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ASCENT TO ANEKTHOR

by J. Andrew Keith

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ASCENT TO ANEKTHOR

A Supplement for Traveller

by

J. Andrew Keith

Camelords, Ltd.

Dedication: To Hillary and Tensung,
and all others who challenge the
unconquered heights.

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Introduction

Ascent to Anekthor is an adventure dealing with a mountaineering expedition challenging a hitherto unscaled mountain.

It is assumed that this adventure will be administered by a referee who has read through this booklet and who is familiar both with it and with the rules for **Traveller**. In addition to the basic **Traveller** rules (Books 1, 2, and 3, **The Traveller Book**, or the Starter edition), the **Gamelords, Ltd.** rules supplement **The Mountain Environment** is necessary to play through this situation. No other books, supplements, or other materials are necessary, but may be used freely, if desired. As usual, paper, pencils, six-sided dice, and square-grid graph paper will prove helpful during the course of the adventure.

STANDARDS AND ASSUMPTIONS

This adventure takes place in a fictional universe which has been extensively described in other **Traveller** products. However, the only background information required to play the adventure is given below. Those interested in further details may consult Supplement 8, **Library Data (A-M)**, Supplement 11, **Library Data (N-Z)**, and various other **Traveller** sources, both from GDW and from other licensees.

The Imperium (also known as the Third Imperium, successor state to two previous, similar states) is a gigantic, human-controlled interstellar government, encompassing hundreds of subsectors and thousands of worlds. Its control, however, is loose; most worlds handle their own internal affairs.

Reavers Deep is a sector along the fringe of the Imperium, an administrative grouping of 16 subsectors (only some of which are under Imperial control). It is a frontier region divided into numerous petty states and independent worlds.

The Principality of Caledon is the largest of the Deep's minor states, an Imperial client and ally. It is governed by humans, mostly of Terrestrial Western European stock, who settled the region several thousand years ago. The government is a Constitutional Monarchy supported by a semi-feudal aristocracy.

Glenshiel is a rugged frontier world on the fringes of the Principality. Settlement is sparse, as the world has only recently been opened for colonization.

USING THIS ADVENTURE

The referee may use **Ascent to Anekthor** as a stand-alone game, using pre-generated characters presented here, or it may be played with

characters from an existing Traveller campaign. A special new skill introduced in The Mountain Environment, Mountaineering (and its cascade skills), will be necessary for those characters in this adventure, and should be assigned to those characters by the referee. Other changes required to bring this adventure into line with an existing campaign should be obvious.

CHARACTERS

This adventure is intended for use with any group of adventurers available; they may be any sort of individuals, as long as they are looking for some type of paid employment. The text of the adventure can be altered to use nearly any type of adventuring group.

Desirable Skills: The usefulness of any skill ultimately depends on how the players use their characters. However, Mountaineering skills — discussed in The Mountain Environment — are almost essential for all characters in this adventure. If characters from an ongoing campaign are to be used, they should be given Mountaineering skills in accordance with the procedure on acquiring these skills from the characters' backgrounds; if necessary, they should at least receive level-0 skill in each category of mountaineering. Level-0 skills indicate some familiarity with the principles of the skills, sufficient to allow action, but conferring no real ability.

Pregenerated Characters: At the referee's option, the players may use the pregenerated characters supplied below. If there are fewer than eight adventurers in the party, the first listed characters should be selected first.

- | | | | |
|---|--------|----------------|-------------------|
| 1. Ex-Army Colonel | 77A987 | Age 38 5 terms | Cr50,000 |
| Leader-3, Tactics-2, Rifle-1, Brawling-1, Grav Vehicle-1, Forward Observer-1, Mountaineering-5 (Mixed Climbing-3, Rock Climbing-1, Ice Climbing-1) | | | Rifle |
| 2. Ex-Marine Captain | B6C785 | Age 34 4 terms | Cr71,000 |
| Revolver-2, Cutlass-1, Leader-1, Tactics-1, Mechanical-1, Mountaineering-3 (Mixed Climbing-0, Rock Climbing-2, Ice Climbing-1) | | | Revolver, Cutlass |
| 3. Ex-Marine Lieutenant | 68786B | Age 26 2 terms | Cr15,000 |
| Revolver-3, Cutlass-1, Brawling-1, Tactics-1, Mountaineering-0 (Mixed Climbing-0, Rock Climbing-0, Ice Climbing-0) | | | Revolver |
| 4. Ex-Army Lieutenant | 875988 | Age 30 3 terms | Cr50,000 |
| Rifle-2, SMG-1, Medical-1, Tactics-1, Forward Observer-1, Mountaineering-4 (Mixed Climbing-1, Rock Climbing-0, Ice Climbing-3) | | | SMG |
| 5. Ex-Scout | 54CC66 | Age 34 4 terms | Cr110,000 |
| Mechanical-2, Electronics-1, Grav Vehicle-1, Jack of All Trades-1, Pilot-1, Carbine-1, Mountaineering-2 (Mixed Climbing-2, Rock Climbing-0, Ice Climbing-0) | | | Carbine |

- | | | | |
|--|--------|----------------|-----------------------------|
| 6. Ex-Navy Commander | 3BA978 | Age 30 3 terms | Cr50,000 |
| Medical-3, Vacc Suit-2, Jack of All Trades-1,
Laser Rifle-1, Forward Observer-1,
Mountaineering-3 (Mixed Climbing-1, Rock
Climbing-1, Ice Climbing-1) | | | Laser Rifle,
Traveller's |
| 7. Ex-Merchant 3rd Officer | 75A8A5 | Age 34 4 terms | Cr81,000 |
| Jack of All Trades-3, Streetwise-2, Bribery-1,
Shotgun-1, Mountaineering-3 (Mixed Climbing-1,
Rock Climbing-1, Ice Climbing-1) | | | Shotgun |
| 8. Ex-Mountaineer* | 8AC783 | Age 42 6 terms | Cr120,000 |
| Carbine-3, Leader-2, Grav Vehicle-1,
Mountaineering-4 (Mixed Climbing-2, Rock
Climbing-2, Ice Climbing-0) | | | Carbine |

* The "Mountaineer" is a professional climber generated using the "Hunter" character type from GDW Supplement 4, **Citizens of the Imperium**, converting Hunting Skill to Mountaineering skill according to The **Mountain Environment** skill generation rules. This individual should be added to list of NPCs if no player takes the character.

STARTING THE ADVENTURE

The referee should first assign characters and inform the players of the basic background facts given in **Standards and Assumptions**, above.

Next, the referee should run the players through the events in the next chapter, **Lady Sandra's Challenge**. Although it is possible merely to read the text to the players, a better way is to allow the players to interact with the characters encountered.

Play then proceeds to the body of the adventure. Equipment and supplies may be purchased before the expedition begins. Library data may also be consulted while players have access to Library Computer terminals in the city.

The remainder of the adventure involves the interaction between the players and their surroundings, as presented throughout this booklet.

Lady Sandra's Challenge

The scam had come off without a hitch — a real example of what planning and perseverance could do. All of the adventurers were doing well, in terms of money . . . pleasant in contrast to the usual hand-to-mouth life of a typical traveller. There was just one problem: they were stuck.

It seemed the mark had connections at the starport. Security was extra tight, and word had it that it was the adventurers who were being sought. There was no way they were going to get through these starport guards. Presumable pressure would soon be applied to the local government too . . . and even if Glenshiel remained safe, it wasn't the sort of place anyone would really want to linger at. A backwater, a frontier settlement off the beaten path, famous for its scenic wilderness, its exported bladfisch, and very little else — Glenshiel wasn't good for much more in the way of profits. The party had to find a way off, before their unsporting ex-business associate finally closed the net and asked for his money back.

So, when a rather proper sort of fellow contacted them through devious channels with an offer of employment and transport off-world, it seemed like a good idea to hear him out. It was too late to back out of the meeting when their contact revealed who his employer was. Everyone in these parts had heard of Lady Sandra Lockhart . . . and it was a sure bet that, where Lady Sandra went, danger was sure to follow . . .

LADY SANDRA

Everyone had heard of Lady Sandra Lockhart, youngest daughter of the Marquis of New Galloway. Lady Sandra had a great deal of money, no responsibilities . . . and a taste for excitement and adventure. She travelled, and on her travels, she sought out and tried just about anything that sounded challenging or dangerous. Lady Sandra had hunted (and killed) a rish on Ittalrea, one of the most dangerous animals in four subsectors. She had sailed a windpowered ketch over the seas of Fulton, explored the rugged jungle outback on Just, and had revived almost single-handedly the sport of



parachuting — the old-fashioned kind, Sky Diving, without grav-assisted gear or other safety devices.

Now Lady Sandra was on Glenshiel, passing through on her way back to the Principality from a long safari voyage. In a bar at the starport, however, Lady Sandra had unexpectedly run into two old acquaintances, both of them sportsmen who shared her enthusiasm for challenging the odds and achieving the impossible. After an evening of drinking and swapping stories of old exploits, someone made a suggestion — why not do something here that would prove, once and for all, which of them was really the best? And then the name Anekthor came into the conversation, and they all knew what they would set out to conquer.

Anekthor — the name was from the mythology of one of the minor human races integrated into the Principality, referring to the three-headed guardian of the gates of Heaven — was a majestic mountain rising from the Jura Plateau in an unsettled region of Glenshiel. The triple peaks of Anekthor had never been scaled by any human climber; the winds and storms made it unthinkable even for most vehicles. Climbing to the highest pinnacle of Anekthor was the sort of challenge that appealed to all three, and they rapidly agreed on a suitable wager. Each gambled Cr100,000 on making it to the top; another Cr100,000 would be paid by each of them to the person who made it first. Some other ground rules, on equipment, party size, and so forth, were also established, and a starting date a week away agreed upon.

THE OFFER

Lady Sandra has done some climbing, but never anything as challenging as Anekthor. She needs assistance from skilled climbers to make the attempt, and traced the party down as a likely group with mountaineering experience and need of her offer. She promises them 25% of whatever she wins from the wager to split as a bonus for success . . . but her main inducement is passage for all aboard her yacht. Under the wing of the daughter of the Marquis of New Galloway, the adventurers will have no trouble getting off-planet.

Lady Sandra's personal secretary, an old family retainer named Dougal, has done his research well. The particular difficulties which face the group are well known and thoroughly documented . . . and, if the party is reluctant, Lady Sandra won't hesitate to imply her ability to turn the group over to the authorities. Headstrong and self-centered, Lady Sandra usually gets what she wants — right now, she wants climbers (it is quite likely that she will get them).

Beginning the Expedition

Several days are left in which Lady Sandra and her new employees can begin to organize the climb. Equipment can be purchased, vehicles rented, local information secured. Lady Sandra will cover all expenses incurred, with the cheerful disregard for money of a wealthy aristocrat. She will, however, insist on observation of all agreed-upon conditions of the climb; she is an incurable devotee to the principles of good sportsmanship.

LIMITATIONS AND CONDITIONS

Parties are limited to 14 people or less, the number which can be carried in a single rented G-carrier. This vehicle can serve as the expedition's base camp, but of course cannot be used to ferry supplies or personnel up the mountain, except in an emergency (and, if that happens, the party forfeits on the wager).

Equipment available is limited to tech 10 or less. This allows some sophisticated gear, but forces the party to rely for the most part on know-how skill, rather than gadgetry, to get to the top.

The climb is scheduled to begin with departure of each party from its respective base camp at 0700 hours (local) on the agreed date.

HIRELINGS

If the adventurers wish to engage additional NPC party members, Lady Sandra will agree. Indeed, she has already enlisted two climbers who have tackled the lower slopes of Anekthor (one was the sole survivor of the 1107 expedition); their skill and local knowledge will make them useful. Lady Sandra and her secretary/bodyguard Dougal will make the climb, of course; others may be hired, up to the limit of 14 people.

The section on **Non-Player Characters** provides stats, skills, and background information for those characters required for the expedition. If further individuals are hired, they should be rolled up by the referee, and fitted out with backgrounds and personalities that will allow them to interact in an interesting way with the adventurers.

INFORMATION

Players may want to learn what they can about Anekthor prior to leaving to begin the expedition. Information is obtainable from library computer terminals, or as a result of conversations with locals who know the area or have heard stories from those who have been there.

Information should not be forced on players; they should be required to seek it out. Those who don't will be in for a rude awakening

later on. Lady Sandra will prepare herself as thoroughly as she does for all her challenging activities, with careful study; the two guides will also be familiar with background material. However, they are not likely to share their knowledge in detail, as it is expected that everyone will be bright enough to do some advance preparation of this kind. Information will be shared out only if it becomes obvious that the adventurers don't know what they are doing (and, from that point on, scorn and anger at the foolishness of going off unprepared will be reflected in a DM-2 on reaction rolls made by NPCs in the party).

Background information is found in the next chapter, **Glenshiel**, and in the **Library Data** section.

SETTING OUT

By G-carrier, it takes just under 5 hours to fly to the Jura Plateau; travel to the base campsite selected by Lady Sandra in the course of arranging the bet can take place the day before the climb begins to permit camp setup and a good night's sleep for all.

The ascent proper should make use of the rules for route finding and climbing in **The Mountain Environment**, in conjunction with the maps and descriptions provided in this booklet. Time should be tracked carefully, to regulate encounters and to determine, ultimately, the winner of the race up the mountain slopes.



Glenshiel

Located in the Caledon Subsector of Reavers' Deep, Glenshiel lies outside the official borders of the Principality of Caledon, and is officially described as a 'Protectorate'. It is a frontier world, sparsely settled and of marginal interest; settlers have only begun exploiting the Glenshiel system in the last 250 years, since Sir James Armstrong of Caledon founded a wilderness retreat at what later became known as Armstrong Landing.

The System: Glenshiel circles a class F6 star, designated Sassenach's Eye in Caledonian star catalogs. There are 12 planets in the system, including two gas giants (planets XI and XII); Glenshiel is planet VI, and is the only world in the system's habitable band. The other worlds are largely uninteresting and unexplored.

Profile:

Glenshiel/Caledon (0302 DA86563-7) Agricultural, Non-industrial G

The Planet: Glenshiel is a large world, with a dense atmosphere which helps screen out the rays of its young, hot star. Radiation levels are well within tolerable limits, but the ultraviolet content of the star's rays will give an unprotected individual a fairly bad sunburn even on an overcast day; sunscreen lotions are available to block these effects. The rotational period of 30 hours, and the small axial tilt of the world make the day roughly 15 hours in length almost anywhere in settled regions.

The world has a total population of less than 475,000, most of them concentrated in the twin settlements of Armstrong Landing and Ben Laren. The communities grow and export agricultural products; fishermen from Ben Laren also catch bladfiah in the Northfar Sea, which are sold as a delicacy to Caledon, and to the Imperial frontier areas to trailing.

Outside the two settlements, the world is wilderness, a trifle bleak by human standards, but accounted one of the most scenic worlds in the region nonetheless. The untamed wilderness has tempted explorers, hunters, and sportsmen, but has attracted minimal interest from settlers.

Glenshiel gained some prominence in archeological circles after the discovery of Crash Jura, where the twisted remains of a very old starship — one incorporating features of early Vilani jump technology — were discovered in a rocky, barren area of the Jura Plateau. It is suspected that the ship belonged to the Saie, a race which ruled a small empire in this region after acquiring jump technology from a group of experts sent by a rebellious Vilani governor seeking allies for his planned insurrection. Little is known about the Saie; they are remembered

through legends on half a dozen worlds, but their home planet remains a mystery, and the only clues to their fate are found in the epic poems of the races which knew them, which speak of a great war between rival rulers and wholesale slaughter raining from the skies. The evacuated remains of the starship have been moved to the Caledon Research Institute on Caledon, where it is being closely scrutinized by experts hoping to learn the truth of the Saie legends.

A general map of Glenshiel is provided on the back of the pullout in the center showing the slopes of Anekthor.

Anekthor: Most visitors to Glenshiel remember most vividly the great mountain, Anekthor, which rises from the Jura Plateau to an altitude of over 14km above sea level. The triple peaks of Anekthor are a majestic sight, which is oft repeated in holograms, pictures, paintings, and sketches throughout the Principality. Anekthor is a treacherous mountain, and has never been successfully climbed to the top. Four expeditions have attempted it; two were never heard from again, while the other two were forced to turn back by bad weather.

An aura of mystery and danger has clung around Anekthor like the clouds that circle the three peaks, Cloros, Lankir, and the highest, also called Anekthor. Stories told by hunters and climbers who have visited the low slopes tell of a savage beast, the Windstalker, which watches from inaccessible ledges and howls to foretell the death of climbers.

These stories are usually dismissed, since the quadrupedal Windstalker of the stories has nothing in common with the dominant hexapodal life forms native to Glenshiel. Old mountain hands, however, are convinced they've seen something on the High Slope . . . and can tell a pretty convincing story over the light of a campfire in the midst of Glenshiel's rugged, empty foothills.



Anekthor

Rising to an altitude of just over 14 kilometers, Anekthor is an imposing mountain. Its size is such that a complete description of the mountain according to the procedures outlined in **The Mountain Environment** would be far larger than the capacity of this booklet.

Therefore, only part of the mountain has been filled in — those areas composing the climbing route selected by the three parties (following, roughly, the path chosen by the illfated 1107 expedition). Other areas remain blank. Referees may wish, on their own, to produce additional areas according to **The Mountain Environment** rules, as a method of gaining experience in these procedures, and to provide further variety.

As a shortcut, some **Mountain Environment** procedures were streamlined slightly; referees should consider applying the same techniques as an optional rule. First, intervals for terrain features were doubled, to 500 meters each, with appropriate modifications to other systems, as needed. Any time two adjacent pieces of terrain were rolled up as identical, they were combined into a single face. This eliminates some interesting possibilities, such as the valley formed by two aretes in the sample mountain in **The Mountain Environment** booklet, but it is a considerable time-and-space-saver when doing a very large mountain, such as Anekthor.

THE MOUNTAIN

Although mountains are planned from summit to base (see **The Mountain Environment**), Anekthor is presented, for the referee's convenience, in reverse order. Areas on the map are numbered from the base up, to permit easier reference.

The descriptions include all information required for movement to adjacent areas, plus notes on special terrain features present. The referee may choose to embellish or expand upon these basic descriptions.

Terrain codes are provided on the map to help the players (and the referee) to visualize the layout of the mountain without constant reference to the descriptions of the various faces. The codes used are listed in the small chart provided to the right.

W Wall	B Buttness
S Slope	G Glacier
R Ridge	C Chute
A Arete	P Pinnacle

Using the Descriptions: The standard format of the descriptions that follow gives all the most important information on each area of the mountain. For example:

#55	BS = 4500m; TP = 5500m; SL = Moderate (45°); TD = 1600m
<u>Ridge</u>	BW: #45 AB: #65, #66 AC: #54 (Steep), #56 (Moderate), #59 (Steep), #60 (Moderate)
	TR CV: Woods TR FT: None

Translated, this tells us the following: Area #55 on the map is a ridge; at its lowest point (BS), it is 4500 meters above sea level, at its highest (TP), 5500. Its moderate slope (SL) gives it a total length of 1600 meters. Below (BW) it is area #45; above (AB) it, #65 and #66 can be reached. Moving to the sides (AC), #54 is reached over a steep slope, as is #59; #56 and #60 are reached over moderate slopes. The ridge is wooded (TR CV); animal encounters are drawn from the Woods table. There are no obviously visible terrain features (TR FT), like notches or cols.

For Wall terrain, the 'terrain cover' (TR CV) is treated as the angle (AN), and gives the physical layout of the wall (sheer, tiltback, etc.); a phrase giving the number of pitches (PT) and their average height replaces the slope (SL) designation. Referees should determine difficulty as the walls are attempted, but may prefer to go through and note for each individual pitch the actual height and difficulty level.

THE APPROACH

The adventurers begin at one of the base camp locations, either A, B, or C (the referee may designate this deliberately, make a random selection, or if feeling charitable, can allow the players a choice). Travel to the mountain is along gently sloping, open ground; the distance is 1500 meters to the nearest features of the map. Once this point is reached, the actual climb begins.

THE FACES OF THE MOUNTAIN — TERRAIN FEATURES

#1 <u>Ridge</u>	BS = 2500m; TP = 3000m; SL = Moderate (45°); TD = 800m BW: Level ground AB: #21 AC: #2 (Steep) TR CV: Woods TR FT: None
#2 <u>Slope</u>	BS = 2500m; TP = 3000m; SL = Steep (60°); TD = 600m BW: Level ground AB: #22 AC: #1 (Steep), #3 (Steep) TR CV: Open TR FT: None
#3 <u>Ridge</u>	BS = 2500m; TP = 3000m; SL = Moderate (45°); TD = 800m BW: #45 AB: #55, #66 AC: #2 (Steep), #4 (Gentle) TR CV: Open TR FT: None
#4 <u>Slope</u>	BS = 2500m; TP = 3000m; SL = Steep (60°); TD = 600m BW: Level ground AB: #23 AC: #3 (Gentle), #5 (Sheer) TR CV: Forest TR FT: None
#5 <u>Arête</u>	BS = 2500m; TP = 3500m; SL = Gentle (30°); TD = 2200m BW: Level ground AB: #36 AC: #4 (Sheer), #6 (Sheer), #23 (Steep), #24 (Steep) TR CV: Rugged TR FT: None
#6 <u>Chute</u>	BS = 2500m; TP = 2500m; SL = Flat (0°); TD = 2200m BW: Level ground AB: #24 AC: #5 (Sheer), #7 (Moderate) TR CV: Open TR FT: Landslide Zone

<u>#7 Ridge</u>	BS = 2500m; TP = 3500m; SL = Gentle (30°); TD = 2200m BW: Level ground AB: #36 AC: #6 (Moderate), #8 (Sheer), #24 (Gentle) TR CV: Forest TR FT: None
<u>#8 Wall</u>	BS = 2500m; TP = 3500m; PT = 6@165m; TD = 1000m BW: Level ground AB: #37, #38 AC: #7 (Sheer), #9 (Moderate) AN: 90° TR FT: Ledge
<u>#9 Slope</u>	BS = 2500m; TP = 4000m; SL = Steep (60°); TD = 2400m BW: Level ground AB: #25 AC: #8 (Moderate), #10 (Steep) TR CV: Forest TR FT: None
<u>#10 Ridge</u>	BS = 2500m; TP = 4000m; SL = Moderate (45°); TD = 2400m BW: Level ground AB: #45 AC: #9 (Steep), #11 (Steep), #25 (Moderate), #26 (Steep), #39 (Moderate), #40 (Steep) TR CV: Woods TR FT: Col
<u>#11 Slope</u>	BS = 2500m; TP = 3000m; SL = Moderate (45°); TD = 800m BW: Level ground AB: #26 AC: #10 (Steep), #12 (Gentle) TR CV: Open TR FT: Rockfall
<u>#12 Slope</u>	BS = 2500m; TP = 3000m; SL = Gentle (30°); TD = 1100m BW: Level ground AB: #26 AC: #11 (Gentle), #17 (Steep) TR CV: Rugged TR FT: None
<u>#13 Ridge</u>	BS = 2500m; TP = 3000m; SL = Gentle (30°); TD = 1100m BW: Level ground AB: #28 AC: #12 (Steep), #14 (Steep) TR CV: Forest TR FT: None
<u>#14 Chute</u>	BS = 2500m; TP = 2500m; SL = Flat (0°); TD = 1100m BW: Level ground AB: #29 AC: #13 (Steep), #15 (Moderate) TR CV: Rugged TR FT: Boulder Field
<u>#15 Slope</u>	BS = 2500m; TP = 3000m; SL = Gentle (30°); TD = 1100m BW: Level ground AB: #30 AC: #14 (Moderate), #16 (Steep) TR CV: Open TR FT: Scree Slope
<u>#16 Wall</u>	BS = 2500m; TP = 3000m; PT = 3@165m; TD = 500m BW: Level ground AB: #30 AC: #15 (Steep) #17 (Moderate) AN: 90° TR FT: None
<u>#17 Wall</u>	BS = 2500m; TP = 3000m; PT = 3@165m; TD = 500m BW: Level ground AB: #30 AC: #16 (Steep), #18 (Steep) AN: 90° TR FT: None
<u>#18 Slope</u>	BS = 2500m; TP = 3000m; SL = Steep (60°); TD = 600m BW: Level ground AB: #31 AC: #17 (Steep), #19 (Moderate) TR CV: Forest TR FT: None
<u>#19 Wall</u>	BS = 2500m; TP = 3000m; PT = 7@71m; TD = 550m BW: Level ground AB: #32 AC: #18 (Moderate), #20 (Steep) AN: 90° (1 roof) TR FT: Roof
<u>#20 Ridge</u>	BS = 2500m; TP = 3500m; SL = Gradual (15°); TD = 3200m BW: Level ground AB: #33 AC: #19 (Steep), #32 (Steep) TR CV: Woods TR FT: None

<u>#21 Chute</u>	BS = 3000m; TP = 3000m; SL = Flat(0°); TD = 1100m BW: #1 AB: #42 AC: #22 (Steep), #34 (Sharp) TR CV: Woods TR FT: None
<u>#22 Wall</u>	BS = 3000m; TP = 3500m; PT = 6@83m; TD = 500m BW: #2 AB: #34 AC: #21 (Steep), #23 (Steep) AN: 105° TR FT: None
<u>#23 Buttress</u>	BS = 3000m; TP = 3500m; SL = Moderate(45°); TD = 800m BW: #3, #4 AB: #25 AC: #5 (Steep), #22 (Steep) TR CV: Open TR FT: Boulder Field
<u>#24 Wall</u>	BS = 2500m; TP = 3500m; PT = 11@91m; TD = 500m BW: #6 AB: #36 AC: #5 (Steep), #7 (Gentle) AN: 90° TR FT: None
<u>#25 Chute</u>	BS = 3000m; TP = 3000m; SL = Flat(0°); TD = 800m BW: #9 AB: #39 AC: #8 (Steep), #10 (Moderate) TR CV: Open TR FT: None
<u>#26 Wall</u>	BS = 3000m; TP = 3500m; PT = 6@92m; TD = 550m BW: #11 AB: #40 AC: #10 (Steep), #27 (Moderate) AN: 105° TR FT: None
<u>#27 Ridge</u>	BS = 3000m; TP = 4000m; SL = Gentle(30°); TD = 2200m BW: #12 AB: #45 AC: #26 (Moderate), #28 (Moderate), #40 (Gentle), #41 (Moderate) TR CV: Open TR FT: None
<u>#28 Wall</u>	BS = 3000m; TP = 3500m; PT = 13@39m; TD = 500m BW: #13 AB: #41 AC: #27 (Moderate), #29 (Steep) AN: 90° TR FT: None
<u>#29 Arete</u>	BS = 2500m; TP = 3500m; SL = Moderate(45°); TD = 1600m BW: #14 AB: #41 AC: #20 (Steep), #30 (Steep) TR CV: Open TR FT: None
<u>#30 Slope</u>	BS = 3000m; TP = 3500m; SL = Moderate(45°); TD = 800m BW: #15, #16, #17 AB: #41 AC: #29 (Sharp), #31 (Moderate) TR CV: Forest TR FT: None
<u>#31 Wall</u>	BS = 3000m; TP = 4500m; PT = 12@150m; TD = 1800m BW: #18 AB: #47, #57 AC: #30 (Moderate), #32 (Sharp), #41 (Sharp), #47 (Gentle), #48 (Steep) AN: 120° (3 roofs) TR FT: Roof
<u>#32 Arete</u>	BS = 3000m; TP = 4000m; SL = Moderate(45°); TD = 1600m BW: #19 AB: #48 AC: #20 (Steep), #31 (Sharp), #33 (Steep) TR CV: Forest TR FT: None
<u>#33 Wall</u>	BS = 3500m; TP = 4000m; PT = 7@71m; TD = 500m BW: #20 AB: #49 AC: #32 (Steep) AN: 90° TR FT: None
<u>#34 Arete</u>	BS = 3500m; TP = 4000m; SL = Gentle(30°); TD = 1100m BW: #22 AB: #43 AC: #21 (Sharp), #35 (Steep) TR CV: Open TR FT: Notch

<u>#35 Chute</u>	BS = 3500m; TP = 3500m; SL = Flat (0°); TD = 1200m BW: #23 AB: #51 AC: #34 (Steep), #36 (Steep), #43 (Sheer), #44 (Sheer) TR CV: Open TR FT: Landslide Zone
<u>#36 Slope</u>	BS = 3500m; TP = 4000m; SL = Steep (60°); TD = 600m BW: #5, #7, #24 AB: #44 AC: #35 (Steep), #37 (Sharp) TR CV: Rugged TR FT: Scree Slope
<u>#37 Arete</u>	BS = 3500m; TP = 4500m; SL = Moderate (45°); TD = 1600m BW: #8 AB: #54 AC: #36 (Sharp), #38 (Sharp), #44 (Steep), #45 (Steep) TR CV: Woods TR FT: None
<u>#38 Chute</u>	BS = 3500m; TP = 3500m; SL = Flat (0°); TD = 1300m BW: #8 AB: #45 AC: #37 (Sharp), #39 (Steep) TR CV: Forest TR FT: None
<u>#39 Wall</u>	BS = 3000m; TP = 4000m; PT = 11@109m; TD = 1200m BW: #25 AB: #45 AC: #10 (Moderate), #38 (Steep) AN: 120° TR FT: None
<u>#40 Chute</u>	BS = 3500m; TP = 3500m; SL = Flat (0°); TD = 1500m BW: #26 AB: #45 AC: #10 (Moderate), #27 (Gentle) TR CV: Woods TR FT: None
<u>#41 Buttress</u>	BS = 3500m; TP = 4000m; SL = Steep (60°); TD = 600m BW: #28, #29, #30 AB: #46 AC: #27 (Moderate), #31 (Sharp) TR CV: Rugged TR FT: None
<u>#42 Slope</u>	BS = 3000m; TP = 4500m; SL = Steep (60°); TD = 1800m BW: #21 AB: #50 AC: #43 (Steep) TR CV: Open TR FT: None
<u>#43 Wall</u>	BS = 4000m; TP = 4500m; PT = 12@50m; TD = 600m BW: #34 AB: #51 AC: #35 (Sheer), #42 (Steep) AN: 120° TR FT: None
<u>#44 Wall</u>	BS = 4000m; TP = 4500m; PT = 12@42m; TD = 500m BW: #36 AB: #52, #53 AC: #35 (Sheer), #37 (Steep) AN: 90° TR FT: None
<u>#45 Buttress</u>	BS = 3500m; TP = 4500m; SL = Moderate (45°); TD = 1600m BW: #10, #27, #38, #39, #40 AB: #55 AC: #37 (Steep), #46 (Moderate) TR CV: Forest TR FT: None
<u>#46 Ridge</u>	BS = 4000m; TP = 5000m; SL = Gradual (15°); TD = 3200m BW: #41 AB: #56 AC: #45 (Moderate), #47 (Moderate) TR CV: Forest TR FT: None
<u>#47 Ridge</u>	BS = 4000m; TP = 5000m; SL = Gentle (30°); TD = 2200m BW: #31 AB: #61 AC: #31 (Gentle), #46 (Moderate), #56 (Steep), #57 (Moderate) TR CV: Woods TR FT: None

<u>#48</u> <u>Chute</u>	BS = 4000m; TP = 4000m; SL = Flat (0°); TD = 700m BW: #32 AB: #57 AC: #31 (Steep), #49 (Moderate) TR CV: Forest TR FT: None
<u>#49</u> <u>Buttress</u>	BS = 4000m; TP = 4500m; SL = Moderate (45°); TD = 800m BW: #33 AB: #57 AC: #48 (Moderate) TR CV: Forest TR FT: None
<u>#50</u> <u>Wall</u>	BS = 4500m; TP = 5500m; PT = 7@143m; TD = 500m BW: #42 AB: #62 AC: #51 (Moderate), #58 (Moderate) AN: 90° TR FT: None
<u>#51</u> <u>Buttress</u>	BS = 3500m; TP = 5000m; SL = Steep (60°); TD = 1800m BW: #35, #43 AB: #58 AC: #50 (Moderate), #52 (Steep) TR CV: Forest TR FT: None
<u>#52</u> <u>Ridge</u>	BS = 4500m; TP = 5000m; SL = Gentle (30°); TD = 1100m BW: #44 AB: #58 AC: #51 (Steep), #53 (Sharp) TR CV: Open TR FT: None
<u>#53</u> <u>Chute</u>	BS = 4500m; TP = 4500m; SL = Flat (0°); TD = 800m BW: #44 AB: #58 AC: #52 (Sharp), #54 (Steep) TR CV: Open TR FT: None
<u>#54</u> <u>Arete</u>	BS = 4500m; TP = 5000m; SL = Steep (60°); TD = 600m BW: #37 AB: #59 AC: #53 (Steep), #55 (Steep) TR CV: Open TR FT: None
<u>#55</u> <u>Ridge</u>	BS = 4500m; TP = 5500m; SL = Moderate (45°); TD = 1600m BW: #45 AB: #565, #66 AC: #54 (Steep), #56 (Moderate), #59 (Steep), #60 (Moderate) TR CV: Woods TR FT: None
<u>#56</u> <u>Wall</u>	BS = 4500m; TP = 5000m; PT = 10@55m; TD = 550m BW: #46 AB: #60, #61 AC: #47 (Steep), #55 (Moderate) AN: 105° (1 roof) TR FT: Chimney
<u>#57</u> <u>Slope</u>	BS = 4500m; TP = 5000m; SL = Steep (60°); TD = 600m BW: #31, #48, #49 AB: #61 AC: #47 (Moderate) TR CV: Forest TR FT: None
<u>#58</u> <u>Buttress</u>	BS = 4500m; TP = 5500m; SL = Steep (60°); TD = 1200m BW: #51, #52, #53 AB: #63 AC: #50 (Moderate), #59 (Steep) TR CV: Open TR FT: None
<u>#59</u> <u>Chute</u>	BS = 5000m; TP = 5000m; SL = Flat (0°); TD = 1400m BW: #54 AB: #64, #71 AC: #55 (Steep), #59 (Steep), #63 (Sheer), #64 (Moderate) TR CV: Open TR FT: Rockfall
<u>#60</u> <u>Chute</u>	BS = 5000m; TP = 5000m; SL = Flat (0°); TD = 1200m BW: #56 AB: #66 AC: #55 (Moderate), #61 (Steep) TR CV: Open TR FT: None
<u>#61</u> <u>Buttress</u>	BS = 5000m; TP = 5500m; SL = Moderate (45°); TD = 800m BW: #47, #56, #57 AB: #67 AC: #60 (Steep) TR CV: Open TR FT: None

<u>#62 Slope</u>	BS = 5500m; TP = 6000m; SL = Steep (60°); TD = 600m BW: #50 AB: #68 AC: #68 (Steep) TR CV: Open TR FT: None
<u>#63 Wall</u>	BS = 5500m; TP = 6000m; PT = 9@61m; TD = 550m BW: #58 AB: #69, #70 AC: #59 (Sheer), #62 (Steep) AN: 120° (1 roof) TR FT: None
<u>#64 Ridge</u>	BS = 5000m; TP = 6000m; SL = Moderate (45°); TD = 1600m BW: #59 AB: #72 AC: #59 (Moderate), #65 (Moderate) TR CV: Open TR FT: None
<u>#65 Wall</u>	BS = 5500m; TP = 6000m; PT = 9@78m; TD = 700m BW: #55 AB: #72 AC: #64 (Moderate), #66 (Steep) AN: 120° (4 roofs) TR FT: None
<u>#66 Buttress</u>	BS = 5500m; TP = 6000m; SL = Moderate (45°); TD = 800m BW: #60 AB: #73 AC: #65 (Steep), #67 (Sharp) TR CV: Forest TR FT: Cave
<u>#67 Wall</u>	BS = 5500m; TP = 6000m; PT = 7@71m; TD = 500m BW: #61 AB: #74, #75 AC: #66 (Sharp) AN: 90° TR FT: None
<u>#68 Chute</u>	BS = 6000m; TP = 6000m; SL = Flat (0°); TD = 600m BW: #62 AB: #76 AC: #69 (Moderate) TR CV: Woods TR FT: None
<u>#69 Ridge</u>	BS = 6000m; TP = 6500m; SL = Gentle (30°); TD = 1100m BW: #63 AB: #77 AC: #69 (Moderate), #71 (Steep) TR CV: Rugged TR FT: None
<u>#70 Buttress</u>	BS = 6000m; TP = 6500m; SL = Moderate (45°); TD = 800m BW: #63 AB: #78 AC: #69 (Moderate), #71 (Steep) TR CV: Open TR FT: None
<u>#71 Arete</u>	BS = 6000m; TP = 6500m; SL = Steep (60°); TD = 600m BW: #59 AB: #77 AC: #70 (Steep), #72 (Steep) TR CV: Woods TR FT: None
<u>#72 Buttress</u>	BS = 6000m; TP = 6500m; SL = Moderate (45°); TD = 800m BW: #64, #65 AB: #80 AC: #71 (Steep), #73 (Steep) TR CV: Open TR FT: None
<u>#73 Wall</u>	BS = 6000m; TP = 6500m; PT = 6@83m; TD = 500m BW: #66 AB: #81 AC: #72 (Steep), #74 (Sharp) AN: 90° TR FT: None
<u>#74 Arete</u>	BS = 6000m; TP = 6500m; SL = Steep (60°); TD = 600m BW: #67 AB: #82 AC: #73 (Sharp), #75 (Steep) TR CV: Forest TR FT: None
<u>#75 Ridge</u>	BS = 6000m; TP = 7000m; SL = Moderate (45°); TD = 1600m BW: #67 AB: #87, #88 AC: #74 (Steep), #82 (Moderate) TR CV: Open TR FT: None

<u>#76 Ridge</u>	BS = 6500m; TP = 7000m; SL = Moderate (45°); TD = 1600m BW: #68 AB: #86 AC: #77 (Steep) TR CV: Open TR FT: None
<u>#77 Wall</u>	BS = 6500m; TP = 7500m; PT = 9@111m; TD = 1000m BW: #61 AB: #91 AC: #76 (Steep), #78 (Steep), #86 (Sharp) AN: 90° TR FT: None
<u>#78 Ridge</u>	BS = 6500m; TP = 7500m; SL = Moderate (45°); TD = 1600m BW: #70 AB: #91 AC: #78 (Steep), #79 (Sheer) TR CV: Open TR FT: None
<u>#79 Wall</u>	BS = 6500m; TP = 7500m; PT = 7@157m; TD = 1150m BW: #71 AB: #91 AC: #78 (Sheer), #80 (Sharp), #87 (Moderate) AN: 120° (3 roofs) TR FT: None
<u>#80 Chute</u>	BS = 6500m; TP = 6500m; SL = Flat (0°); TD = 1100m BW: #72 AB: #87 AC: #79 (Sharp), #81 (Moderate) TR CV: Open TR FT: None
<u>#81 Ridge</u>	BS = 6500m; TP = 7000m; SL = Gentle (30°); TD = 1100m BW: #73 AB: #87 AC: #80 (Moderate), #82 (Steep) TR CV: Open TR FT: None
<u>#82 Wall</u>	BS = 6500m; TP = 7000m; PT = 6@125m; TD = 750m BW: #74 AB: #87 AC: #75 (Moderate), #81 (Steep) AN: 120° (5 roofs) TR FT: None
<u>#83 Ridge</u>	Constant altitude of 8500m; TD = 3100m Connects Anekthor to Cloros AB: #100 AC: #84 (Steep), #93 (Moderate) TR CV: Snowfield TR FT: None
<u>#84 Wall</u>	BS = 7000m; TP = 8000m; PT = 9@122m; TD = 1050m BW: Not shown AB: #93, #94 AC: #83 (Steep), #89 (Sharp), #85 (Sheer) AN: 105° (3 roofs) TR FT: Ledge
<u>#85 Slope</u>	BS = 7000m; TP = 7500m; SL = Sharp (75°); TD = 500m BW: Not shown AB: #89 AC: #84 (Sheer), #86 (Steep) TR CV: Rugged TR FT: None
<u>#86 Arete</u>	BS = 7000m; TP = 7500m; SL = Moderate (45°); TD = 800m BW: #76 AB: #90 AC: #77 (Sharp), #85 (Steep) TR CV: Snowfield TR FT: None
<u>#87 Buttress</u>	BS = 7000m; TP = 7500m; SL = Moderate (45°); TD = 800m BW: #75, #80, #81, #82 AB: #92 AC: #79 (Moderate), #88 (Steep) TR CV: Snowfield TR FT: None
<u>#88 Arete</u>	BS = 7000m; TP = 8500m; SL = Moderate (45°); TD = 2400m BW: #75 AB: #106 AC: #84 (Sharp), #90 (Steep) TR CV: Snowfield TR FT: None

<u>#89 Arete</u>	BS = 7500m; TP = 8000m; SL = Moderate (45°); TD = 800m BW: #85, #86 AB: #95 AC: #84 (Sharp), #90 (Steep) TR CV: Snowfield TR FT: None
<u>#90 Glacier</u>	BS = 7500m; TP = 8000m; SL = Moderate (45°); TD = 800m BW: #86 AB: #96 AC: #89 (Steep), #91 (Moderate) TR CV: Glacier TR FT: None
<u>#91 Buttress</u>	BS = 7500m; TP = 8000m; SL = Moderate (45°); TD = 800m BW: #77, #78, #79 AB: #97 AC: #90 (Moderate), #92 (Steep) TR CV: Rugged TR FT: None
<u>#92 Wall</u>	BS = 7500m; TP = 8000m; PT = 10@50m; TD = 500m BW: #87 AB: #98, #99 AC: #88 (Sheer), #91 (Steep) AN: 90° TR FT: None
<u>#93 Glacier</u>	BS = 8000m; TP = 8500m; SL = Moderate (45°); TD = 800m BW: #84 AB: #101 AC: #83 (Moderate), #94 (Moderate) TR CV: Glacier TR FT: Serac
<u>#94 Ridge</u>	BS = 8000m; TP = 8500m; SL = Moderate (45°); TD = 800m BW: #84 AB: #102 AC: #93 (Moderate), #95 (Sharp) TR CV: Snowfield TR FT: None
<u>#95 Wall</u>	BS = 8000m; TP = 8500m; PT = 11@64m; TD = 800m BW: #89 AB: #102 AC: #94 (Sharp), #96 (Steep) AN: 90° (6 roofs) TR FT: None
<u>#96 Arete</u>	BS = 8000m; TP = 9000m; SL = Gentle (30°); TD = 2200m BW: #90 AB: #109 AC: #95 (Steep), #97 (Sheer), #102 (Sharp), #103 (Steep) TR CV: Snowfield TR FT: None
<u>#97 Wall</u>	BS = 8000m; TP = 8500m; PT = 12@42m; TD = 500m BW: #91 AB: #103, #104 AC: #96 (Sheer), #98 (Steep) AN: 90° TR FT: None
<u>#98 Arete</u>	BS = 8000m; TP = 8500m; SL = Steep (60°); TD = 600m BW: #92 AB: #105, #106 AC: #97 (Steep), #99 (Steep) TR CV: Rugged TR FT: Cornice
<u>#99 Wall</u>	BS = 8000m; TP = 8500m; PT = 8@63m; TD = 500m BW: #92 AB: #106 AC: #88 (Sharp), #98 (Steep) AN: 90° TR FT: None
<u>#100 Buttress</u>	BS = 8500m; TP = 9000m; SL = Steep (60°); TD = 600m BW: #83 AB: #107 AC: #101 (Steep) TR CV: Open TR FT: None
<u>#101 Arete</u>	BS = 8500m; TP = 9500m; SL = Moderate (45°); TD = 1600m BW: #93 AB: #114 AC: #100 (Sharp), #102 (Steep), #107 (Sheer), #108 (Steep) TR CV: Snowfield TR FT: Cornice
<u>#102 Buttress</u>	BS = 8500m; TP = 9000m; SL = Moderate (45°); TD = 800m BW: #94, #95 AB: #108 AC: #96 (Sharp), #101 (Sharp) TR CV: Snowfield TR FT: Cornice

<u>#103 Glacier</u>	BS = 8500m; TP = 9000m; SL = Gentle (30°); TD = 1100m BW: #97 AB: #110 AC: #96 (Steep), #104 (Steep) TR CV: Glacier TR FT: None
<u>#104 Arete</u>	BS = 8500m; TP = 9000m; SL = Moderate (45°); TD = 800m BW: #97 AB: #111 AC: #103 (Steep), #105 (Sheer) TR CV: Snowfield TR FT: None
<u>#105 Wall</u>	BS = 8500m; TP = 9000m; PT = 8@69m; TD = 550m BW: #98 AB: #112 AC: #104 (Sheer), #106 (Moderate) AN: 105° (1 roof) TR FT: None
<u>#106 Slope</u>	BS = 8500m; TP = 9000m; SL = Sharp (75°); TD = 500m BW: #88, #98, #99 AB: #113 AC: #105 (Moderate) TR CV: Rugged TR FT: None
<u>#107 Wall</u>	BS = 9000m; TP = 10000m; PT = 10@100m; TD = 1000m BW: #100 AB: #118 AC: #101 (Sheer), #114 (Gentle) AN: 90° TR FT: None
<u>#108 Ridge</u>	BS = 9000m; TP = 10500m; SL = Gradual (15°); TD = 4800m BW: #102 AB: #105 AC: #101 (Steep), #109 (Steep), #114 (Sheer), #115 (Moderate), #119 (Steep) TR CV: Open TR FT: Col (Windstalker colony)
<u>#109 Wall</u>	BS = 9000m; TP = 9500m; PT = 7@79m; TD = 550m BW: #96 AB: #115 AC: #108 (Steep), #110 (Moderate) AN: 105° (1 roof) TR FT: None
<u>#110 Ridge</u>	BS = 9000m; TP = 9500m; SL = Moderate (45°); TD = 800m BW: #103 AB: #116 AC: #109 (Moderate), #111 (Sharp) TR CV: Open TR FT: None
<u>#111 Wall</u>	BS = 9000m; TP = 9500m; PT = 13@46m; TD = 600m BW: #103 AB: #116 AC: #110 (Sharp), #112 (Steep) AN: 105° (2 roofs) TR FT: Verglas
<u>#112 Glacier</u>	BS = 9000m; TP = 10000m; SL = Gentle (30°); TD = 2200m BW: #105 AB: #121 AC: #111 (Steep), #113 (Moderate), #116 (Moderate), #117 (Steep) TR CV: Glacier TR FT: None
<u>#113 Buttress</u>	BS = 9000m; TP = 9500m; SL = Moderate (45°); TD = 800m BW: #106 AB: #117 AC: #112 (Moderate) TR CV: Snowfield TR FT: Cornice
<u>#114 Wall</u>	BS = 9500m; TP = 10500m; PT = 12@92m; TD = 1100m BW: #101 AB: #124 AC: #107 (Gentle), #108 (Sheer), #118 (Steep) AN: 105° (2 roofs) TR FT: None
<u>#115 Glacier</u>	BS = 9500m; TP = 10000m; SL = Moderate (45°); TD = 800m BW: #109 AB: #119 AC: #108 (Moderate), #116 (Moderate) TR CV: Glacier TR FT: Crevasses
<u>#116 Buttress</u>	BS = 9500m; TP = 10000m; SL = Steep (60°); TD = 600m BW: #113 AB: #121 AC: #112 (Moderate), #115 (Moderate) TR CV: Open TR FT: None

<u>#117 Ridge</u>	BS = 9500m; TP = 10000m; SL = Moderate (45°); TD = 800m BW: #113 AB: #121 AC: #112 (Steep) TR CV: Open TR FT: None
<u>#118 Ridge</u>	BS = 10000m; TP = 10500m; SL = Gentle (30°); TD = 1100m BW: #107 AB: #124 AC: #114 (Steep) TR CV: Snowfield TR FT: Notch
<u>#119 Wall</u>	BS = 10000m; TP = 10500m; PT = 6@83m; TD = 500m BW: #115 AB: #125 AC: #108 (Steep), #120 (Steep) AN: 90° TR FT: None
<u>#120 Arete</u>	BS = 10000m; TP = 10500m; SL = Moderate (45°); TD = 800m BW: #116 AB: #125 AC: #119 (Steep), #121 (Sharp) TR CV: Open TR FT: Aiguille
<u>#121 Buttress</u>	BS = 10000m; TP = 10500m; SL = Moderate (45°); TD = 800m BW: #117 AB: #126 AC: #120 (Sharp), #122 (Moderate) TR CV: Snowfield TR FT: None
<u>#122 Glacier</u>	BS = 10000m; TP = 10500m; SL = Moderate (45°); TD = 800m BW: Not shown AB: #129 AC: #121 (Moderate), #123 (Steep), #126 (Steep) TR CV: Glacier TR FT: None
<u>#123 Ridge</u>	Constant altitude of 11000m; TD = 5250m Connects Anekthor to Lankir AB: #129 AC: #121 (Steep) TR CV: Snowfield TR FT: None
<u>#124 Buttress</u>	BS = 10500m; TP = 11000m; SL = Moderate (45°); TD = 800m BW: #114, #118 AB: #127, #128 AC: #125 (Gentle) TR CV: Open TR FT: None
<u>#125 Slope</u>	BS = 10500m; TP = 11000m; SL = Sharp (75°); TD = 500m BW: #118, #120 AB: #129 AC: #124 (Gentle), #126 (Sharp) TR CV: Rugged TR FT: None
<u>#126 Wall</u>	BS = 10500m; TP = 11000m; PT = 8@69m; TD = 550m BW: #121 AB: #129 AC: #122 (Steep), #125 (Sharp) AN: 105° (1 roof) TR FT: None
<u>#127 Glacier</u>	BS = 11000m; TP = 11500m; SL = Gentle (30°); TD = 1100m BW: #124 AB: #130 AC: #128 (Moderate) TR CV: Glacier TR FT: Moraine
<u>#128 Ridge</u>	BS = 11000m; TP = 11500m; SL = Gentle (30°); TD = 1100m BW: #124 AB: #130 AC: #127 (Moderate), #129 (Moderate) TR CV: Rugged TR FT: None
<u>#129 Buttress</u>	BS = 11000m; TP = 11500m; SL = Moderate (45°); TD = 800m BW: #122, #123, #125, #126 AB: #131 AC: #128 (Moderate) TR CV: Open TR FT: None
<u>#130 Buttress</u>	BS = 11500m; TP = 12000m; SL = Steep (60°); TD = 600m BW: #127, #128 AB: #132 AC: #131 (Steep) TR CV: Open TR FT: None

<u>#131 Wall</u>	BS = 11500m; TP = 12000m; PT = 6@83m; TD = 500m BW: #129 AB: #133 AC: #130 (Steep) AN: 120° TR FT: None
<u>#132 Wall</u>	BS = 12000m; TP = 12500m; PT = 13@38m; TD = 500m BW: #130 AB: #134 AC: #133 (Sharp) AN: 90° TR FT: None
<u>#133 Glacier</u>	BS = 12000m; TP = 13500m; SL = Gentle (30°); TD = 3300m BW: #131 AB: #145 AC: #132 (Sharp), #134 (Moderate), #135 (Gentle), #143 (Steep) TR CV: Glacier TR FT: Crevasses
<u>#134 Ridge</u>	BS = 12500m; TP = 13000m; SL = Moderate (45°); TD = 800m BW: #132 AB: #143 AC: #133 (Moderate) TR CV: Open TR FT: None
<u>#135 Slope</u>	BS = 13000m; TP = 13500m; SL = Moderate (45°); TD = 800m BW: Not shown AB: #146 AC: #135 (Steep), #137 (Moderate) TR CV: Snowfield TR FT: None
<u>#136 Glacier</u>	BS = 13000m; TP = 13500m; SL = Gentle (30°); TD = 1100m BW: Not shown AB: #146 AC: #135 (Steep), #137 (Moderate) TR CV: Glacier TR FT: None
<u>#137 Slope</u>	BS = 13000m; TP = 13500m; SL = Steep (60°); TD = 600m BW: Not shown AB: #146 AC: #136 (Moderate), #138 (Steep) TR CV: Open TR FT: None
<u>#138 Buttress</u>	BS = 13000m; TP = 13500m; SL = Moderate (45°); TD = 800m BW: Not shown AB: #147 AC: #137 (Steep), #139 (Moderate) TR CV: Rugged TR FT: Boulder field
<u>#139 Slope</u>	BS = 13000m; TP = 13500m; SL = Moderate (45°); TD = 800m BW: Not shown AB: #147 AC: #138 (Moderate), #140 (Steep) TR CV: Snowfield TR FT: None
<u>#140 Buttress</u>	BS = 13000m; TP = 13500m; SL = Steep (60°); TD = 600m BW: Not shown AB: #148 AC: #139 (Steep), #141 (Sharp) TR CV: Rugged TR FT: None
<u>#141 Wall</u>	BS = 13000m; TP = 13500m; PT = 12@46m; TD = 550m BW: Not shown AB: #148 AC: #140 (Sharp), #142 (Steep) AN: 105° (1 roof) TR FT: None
<u>#142 Slope</u>	BS = 13000m; TP = 13500m; SL = Moderate (45°); TD = 800m BW: Not shown AB: #148 AC: #141 (Steep), #143 (Sharp) TR CV: Snowfield TR FT: Suncups
<u>#143 Buttress</u>	BS = 13000m; TP = 13500m; SL = Moderate (45°); TD = 800m BW: #134 AB: #144 AC: #133 (Steep), #142 (Sharp) TR CV: Snowfield TR FT: None
<u>#144 Wall</u>	BS = 13500m; TP = 14000m; PT = 11@46m; TD = 0000m BW: #143 AB: Summit AC: #145 (Sheer), #148 (Sharp) AN: 90° TR FT: None

<u>#145 Arete</u>	BS = 13500m; TP = 14000m; SL = Moderate (45°); TD = 800m BW: #133 AB: Summit AC: #144 (Sheer), #146 (Steep) TR CV: Snowfield TR FT: None
<u>#146 Slope</u>	BS = 13500m; TP = 14000m; SL = Steep (60°); TD = 600m BW: #135, #136, #137 AB: Summit AC: #145 (Steep), #147 (Gentle) TR CV: Open TR FT: None
<u>#147 Slope</u>	BS = 13500m; TP = 14000m; SL = Sharp (75°); TD = 500m BW: #137, #138 AB: Summit AC: #146 (Gentle), #148 (Steep) TR CV: Open TR FT: Scree slope
<u>#148 Buttress</u>	BS = 13500m; TP = 14000m; SL = Steep (60°); TD = 600m BW: #140, #141, #142 AB: Summit AC: #144 (Sharp), #147 (Steep) TR CV: Rugged TR FT: None
<u># P Pinnacle</u>	The summit of Anekthor. Treat as a Buttress for purposes of Events. The altitude is 14,000 meters above sea level.

Shaded Areas: Shaded areas show portions of the mountain which have not been developed. Players should be discouraged from attempting a route outside of the mapped area (the terrain can be described as even more difficult than what is shown); if they insist, improvisation is the key to success.



Encounters and Events

The tables presented in this section are designed for use by parties ascending Anekthor. Referees should feel free to alter any table, or to produce additional ones to provide greater detail, at will.

Events are drawn from the descriptions found in **The Mountain Environment**. In all cases, apply a DM+2 when the area of terrain in which the players are involved is situated above the timberline.

EVENT TABLES

2D Roll	Slope Terrain	Ridge Terrain	Arete Terrain
2	No Event	No Event	No Event
3	Scree Slope	No Event	No Event
4	Scree Slope	No Event	Aiguille
5	Landslide Zone (Gentle = No Event)	Aiguille	Gendarme
6	Rockfall (Moderate = No Event)	Gendarme	Gendarme
7	Animal Encounter	Animal Encounter	No Event
8	Animal Encounter	Animal Encounter	Animal Encounter
9	No Event	No Event	No Event
10	Scree Slope	Boulder Field	Aiguille
11	Equipment Failure	Equipment Failure	Equipment Failure
12	Weather Change	Weather Change	Weather Change
13	Snowfield† (Steep† = Verglas)	Snowfield†	Cornice
14	Avalanche Zone (Gentle = Snowfield†)	Cornice	Cornice



Consolidated Altitudes/Pressures/Temperatures

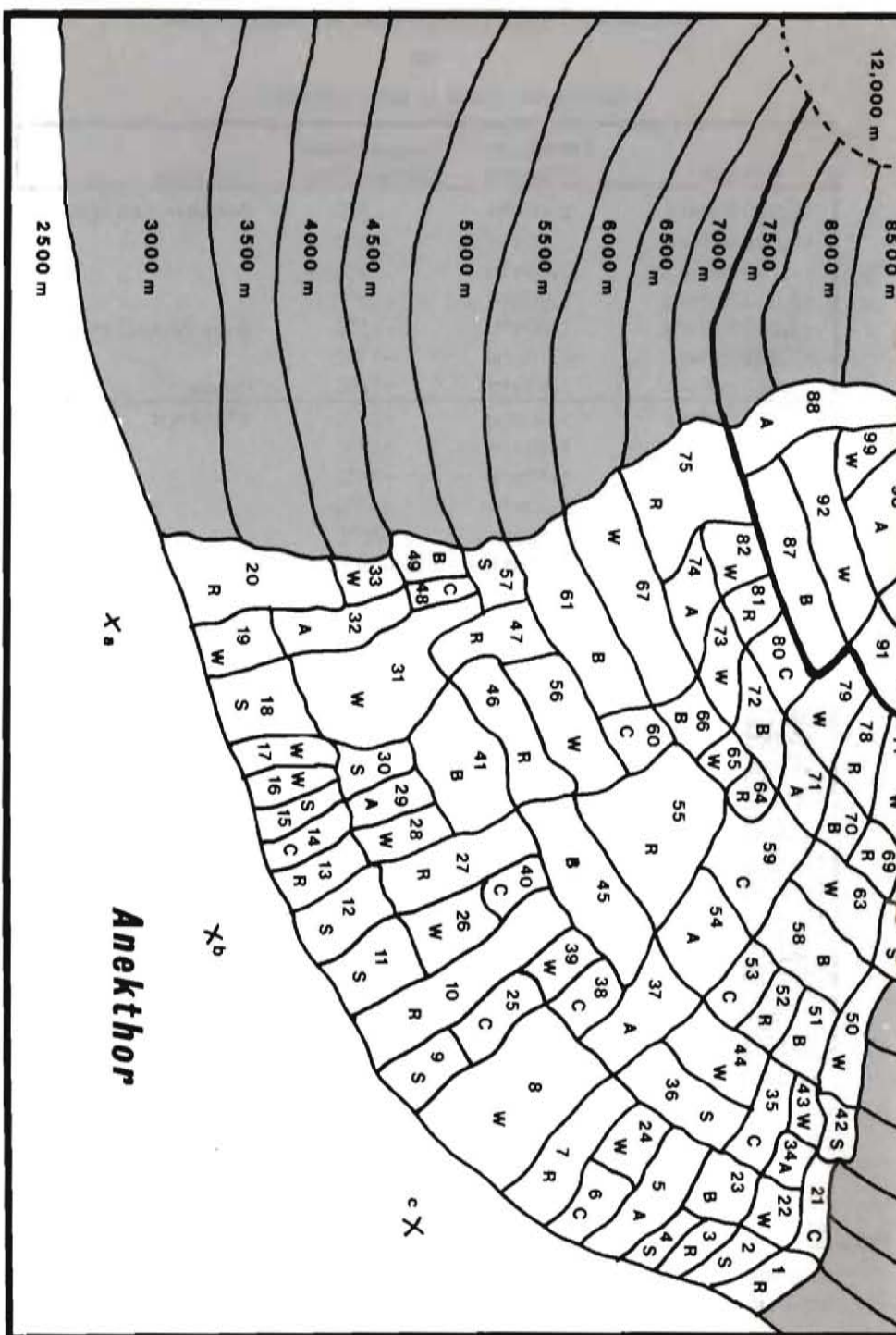
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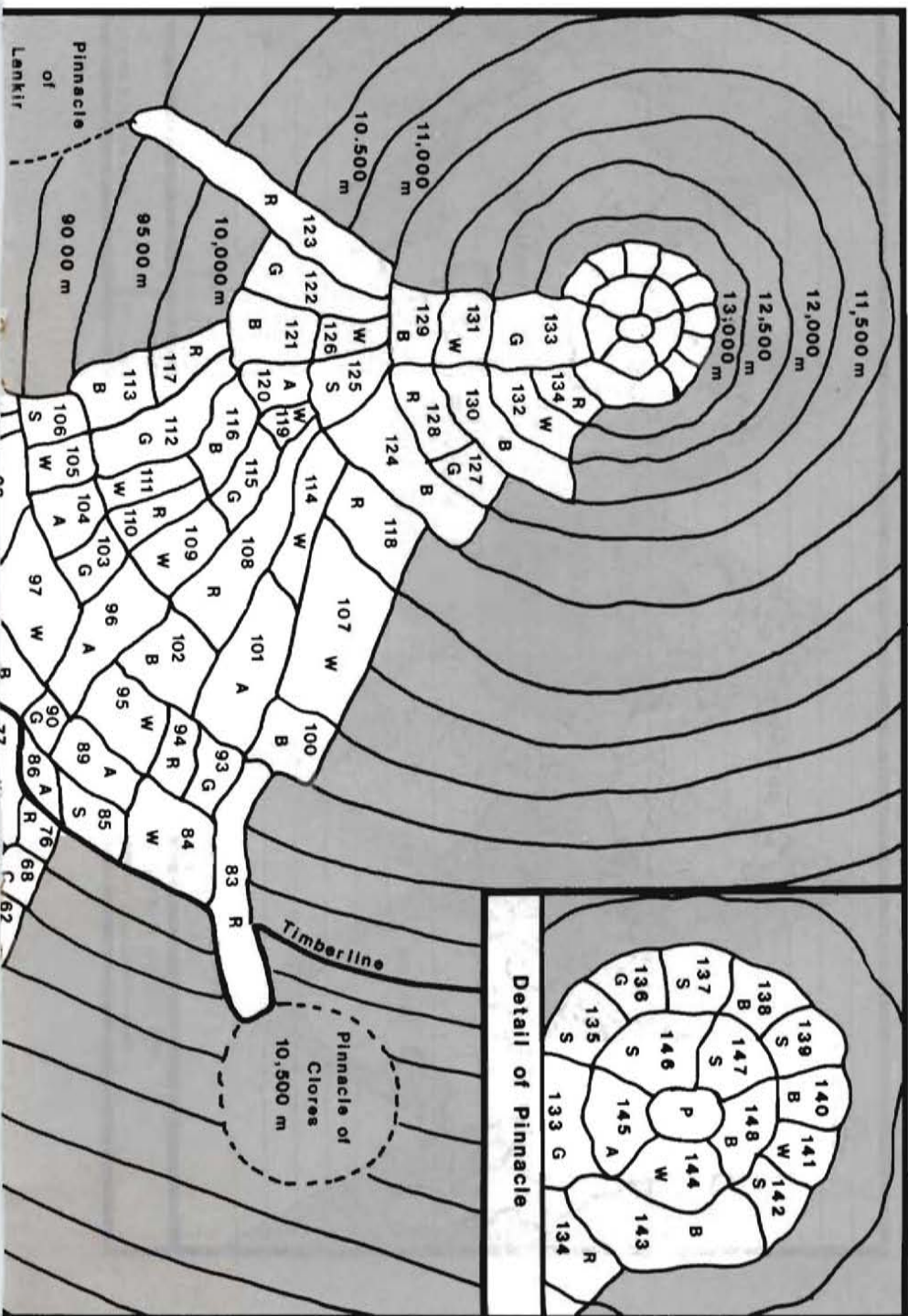
Glenshiel (Caledon 0702 DA86563-7)

Altitude	Atmospheric Pressure	Temperature Differential	Comments
+0,000 meters	2.40atm	0°C	Dense — Sea level
+1,000 meters	2.20atm	-6°C	
+1,500 meters	2.00atm	-9°C	
+2,000 meters	1.90atm	-12°C	
+2,500 meters	1.80atm	-15°C	Base of Anekthor
+2,750 meters	1.70atm	-17°C	
+3,000 meters	1.60atm	-18°C	Dense
+3,500 meters	1.50atm	-21°C	Standard
+4,000 meters	1.40atm	-24°C	
+5,000 meters	1.30atm	-30°C	
+5,500 meters	1.20atm	-33°C	
+6,000 meters	1.10atm	-36°C	
+6,500 meters	1.00atm	-39°C	
+7,000 meters	.95atm	-42°C	
+7,500 meters	.90atm	-45°C	Timberline
+8,000 meters	.85atm	-48°C	
+8,250 meters	.80atm	-50°C	
+8,500 meters	.75atm	-51°C	Standard
+9,000 meters	.70atm	-54°C	Thin
+9,500 meters	.65atm	-57°C	
+10,500 meters	.60atm	-63°C	Pinnacle of Cloros
+11,000 meters	.55atm	-66°C	
+11,500 meters	.50atm	-69°C	
+12,000 meters	.48atm	-72°C	Pinnacle of Lankir
+12,500 meters	.45atm	-75°C	
+12,750 meters	.43atm	-78°C	Thin
+13,000 meters	.40atm	-81°C	Very Thin
+13,500 meters	.38atm	-84°C	
+14,000 meters	.35atm	-87°C	Pinnacle of Anekthor

The base temperature on the Jura Plateau (at the foot of Anekthor) is 17°C. This temperature is calculated as of noon on any particular day; temperature is relatively constant all year round.

Sea level temperature in the latitude of Anekthor is 32°C; to calculate the current temperature at any given altitude, subtract the appropriate temperature differential figure (for the current altitude) from 32°C. Additional modifications — for temperature fluctuations, day/night difference, or wind chill factors — can then be calculated and applied.





1. Date of Preparation

2. World Name *(and UPP)*

Glenshiel

D A 8 6 5 6 3 7

3. Hexagon Scale in Kilometers

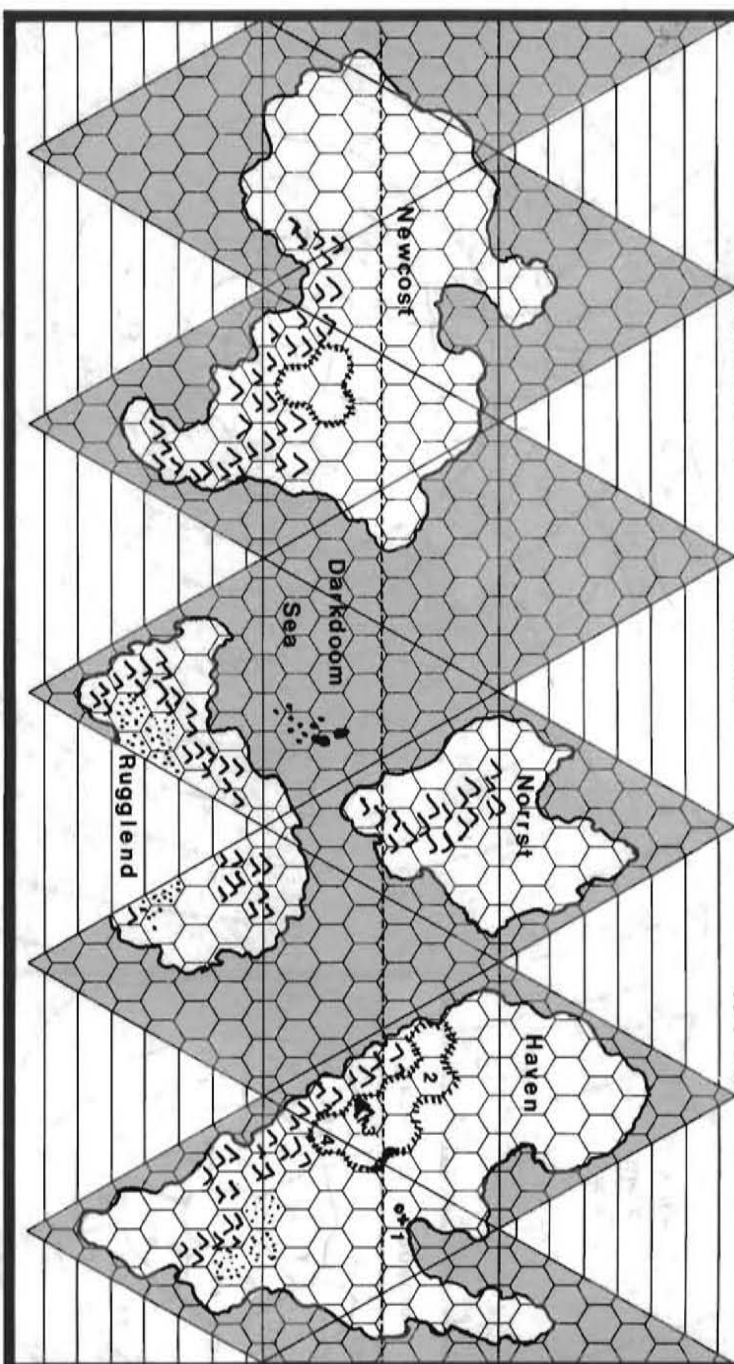
1 hex = 1,396 km

1 - Armstrong Landing
and Ben Laren

2 - Jura
Plateau

3 - Anekthor

4 - Crash
Jura site



2D Roll	Chute Terrain	Buttress Terrain	Wall Terrain
2	No Event	No Event	Rockfall
3	No Event	No Event	Rockfall
4	Rockfall	(Rockfall)	Rockfall
5	Landslide Zone	Boulder Field	Overhang
6	Boulder Field	No Event	Roof
7	No Event	No Event	No Event
8	Animal Encounter	Animal Encounter	Chimney
9	No Event	No Event	No Event
10	Rockfall	Boulder Field	Ledge
11	Equipment Failure	Equipment Failure	Equipment Failure
12	Weather Change	Weather Change	Weather Change
13	Snowfield†	Snowfield†	Verglas
14	Avalanche Zone	Cornice	Verglas

2D Roll	Glacier Terrain	Snowfield Terrain
2	No Event	No Event
3	No Event	No Event
4	Suncups	Suncups
5	Serac	Boulder Field
6	Crevasse	No Event
7	No Event	No Event
8	Animal Encounter	Animal Encounter
9	No Event	No Event
10	Moraine	Use Base Terrain
11	Equipment Failure	Equipment Failure
12	Weather Change	Weather Change
13	Crevasse	Suncups
14	Serac	Cornice

Roll automatically on the appropriate column of the table for each terrain type entered, or every two hours of game time, whichever is more frequent.

Results in parentheses are conditional. For example, a Rockfall on a Buttress can occur only if a Wall or Steep Slope is adjacent to that particular piece of terrain. A re-sult such as "Snowfield (Steept = Verglas)" means that a Snowfield occurs on most slopes, but the condition is Verglas if the slope is Steep or greater. The approximate depth of coverage for Snowfields should be determined whenever they are encountered. Use the **Snow Cover** table below to derive the depth of snow; apply a DM+1 when in Buttress or Ridge terrain.

SNOW COVER

Die Roll	Condition of Snow Cover
1	Very Light — no movement effects
2	Very Light over Ice; treat as Ice
3	Light Snow Cover
4	Light Snow Cover
5	Deep Snow Cover
6	Deep Snow Cover
7	Drifted Snow; movement reduced to 1/2 Deep Snow rate

ANIMAL ENCOUNTER TABLES

Asterisks (*) are used in the following animal encounter tables to mark those animals described in detail in the section on **The Animals of Anekthor**. The various tables are classified as to type of terrain.

Encounter Table for

WOODS Terrain

Die	Animal	Weight	Hits	Armor	Wounds and Weapons	
2	2 Carrion Eaters	3kg	3/ 3	jack	10 horns teeth	A8 F8 S1
3	1 Hunter	100kg	17/ 6	none	7 claws+1	A6 F7 S1
4	2 Intimidators	6kg	6/ 7	mesh+1	4 teeth	A3 F7 S1
5	6 Eaters	400kg	23/13	jack	15 thrasher	A4 F7 S3
6	1 Grazer	12kg	5/ 5	none	7 thrasher	F4 A8 S4
7	3 Grazers	100kg	21/ 7	jack	11 horns teeth	F2 A3 S1
8	1 Intermittant	50kg	16/ 5	none	12 hooves horns	F4 A9 S2
9	1 Pouncer	200kg	12/13	none	10 as blade	A0 F0 S1
10	Event — Weather Change. Use standard Weather Change rules.					
11	1 Chaser	12kg	8/ 8	none	12 stinger	A0 F7 S2
12	1 Siren* (Weeper)	100kg	14/ 4	cloth	9 claws	A0 F5 S1

THE ANIMALS OF ANEKTHOR

Higher forms of animal life on Glenshiel are warm-blooded, six-legged, and bear their young live, although they are not, of course, mammals. The lips of young animals are used to suck predigested food from the mouth of an adult. The six limbs and twin-forked tails of Glenshielan animals are distinctive; many animals have evolved tails into long, supple, bony weapons (thrashers, in the animal descriptions) which can rain blows quickly and accurately on a victim. When an animal turns its back on an attacker, it doesn't necessarily mean that a flight reflex is operating.

Some of the more interesting forms of animal life found on the slopes of Anekthor are discussed below.

Cragdevil — Scopulidominus ferox

An omnivore found in the rugged regions of Anekthor and other mountains, cragdevils stay on the move almost constantly, eating just about anything they encounter. They are stupid, but fast and mean, a combination which makes them dangerous to unwary climbers.



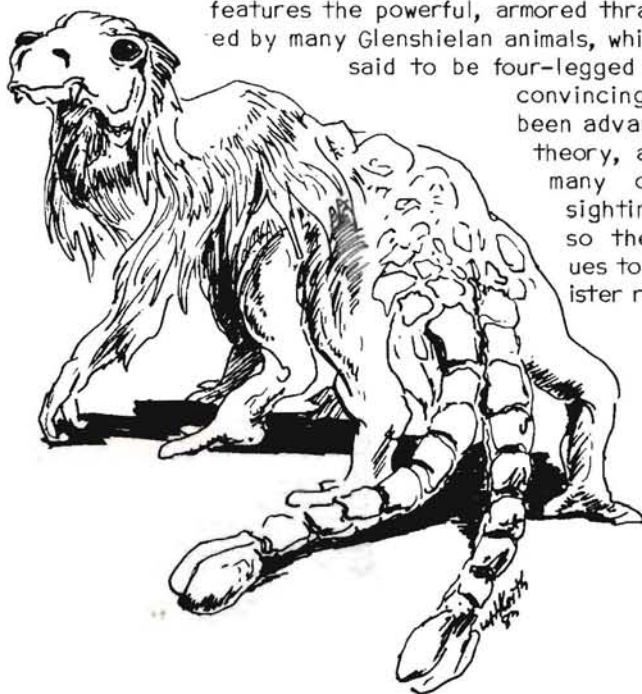
Die	Animal	Weight	Hits	Armor	Wounds and Weapons
2	3 Carrion Eaters	12kg	8/ 5	mesh+1	10 horns&teeth A4F7 S1
3	1 Hunter* (Prowlster)	100kg	17/11	jack	8 thrasher A4F4 S1
4	4 Carrion Eaters	25kg	10/ 5	none	10 claws A5F4 S1
5	1 Gatherer	1kg	4/10	none	1 thrasher A8F7 S1
6	1 Flying Intermittant	1kg	2/ 0	none	2 teeth F9A6 S1 3 horns F4A0 S1
7	1 Filter	6kg	6/12		
8	1 Intermittant	1kg	6/ 0	none	9 claws&teeth F6A9 S1
9	1 Pouncer	100kg	23/ 9	none	8 thrasher A0F0 S1
10	Event — Tangled undergrowth. Speed slowed to 1/2 normal here.				
11	1 Siren	25kg	12/ 6	none	11 aspike A0F6 S2
12	1 Chaser	1kg	4/10	none	3 teeth+1 A0F7 S2

Prowlster — Monsilvavenatus sp.

A patient, stalking hunter, the prowlster is a forest animal, but is frequently credited as being the inspiration behind the 'windstalkers' of the high mountain crags. It is theorized that a variant of the green-grey prowlster, evolved for mountain life, is the true windstalker, although the descriptions don't tally. The prowlster is six-legged, and

features the powerful, armored thrashing tails exhibited by many Glenshielan animals, while the windstalker is said to be four-legged and tailless. Still,

convincing arguments have been advanced in favor of the theory, and the veracity of many of the windstalker sightings remains in doubt, so the prowlster continues to enjoy a certain sinister repute.



Die	Animal	Weight	Hits	Armor	Wounds and Weapons	
2	1 Hijacker	400kg	20/12	none	18 thrasher	A6F7S1
3	1 Gatherer	100kg	17/4	none	3 thrasher	A5F4S1
4	9 Intimidators	50kg	15/4	none	4 hooves	A8F4S1
5	6 Eaters	50kg	18/10	none	6 thrasher	A4F4S3
6	13 Grazers	25kg	6/8	jack	3 horns	F2A7S2
7	1 Grazer	50kg	15/8	jack	9 horns	F4A7S2
8	19 Grazers* (Thunderrunner)	800kg	35/18	none	11 teeth	F5A7S4
9	1 Killer* (Mountiger)	200kg	19/12	jack	19 as broadsword	A2F7S3
10	Event—Howling animal. Above timberline, this howl is made by Windstalkers, but does not produce a sighting.					
11	Chasers	100kg	20/8	none	8 thrasher	A0F7S3
12	Chaser	100kg	18/10	none	5 claws+1	A0F9S2

Thunderrunner — Brontambulus sp.

The thunderrunner is a large herbivore which grazes along open plains throughout the Jura Plateau. On Anekthor, they are most frequently encountered in valleys or on broad buttresses or ridges. They are large animals and usually placid... but a threat to the herd can cause an awesome stampede (hence the source of their name).



Thunderrunners conglomerate in herds of up to 20, usually one dominant male plus his females and offspring. Though the animals are herbivorous by nature, biting teeth can still do a great deal of damage to the thunderrunner's enemies (though normally these are used only in battles between males for dominance, or when an animal is cornered and unable to run).

Mountiger — Monscaritas dentacinacis

A dangerous beast found throughout the rugged hill country of the Jura Plateau, the mountiger is a solitary, ferocious carnivore which hunts and kills with relish. A mottled grey and white in color, the beast blends well against rocks and snow. The saber teeth and powerful legs of the mountiger enable it to grab and rapidly mangle prey, and mountigers have been known to bring down grazing thunderrunners four times their size without a pause. Mountigers lair in crags, boulder fields, and even moraines, and are bad-tempered if disturbed.



Die	Animal	Weight	Hits	Armor	Wounds and Weapons	
2	1 Hijacker	400kg	18/15	none	17 claws	A7 F8 S1
3	1 Gatherer	3kg	6/ 6	none	1 thrasher	A9 F3 S1
4	13 Reducers	50kg	11/10	none	3 horns	A8 F7 S1
5	3 Eaters* (Cragdevil)	100kg	21/ 4	none	12 claws&teeth	A3 F9 S3
6	1 Intermittant	6kg	4/12	cloth	1 hooves	F8 A8 S1
7	1 Intermittant	100kg	20/ 2	cloth+1	5 horns	F8 A8 S1
8	1 Intermittant	200kg	23/16	none	25 hooves&horns	F7 A4 S1
9	1 Killer* (Mountiger)	200kg	19/12	jack	19 as broadsword	A2 F7 S3
10	Event — Windstalker sightings (see Secret of the Yn-tsai). Below the timberline, this is No Event.					
11	1 Pouncer	100kg	20/ 6	none	17 claws&teeth	A0 F0 S1
12	1 Chaser	50kg	19/ 9	none	11 as pike	A0 F4 S4



Icestinger — *Glaciauctus bivivus*

The icestinger is an unusual animal which goes through an odd life cycle. Young icestingers are, in fact, 12kg omnivores; they are the motile form of this animal. At some point after mating, the juvenile icestinger digs a nest in a glacier or permanent icefield, covering it over with a roof of thin-crust ice. Prey which steps on this ice (which is hard to spot) becomes trapped in the hole; the icestinger's weaponry, an adaptation of the double tail involving a poison sac and two needle-sharp stingers, does the rest. The adult icestinger enjoys only limited mobility; a swarm of several dozen 10-gram reducers usually lives in a symbiotic relationship with the beast, controlling wastes and consuming the remains of the trapper's prey.

Encounter Table for GLACIER or SNOWFIELD Terrain

Die	Animal	Weight	Hits	Armor	Wounds and Weapons	
2	6 Carrion Eaters	50kg	12/ 6	jack	7 thrasher	A9 F8 S3
3	1 Gatherer	3kg	4/ 2	none	5 claws	A8 F7 S2
4	6 Reducers	6kg	5/ 8	none	7 horns&teeth	A6 F6 S1
5	2 Hunters	25kg	10/ 8	none	5 claws+1	A5 F8 S1
6	1 Grazer	12kg	12/ 3	none	6 horns	F3 A3 S2
7	11 Grazers	200kg	20/13	none	11 horns	F5 A6 S4
8	1 Grazer	200kg	15/17	none	17 hooves	F4 A7 S4
9	1 Trapper* (Icestinger)	25kg	12/ 9	none	8 stinger	A0 F7 S0
10	Event — Windstalker sighting\$ (see Secret of the Yn-tsai).					
11	1 Killer	200kg	17/ 9	none	9 teeth+1	A2 F9 S2
12	1 Chaser	6kg	2/ 4	none	8 as blade	A0 F6 S2

The various Windstalker sightings occurring as events on the encounter tables, marked \$, above should be resolved on the Windstalker Sighting table below. Apply a DM+4 if below the timberline.

WINDSTALKER SIGHTINGS

Die Roll	Description of Sighting
1	Sighting at Medium range.
2	Tracks.
3	Fur snagged on arctic plant.
4	Rockfall; movement seen on crag above. Resolve event.
5	Howling call
6	Sighting at Long (1-3) or Very Long (4-6) range.
7	Sighting at Long (1-2) or Very Long (3-6) range.
8	Sighting at Long (1) or Very Long (2-6) range.
9	Sighting at Very Long range.
10	Sighting at Very Long range.

Weeper — *Silvasiren ululatus*

The weeper, so called for its sobbing cry, is a woods dwelling carnivore which attracts prey with its call. Unwary humans have frequently mistaken this sound for the crying of another human, usually with unfortunate results. The animal's tough hide makes it difficult to kill, but it luckily attacks only when it can surprise its victim.



An Old Score

For Lady Sandra Lockhart, the ascent to the pinnacle of Anekthor is a lark, a challenge to be met and overcome. For one of her rivals, however, it represents something far more important... a chance to earn vengeance for a wrong many years old, long forgotten by all — except the one who plans murder in the High Slope of Anekthor.

THE OTHER PARTIES

The other two parties begin from base camps not too distant from Lady Sandra's; all three parties are to remain in sight of one another throughout the climb. Both parties, and their respective leaders, are described below.

Robert, Viscount Spencer

Noble	98B78D	Age 30 3 terms	Cr-millions
Leader-2, Rifle-1, Grav Vehicle-1,			Traveller's,
Mountaineering-3 (Mixed Climbing-1, Rock			Rifle
Climbing-1, Ice Climbing-1)			

Spencer is the son of the Marquis of Highport on Caledon. For a time, he was engaged to marry Lady Sandra, but she broke off the engagement to satisfy her wanderlust. The two parted on amicable terms, and still appear to be very friendly. Spencer loves her still; he agreed to participate in the contest mostly in hopes of impressing Lady Sandra at her own game — in point of fact, he will be unlikely to come close to matching her.

Spencer has a party of 10, most of them experienced mountaineers. All are armed, with a mixed bag of weapons. Specific individuals can be generated as needed.

Lord Thomas Redcliffe

Noble	B89A8B	Age 34 4 terms	Cr-millions
Rifle-3, Brawling-1, Jack of All Trades-1,			Yacht,
Mountaineering-2 (Mixed Climbing-2, Rock			Rifle
Climbing-0, Ice Climbing-0)			

Lord Thomas is the son of Baron Redcliffe of Stirling, who received his title as a result of services to the Crown — a polite way to say that he bought his patent of nobility with money earned from a profitable life as factor for the Scotian Deep Trading Company at one of their more rewarding posts. Lord Thomas, younger of Redcliffe's two children, grew up outside the Principality; when he and his father returned to Caledon, he found that his education was insufficient for his ambitions (he hoped

for a career in the Principality Diplomatic Corps), and that his new title did nothing to open doors into aristocratic society.

Though four years older than Lady Sandra and Lord Robert, Lord Thomas attended college as one of their class. The night before a crucial exam, Lord Thomas attempted to tap into the university computer. Lady Sandra and Lord Robert accidentally discovered him, a proctor turned up, and the evidence of the two students was enough to get Redcliffe expelled.

His diplomatic career nipped in the bud, Lord Thomas never really found another vocation.

Redcliffe's party numbers a full 14 people, including several mountaineers, and four bodyguards who have served his family since Company days. All members of the group are armed, and can be generated as needed.

REDCLIFFE'S REVENGE

Redcliffe, who vowed years ago to get even with the people who ruined his life, is determined to take advantage of this climb to even the score. He will not hesitate to kill; his years of brooding have blown the event all out of proportion, and reinforced a tendency toward paranoia.

The exact nature of his attempts will be subtle, at first. His most powerful weapon is Jens, one of the mountaineers in Lady Sandra's party; Jens has been paid well to cause accidents along the way. But if Jens fails to do the job, Redcliffe will turn to any other convenient method at hand — such as taking up a rifle and opening fire on the party from above. His main target is Lady Sandra, for two reasons: first, it was Lady Sandra whose evidence was most damaging, and second, he knows how Spencer feels about her, and reasons that her death would amply punish the Viscount as well.



It is up to the referee to regulate Redcliffe's activities. Early in the adventure, the dange should be through sabotage — specific pieces of equipment should be chosen, and their reliability rating lowered by 1D. The standard procedure for Equipment Failure from **The Mountain Environment** is then used as always. A character who spots a sabotaged piece of gear before it fails may deduce that it has been tampered with on a roll of Intelligence or less. If players begin taking precautions — double-checking equipment before using it, etc. — they should be given favorable DMs to notice sabotaged gear. Equipment that they keep under close scrutiny at all times should not be open to sabotage. Eventually,

they may be able to deduce from the pattern of events (i.e., "This rope was fine before Jens climbed up to the next ledge on it.") that Jens is their man . . . or they may not.

If Jens has not been successful in his purpose after several attempts, he will become somewhat more open in his attacks. This might involve 'accidents' directly traceable to him: a belay improperly set, a rock dislodged from above, etc.

Should his hand be forced, he will produce a pistol and confront Lady Sandra directly. The outcome will depend largely on the speed and forethought of the players.

Jens does not know who hired him to kill Lady Sandra, only that he was offered a very large sum of money, and transport out of reach of Caledonian authorities.

Should Jens be neutralized, Redcliffe will then (and only then!) start making tries for himself. Again, the referee will be responsible for determining the specific nature of his actions. The responses of the players will eventually resolve the situation, one way or another.

If attacks are made openly by Redcliffe, Lord Robert will attempt to join forces with Lady Sandra's party, hoping to protect her himself.

REFEREE'S NOTES

This subplot can be considered to be totally optional; it is designed to add some spice for those players who don't feel happy without a gun in their hands. If used, it should be carefully nurtured and controlled by the referee to bring matters to an exciting conclusion.

The Redcliffe plot should **interweave** with the climb and with the material discussed in the next chapter. Don't resolve everything sequentially . . . allow events to intermingle and eventually be resolved almost at the same time, or interrupt one plot with another and shift back to the first later.

Redcliffe's hirelings, except for Jens and the four bodyguards, will probably not support him. When the shooting starts, most will head for cover, unless they feel the adventurers are planning to wipe them all out. In this case, they'll fight back when possible, surrender when necessary.



Secret of the Yn-tsai

Stories of the so-called "Windstalker" should be presented to the players as climbers' superstition — half-deliberate attempts by old mountain hands to frighten outsiders and children, but hardly the stuff of fact and science.

This should make it very disturbing when they encounter a Windstalker on their climb . . .

ENCOUNTERS

The encounter tables provided previously include events which involve the sighting of Windstalkers. None of these beasts or events should ever be spotted below the 1atm level on the mountain (though a party below that level might spot a distant shape on a high crag). All encounters on the tables will be distant sightings or discoveries that mark the passing of some odd beast: a footprint in the snow, a firepit scooped out in a cave, a tuft of fur clinging to a brance, etc. In the case of sightings, the glimpse will be brief and far from clear. A table is provided to regulate sightings, but can be altered or ignored at the referee's discretion.

The referee is encouraged to make the players think that there really isn't anything there. A sighting should be paraphrased along the lines of "You think you see . . ." Physical finds won't be conclusive — the fur might have come from a mountiger, footprints might be blurred enough to seem like uneven melting, a firepit could have been dug out by other human climbers.

Any time a sighting occurs, cast doubt upon it by having the player(s) in question roll dice right away "to see if you can get a better look!" The dice roll is unnecessary; after it is made, announce that whatever it was doesn't seem to be there now. It may also be worthwhile to plague just one or two of the player-characters with these sightings, under circumstances that leave them open to doubt. Characters with a medical background might be encouraged in the belief that hypoxia or some other physical problem is causing the whole series of incidents.

This should keep the issue in doubt for a long time. Eventually, however, the truth will come out. At a time and place of the referee's choosing (somewhere above the .75atm line, preferably), the adventurers will come face to face with the reality of the Windstalker. Indeed, 2D of the creatures will be spotted, all at once, launching a savage and ill-organized attack of Viscount Spencer's party. Others will appear as the fight goes on, eventually overwhelming the unprepared climbers — unless the adventurers can manage to intervene. It would be best for the referee to set this situation up in such a way as to permit Spencer and



one or two comrades to be the only survivors of the attack (this keeps the NPCs present down to a manageable level).

Examination of any Windstalkers killed in this action will give the adventurers their first real look at these creatures.

THE WINDSTALKERS

Windstalkers plainly have no place in the biology of Glenshiel. They have four limbs — as opposed to the characteristic six of other life forms found on the planet — and stand erect. Seven digits, long and nimble, are present on both feet and hands; these seem to be remarkably well adapted to climbing, grasping, and the use of tools. Windstalkers have a large, barrel-like chest all out of proportion with their other features, and a broad flat face. Their teeth show them to be descended from carnivore stock.

Fur varies from grey-white to golden in color, and covers the body. None of the creatures wear ornaments of any kind, but all seem to understand the concept of tools and weapons, at least makeshift ones. The size and shape of the skull suggests a fair intelligence.

The characteristic eyeless stare of the Windstalker is caused by the presence of semi-transparent nictating membranes which seem to protect the eyes from ultraviolet, glare, and wind effects. Examination by a character with Medical-3 or greater will produce the tentative

conclusion that the creature is adapted to an environment in many respects similar to the High Slope of Anekthor — a bright, active star, pressure in the thin to very thin range, low temperature, etc.

All of the characters will have a nagging feeling that the creature looks familiar in some way, but none will remember where they think they saw it before.

FURTHER ENCOUNTERS

After the first battle, the Windstalkers do not give up. They are territorial in nature, and quite cunning. The referee should consider springing periodic ambush attempts on the party, with groups of up to 3D Windstalkers attacking, armed with stones, crude clubs, and the like. They might attack under the cover of bad weather, at night, or during an awkward portion of the climb. If the adventurers don't manage to hold off the creatures, they will attempt to capture, rather than kill, the party... carrying them in triumph back to their small colony, nestled in a valley under the peak of Anekthor (those adventurers who stumble across this settlement, as described in the Map Key, will be set upon by several score enraged Windstalkers — when defending their home turf, they seldom take prisoners from among their unwanted visitors).



The party will be held prisoner in a cave, guarded by two of the creatures. They are not very hard to overpower, and escape should not be too difficult... but complications (a wounded comrade, lack of landmarks for navigation, a pack of pursuers, etc.) can be added as the referee sees fit.

During the course of an imprisonment (or during some specific ambush, if capture doesn't seem imminent), the adventurers may notice several of their adversaries wielding makeshift shields made out of metal, marked with various battered and fading symbols. Any character seeing these, who can roll Education-6 on 2D will recognize the symbols as belonging to a race called the Yn-tsai which inhabits a nearby world. The Yn-tsai are very similar to the Windstalkers, but are quite intelligent and thoroughly civilized. The presence of an offshoot of that race here is something of a mystery, since the Yn-tsai, when discovered by Terran explorers in the early days of the Solomani expansion, were a feudal, tech level-3 culture with little concept of astronomy and an unreasoning fear of "visitors from beyond the skies!"

THE ANSWER

Should the adventurers report their discoveries, their findings will set scientists on the track of a major breakthrough in the archeology of the caledon subsector.

The Yn-tsaï are descended from the mysterious Saie, whose Vilani-inspired technology forged a small empire here in the Deep over 3700 years ago. A combative race, the Saie expanded for a time, but turned their attentions inward, eventually fighting a devastating civil war. Their culture fell apart rapidly, leaving behind only a few isolated pockets of Saie survivors. All of these lapsed into barbarism, and most perished. The Yn-tsaï are the only remaining survivors of the Saie culture — except for the Windstalkers on Glenshiel.

The Windstalkers are the descendents of the crew of a large starship which crashed on Glenshiel during the last days of the civil war. They found the dense atmosphere of Glenshiel extremely uncomfortable, and took refuge on the slope of Anekthor. Survival was a brutal and all-consuming task, and the descendents of the first survivors quickly regressed to savagery. The Windstalkers today, though cunning and capable of intelligent action, are a far cry from the proud Saie who travelled the stars nearly forty centuries ago.

REFEREE'S NOTES

The Windstalkers should be used to provide an enigma, a mystery to be solved... and an excellent distraction from the more mundane aspects of climbing. Referees who prefer to do so can omit them entirely, but they do make a useful and interesting subplot.

Referees may wish to follow the basic outlines of the history given here to construct additional adventures leading to more knowledge of the Saie. The home world of these aliens has not been identified; as a matter of fact, it lies at the edge of the Great Rift, some 8 parsecs from Glenshiel, and is accessible only by way of an unprepossessing red dwarf star, without anything of interest to visitors. Distance and lack of value have kept the Saie home system isolated for a long time, but an adventure might be constructed around attempts to track down clues that could lead adventurers to this homeworld, to see what sort of civilization has developed from the ashes of the lost empire.

For game purposes, treat Windstalkers as animals; in addition to their natural weapons (hands and teeth), they may wield clubs or cudgels as well.

Windstalker	100kg	22/11	none	10	hands & teeth	A4 F5 S2
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Running the Adventure

Play proceeds according to the rules for *Traveller* and the special rules presented in *The Mountain Environment*. However, certain special considerations should be taken into account as the adventure is played.

THE RACE TO THE SUMMIT

Each party will be climbing at a different rate, sometimes handicapped by problems or mishaps, other times fortunate in the choice of pitches and slopes. For a normal adventure, the referee cannot hope to keep track of the three parties separately; instead, a streamlined version should be used for the two NPC groups.

At the end of every 6 hours of climbing time, the referee should check the progress of the other two parties. For each party, individually, roll 1D-3. This number is added to (negative results are effectively subtracted from) the number of faces crossed by the player-character party in that 6-hour period. The relative distance between all parties, in terms of **faces**, is thus tracked constantly.

The casualties suffered by each party should also be tracked. Casualties will be suffered on a roll of 7-; add the roll for progress (above) to this die roll. Like the progress roll, it is made every 6 hours. If 7- is thrown, 1D-3 characters in the party in question suffered mishaps. Each should receive a wound of some type based on the table below.

WOUNDS

Die Roll	General Result	Effects
2-6	Minor wound	None. Character continues with the party normally.
7-9	Serious wound	Character cannot continue. Two other characters in the party are left to help the injured person.
10+	Death	Character is killed.

Certain specific events are mandated for the NPC parties in the sections of this booklet entitled *An Old Score* and *Secret of the Yn-tsai*. Note that to make these sections work best, the referee may wish to do some judicious meddling in the random climbing results. Thus, Viscount Spencer's climbing party might be made to get somewhat ahead of Lady Sandra's, so that the mandated encounter with the Windstalkers (*Secret of the Yn-tsai*) will happen as Lady Sandra's party closes the gap between the two groups. The referee should **always** consider altering

results if things are going too smoothly for Lady Sandra's party; it wouldn't do for them to leave both rival groups so far behind that there is no challenge left in finishing the adventure.

Reaching the Peak: The object of the climb is to reach the summit of the tallest of the three peaks of Anekthor. An NPC party will turn back, giving up the ascent attempt, if they lose more than half their strength. Lady Sandra will continue for as long as she remains capable of movement; player-characters, of course, could turn back sooner, but lose all hope of payment in this case.

If an NPC party suffers a major loss of personnel (Viscount Spencer's, for instance, in the confrontation with the Windstalkers or the showdown with Redcliffe), the survivors may join the player-characters' party. If they do so, their leader forfeits the credit for making the climb to the group joined. Should Redcliffe join Lady Sandra's party in this manner, there will be additional opportunities for sabotage and harassment.

Leader Casualties: Lady Sandra is, of course, handled like any other character in her party, and may suffer injuries and accidents according to the usual procedures for such mishaps.

Each time the other two parties suffer casualties, the leader of the group will be among them only if the referee roll 2D greater than that leader's original Endurance. Moreover, the referee may wish to keep the two leaders from suffering anything worse than a light wound (which they take as 1D damage), at least until the subplots involving them have been resolved. It is anticlimactic, to say the least, to have the murderous Redcliffe fall from a height and die before he ever becomes a threat.

If either of the other leaders ends up joining Lady Sandra's party, they become normal NPCs, subject to all standard accident and mishap procedures.

Rescue: The grav vehicles at the base of the mountain can, in times of extreme crisis, be summoned for assistance. Under the terms of the wager, wounded party members who cannot continue the climb can be left (with a couple of attendants) near a convenient landing site — any buttress, ridge, slope of up to 45°, or other fairly level stretch of ground — for retrieval by the G-carrier. It is not permitted to rendezvous with the main party, since it could in that way ferry supplies or extra people to a party, thus giving them an unfair advantage.

Any time the party wants to call off the expedition, it can summon the G-carrier to take them off. Also, in an extreme emergency (such as Redcliffe's attack, for instance), it might be requested to assist... though Redcliffe can also call on his vehicle, causing a dogfight over the slopes of Anekthor.

The rules for handling grav vehicles in mountain terrain should be taken into account when G-carriers are summoned for any purpose. Lady Sandra, of course, is quite unlikely to call for assistance, and, if it is brought in for some reason, will probably insist on dismissing it and resuming the climb, if she is able to do so.

RESOLUTIONS

The adventure ends if Lady Sandra and her party are forced to give up (this will require that Lady Sandra be badly injured enough to make continued climbing impossible), or once they reach the summit. In either case, there is no need to go back down the mountain . . . unless all three G-carriers have been destroyed, or heavily damaged in the course of the adventure.

Financially, the adventure is resolved in this fashion. Each party that does not reach the top contributes Cr100,000 to the pot. The second and third place finishers contribute Cr100,000 as well. The winner takes all. Note that money from each party is held in escrow already, as part of the wager — so that Lord Thomas Redcliffe's share will be paid regardless of his actions on the mountain.

The adventurers, as promised, share out 25% of the total amount paid to Lady Sandra. Note that, under the terms of the bet, the winner could receive up to Cr400,000 (assuming that the winner's party was the only one to make it to the top — each losing party Cr100,000 for not making it themselves, and another Cr100,000 for being in second or third place). Lady Sandra will pay Cr10,000 as a bonus to anyone injured during the climb, but will cut off without a penny anyone who pulls out part way.

Lady Sandra (and perhaps Viscount Spencer as well) may be grateful for any special part played by the adventurers in the climb — rescues, special bravery, etc. This gratitude may be in cash, or in influence and/or recommendations for additional work. These kinds of reward are left in the hands of the referee.



Non-Player Characters

The characters presented in this section are those who will be in Lady Sandra's climbing party. The referee should feel free to create additional NPCs, particularly if the adventurers number fewer than 5 or 6 individuals.

Lady Sandra Lockhart

Noble	7988A0	Age 30 3 terms	Cr-millions
Leader-3, Jack of All Trades-3, Carbine-1, Mountaineering-0 (Mixed Climbing-0, Rock Climbing-0, Ice Climbing-0)			Yacht, Carbine, Traveller's

Headstrong and determined, Lady Sandra will be constantly pushing the party onward. Even in the face of obvious danger, she is unlikely to give up in her determination to reach the pinnacle of Anekthor. If a member of the party is injured, she will leave people behind to help, and then push on once more.

Lady Sandra has done some sport climbing (she has tried almost everything, in fact), but her skill is considered more generalized. In any given situation in which Lady Sandra needs to make use of mountaineering skills of any kind, roll 2D; if the roll is Intelligence or less, she can apply her JOT skills to the situation. Failure to make the roll forces her to use her skill level of 0.

Henri Dupont

Mountaineer	97BA86	Age 34 4 terms	Cr25,000
Rifle-1, Mountaineering-5 (Mixed Climbing-2, Rock Climbing-2, Ice Climbing-1)			Rifle

Dupont has climbed the lower slope of Anekthor several times, and was part of the lost 1107 expedition. Injured by a fall on the second day of the climb, Dupont was evacuated by air/raft. The rest of the expedition continued the next day . . . and was never heard from again.

As a result of this and a couple of other unfortunate incidents, Dupont has earned a reputation — quite undeserved — as a jinx. He is also frequently laughed at by other mountaineers for his complete belief in stories of the Windstalker, which he claims to have heard howling the night of his accident. Dupont is quite superstitious about the mysterious creatures, and is an excellent source of information about them.

Wallace Dougal

Ex-other	677A68	Age 46 7 terms	Cr100,000
Autopistol-3, Streetwise-2, Bribery-2, Grav Vehicle-1			Autopistol

Dougal is an old family retainer of the Lockharts, and has been Lady Sandra's bodyguard/secretary/servant for several years. His

unusual assortment of skills is derived from years of looking after his headstrong charge.

Unlike Lady Sandra, Dougal takes no pleasure from the various sports in which she risks her neck. He participates in each, however, doggedly determined that he'll keep her out of harm's way, no matter how often she puts herself in it. He has a deep and genuine fondness for her, and though uncomfortable at the thought of making the climb, will insist on accompanying her.

Lady Sandra is equally attached to Dougal, and though she never listens to his warnings and muttered worries, respects him. The individual who arouses distrust in Wallace Dougal will have no chance at all of dealing with Lady Sandra Lockhart either.

Eric Jens

Mountaineer	AA8A64	Age 38 5 terms	Cr10,000
AutoRifle-3, Mountaineering-6 (Mixed Climbing-2, Rock Climbing-3, Ice Climbing-1)			AutoRifle

Jens is a competent climber, but is secretly in the pay of Lord Thomas Redcliffe; see *An Old Score* for details of the mountaineer's behaviour and reactions.

REFEREE'S NOTES

The non-player characters here have been generated in accordance with procedures found in GDW Supplement 4, *Citizens of the Imperium*, and *The Mountain Environment*. *Citizens* is not required for play of the adventure, but does contain the character generation systems for Hunters and Nobles, which can be useful in the adventure if other characters of those sorts are desired.

The referee may wish to consider using various pregenerated characters from the *Introduction* as additional NPCs. These are particularly useful as 'spear carriers' or 'security men' — fodder for accidents, sabotage, windstalker attacks, or what have you. If none of the pregenerated characters are available, take any randomly generated characters, assign an appropriate amount of mountaineering skill, and make use of them as desired. Remember, however, that a limit of 14 has been set on a total party; also keep in mind the difficulty that managing many NPCs simultaneously will impose.

The interaction of NPCs with adventurers can make for an interesting extra dimension to the adventure. Lady Sandra, impetuous and stubborn, can lead the party into trouble with her determination to continue forward at any price. The constant presence of Wallace Dougal, suspicious of everyone and worried for Lady Sandra's safety, makes an excellent undercurrent of tension. Jens, of course, is the saboteur who can cause no end of problems, while Dupont is valuable to divert attention from Jens and to add to the aura of mystery surrounding the Windstalkers. Each character can contribute something significant to the flow of the adventure, and properly handled can bring the situation to life.

Library Data

Caledon, Principality of: Independent, human-governed state in the Reavers' Deep sector, covering large portions of the Caledon and Scotian Deep subsectors. The Principality as such was established in -102 by Jamieson Dundas of Caledon; it has remained relatively stable, save for two periods of dynastic crisis and civil war (309-328; 1024-1025).

The area which is now the Principality was settled during the latter part of the period of the Interstellar wars between the Terran Confederation and the First Imperium. The settlers of the region, largely of Western European origins, were a group of political malcontents who rejected the growing Terran trend toward absorption of the Vilani Empire, maintaining (rightly, as it turned out) that Terra would be unable to support the burden which had already brought the Vilani into decline. Financed by a prominent banker, Charles Stuart Scott, these people assembled a colonizing expedition in the interval between two of the interstellar wars, and travelled far from either Terran or Vilani space. Settlement on Caledon, and exploration of several adjacent systems, followed. A period of struggle against their new untamed environments resulted in the loss, for quite some time, of jump drive technology. Traders from one of the petty states that emerged during the Long Night restored the necessary technology, and the Principality arose shortly thereafter. Officially the first state to check the piracy and lawlessness of the so-called "Reavers" (q.v.), less charitable histories often refer to the Principality as the last and greatest of the Reaver Kingdoms.

The government of the Principality is a Constitutional Monarchy, headed by the Hereditary Prince of Caledon, and backed by a House of Lords, a House of Delegates, and a Grand Senate. Local rule is left largely in the hands of individual worlds; the Principality regulates interstellar relations, war, and trade. Often described as a 'commercial kingdom', Caledon is famous for the extent and wealth of its great trading houses.

Lshana, the: Minor non-human race in the Caledon subsector of Reavers' Deep, native to Lhshami/Caledon. Descended from omnivore/-gatherer stock, the Lshana are small (1.2 meters in height), bilaterally symmetrical intelligent sophonts. An unaggressive, contemplative race, the Lshana have enjoyed a fairly stable civilization for over 2,000 years, and had achieved some elements of tech level 9 by the time they were contacted by Principality (q.v.) merchant explorers in 598. They have never shown any great interest in space or exploration, and had not invented any sort of space flight at the time of the first Caledonian contact.

The pre-civilized Lhshana were dominated by the Saie (q.v.) during the Saiean empire period, and traditions of their actions are found in Lhshana folklore and mythology. Civilization on Lhshami was given a boost, first by technology introduced by the Saie, and later by human Reavers (q.v.) who visited the world during the Long Night.

Reavers, the: Name given to any of the petty warlords or pirates who have operated in the area of space now known as Reavers' Deep. The first reavers flourished in the region during the Long Night, when individual warlords with a few starships could dominate several worlds at a time. Expansion by the Aslani and the Third Imperium into the region, culminating in the Aslan Border Wars (200-380), led to the decline of Reaver activities. The neutral worlds between the two major powers have continued, however, to serve as havens for criminals and pirates; to this day, the name is sometimes applied (often in a fanciful or romantic manner) to any freebooter, pirate, privateer, or even some small interstellar governments in the area.

Saie, the: Non-human, vanished civilization that flourished in the Reavers' Deep subsector roughly 3,700 years ago. Evidence of the Saie presence is slim at best; a few artifacts (most notably the starship found at Crash Jura on Glenshiel) have been discovered, and a few ancient Vilani records mention the existence of a small empire of five or six worlds which can be tentatively identified as that of the Saie. Most knowledge of their activities comes from the myths and legends of the Yn-tsai (q.v.) and the Lhshana (q.v.), both races native to the Caledon subsector, where the empire seems to have flourished.

From evidence collected, it is believed that the Saie were upright bipeds or carnivore/killer stock; their homeworld is unknown, and no depictions of their race have come down to contemporary archeologists intact. They appear to have acquired jump-drive technology from the Vilani by way of a renegade Vilani governor searching for allies during the upheavals prior to the Interstellar Wars. The Saie are thought to have been warlike, highly combative, and prone to internal strife; it is believed that their presence on any particular world may have been limited to only a few hundred administrators and soldiers dominating a native planetary population. This theory has been advanced to explain the complete breakdown of their empire and their disappearance from history in the wake of an evidently devastating civil war.

Archeologists are currently attempting to learn more of this mysterious race, but have met little success in their efforts to discover who the Saie were and where they came from.

Scotian Deep Trading Company: Mercantile firm based on Stirling/-Scotian Deep in the Reavers' Deep sector. The firm dates back to the heyday of Caledonian mercantile expansion, and operates numerous trading posts on worlds outside the bounds of the Principality. The company dominates trade in the Scotian Deep subsector.

Yn-tsai, the: Nonhuman sophont race found on Tsanesi/Caledon, though they are not, apparently native to that world. Current archeological theory believes them to be a population transplanted to Tsanesi from an unknown world of origin, probably by the Saie (q.v.); at least one school of thought credits the Ancients, but historical evidence is against this.

The Yn-tsai are an intelligent, civilized race, which had achieved a tech level 3 culture when first contacted by Caledonian explorers in 563. It took many decades to overcome racial distrust and fear of "visitors from the sky" — a remnant, most sophontologists agree, of their memories of the devastating civil war which destroyed their Salean masters. The traditions of the Yn-tsai have afforded many of the building blocks for the as yet incomplete knowledge of the Saie.

The Yn-tsai flourish at a thin atmospheric pressure (.43atm at sea level), and are descended from carnivore stock. Few in numbers even today, they are under Royal Protection of the Caledonian Government, although their world lies outside the boundaries of the Principality.

Referee's Notes

Ascent to Anekthor is about mountain climbing. In the final analysis, all the subplots involving killers and windstalkers and love among the nobility are provided solely to supplement the basic task of the adventure — to get from the bottom of a very tall mountain to the summit. Everything else is spice.

We might have eliminated the subplots to expand upon the mountain more. But, though we might have taken 2 or 3 times the descriptive space and used proper 250-meter intervals, or expanded the coverage of the mountain to include more of its circumference, such additions wouldn't really have done that much. As it is, there are 148 separate terrain areas on the map, and that should keep parties quite happy for a time. Many more than that would become entirely too repetitious.

The 500-meter intervals used here are not as realistic as the 250-meter intervals more commonly used. But Anekthor is intended to serve as an example of a **really big** mountain — the other-worldly equivalent of Everest. This wouldn't have been possible to map, let alone describe, given our format limits . . . unless the whole book were nothing but the mountain.

This didn't seem a good idea. While there are man adventures to be found just in climbing, the 'spice' was deemed necessary to provide something more for people to sink their teeth into than an ice-ax and crampons. We have a possible murder attempt for those who would carry guns with them even when visiting a nightclub or a church, and we have the Yn-tsai for the brainier types who feel there's more to life than climbing ropes and banging pitons into rock.

No referee is required to use any of this extra material, however. It's there to be used not only as direct adventure material, but also for **inspiration**. If your tastes don't run to nobles sniping from the mountainsides because of an old, festering hatred, you might still get lots of use out of the adventure. Perhaps, instead, there's a small ship or vehicle crashlanded near the summit, and competing groups are trying to find it and recover some valuable item or information before the others get there. This becomes a sort of vertical "Ice Station Zebra" — but many of the same plot devices can be used.

As to the Yn-tsai . . . well, their antecedents are obvious. But they make a good enigma, and properly played, you can enflame your players' natural paranoia and give everyone an adventure they'll remember, using these interesting fellows as the catalysts — but again, they aren't the only game in town. They might not be your cup of tea, but they could inspire you to add some other subplot to the situation instead.

Some other specific ways referees might want to expand upon this adventure are discussed below.

Landy Sandra's Lover: A note of personal interest can be interjected into the game by allowing Lady Sandra to become romantically attached to one of the player-characters. This sort of thing requires work and good role-playing to bring off well, but has its rewards. It can also, however, be somewhat upsetting to all concerned when Lord Robert becomes involved in things. Not only is Viscount Spencer a rather strong fellow who could inflict quite a bit of pain at need, he is also a wealthy and influential chap in the Principality, and could make life miserable for the whole group once his jealousy is properly aroused. This opens the way to any number of later adventuring situations.

Tournaments: Ambitious referees may wish to use **Ascent to Anekthor** as the basis for tournament play. Three separate groups of adventurers can be involved, each composing one of the climbing groups. A tournament situation should probably avoid the Redcliffe subplot, but the Yn-tsai can be involved without difficulty. First to the top wins — or a simple scoring system can be devised to allow more variety in the process of determining a winner.

Expanding Anekthor: Additional faces of Anekthor can be developed, using the rules from **The Mountain Environment**. If you have a large enough area to map it on, you could conceivably do the entire mountain in the standard 250-meter scale; but people who do that should be locked up in the same ward reserved for people who attempt to play the full length version of the notorious wargame **Campaign for North Africa** — Anekthor is not an easy mountain to map!

Still, if you're determined, the 500-meter scale can be easily converted into 250-meter scale. Simply take the features shown and change the altitudes so that they are at the proper interval from the summit. This means you'll have to work your way down another 6,000 or so meters of mountain to reach the real base. Some chutes will become glaciers, distances and the number of pitches must be divided in two, but most everything else can be left intact.

To map out uncharted portions of Anekthor, follow the standard **Mountain Environment** rules for establishing terrain and slope. If mapping to the 500-meter scale, remember to double all given distances, and determine the number of pitches on a wall by dividing 500 meters by the roll of $2D+2$, yielding the correct number and their average height.

Terrain cover was imposed on the map from the table depicted below.

TERRAIN COVER

Die Roll	Below Timberline	Above Timberline
1	Wooded	Snowfield
2	Forest	Snowfield
3	Rugged	Rugged
4	Rugged	Rugged
5	Open	Open
6	Open	Open

Remember that planets and even regions differ; this table was designed for Anekthor, as were all the specific encounter and event tables. Other aspects of the mountain should be filled in pretty much at the designer's whim.

Final Notes: We hope that you have enjoyed **Ascent to Anekthor**, and that the booklet provides not only one or two good solid gaming sessions, but also some degree of inspiration and suggestion as well. The true purpose of any published **Traveller** adventure is not so much in what can be gained in terms of playing that specific piece ... it is the feasibility of adapting or spinning off material from that product into your own campaigns or adventures that makes an adventure like this one truly worthwhile.



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Anekthor, the majestic, unconquered mountain, shrouded in snow and mystery. Anekthor, home of the enigmatic Windstalkers, creatures of legend whose howls are said to signal the death of climbers. Anekthor, where an old love and an old hatred await Lady Sandra's challenge.

With a team of experienced adventurers at her side, Lady Sandra sets out on a dangerous quest — the **Ascent to Anekthor**.

Ascent to Anekthor is a complete adventure for **Traveller®**, making use of rules and information presented in **The Mountain Environment**, a Gamelords, Ltd. **Traveller®** supplement. Use of this supplement is recommended, but not required, for play with this scenario.

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