

Starter
Edition

3

Adventures

TRAVELLER[®]
*Science-Fiction Adventure
in the Far Future*

Game Designers' Workshop

Mission on Mithril

Mission on Mithril

This short adventure, entitled *Mission on Mithril*, is a complete adventure for *Traveller*. It deals with the attempt on the part of a scout ship crew to get their ship repaired on a frontier planet. It is assumed that this adventure will be administered by a referee who has read through it completely and who is familiar with it and with the rules of *Traveller*. All rules necessary for this short adventure are contained in *Traveller*. Other materials which may prove necessary include paper, pencils, six-sided dice, and hex paper.

All information initially available to the players is contained in the players' handout (reproduced on the next page) and in the planetary map. These should be given to the players before the adventure begins. All other information in this adventure is for the use of the referee and should be given to the players only when events dictate.

Characters: This adventure is intended for use with a band of adventurers serving as the crew of a scoutship on detached duty; the list of pregenerated characters is such a group. The adventure can be altered to use nearly any type of adventuring band. No specific skills are called for in this adventure. The character may find the following skills of some value: ATV, navigation, leader, weapons, gunnery, mechanical, bribery, and electronic.

In the event that a character does not have ATV skill, the referee may assign ATV-0 for use by the individual for use during the adventure. ATV-0 is sufficient to allow the character to drive the vehicle in plain terrain at about half speed. Such an individual is severely taxed driving the vehicle in rough or mountain terrain and quite liable to accident and fatigue.

Equipment: The group should have a ship; it should be a type S scout/courier, but other types are possible.

Individual characters have access to equipment in the ship's locker and to equipment they have purchased previously. They may also, before the adventure begins, buy equipment from the available equipment list or any equipment available at the local starport (TL 7 maximum) if they have the money to do so.

A SURVEY OF MITHRIL

The group are now ready to set out in their ATV for the three survey points. They begin at the starport. The referee should ask them what direction they wish to travel first.

The Geodesic Map: The map of Mithril is a geodesic map which divides the world surface into hexagons and groups the hexagons into triangular areas. Adjacent triangles are bordered by shared hexagons; where these areas are separated, the transition from one half of a shared hexagon to its other half takes no additional time or energy.

Note that a polar route can take less time, in some cases, than a direct route between two points.

Direction: Direction can be expressed clearly and easily by using the letters found on the directional rosette. When the group wishes to move, they should state one of the six letters to the referee.

PROCEDURES

The procedure table indicates the various referee and player actions to be performed during this adventure. The following notes elaborate on this further.

1. Location: The terrain map of Mithril shows where the adventurers may go; the terrain key on the map shows what types of terrain may be encountered; the encounter tables on page 3 give a description of the terrain and detail the events and encounters to be expected. As each hex is entered,

the referee should read the note concerning the type of terrain. For example, for snow plain terrain, read the note: "snow plain, five hours per hex, smooth snow-covered terrain with scattered drifts."

2. Weather: Using the temperature and weather tables on page 6, determine the temperature and weather for the hex. For example, the statement could be: "temperature is minus 5 degrees centigrade and the sky is overcast."

3. Event: Roll one die on the event table, determine the specific event, and look it up in the text. Read the line in italics which describes the situation. Then ask the group's reaction ("What are you doing?"). When their reactions have been stated, impose the event results, taking their reactions into account. Question them, if necessary, for additional information and reactions. There is only one event per hex unless specifically called for or the group dallies.

4. Special Event: In the event of a storm or a special hex location, a special event is called for and should be imposed after the regular event has been imposed and resolved. The procedure is similar to that of the regular event.

5. Preparations: Ask for any other activity and allow the players to express themselves. This is especially the point for decisions to stop for rest or sleep, for individuals to elect to sleep as the vehicle moves, and for the adventurers to undertake other activities.

6. Time: Indicate (and note) the total elapsed time and inform the characters of this information. Fuel consumption (if required) should also be noted at this time.

7. Continuation: Ask the characters in which direction they are now moving. They may indicate a new direction using the directional rosette, or they may simply indicate a course on the map. In some cases, some directions are blocked or impossible, or backtracking may be required.

AN OVERVIEW

The remainder of the information in this chapter concerns the variety of events and encounters which may occur. These items include:

A. Terrain Events and Encounters: Each hex involves a terrain encounter. The tables for such encounters are given on page 3, and the events are explained on pages 3 and 4.

B. Animal Encounters: Some terrain events call for animal encounters. Some parts of special events also impose animal encounters. All animals (except sea creatures) are combined into one chapter, beginning on page 5.

C. Weather: Each day calls for a new determination of temperature and weather. Formulae for the determination of temperature and weather are given in the referee's notes (page 6). Weather conditions are arranged so that a perceptive individual can note and predict storms if a little attention is paid.

D. Special Events: The three areas to be investigated by the group constitute special events and are covered on pages 4 and 5. In ad-

PROCEDURE TABLE

Phase	Referee Activity	Player Activity
1. Location	State hex terrain and give description.	Listen.
2. Weather	a. Determine local temperature. b. Determine local weather.	Listen. Listen and react.
3. Event	a. Roll for event or encounter. b. State event obtained. c. Impose results.	React.
4. Special Events	State any special events called for.	React.
5. Preparations	Ask for any additional activity.	Give Actions.
6. Time	Note elapsed time for records.	
7. Continuation	Ask for new direction of survey.	Give direction.

Players' Handout: Mission on Mithril

This handout and the planetary map are all the information initially available to the players. Before the adventure starts, the players should choose characters and purchase any additional equipment they feel necessary.

MITHRIL

This adventure takes place on Mithril (E568000-0). Mithril is an average-sized world measuring 8,000 kilometers in diameter, with a standard atmosphere and seas covering 80% of its surface. In actuality, the water which covers Mithril's surface is mostly ice; ice-caps cover both poles and much of the continental land mass. The temperature on Mithril rarely rises above freezing.

Mithril is listed in the directories as having no population, government, or law level, but this is not entirely true. The planet is held in reserve by the local interstellar government, the Sword Worlds Confederation, for future exploitation. A rudimentary starport (type E, little more than an administration building next to a paved area) is maintained, and a port warden staffs the facility in order to maintain the Sword Worlds' sovereignty. The government is very low profile. The local law level consists of regulations governing behavior in the administration building.

SCOUTSHIP BREAKDOWN

Scout Service Starship *Central Axis*, on detached duty, stutters out of jump space from Olympia three days late. That sort of delay spells almost deadly disaster to the jump drives of the tiny scout; without repairs, the ship will never jump again.

Below lies Mithril, a reserve world belonging to the Sword Worlds Confederation. Although the Sword Worlds government is not renowned for its friendliness, it nevertheless can't hurt to ask for help. The port warden answers a communicator beam and replies that he will be glad to give assistance. Upon landing, the story turns out to be a little different. The warden does have the parts assembly (a relay governor) and even has a hoist which is probably necessary for proper installation. But the part is valuable, and he wants something in return . . .

A SURVEY

Mithril, the warden explains, has long been held in trust against the day when the Sword Worlds need them to support continued industrial expansion. That day fast approaches.

Quite recently, he received orders from the Ministry of Resources to begin a detailed survey of certain areas on Mithril preparatory to beginning exploitation. The warden proposes that your group perform that survey.

Orbital data has already been acquired. A good quality map of the world is available and serves as a guide to the data that the Ministry wants. The points of interest are marked (A, B, and C). Each gives an anomalous reading; the survey must resolve the discrepancies.

Point A: This point exhibits a high radioactivity reading, unsupported by any appropriate planetological formations. Required data: what is the source of the radioactivity, and is it a recoverable resource?

Point B: This point exhibits an intense light/shadow interface. The nature of the interface is not especially obvious from orbit. Required data: what is the reason for this phenomenon?

Point C: The shoreline along the promontory at this point is not frozen, although similar situations at this latitude are. Required data: why is this particular stretch of shoreline not frozen?

The warden will lend you an ATV for use in the survey. While you are gone, he will replace the relay governor; it should take only a day or two. The deal seems reasonable enough, and at any rate it's your only choice.

CHARACTERS

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

SHIP'S LOCKER

eight **vacc suits**, each with oxygen tanks for eight hours and short range communicators

four **carbines**, each with ten loaded magazines

two **automatic pistols**, each with ten loaded magazines

four **cutlasses**, each with a belt scabbard

one **long range communicator**

AVAILABLE EQUIPMENT

Atmosphere Tester: A solid-state device indicating the atmospheric percentages of elements present. A red light glows if the atmosphere is not breathable, while a green light glows if it is. Three are available, serial numbers 1099-5768-3, 1099-5789-3, and 1099-4792-2. Weight: 1 kilogram. Price: Cr150 each.

Medical Kit: Modern first-aid and medical treatment kit designed for non-doctors (medical skill 1 or 2) to use in handling injuries. It contains medical instruments, diagnostic aids, written instructions, and medical drugs. Size: 200mm by 100mm (small enough to fit on a belt). Weight: 1 kilogram. Price: Cr600.

Laser Pistol: An experimental model pistol which functions much the same as a laser carbine or laser rifle but is lighter in weight and handier in length. It still requires a power pack (laser rifle or laser carbine power pack may be used). Length: 350 mm. Weight: 750 grams. Price: Cr2,000.

The laser pistol fires like a slightly inferior laser carbine; it has DMs of -1 at medium range and -2 at greater ranges to reflect the difficulty of aiming without a shoulder stock. Laser pistol skill is not presented in *Traveller*, but any character may be given laser pistol-0.

dition, a special event brought on by temperatures above 0 (freezing), called the ephemeral glade, is also dealt with in detail on page 5.

TERRAIN EVENTS AND ENCOUNTERS

Once the group begins its survey of Mithril, a variety of events may occur as called for by the procedure table. The following descriptions apply to the events produced by the terrain encounter tables.

Of the eight terrain types shown, the only unusual type is ice shelf edge. It should be used only for individuals at the edge of the ice shelf; those in open sea in the hex should use open sea instead.

1. Animal Encounter: Occurs in ice plain, ice shelf, snow plain, rugged, and jagged terrain. *Movement on the horizon catches the eye of one of your group.* The group has encountered one or more animals. Refer to the animal encounter chapter and roll for the specific type of animal present.

2. Avalanche: Occurs in ice shelf edge terrain. *Rumblings or creakings from an ice overhang begin and continue with regularity.* An avalanche is imminent from the ice overhang and can be triggered by any loud sound or noise. Referee determination of the exact nature of the sound and its occurrence is required.

The avalanche will tumble down on the vehicle and personnel. Roll two dice for its extent: less than 5 means the avalanche was harmless; more than 7 buries the vehicle, and more than 10 damages the vehicle.

A buried vehicle will require 2D times twenty minutes of work to dig it out. A damaged vehicle should receive damage by rolling once on the side column of the ATV damage table.

3. Concealed Gully: Occurs in snow plain terrain. *Snow has drifted smooth in front of the group and conceals a deep gully.* Throw 2D for the effects of the impact (DMs: -ATV skill, -2 if moving slower than standard speed for this terrain). Less than 6 has no effect other than a severe jolt. Results of 7, 8, or 9 indicate that the ATV has sustained minor damage and will require thirty minutes repair work (to be performed within an hour). A result of 10 or more requires that the vehicle stop immediately and will take eight hours work to repair.

4. Crumbling Edge: Occurs in ice shelf edge terrain. *The ice shelf edge to the sea begins to give way.* Throw 9+ to avoid being dumped into the sea; DM + ATV skill. If dumped into the sea, throw 12 exactly to be lodged on an iceberg instead.

5. Caves: Occurs in mountain terrain. *Black shadows dot the face of the mountains ahead.* They prove to be caves floored by a small stream of running water which freezes into thick ice on the mountain face. Periodically (1D hours), the caves will spout steam and hot water in a flood. Referee: determine the timetable for this to occur but do not reveal it. The caves may be explored and will prove to be warmer as they get deeper, eventually leading to a hot pool of bubbling water. When the time arrives, this pool will erupt into a geyser. Personnel will suffer 4D in burns unless protected by a vacc suit.

6. Chasm: Occurs in rugged terrain. *The land is split by a deep chasm with sheer rock walls.* It must be bypassed by an ATV or personnel on foot. Use the directional rosette to determine the beginning and ending directions of the chasm.

7. Crevasses and Ravines: Occurs in ice shelf edge and ice shelf terrain. *The ice is checkered with ravines and crevasses.* This event requires slow forward progress and will take double the normal time.

8. Deep Snow: Occurs in ice shelf, ice plain, snow plain, and jagged terrain. *Very deep snow covers the ground in all directions.* Speed must be decreased to at most half, and time in the hex is doubled.

9. Fumaroles: Occurs in mountain terrain. *Ahead, dense, dirty smoke or steam can be seen rising into the sky.* Steam vents indicative of volcanic activity block the ATV's forward path, and a detour of at least two hours will be required

EVENT AND ENCOUNTER TABLES

Snow Plain		5 hours/hex	Ice Plain		5 hours/hex
		Smooth snow-covered terrain with scattered drifts.			Well-packed ice cap over continental land mass.
Die	Event Type		Die	Event Type	
1	Deep Snow		1	Animal Encounter	
2	Animal Encounter		2	Deep Snow	
3	Concealed Gully		3	Deep Snow	
4	Forest		4	Open Ground	
5	Animal Encounter		5	Animal Encounter	
6	Ground Fog		6	Ground Fog	

Rugged		15 hours/hex	Jagged		15 hours/hex
		Hilly, rocky terrain obstructed by changes in elevation.			Very rough terrain scattered with sharp rock formations.
Die	Event Type		Die	Event Type	
1	Slow-Going		1	Impossible Passage	
2	Animal Encounter		2	Deep Snow	
3	Chasm		3	Animal Encounter	
4	Forest		4	Sinkhole	
5	Sinkhole		5	Deep Snow	
6	Chasm		6	Ground Fog	

Mountain		20 hours/hex	Sea		20 hours/hex
		High elevation terrain with lofty peaks and craggy valleys.			Clear, unobstructed sea surface with scattered sea ice.
Die	Event Type		Die	Event Type	
1	Caves		1	Icebergs	
2	Impossible Passage		2	Sargasso	
3	Narrow Valley		3	Maelstrom	
4	Shangri-La		4	Giant Squid	
5	Flash Flood		5	Whales	
6	Fumaroles		6	Shallow Reefs	

Ice Shelf		10 hours/hex	Ice Shelf Edge		10 hours/hex
		Heavy ice of varying thickness covering ocean.			Heavy ice of varying thickness, ending at open sea.
Die	Event Type		Die	Event Type	
1	Crevasses and Ravines		1	Crumbling Edge	
2	Ice Collapses		2	Sloping Shelf to Water	
3	Animal Encounter		3	Avalanche	
4	Thin Ice		4	Crevasses and Ravines	
5	Deep Snow		5	Thin Ice	
6	Ground Fog		6	Magnetic Fluctuation	

10. Flash Flood: Occurs in mountain terrain. *A deep rumbling is heard higher in the mountains.* Several minutes later, a wall of water flashes down the valley. Preparing for an avalanche by buttoning up the ATV allows safety from the flash flood, as does moving to higher ground. The water, however, will freeze quite soon (if temperature is below zero) and will immobilize the vehicle in 1D hours with 25 mm of water turned to ice until freed or until a thaw comes.

11. Forest: Occurs in rugged or snow plain terrain. *A dark green forest appears before the vehicle.* This forest is in a smooth area, and can be driven through at a saving of about three hours over normal time. Roll for animal encounters twice while moving through the forest.

12. Ground Fog: Occurs in ice plain, ice shelf, snow plain, and jagged terrain. *Fog obscures vision in all directions.* In clear weather, the fog will disappear in an hour. In overcast, it will remain all day. In storm it may conceal or portend the coming of the storm. The fog makes any forward progress impossible; only foolhardy personnel will try to move on in this weather.

13. Giant Squid: Occurs in open sea terrain. *A giant swimming carnivorous eater with tentacles twenty meters long grasps the vehicle.* The animal can be driven off with the pulse gun, provided

it fires above water. The squid will roll the vehicle on 9+ and eventually abandon its new-found plaything after three hours. A rolled vehicle can be righted by shifting weight within the vehicle.

14. Ice Collapse: Occurs in ice shelf terrain. *A creaking sound indicates that the vehicle is on thin ice.* Throw 10+ for the vehicle to react quickly enough to avoid the ice collapse; DM +ATV skill of driver. If the vehicle falls into the water, a major effort will be required to get back onto the ice shelf. A channel must be blasted by the pulse gun to allow the vehicle to drive back above water. Throw 9+ for every day in which work is being done. Continue to throw once per day on the events table, with a DM of -1.

15. Icebergs: Occurs in open sea terrain. *Icebergs are sighted.* The group should stay clear of icebergs. Moving near one may cause it to shift, lifting the vehicle out of the water and onto part of the berg. It will take 1D days for the berg to shift again, or it can be hastened by using the pulse gun to chop it up.

16. Impossible Passage: Occurs in mountain and jagged terrain. *The way ahead is completely blocked and cannot be negotiated by the vehicle.* The group must backtrack to the previous hex and try another path.

17. Magnetic Fluctuation: Occurs in ice shelf edge terrain. *There may be a problem with our course.* Subtle changes in the magnetic field of the world may mislead the navigator of the ATV. Throw 10+ to avoid any problem, DM + double navigation expertise of the driver. If the throw is not successful, then the group moves to the wrong hex when it tries to move; 1-3 one hex right, 4-6 one hex left.

18. Maelstrom: Occurs in open sea terrain. *A vast whirlpool can be seen up ahead.* The vehicle will be drawn into it unless the driver can throw 12+ (DM +ATV skill). Once taken by the maelstrom, the ATV is drawn underwater. Throw 10+ for the gun to be ripped off its mounts. After a violent ride, throw on the directional rosette to determine which adjacent sea hex the vehicle comes up in. If the ATV comes up under the ice shelf, treat its appearance as event 14, Ice Collapse.

19. Narrow Valley: Occurs in mountain terrain. *A narrow valley with sheer sides channels movement in one direction.* Throw on the directional rosette to determine the directions up and down the valley.

20. Open Ground: Occurs in ice plain terrain. *There is no ice cover here, and the ground is exposed, although it is frozen.* Throw once on the animal encounter table.

21. Sargasso: Occurs in open sea terrain. *The drifting ATV has become entangled in seaweed.* Throw 5 dice for the degree of entanglement. Each person can remove one point of seaweed per hour, provided it is clear weather. However, no more than three persons can be on top of the ATV or it may capsize. Working in overcast weather allows the removal of one point per person every two hours. Finally, a mild storm will add 2D points of entanglement, and a severe storm will free the ATV on 10+; otherwise, it will add 3D points of entanglement.

22. Shallow Reefs: Occurs in open sea terrain. *Waves carry the ATV to shallow reefs which threaten to wreck the vehicle.* Throw 9+ to avoid the reefs; DM +ATV skill. If they cannot be avoided, throw 10+ to successfully navigate through them; DM +ATV skill. If all is not successful, throw once from each direction on the ATV damage table for results of the buffeting. Assume that the reefs surround a small frozen desert island.

23. Sloping Shelf to Water: Occurs in ice shelf edge terrain. *A sloping edge of the ice shelf will allow the ATV to drive out of the water onto the ice shelf.*

24. Slow-Going: Occurs in rugged terrain. *The very rugged nature of this terrain forces a reduction of speed to half normal.* Time in the hex is doubled.

25. Shangri-La: Occurs in mountain terrain. *A perfect, warm valley is found nestled in the mountains.* It should be treated as ephemeral glade but does not disappear. Temperature should hover

around or just above zero. Close (very close) inspection of the area will show that the center of the valley once held a road, now long since worn away.

26. Sink-Hole: Occurs in rugged or jagged terrain. *A large circular crater with ice or rubble at its bottom blocks the group's path.* This event has no real effect.

27. Thin Ice: Occurs in ice shelf and ice shelf edge terrain. *The ice ahead appears too thin to support the ATV.* They must backtrack to another hex. If the group persists, treat as Ice Collapse.

28. Whales: Occurs in open sea terrain. *The ATV trembles, and then a school of whales can be seen surrounding the vehicle.* The whales are friendly and will remain for several hours.

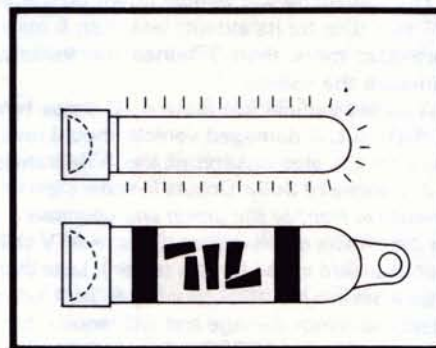
If one of the group has telepathy, contact may be attempted: throw 7+ for there to be a response. Then roll on the reaction table in *Traveller*.

THE SURVEY POINTS

The three survey points on the map (marked A, B, and C) are the goals in this mission by the adventurers.

Point A: This area has a very high radioactivity reading and is not at all healthy for long periods of time. If any animals are present (or an ephemeral glade is present), they will be scrawny and sickly.

Close investigation of the area will reveal a large quantity of metal canisters, each 350 millimeters long and 100 millimeters in diameter. The rounded end has a single ring, perhaps for a tie-down, while the other has a recessed handle and a screw-on cap.



Obscure, unreadable markings are painted on the body of the canister.

There are hundreds of these canisters, but very few are intact. Many are crushed, and they are leaking fluid or dull grey gravel, or are empty. These all give high radiation readings. Looking at these damaged canisters shows that the screw cap is actually connected to an interior capsule which pulls out when the cap is unscrewed.

The interior capsule is transparent and appears to be crystal or glass.

There are hundreds of these canisters, and perhaps twenty percent are unbroken. Unbroken canisters show no radiation readings and are safe to be around.

Referee: This is a very old, radioactive waste dump. The materials within the canisters are remnants of manufacturing processes, and while they were useless at the time they were dumped, they are probably now useful to industry. Each unbroken canister has a value of Cr10,000, with perhaps 200 such canisters available. The ATV can probably carry fifty of the canisters.

In reality, the group would have to smuggle the canisters out past the port warden or perhaps come back in the scout and pick them up later. When they try to sell them (on a tech level 9+ world) the price they get will be closer to Cr5000 each (remember, the buyer has to make a profit too).

Point B: This point in jagged terrain suddenly reveals a very large, very deep chasm. Its sheer walls drop vertically nearly 1500 meters to a flat, dry bottom. There appears to be no way to reach the bottom.

As the day passes, shadows will begin to lengthen on the rock walls and two facts will become apparent. First, the vertical walls give evidence that they are of artificial origin. They look as if they

were carved from bedrock, perhaps by large cutting lasers or power beams. Second, the walls are not entirely smooth. In many places, they are eroded by weather and wind. In others, bas-relief carvings are still visible from the creation of the wills. They represent upright bipedal beings, roughly humanoid, with animal heads and tails.

Referee: The light/shadow interface is created by the sheer sides of the chasm and the position of the sun at certain times of the day. The satellite survey caught the chasm at just the right moment.

Continued investigation of this chasm will reveal the following additional facts:

1. The bottom of the chasm must be well drained, because it is dry, and storms and precipitation are quite frequent on this world.

2. In addition to the bas-relief carvings, large portions of the sheer faces are covered with small figures — probably letters or hieroglyphs.

3. Very close and intense investigation will show that the figures are recognizable as crudely Aslan — intelligent carnivores whose civilization lies many parsecs from here.

Point C: The shoreline along this point is unfrozen. Wandering around on the beaches and sea-cliffs should show most intelligent people that the reason is a sea current. The sea farther out is warmed near the equator, and drifts up and around this area. The effect is enough to produce a marginally warmer climate in this area.

EPHEMERAL GLADES

Ephemeral glades occur any time the temperature goes above 0 degrees for two consecutive days in a snow plain hex. When an ephemeral glade is called for the following descriptions should be made.

If the Glade Appears While the Party is Present: This morning, pale green shoots are springing up through the snow. As the day grows older, the shoots grow with phenomenal speed and are soon two to three meters high.

If the Glade is Already Present: A large, green glade several kilometers across centers on a small cold water pool. Animal life is present (if not especially visible) within the flora of the glade. Because of the local air temperature (above zero) and the shelter the plants provide from the wind, the glade provides a very nice location for a camp.

If the Temperature Drops Below Zero: The glade has turned suddenly brown, and it is collapsing upon itself. Within two hours, there is no evidence that the glade was ever there.

ANIMAL ENCOUNTERS

The flora and fauna of Mithril are slight, especially in the face of its extreme climate. Those animals to be expected are basically a few herd animals, some flyers, and a special species known as the calamander. In addition, temperature and climate sometimes will produce something known as ephemeral glade in snow plain.

ENCOUNTERS

When directed by the events table, roll on the animal encounter table for the type of animals involved. Assume that the adventurers do not have surprise (cruising as they are in a large vehicle); animals have surprise on a throw of 7+.

A special table is provided for ephemeral glades. The surface terrain table is for all other situations. Sea encounters are handled directly in the events descriptions.

EPHEMERAL GLADES

When the temperature rises above freezing in snow plain, the seeds of flora on Mithril germinate and sprout, pushing shoots above the snow. Their growth is quite rapid, and they produce a lush glade within a day. An ephemeral glade occupies a roughly circular area about two or three kilometers across and centered on a pool of melted (but still quite cold) water. This pool is the key to the glade; the plants spring up when the pool appears, and most have long roots leading to it. If the pool is drained, the glade will wither and die within a few hours. Draining would require refueling the ATV with the water and then wasting it, possibly with pulse gun shots. These pools are shallow but do contain enough water to refuel the ATV about ten times.

Glades wither and die by themselves as soon as the temperature goes below freezing. In the fleeting hours before then, however, they flourish with plant life and attract animal life which comes for the food and shelter that the glade provides.

Whenever a glade appears, treat it as a special event imposed after an ordinary event. After describing the glade, impose three animal encounters from the glade table per day.

THE ANIMALS

There are two types of animals of special interest shown on these encounter tables: crystallice (very small reducers), and calamanders (intermittents).

Crystallice: These very small reducers appear to be small crystals

ANIMAL ENCOUNTER TABLES

SURFACE TERRAIN

Die	Qty	Animal Type
0	1	Hunter
1	1	Killer
2	4	Chasers
3	19	Grazers
4	24	Grazers
5	99	Very Small Reducers
6	44	Grazers
7	5	Flying Intimidators

DMs: There are DMs to this table, depending on the terrain type of the hex: ice shelf, -1; mountain, +2; rough or jagged, +1; all others, no DM.

EPHEMERAL GLADE

Die	Qty	Animal Type
1	1	Chaser
2	24	Grazers
3	1	Amphibian Intermittent
4	1	Intermittent
5	99	Very Small Reducers
6	12	Grazers

Weight	Hits	Armor
800kg	27/ 8	cloth
400kg	19/ 9	cloth
200kg	12/10	jack - 1
100kg	8/ 8	jack - 2
200kg	15/10	jack
3gr	1/ 0	none
200kg	9/ 9	jack
25kg	8/ 2	none

Mithril E568000-0 (10+)

Wounds & Weapons	Reactions
8 claws	A6 F5 S1
13 teeth + 1	A4 F9 S2
9 claws	A8 F8 S3
4 hooves	F9 A9 S2
8 hooves	F7 A6 S3
1 stinger	A9 F0 S0
6 hooves	F7 A9 S3
5 as blade	A6 F8 S4

Mithril E568000-0 (6+)

Wounds & Weapons	Reactions
9 claws	A8 F8 S3
4 hooves	F9 A9 S2
4 claws	F4 A9 S1
12 claws	A4 F9 S1
1 stinger	A9 F0 S0
6 hooves	F8 A6 S4

of ice and live on the surface of snow and ice accumulations. When an individual passes through a group of them, many attach themselves to clothing or equipment. Minutes or even hours later, they make their way to open skin and bite. The pain of their bites is excruciating, and enough can severely injure or kill. Roll 4D for the number of crystallice attached to each person. The only way they can be removed is by picking them off one by one.



Calamanders: This intermittent is of three types: a small amphibious drone male, a very fierce protector, and a large female which is rarely met. Calamanders burrow beneath the ice and snow to build large warrens and wide-ranging labyrinths. Far back in the tunnels is a female which bears the young. She is attended by a number of drone males who serve her

needs, keeping her fed and comfortable. The protector is a separate sex and is distinguished by a fierce disposition.

Calamanders are scavengers and will steal small items, especially shiny or glittery things. They can be expected to take important nuts or bolts from the ATV, or small weapons if they can find them, storing them deep within their warrens.

Referee: This proclivity on the part of the calamander can be used as a side adventure for the group. The protector calamander will be expected to defend its warren to the death, and 3D other protectors will come to its aid. They will also definitely have an advantage within the confines of their own warrens.

These warrens can also be expected to contain other objects of interest stolen from previous explorers or expeditions.

REFeree'S NOTES

These referee's notes are intended to provide additional information to the referee in the administration of this adventure.

TEMPERATURE AND WEATHER

Mithril is a wild, cold planet with a violent climate. The average daily temperature is below zero centigrade (below freezing), and fluctuates to lows of thirty below. Weather can be classified as clear, overcast, mild storm, and violent storm.

The specific details of temperature and weather are determined as given below and are communicated to the players during the weather phase of the procedure.

Temperature Determination: The initial temperature (at the startport) is right at zero degrees centigrade. Throw two dice and consult the temperature table. The result is an increase or decrease in the current temperature. DMs may be called for to adjust the result if it moves beyond the appropriate range. If the temperature is less than -50, then the DM is +1. It should increase by 1 (to +2, +3, etc.) each day until the temperature is greater than -30. If the temperature is greater than zero, then the DM should be -1. It should decrease by 1 (to -2, -3, etc.) each day until the temperature is less than zero.

TEMPERATURE TABLE

Die	Temperature
2	-1D
3	-4
4	-3
5	-2
6	-1
7	no change
8	+1
9	+2
10	+3
11	+4
12	+1D

The result of this procedure should produce varying temperatures with a maximum of near 10 degrees, minimum near -50, and average near -10.

The referee may manipulate the DMs as necessary to produce desired results.

Weather Determination: Once the temperature has been determined, the referee must find the weather type for the day. Roll one

WEATHER TABLE

Die	Weather Type
1	Clear
2	Clear
3	Overcast
4	Overcast
5	Mild Storm
6	Mild Storm
7	Severe Storm
8	Severe Storm

die on the weather table. If the temperature has changed by at least five degrees since the previous day, apply a DM of +2; if the previous day's weather was overcast, apply a DM of +1.

Three types of weather are shown on the table:

Clear: The sky is clear or only partly cloudy. Winds are moderate, and weather plays little part in the day's events.

Overcast: The sky is cloudy and may be dark. The sun is not visible. Strong winds may blow, and there may be light precipitation.

Storm: Severe overcast and strong winds accompany heavy precipitation. If the current temperature is above zero, the precipitation will be rain; otherwise it will be snow. Storms occur as special events; in the weather phase of the procedure table, the referee should state that the weather is overcast. The storm should occur later in the day, as a special event.

The weather table calls for mild and severe storms. Severe storms double the effects of the storms listed below.

Rain: Rain does not accumulate. Roll one die for amount, however; multiply by 25 millimeters for amount. If the temperature for the next day is below zero, the rain has frozen and may accumulate as ice on the vehicle, tents, and equipment. Breaking free for clearing ice takes one hour's work per 25 millimeters of ice accumulated.

Snow: Snow will accumulate to 1D times 100 millimeters. Overnight, this can drift and cover the ATV, requiring at least an hour's work to clear the vehicle.

Melting: When the temperature rises above zero, the ice cover begins to melt, making forward progress impossible until the temperature again goes below the freezing point.

Prediction: The DMs which affect weather (+1 for previous overcast; +2 for radical temperature change) and the fact that storms will only occur if the morning weather is overcast have enough bearing on weather to make some prediction and preparation possible on the part of the adventurers. Those who make efforts in this direction should be encouraged by the referee.

FOOD AND SUPPLIES

It can be assumed that the group of adventurers will take some food with them when they set out on the survey. This will probably amount to 5D meals per person, who will each require three meals per day. If the survey takes any real length of time, hunting should become a required source of food.

Animal encounters should be the source of all food. There should be sufficient encounters called for by the events table to supply the group with the supplies they need. Animal life on Mithril is edible, with the exception of the calamanders. As noted in *Traveller*, 5% to 30% (one die times 5%) of an animal's weight is edible meat. One kilogram of meat will supply enough for three meals.

Plant life on Mithril is generally not edible. For one thing, it tastes terrible, especially plants taken from ephemeral glades. For another, most plant life on Mithril is slightly poisonous; enough to produce stomach ache within an hour.

Fishing: When at sea, on ice shelf edge, or at openings in ice shelf, it is possible to try fishing for food. Fish hooks and line can easily be produced from materials on the ATV.

Throw 8+ per hour per person involved to catch something edible (one kilogram of edible fish). Fishing is not possible in mild or severe storm.

Starvation: Lack of food will severely debilitate the adventurers. When food gets low, the individuals should go to a regimen of one meal per day, about one-half kilogram of meat per meal. On this diet, each individual must take a reduction of -1 in strength or endurance per two days. If without food, the reduction is -1 from strength or endurance per day. When food is again available, each person will regain strength or endurance at the rate of +1 per day until returned to normal.

If, under the reductions in strength and endurance, a characteristic reaches zero, the individual has succumbed to starvation and is useless until food becomes available.

TIME AND TRAVEL

During the adventure, time should be measured in hours. The referee should keep track of fractional hours also, but anything which takes less than 5 minutes should be ignored.

Mithril has a twenty hour day. Most terrain requires increments of five hours to traverse. Perhaps the simplest schedule for the adventurers to follow is a ten hour travel day followed by a ten hour rest encampment. The ten hour night allows time for eight hours sleep, plus two hours of general recreation, exercise, and other activity. The ten hour day allows travel through two five-hour terrain hexes or one ten-hour hex. In the case of a fifteen or twenty hour hex, part of it should be traversed in one day, an encampment made, and the remainder traversed in the next day.

Events: Each hex properly should have one event on the tables. Where the same hex requires more than one day, an additional throw on the events table may be made in the following day. Where two hexes are crossed in a single day, there should be an event throw for each in that single day.

THE ALL TERRAIN VEHICLE

The Horronon ATV (all terrain vehicle) is a vacuum-oriented variant of the more common wheeled ATV; it boasts continuous tracks and a completely sealed interior plus an air recycler.

The vehicle masses 9.5 tons and measures 4.5 meters wide, 7.5 meters long, and 4.5 meters high. It is fitted with a collapsible undercarriage which allows total height to be reduced to 3.0 meters for storage and shipment.

The power plant is mounted left and forward on the vehicle and provides energy for electric motors in the sealed undercarriage driving the continuous tracks.

Performance: The ATV is capable of speeds up to 150 kph in plain terrain but must be considerably reduced in rough (to 75 kph) or mountain (to 35 kph) regions. Power for the ATV is measured in points, which are expended for various operations. The vehicle is intended for local operations, but it does have a reasonably good endurance. The power plant, assuming a full fuel load, can provide approximately 150 points of power for the vehicle, which are then consumed as the vehicle operates. The various power consumption rates for operations by the vehicle are given below under Endurance.

Armament: The vehicle is armed with a pulse gun, a light-weight laser cannon which draws heavily on the power plant. The power expended by the weapon may be selected by the gunner, with power applied directly affecting the possibility of a damaging hit on the target. The hit probability of the gun is the number of power points applied. For example, applying 5 power points gives a throw of 5 or less to hit and damage the target. If the throw is achieved, it is assumed that the shot either missed or hit without damage.

Gunnery skill is applicable to the pulse gun.

Endurance: Temperature affects the ATV by placing a load on the heating circuits; each hour in which the temperature is zero or

greater costs 1 power point for heating; each hour in which the temperature is below zero costs 2 points; the cost increases by one point if any doors or hatches are open for any large part of the hour. Movement also costs energy; each hour of travel in mountains costs 2 points; each hour of travel in any other terrain costs 1 point. Use of the laser also costs power. When the total reaches zero, the ATV may not operate until refueled.

Skills and Operation: Normally, the ATV is operated by an individual with ATV skill. Lack of ATV skill will allow normal maneuver at slower speeds (adding 20% to the normal time per hex). ATV skill of 2+ will result in a reduction of -1 on life support cost in rough or mountain terrain.

Damage: Some events may cause the ATV to be damaged. When this occurs, the referee should determine which side of the vehicle has been hit and should roll on the appropriate column of the

ATV DAMAGE TABLE

Die	Front	Side	Rear
1	Breach	Breach	Breach
2	Visor	Door	Door
3	Power	Motor	Fuel
4	Lights	Gun	Fuel
5	Gun	Breach	Breach
6	Gun	Motor	Breach

Door: A door has been warped and is unusable. If a side door, then the airlock cannot be used. If the door is open, it may not be closed; if closed, it may not be opened. The two top hatches will always be available, however.

Fuel: The fuel tank has been holed. It may be patched with 30 minutes work. In the meantime, half the fuel remaining is lost.

Gun: The pulse laser has been disabled; anyone firing the gun when this occurs suffers 2D hits.

Lights: The vehicle's exterior lights have been shattered. The ATV's speed is reduced in mountain terrain (add 5 hours to the total time needed to cross the hex).

Motor: The ATV's motors have been disabled. Treat as a vehicle malfunction.

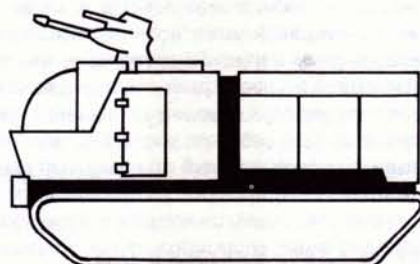
Power: The ATV's power plant has been disabled. The vehicle has no power left for movement or heating.

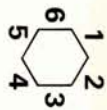
Visor: The driver's windshield has been shattered. It may be patched, but the patch is not transparent. The vehicle may move only at quarter speed and with someone looking out the top hatch. If at sea, the ATV may sink.

Fuel: The ATV power plant depends on hydrogen, procured from water or ice. Refueling takes 30 minutes from water; it takes an hour from ice. Refueling while in the ocean requires someone on the outside and clear weather.

Operation at Sea: When at sea, the ATV will float as long as the visor is intact and the doors are closed. By spinning its treads, the ATV can move rather slowly. Throw on the directional rosette to determine the direction of ocean currents; the vehicle will drift in that direction at the rate of one hex in 20 hours.


Opening upper hatches in overcast or stormy weather will allow water to slosh into the interior of the ATV. In such weather, exit should be through the air lock, which can be pumped out. Characters should wear vacc suits in water or they will freeze to death.







Mithril
0808-E568000-0

 Snow Plain

 Rugged

 Jagged

 Mountain

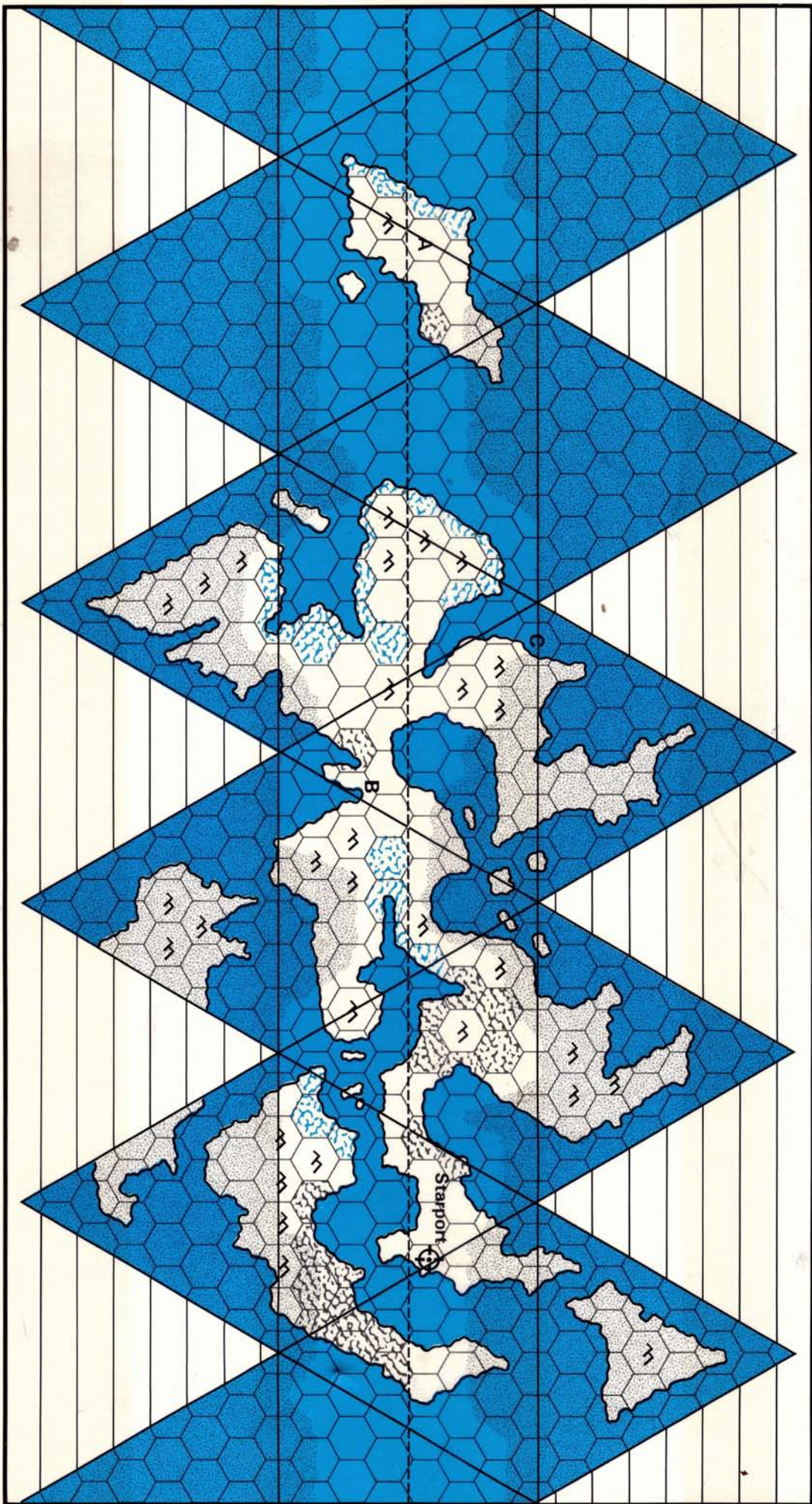
 Ice Plain

 Ice Shelf

 Ice Shelf Edge

 Sea


1 hex equals 700 kilometers



Shadows

Shadows

This short adventure, entitled *Shadows*, is a complete adventure for *Traveller*. It concerns a mysterious pyramid structure on the surface of Yorbund, a sparsely settled world, and the efforts of a band of travellers to investigate it. It is assumed that the adventure will be administered by a referee who has read through it completely and who is familiar with both it and the rules of *Traveller*. All rules necessary for this short adventure are contained in *Traveller*. Other materials which may prove necessary include note paper, graph paper, pencils or pens, and six-sided dice.

All information initially available to the players is contained in the players' handout (reproduced on the next page) and in the aerial view map. These should be given to the players before the adventure begins. All other information in this adventure is for the use of the referee and should be given to the players only when events dictate.

Characters: Any group of character may set out on this particular adventure. The list of pregenerated characters provides any group with a set of characters which is well suited for the situation. In any case, characters involved should have skills such as electronics, gunnery, mechanical, medical, navigation, and vacc suit in order to avoid any handicaps.

Equipment: The group should have a ship, and this adventure assumes that it is a type S scout/courier. The referee may allow some other ship model if necessary.

Individual characters have access to equipment in the ship's locker and to equipment they have purchased previously. They may also, before the adventure begins, buy equipment from the available equipment list or any equipment available at the local starport (TL 7 maximum) if they have the money to do so.

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.

ENTRY POINTS

The computer view of the complex indicates no obvious points of entry into the pyramids; it does show several possibilities, 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 leads to location 32 on the power plant level.

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). Strength characteristics totalling 13 are required to move it. It reveals a vertical shaft of great depth. A dim light glows within. The shaft is shown entering the top of diagram 1. Descending this shaft will require cable, and a swinging motion once partway down.

The upper level is location 1 on the interior level. The lower level 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,

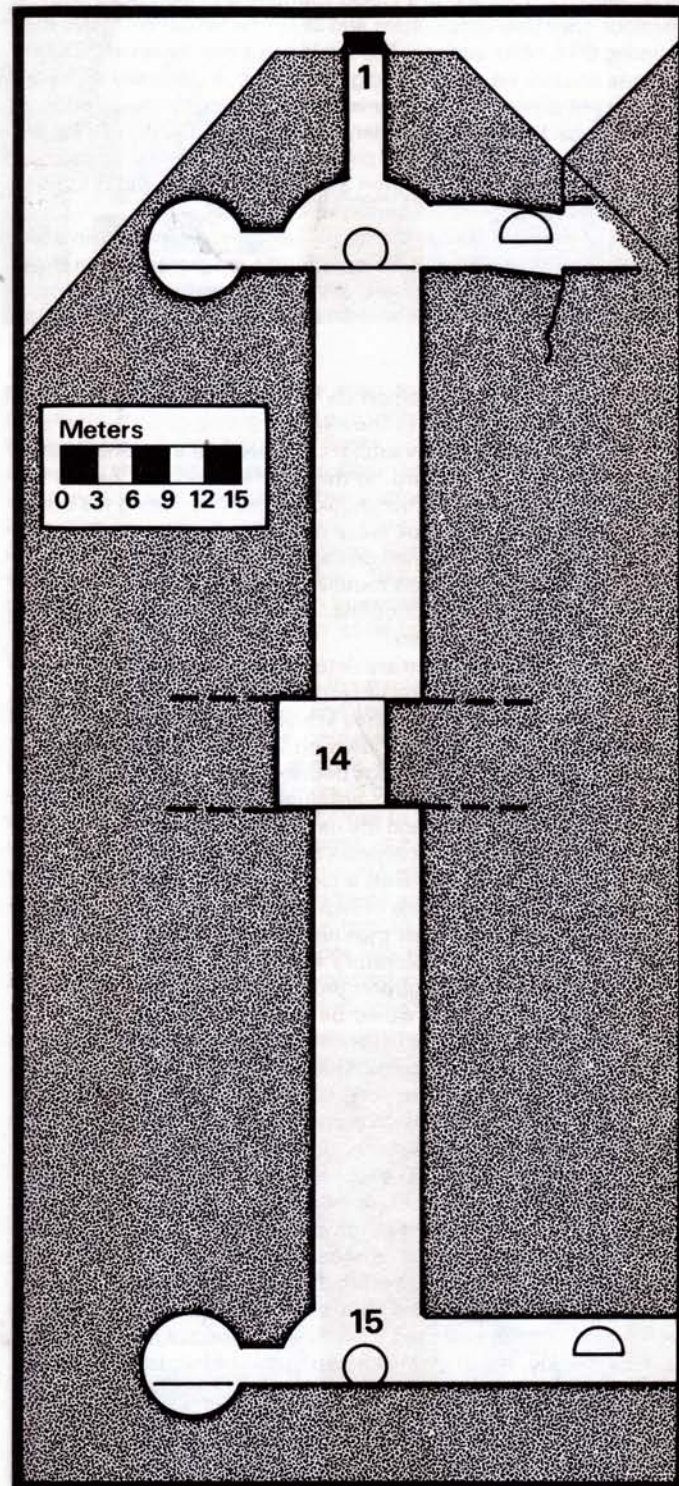


Diagram 1

Players' Handout: Shadows

This handout and the aerial view map of the pyramids are all the information initially available to the players. Before the adventure starts, the players should choose characters and purchase any additional equipment they feel necessary.

YORBUND

This adventure takes place on the world of Yorbund (C7C6503-7). Yorbund is 11,000 kilometers in diameter, with an insidious corrosive atmosphere and seas of a similar corrosive fluid covering 60% of its surface. The world has a population of 227,000 persons and has no established government. A generally accepted law level of 3 prohibits energy weapons and autorifles. The local technological level is 7, equivalent to the period 1970 to 1979, but only limited manufacturing is possible due to the low population base. The local starport (Marion Starport) is type C and is located near the major population center of the world.

Much of Yorbund is unexplored; population concentrates in a few natural caverns. Yorbund's major resource is fungi grown in these caverns: it provides food, fibers, and fuel, as well as being a major pharmaceutical export.

SITUATION

After a call at Marion Starport on Yorbund, consisting of a complete refueling and a visit to the minor attractions of the caverns of Yorbund, the band of adventurers prepared for a routine takeoff, 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 remained that the ship sustained damage from the tremor. The adventurers placed it in orbit while routine checks were run on all ship's systems for possible malfunctions. After three hours, all readings indicated negative problems.

However, the ship's scanners detected a surface feature of some interest. Located far into the unsettled territory and not appearing on any maps, the feature appeared in a break in the almost perpetual overcast. An aerial view is shown on the map. Extensive use of the ship's computer on the image data in memory gradually expanded the information available, although additional images were 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. 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; few people venture 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 been 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 fueled 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.

The adventurers decided to investigate this feature, and their ship descended to the world surface, following a flight path to land

within a kilometer of the complex. In the last few seconds of the approach, an energy blast passed 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 the beam being disabled.

CHARACTERS

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

SHIP'S LOCKER

eight vacc suits, each with oxygen tanks for eight hours and short range communicators

four carbines, each with ten loaded magazines

two automatic pistols, each with ten loaded magazines

four cutlasses, each with a belt scabbard

one long range communicator

AVAILABLE EQUIPMENT

Cable: Fine, flexible plasteel cable capable of supporting up to 250 kilograms. Available in 50 meter coils, each coil weighing three kilograms. Up to ten coils available. Price: Cr100 per coil.

Revolver Shotshells: Cartridges for revolvers loaded with shot instead of normal bullets. In use, these shells allow a character to use the group hits by shotgun rule when firing the revolver. Wounding is 1D, and the revolver cannot fire at long range. Not available for automatic pistols. Price: six cartridges for Cr10.

Atmosphere Tester: A solid-state device indicating the atmospheric percentages of elements present. A red light glows if the atmosphere is not breathable, while a green light glows if it is. Three are available, serial numbers 1099-5768-3, 1099-5789-3, and 1099-4792-2. Weight: 1 kilogram. Price: Cr150 each.

they will reveal nothing; but no definite proof will appear that there is no entry. 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 of 13+) and forced open (from inside, by a combined strength 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. There is none. However, the surface does have a temperature substantially higher than the environment (about 100 degrees C, the boiling point of water).

Brute Force: 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 a 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 returned on a one-for-one basis; throw 8+ for the return fire to hit the ship. The first hit will blow a hole in the hull, causing minor damage (referee determines what portion of the ship is hit, and results; take into account hatches, interior compartmentalization, and corrosion effects of the atmosphere), the second will disable the jump drives, and the third will disable the laser. The ship's laser fire will not affect return fire from the pyramid.

INTERIOR FEATURES

The nature of 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.

Corridors: Connecting the interior chambers are round corridors as shown in diagram 3. The left-hand (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. Liquefied 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 4 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.

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

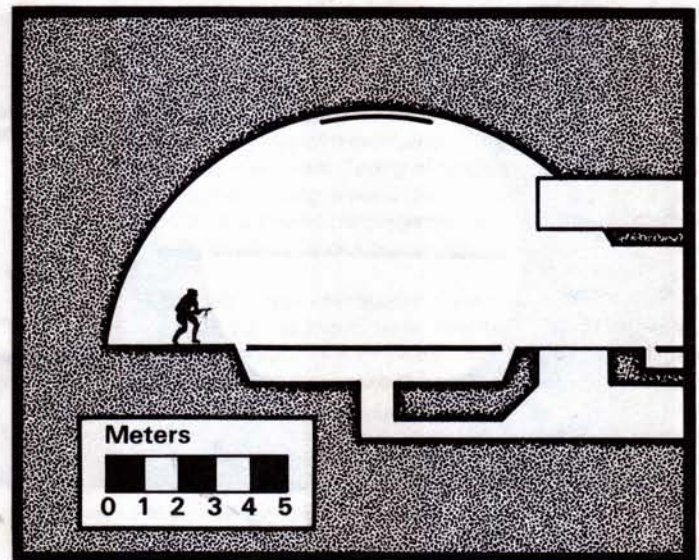


Diagram 2

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 the area 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 counterweighting 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 for 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. The 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

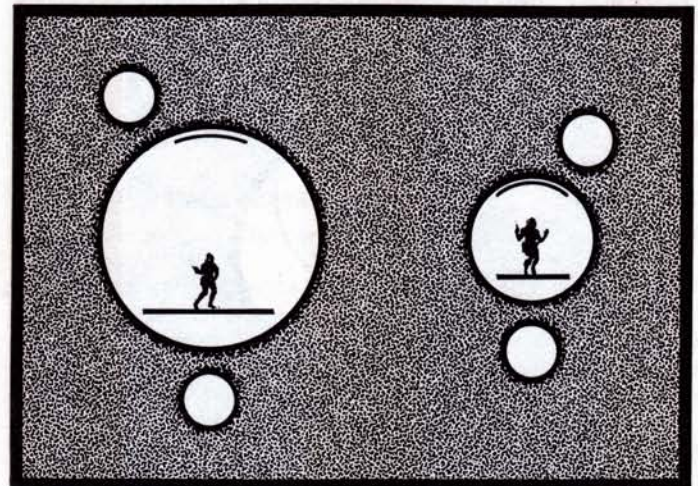


Diagram 3

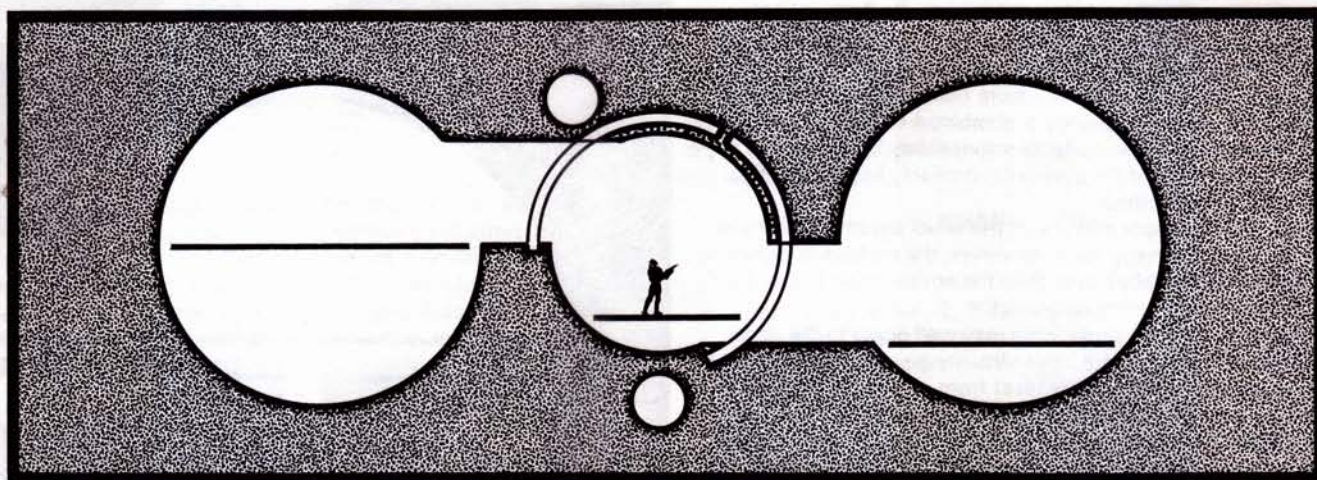


Diagram 4

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 constant within the complex, always 20 degrees C at chest height. However, temperature varies with height within the chambers. Near the ceiling, it rises to 25 or 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 is produced by solid-state electromagnetic effects.

The Faults: Two locations show evidence within the interior of the pyramid complex. One, in a horizontal corridor on the interior level (shown in section in diagram 5), has occurred where the corridor tubes have changed orientation slightly. Someone with navigation skill may notice (throw 9+; DM +2 if intelligence 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 on diagram 1) 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 floor plans 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 of the complex's self-defense beam and disable them in order to allow their ship to leave again — all within the eight hours imposed by the local atmosphere's 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 how many are in the group. 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 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 on the interior level:

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 has a high level floor and 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 are animal droppings 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 table.

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

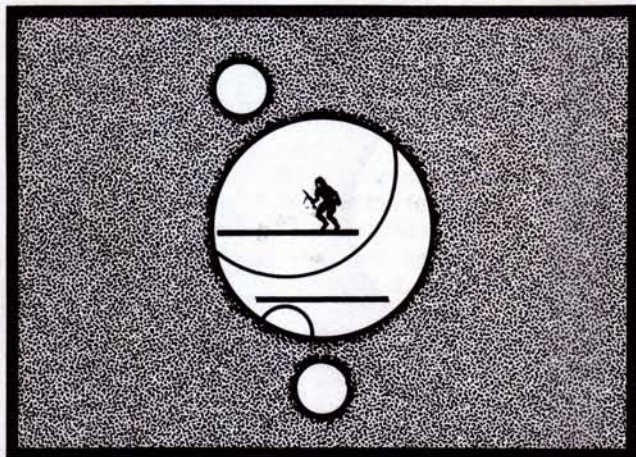


Diagram 5

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 the procedure above) 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 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. However, if 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) reveals debris similar to the animal droppings 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 appears 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, 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; DMs + vacc suit skill, -3 if vacc suit skill is 0 or non-existent), followed by a slow descent (throw strength or less to succeed; DMs + vacc suit skill, + endurance, and -4 if vacc suit skill is 0 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+ to break integrity; 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 4).

10. Large Chamber. Large chambers have no doors. This large chamber is empty and has a cross-section as shown in diagram 2. 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-looking 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 of the alien 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 on the animal encounter table) to attack, even if they have not 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 intelligent aliens) 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 8) 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 on the animal encounter table) is 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. Anyone 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 resolution of falling.

The passage from 13 leads on a slant down to the power plant level.

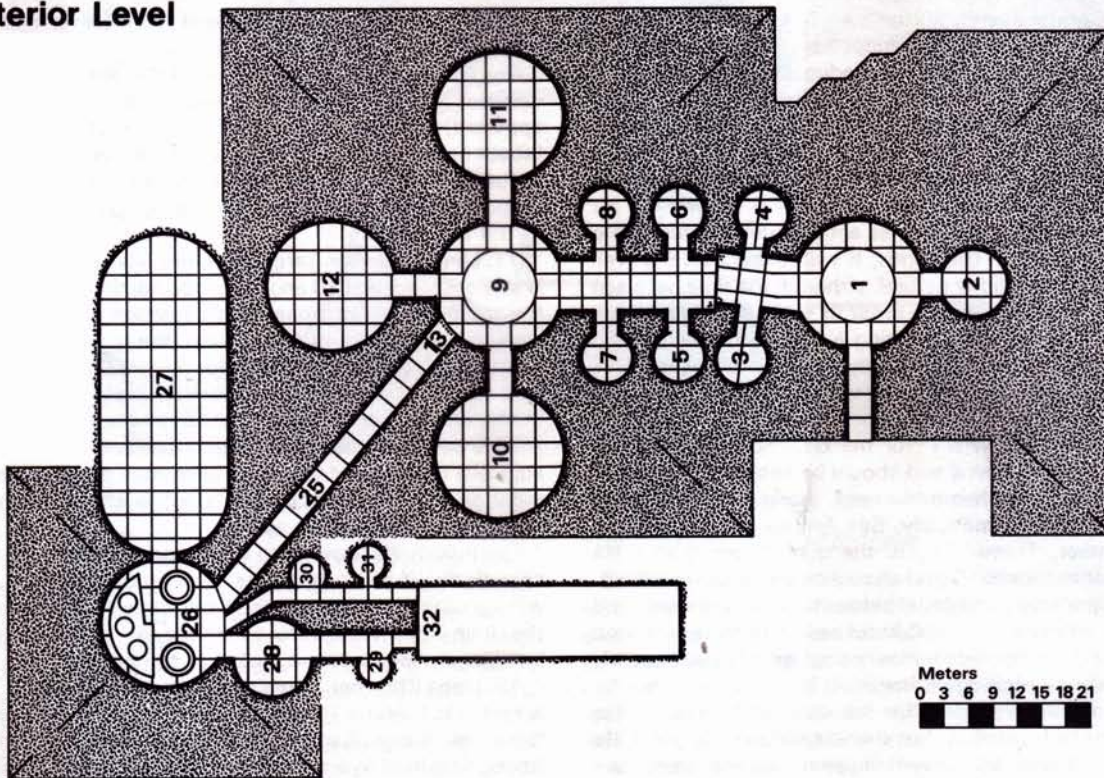
DEEP LEVEL LOCATIONS (14-24)

The following locations are situated on the deep level map (14 is on diagram 1).

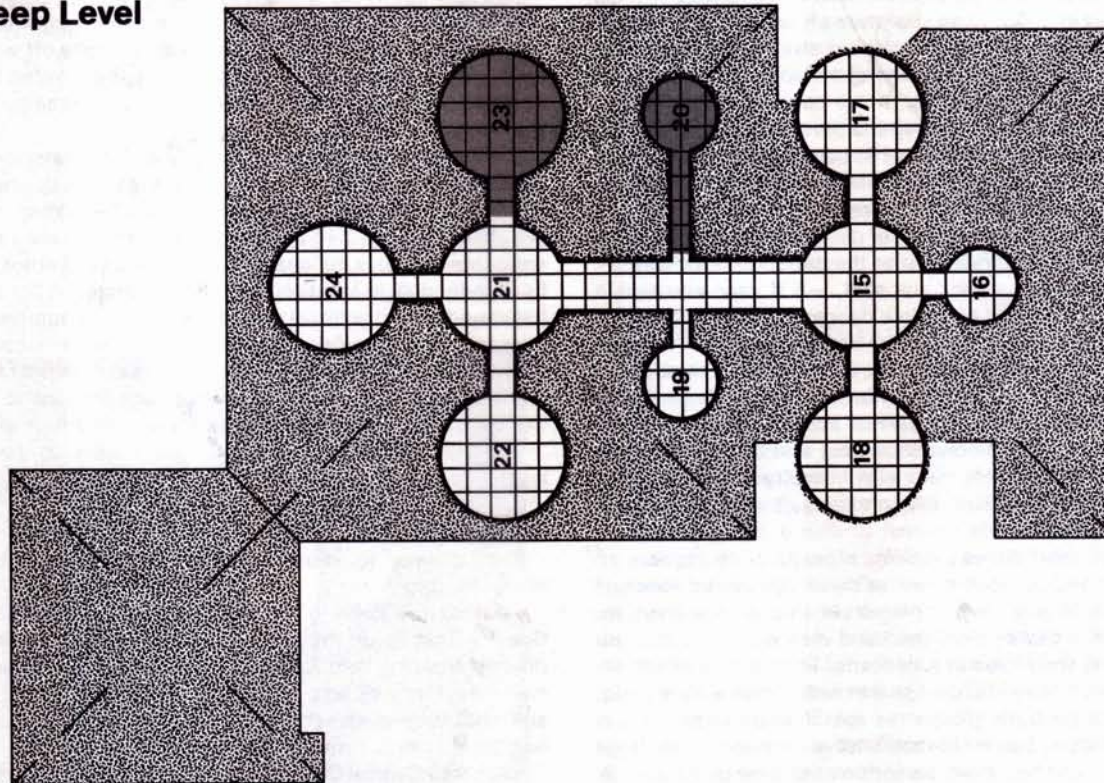
14. Fracture Point in the shaft connecting location 1 and location 15. This lip on the shaft is a result of seismic activity. An individual stopping here will find several small snake skeletons. Throw twice dexterity or less to avoid slipping and falling; DM + vacc suit skill. Careful search (throw 10+) 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

Interior Level



Deep Level



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; throw strength or less) or by crawling through the vent pipe overhead.

The interior of this chamber is quite cold; much of it is filled with vapor, obscuring vision. The central depression is filled with frozen gas, forming 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 without falling in; throw dexterity or less (DM - vacc suit skill) 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 dropped 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 one of the aliens, 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 B+ 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 a control room, and this will be obvious to the adventurers when they 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 gauge/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. Gauge 99 reflects power consumption for the detectors which govern the energy beam.

Experimentation may be called for by the adventurers. Below each gauge 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. However, as a safety device, neither will work unless a finger is also inserted into 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 approximately 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 gauges 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 chamber has no central depression; instead, its center has a raised dais of stone with the appearance of having been rubbed smooth from long use.

POWER PLANT LEVEL LOCATIONS (25-32)

The following locations are in the interior level map:

25. Passage. Entered from location 13, this long sloping corridor leads downward toward the interior of the small adjacent pyramid. The floor is littered with dust, dirt, and animal droppings.

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 utilized only if the power plant is in overload status.

29. Surge Chamber. This small chamber is empty and appears to be part of the power plant vent system.

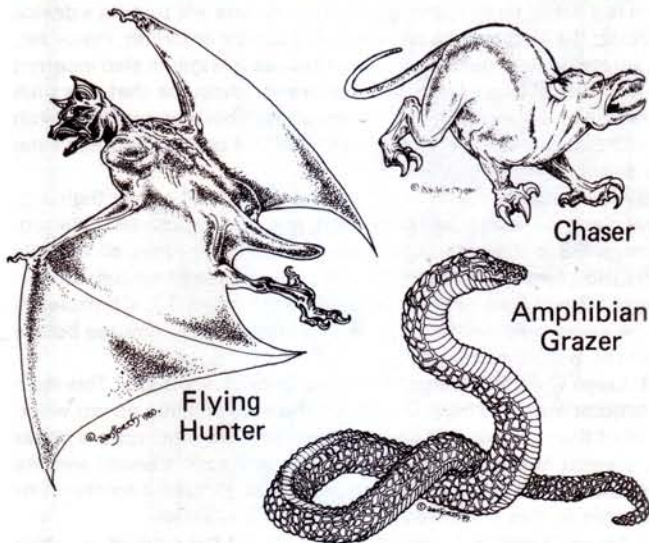
30. Surge Chamber. This small chamber is similar to location 29. At the back of the chamber is a vertical shaft to which are attached several vanes or blades near the floor. The vanes occasionally turn in response to air currents.

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

32. Access Points. There are two barred entry points at the bottom of the shaft which pierces the platform outside the pyramid complex. The bars can be removed with a laser or cutting torch.

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, drainage vents, small spaces beneath the magnetic flooring, and other likely areas such as the pools in large chambers. Three basic types of animals are present: flying hunters (or flyers), chasers (crawlers), and amphibian grazers (snakes). 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.



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+ for an animal encounter to occur; DM +2 if the pyramid's interior lights 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 group whenever one of them enters a new area. If an encounter occurs, roll 1D and 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 the chapter on personal combat. Assume that animals with surprise will attack.

Priority: Specific animal encounters occur in locations 11 and 13

ANIMAL ENCOUNTER TABLE

PYRAMID COMPLEX INTERIOR

Die	Qty	Animal Type	Weight	Hits	Armor	Wounds & Weapons	Reactions
0	12	Amphibian Grazers	1kg	2/ 0	none	3 teeth - 1	F8 A5 S2
1	8	Amphibian Grazers	3kg	4/ 1	jack	4 teeth - 1	F7 A5 S2
2	24	Amphibian Grazers	3kg	6/ 0	jack	5 teeth + 1	F6 A5 S2
3	Seismic Tremor: The complex begins to shake. Any open door will change its condition on a throw of 7+.						
4	4	Chasers	3kg	2/ 5	jack	4 claws	A8 F6 S3
5	12	Chasers	6kg	5/ 3	mesh	7 claws	A7 F9 S3
6	4	Flying Hunters	6kg	4/ 4	jack	5 as blade	A4 F9 S4
7	8	Flying Hunters	12kg	6/ 0	jack	7 as blade	A5 F8 S4
8	4	Flying Hunters	12kg	9/ 0	jack	10 as blade	A5 F5 S4

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

DMs: Various DMs are applied to this table depending on location within the pyramid complex: vertical shaft, +4; large central chamber, +2; large corridor, no DM; large chamber, -3; small chamber, -4; small corridor, -3; power plant area, no DM.

and override use of the animal encounter table.

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 3 cm 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 metamorphoses into one of the two adult forms, either the four-legged male or the 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.

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.

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 thin outer skin stretched over a framework of thin bones, in a manner similar to the Macropus screamer-in-the-darkness or the Terran bat. 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.

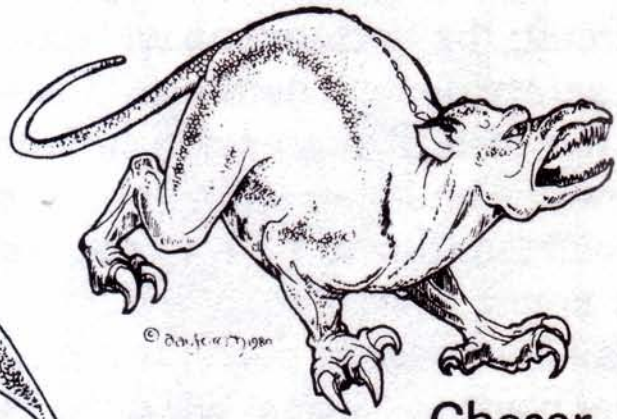
SEISMIC TREMORS

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 + acc suit skill and brawling skill. Throw 11+ to lose vacc suit integrity; DM - vacc suit skill.

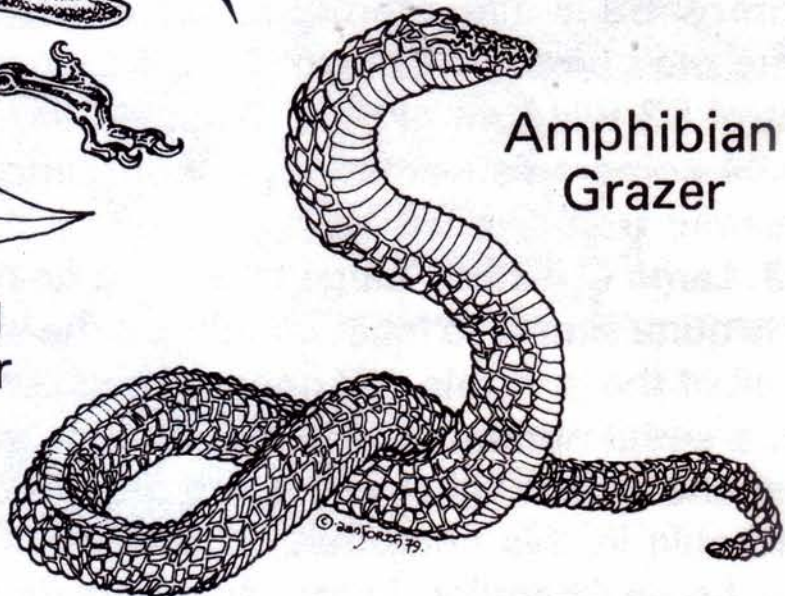
Frequency: Quakes occur on the encounter table. Before such a quake occurs, the predictors (location 21) will activate. Tampering with the power plant (location 26) will increase the frequency of the tremors to one per ten minutes, with each becoming stronger (DM +1 to the throw for each new quake strength).



Flying Hunter



Chaser



Amphibian Grazer

Aerial View

Meters

0 3 6 9 12 15 18 21

