search will reveal nothing else.

**18. Large Chamber.** Large chambers have no doors. This chamber is completely empty, even to the point of the central depression being empty and dry, and the walls being completely featureless. Careful search will reveal nothing.

**19. Small Chamber.** Throw 9+ for the door to be open. This small chamber is empty. Careful search will reveal nothing.

**20. Small Chamber.** Throw 9+ for the door to be open. This chamber is unusual in that it is accessed by a long dark small corridor. The chamber itself has a caved in ceiling; shards of ceiling material have drooped down, and soil or stone has formed a pile on the floor. Careful search (throw 10+; DM +1 for each electric torch or cold light involved) will reveal the skeleton of a reptilian alien, with only rags left from his clothes, and a small fiber pouch in the heap of soil; its contents include a set of 37 gold coins (a 38th coin is at location 14), and a knife of obviously alien manufacture. Any individual with education 9+ will see that the ceiling will probably cave in completely with the next seismic tremor. Throw 6+ on each succeeding tremor until it does cave in.

**21. Large Central Chamber.** Suspended in the center of this chamber is a large (one meter diameter) pendulum weight at the end of a knobby cable. Inscribed on the floor of the chamber is a complicated pattern which the pendulum weight follows. Careful search (throw 7+; DM + electronic skill) will show that the pattern is inscribed on movable panels which can be displaced. Beneath the panels are a series of eight pie shaped compartments. Numbers 1, 2, 4, 5, and 7 are empty. Number 3 contains a set of twelve grippies— small clamp-tools of strange form and design. Intelligence of 8+ will see that they can be used to create foot and hand holds on the knobby cable; climbing up with them will avoid the negative DMs on the throws given in location 9. Number 6 is connected to the drain pipes, and contains a flock of crawlers which will attack when exposed. Number 8 contains a flat metal fragment; intelligence of 9+ will deduce that it is a key which will open or close any doors to chambers.

**22. Large Chamber.** Large chambers have no doors. This chamber is obviously a control room when the adventurers enter it. The walls of the chamber are covered with a large array of bar dials— each begins at floor level, and ascends to the center of the ceiling. Changes in color along the length indicate intensity or value. Careful search (throw 9+; DM +1 per person with education above 9) will show that the instruments and controls are divided into three basic groups which can be numbered from 1 to 100 (arbitrarily, and for convenience).

*Group One* (numbered 1 to 33) consists of instruments with fluctuating readings— probably power plant related.

*Group Two* (numbered 34 to 66) exhibits constant readings, with most showing

some low degree of value, and numbers 53 and 56 reading (anomalously) at zero. Add 33 to the location number to determine which guage/control refers to which lighting fixture. Numbers 65 and 66 refer to corridor lighting.

*Group Three* (numbered 67 to 100) consists of instruments which are reading very low values— except for 99, which reads at a very high intensity. Guage 99 reflects power consumption for the detectors which govern the energy beam.

Experimentation may be called for by the adventurers. Below each guage is a set of three depressions. The top one will turn on a device or circuit; the bottom one will turn off a device or circuit. But, as a safety device, neither will work unless a finger is also inserted in the central depression simultaneously. Assume that this trick will not be chanced upon until at least a half hour of careful search has passed (throw 11+ to succeed; DM +1 per ten minutes total time spent searching).

If all power plant controls are turned to zero, all power (lighting, power plant, defenses) will go to zero, and nothing can be restarted. If control 69 is activated, a subsonic signal will panic all animals within the complex. Control 74 will turn off the pendulum kicker. Control 83 will turn off the defenses of location 17. Controls 69 and 84 come on automatically two minutes before a seismic tremor occurs.

**23. Large Chamber.** Large chambers do not have doors. This location is quite similar to location 22, but the interior lights do not work, and all of the controls and guages read zero. An atmosphere tester with a serial number in the 4000 range will emit a beep, and the green and amber lights will come on, although the air remains unbreathable in this chamber.

**24. Large Chamber.** Large chambers do not have doors, and this one has no central depression; instead, it has a raised dias of stone rubbed smooth from long use.

## **POWER PLANT LEVEL LOCATIONS (25-32)**

The following locations are situated on Diagram 8.

**25. Passage.** Entered from location 13, this long sloping passage leads downward toward the interior a small adjacent pyramid. The floor is strewn with animal spoor.

**26. Power Plant Chamber.** Large pieces of machinery occupy most of this chamber. The complexity of this equipment makes it difficult and dangerous to disable this power plant. Should it be attempted, the individual(s) involved in the effort must select a seemingly important looking item, and cut or destroy it. Throw 12+ (DM + electronic or mechanical skill) to succeed. If not successful by the second try (ten minutes per try), the frequency of seismic tremors will increase.

**27. Fuel Chamber.** This large area is filled with vapor to a depth of perhaps a meter. Careful search (throw 9+) will show feed lines leading from the tank to location 26. Cutting these lines, however, will not affect the power plant.

**28. Vent Chamber.** This unused chamber apparently serves for overflow of power plant exhausts, although this is not currently happening. An individual with intelligence B+ will see that this chamber is required only if the power plant is in overload status.

**29. Surge Chamber.** This small chamber is empty, and apparently part of the power plant vent system.

**30. Surge Chamber.** This small chamber is similar to location 29.

**31. Surge Chamber.** This small chamber is similar to location 29.

**32. Access Points.** Two barred entry points are situated at the bottom of the the shaft on the platform outside the complex.

# Animal Encounters

The interior of the pyramid complex is infested with a large number of animals, all of which have lived and bred within its walls for hundreds of years. They inhabit the airshafts, the drainage vents, the small spaces beneath the magnetic flooring, and other likely areas such as the pools in large chambers. Three basic types of animals are present: flyings hunters, chasers, and amphibian grazers. All are rather small (none larger than 12 kilograms) and not especially smart. However, all run in packs, and their numbers can endanger adventurers if they do attack. All three types are described in detail on the next page.

## ENCOUNTERS

Each time the adventuring band enters a new area, the referee should throw randomly to determine if they have encountered a group of animals. Thus, there is a continuing chance that the characters will come upon animals which will obstruct them in their searches. Throw 8+ (two dice) for an animal encounter to occur. DM +2 if interior lights for the pyramid are out locally when the throw is made. Make the throw whenever the band moves from one location to another, including when moving just into a corridor. If a band is split, throw separately for each portion whenever one of them should be rolled for. If an encounter occurs, consult the animal encounter table below.

**Surprise:** Assume the adventurers have surprise (they surely will be alert to begin with) for the first encounter on this table. Thereafter, roll for surprise using the instructions from page 26 of Book 1. Assume that animals with surprise will attack.

**Priority:** Specific animal encounters are stated in locations 11 and 13. They override the use of the animal encounter table.

### ANIMAL ENCOUNTER TABLE

PYRAMID COMPLEX INTERIOR				Yorbund C7C6503-7 (8+)		
Die	Animal	Type	Weight	Hits	Armor	Wounds & Weapons
0	12	Amphibian Grazer	1kg	2/0	none	teeth-1 F8 A5 S2
1	8	Amphibian Grazer	3kg	4/ 1	jack	teeth-1 F7 A5 S2
2	24	Amphibian Grazer	3kg	6/ 0	jack	teeth+1 F6 A5 S2
3	Seismic Tremor— The entire complex begins to shake and vibrate. Any open door will change its condition on a throw of 7+. See page 19.					
4	4	Chasers	3kg	2/ 5	jack	claws A8 F6 S3
5	12	Chasers	6kg	5/ 3	mesh	claws A7 F9 S3
6	4	Flying Hunters	6kg	4/ 4	jack	teeth & claws A4 F9 S4
7	8	Flying Hunters	12kg	6/ 0	jack	teeth & claws A5 F8 S4
8	4	Flying Hunters	12kg	9/ 0	jack	teeth & claws A5 F5 S4

**Reactions:** An is the throw on which animal will attack. Fn is the throw on which animal will flee. Sn is animal speed. Throw An and Fn in the order shown.

**DMS:** are applied to this table depending on location within the pyramid complex. *Vertical Shaft:* +4. *Large Central Chamber:* +2. *Large Corridor:* even. *Large Chamber:* -3. *Small Chamber:* -4. *Small Corridor:* -3. *Power Plant Area:* even.

## THE ANIMALS

The three animal types encountered appear to be distinct (though related) species; upon examination of specimens (a character must examine at least one specimen of each type during the adventure, and throw education minus 5 or less, at the end of the adventure) they are discovered to be developmental stages in the life of a single animal. The amphibian grazer form hatches from eggs laid in the pools of fluid. The juveniles spend most of their time swimming, but venture out at intervals to feed upon the plant and fungal material growing in the small chambers. After an unknown period of growth (from the 3cm hatching length to the full size of 75 to 100 cm) the juvenile locates a protected place in which to enter a period of suspended animation, during which it metamorphosizes into one of the two adult forms, either the four-legged male or larger winged female. At irregular intervals throughout the year, the two sexes return to the pools from which they hatched, where they produce large quantities of eggs. The adults are carnivorous, and feed on the juvenile form.



*Illo 2- Grazer.*

The juvenile form reaches a maximum length of from 75 to 100 cm, and a maximum of 1 to 3 kg before maturing. The young are covered with a thick scaly skin which serves to protect them from the ravages of the insidious atmosphere. The juvenile, unlike the adult life forms, is toothless, but is equipped with a number of serrated structures along the edges of the mouth to aid in biting off sections of the fibrous plant material upon which the juveniles feed.



*Illo 3- Chaser.*

The male reaches a maximum size of about 40 cm, weighing from 3 to 6 kg. Like the juveniles, the males are covered with scales, but in mature forms, these are finer and covered with a thin, tough outer layer of skin.

Females are usually about 60 cm in length, with a wingspan of 100 to 120 cm. They typically weigh from 6 to 12 kg. The wings are formed from the thin outer skin stretched over a framework of thin bones, in a manner similar to the terran bat or the macropan screamer-in-the-darkness. This form, like the male, feeds on the juvenile, making this organism the only known case of an animal feeding solely off its own young.



*Illo 4— Hunter*

## SEISMIC TREMORS

Throw two dice for the strength of a tremor: any individual with a dexterity less than the throw is shaken to the floor or ground by the force of the quake. Throw endurance or less to avoid 1D bruises from the fall; DM minus vacc suit skill and brawling skill. Throw 11+ to lose vacc suit integrity; DM + vacc suit skill.

**Frequency:** Quakes occur on the encounter table. Before such a quake occurs, the predictors (location 21) will activate. Tampering with the power plant (location 26) will increase the frequency of the tremors to one per ten minutes, with each becoming stronger (DM +1 to the throw for each new quake strength).

# Referee's Notes

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The pyramid structure on Yorbund was constructed perhaps 50,000 years ago by a minor alien race originating far to coreward. Voluntary exiles from their own civilization, they selected this world as the site of their noble experiment in esthetic simplistics. The group seeded this region of Yorbund with food animals and settled into a simple life of contemplation in natural surroundings. The only reminder of their origins is the pyramid structure, created as a central esthetic rallying point (the aliens congregated here at regular intervals for group interaction).

**Alien Creatures:** The aliens themselves are vaguely reptilian, derived from quadrupedal carnivore stock; now upright, they utilize their thick tails for balance, incidentally freeing a three-fingered hand with twin opposable thumbs for grasping.

The atmosphere in which these creatures exist has greatly influenced their lives and customs. Living things constantly struggle against its corrosive effects; on dying, an animal dissolves in greasy smoke in a matter of minutes. Consequently, food must be eaten live, and meals have never become a social function.

To provide food, a series of breeding chambers (locations 2, 4, 6, and 8) serve to constantly produce small animals which then roam free within the structure. A hungry alien simply grabs one (from under the platform, or from the air) and eats it, selecting the particular taste he prefers by animal type and size. With food animals roaming free, safety devices are installed on all controls which prevent an animal from accidentally triggering them. Location 16 has an electrical barrier which prevents access by non-flying animals. Controls in the control rooms (locations 22 and 23) have safeties integral to them.

Social interaction took place (among the pyramid operators) in location 24, as the aliens sunned themselves on the raised stone dias created for that purpose.

**The Energy Beam:** The aliens who man (sic) the interior of the pyramid do so to maintain its operation for the others who live a life in the wilds outside. Because the pyramids are an esthetic symbol, one function of its interior controls is to insure that it remains esthetic. The function of the energy beam (shown in the mural at location 12) is to keep flying creatures away from its surface; their excrement left while they perch on it would detract from its appearance.

Access from the interior level to the deep level by the aliens was by an elevator platform which travelled within the vertical shaft from 1 to 15. The fracture at 14 however, has made that elevator inoperable. Safety interlocks have since made the elevator almost undetectable, and adventurers will probably not discover it.

**Seismic Activity:** The aliens have a great deal of interest in seismic activity; which is relatively frequent here. Predictors are installed in the control rooms (locations 22 and 23). The pendulum in 21 is responsive to such activity.

This colony failed many years ago. The food animals seeded outside dispersed, and the area proved unable to support the numbers of aliens present. All that remains today is the pyramid complex, and the animals within, supported through the years by the power plant which continues to operate. These animals, originally docile, have regressed from their meek roles to wilder, more aggressive types. As such, they now pose some danger to the adventurers.