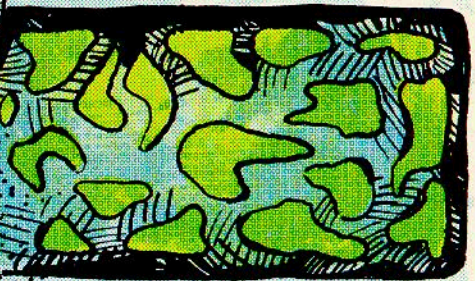
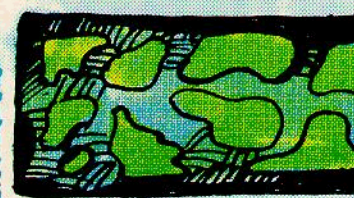
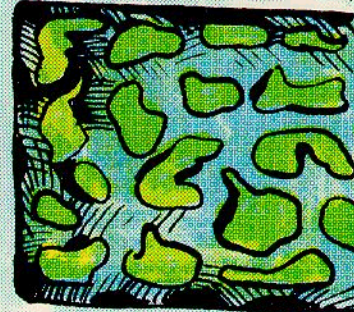
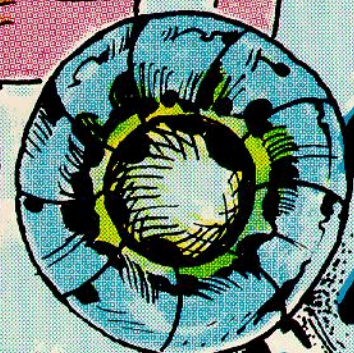


LEMON

IV

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LOMODO IVa

LOMODO IVa is another adventure Approved For Use With TRAVELLERtm. The following is a description of the world, LOMODO IVa, located Theta Borealis Sector of the Imperium.

The referee should feel free to add to or delete and he wishes; and remember, role-playing is free-form, so have fun!

We sincerely thank Marc Miller at G.D.W. for his advice and cooperation.

LOMODO IVa uses Basic Traveller with references to Mercenary and High Guard.

We dedicate this product to Dorothy Bledsaw whose advice and understanding has been greatly appreciated. And a special thank-you to all of you that have written us with your suggestions and ideas!

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Planet Name: Lomodo IVa

UPC: X7A66500

Location: Sector Theta Borealis,
Subsector 0204 in
Quadrant Alpha

System: Star Lomodo, a variable
star; Five Planets: Lomodo
I, Lomodo II, Lomodo III,
Lomodo IVa, Lomodo IVb

History of Lomodo IVa

The history of Lomodo IVa has been one of passive existence for its inhabitants. Except for the 200 year war fought between the Byl and the Irf, there have been no other conflicts. The Byl and the Irf built many settlements, mostly in the plains area. The Osp were kept out of these areas by setting fire to the ring of bushes that surrounded each settlement. After the Byl and the Irf died out, the Osp were able to travel the entire planet in their relentless search for food and water. These colonies of Osp will not fight with each other for food and water. They will merely go around each other. This planet has not had any previous contact with other worlds since the Osp became the only race in existence. There is some evidence of the Irf having made some contact with aliens though. Several temples were built to worship a god which resembles something of a horse. All of these temples are built from a black substance which can not be found on this planet. The architecture is also very different than the other buildings which are left standing.

Geophysical and Meteorological

Lomodo IVa has an exotic atmosphere containing a high level of sulphur (5%); the balance is made-up of oxygen, nitrogen and carbon monoxide. A filter is required to make the air breathable for humans. Lack of a filter causes unconsciousness in one hour, and death in two hours. Due to its planetary alignment and the variable star's pulses, the weather on Lomodo IVa is very erratic and unpredictable. The weather can range from long, dry drought conditions to monsoon-type rain storms without any seasonal pattern. Water makes up 60% of the planet's surface area and is contained in many lakes, ponds, rivers and seas. The seawater on Lomodo IVa is too high in sulphur and phosphorus content to be of drinkable quality. Much of the planet's heat is produced by its unstable core of magma along with various reactionary gasses. Geophysical disturbances such as earthquakes, avalanches and volcanic eruptions are frequent occurrences. Most of the minerals that make up the planet's outer crust are metallic in type, some being quite rare. The crust temperatures in rift areas occasionally become so hot that the softer metal ores run in rivulets through the rift crevices.

Flora

The plant life on Lomodo IVa has adapted to its environment by producing encapsulated spores which are protected by their hard outer crust during drought periods. The spore capsules dissolve quickly in water, and begin to grow quite rapidly. Full spore maturity never takes more than 36 hours, but size has been sacrificed for speed. No plants on Lomodo IVa are over three meters tall.

Mountains - The mountain ranges of Lomodo IVa were formed ages ago from the unstable magma-core. Frequent volcanic eruptions, earthquakes and rock slides are commonplace in these mountains. Rift area temperatures cause small fissures of moving metal ores. Vegetation is almost non-existent.

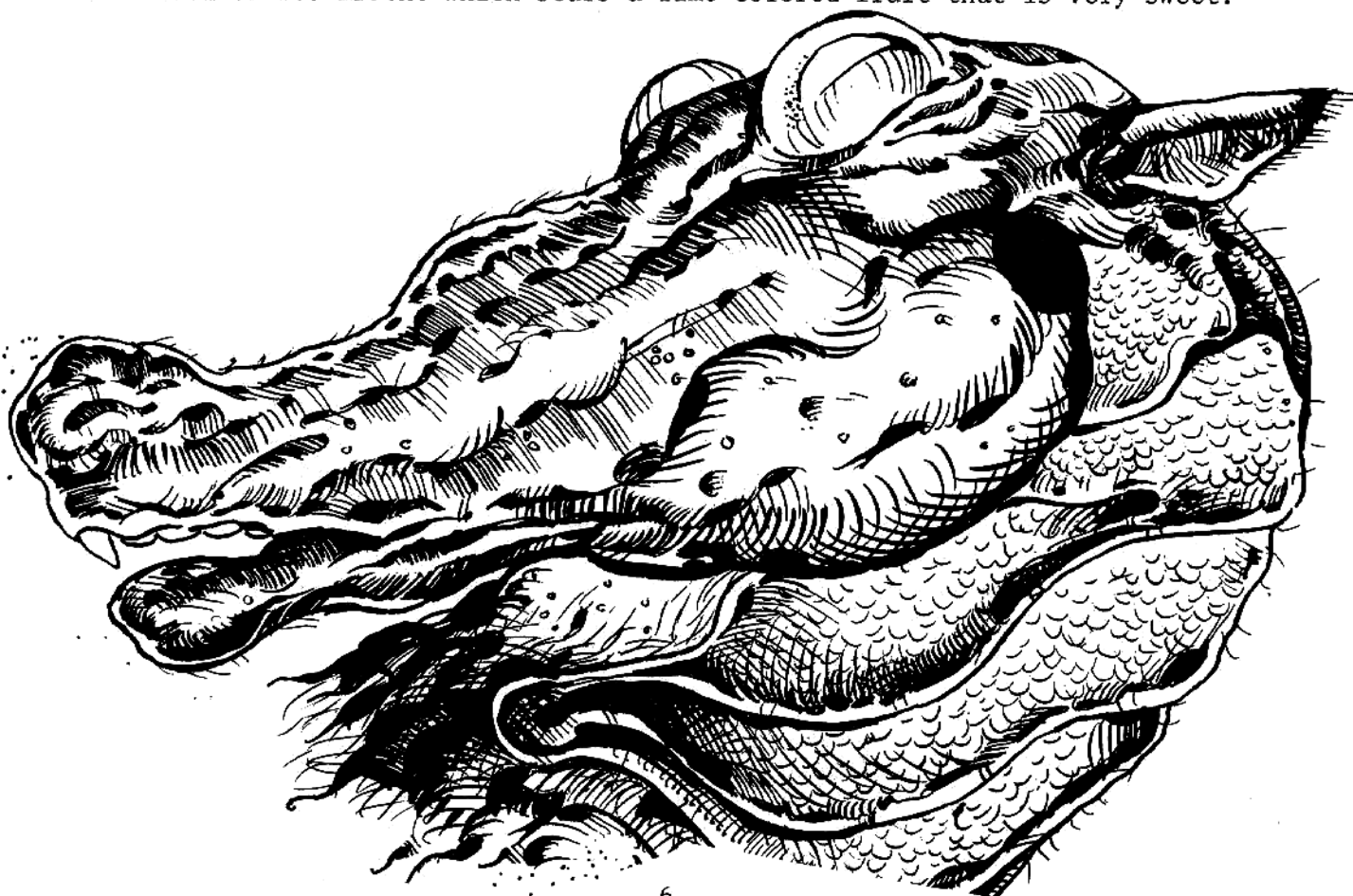
Hills - These areas on Lomodo IVa were formed where the outer crust was weak enough to distort some but strong enough to resist the enormous pressure pushing upward. Small (.5 meters) trees grow in this region. They have tan colored leaves and are not edible.

Desert - The deserts of Lomodo IVa are a raging sea of continuously shifting sand. The normal day temperature is 115 degrees F and the night temperature is about 75 degrees F. Only one type of plant grows here. It is the Tactus, a tall (3 meters), dark brown, thorny bush. A blue fluid is extracted which is a very good poison.

Plains - This is the region where the majority of plant life that the Osp consume grows. The plains are not entirely flat. Most of it is low rolling hills. This area also contains most of the rivers, ponds and lakes on this planet which flow from hilly regions.

Coast - Most of the coast on Lomodo IVa are brown, sandy beaches. However, where the mountains and hills run parallel or intersect the coast, there are huge bluffs or cliffs.

Swamp - The swampy regions of Lomodo IVa are hot and very humid. Most of the creatures in this area are amphybious types. The plant life here is a 2 meter tall bush called Bracht which bears a lime colored fruit that is very sweet.



The Dominant Society - The Osp

The dominant society on this planet is the Osp. Their actual intelligence level is not extraordinary, but they have risen to supremacy as a consequence of an indomitable will, a natural instinct to sacrifice self for the good of the colony as a whole, and an unpleasant odor which makes them unappealing as a food source to most predators.

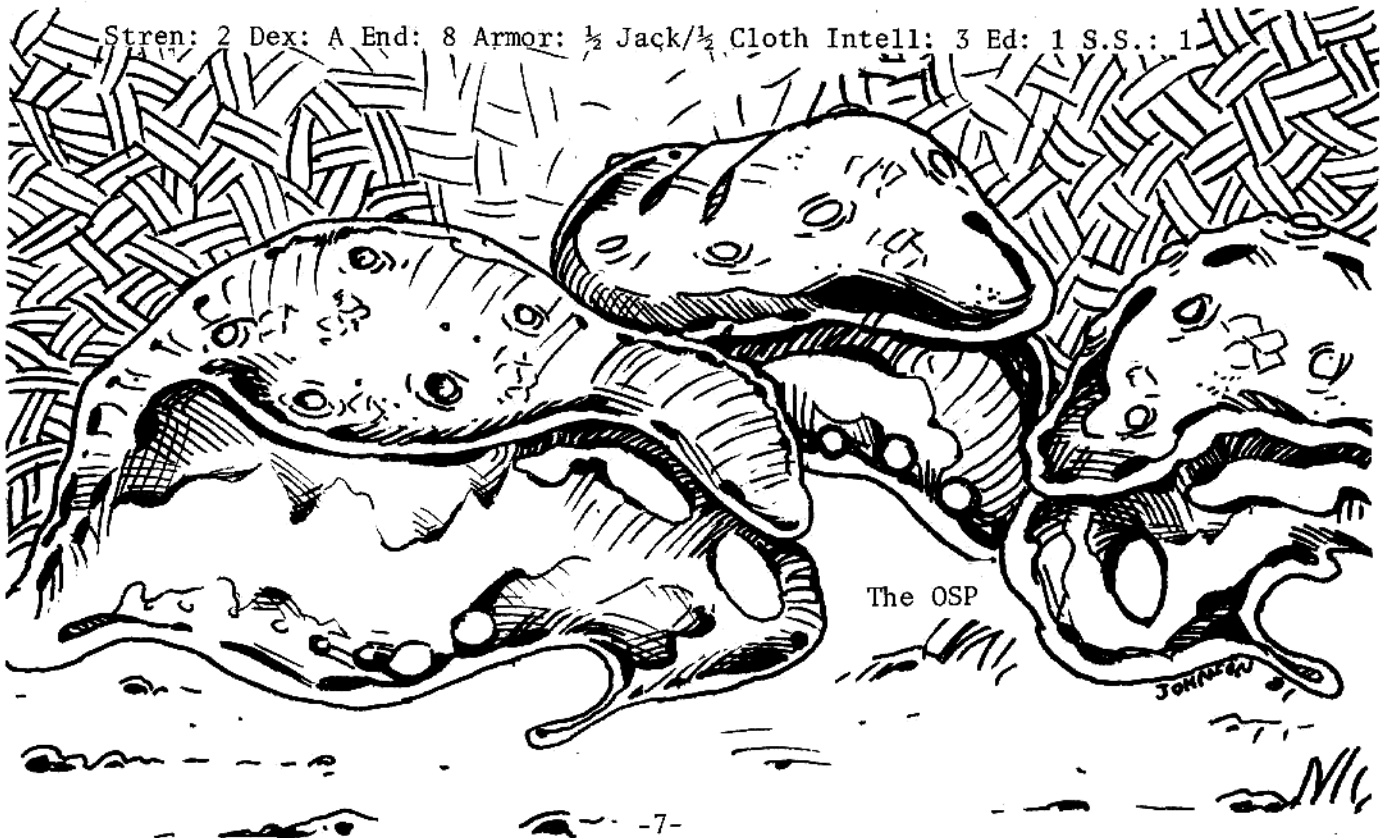
Osp are about one meter tall and two meters wide. They are structurally gelatinous, with a cartilaginous, lumpy, brown, exoskeleton on their upper portions. Although they have no permanent limbs, they can temporarily form their elastic body mass into whatever limb (or limbs) is necessary. They move by extending and contracting their bodies. A colony on the march resembles a volcanic mud flow. Their sense of touch and hearing are both highly developed, but they cannot see or smell. The mouth of the Osp is located in the central underside of its body, directly below its brain, and is equipped with a radular tongue and small pointed teeth. The Osp will eat anything it comes to rest upon.

Osp colonies are primarily nomadic, although they do establish temporary dwellings during the fourteenth lunar month, which is the spawning season. The rest of their time is spent travelling from one waterside encampment to the next in search of food. The Osp colony maintains a herd of large herbivorous, domesticated insects called Abetu, which are used as reserve provisions in case of a food shortage. Osp colonies range from 500 - 1500 creatures. They are not particularly aggressive, but the colony will attack en masse anything which stands between it and a water source. They can do 1D per creature, sustain wounds of 5, and require 8 to kill, due to their gelatinous structure.

Originally there were three dominant life forms on the planet; the Osp, the Byl, and the Irf. The Byl and the Irf evolved to a high enough state of civilization to make permanent settlements and establish a society. Then, for no apparent reason, both races lapsed into stultification, degenerated into barbarianism and finally died out several hundred years ago.

OSP ABILITY CHART

Stren: 2 Dex: A End: 8 Armor: $\frac{1}{2}$ Jack/ $\frac{1}{2}$ Cloth Intell: 3 Ed: 1 S.S.: 1



Fauna

There are five major classes of Fauna on Lomodo IVa other than the Osp which is the dominant race.

Angiosh -

Those creatures which are of the Angiosh class are hijacker-scavengers weighing between 10 - 100 kilograms. They tend to have tough monochromatic hides of dull colors; two to four legs; large sharp teeth, claws and a club like tail with a poison stinger tip. Their disposition is volatile depending on when they last ate dinner. They are generally located in or near water.

Rudstot -

All animals in the Rudstot class are hunters. They are generally large, weighing between 150 - 900 kilograms and very aggressive. They have an extremely thick, brightly colored hide; four legs with long claws on the webbed feet, and at least two poison fangs. They can move very quickly when necessary. They are usually located near a water source.

Culwap -

All creatures in the Culwap class are giant omnivorous eaters. They range from 1000 - 3000 kilograms in weight, with a dull, multi-colored furry hide. The Culwap moves slowly by rolling and relies on its sense of smell to guide it to food. It can have up to five appendages including a suctorial proboscis, but these appendages are seldom sturdy enough to support the animal, and are generally used to merely push sustenance into the mouth. The Culwap is usually found in canyons and very level areas.

Nopspire -

The Nopspires are all scavengers, the majority being the chaser type. Nopspires are large, weighing between 150 - 500 kilograms, but some of them move at triple speed. They have a thick armored hide, of a solitary dull color; and small sharp teeth. Nopspires have four appendages, a club like tail, short sharp retractable claws, and frequently, poison fangs for defense. They are of a volatile disposition and may either attack or flee for no discernable reason. They hunt near water but carry their meals to dry areas to eat.

Efut -

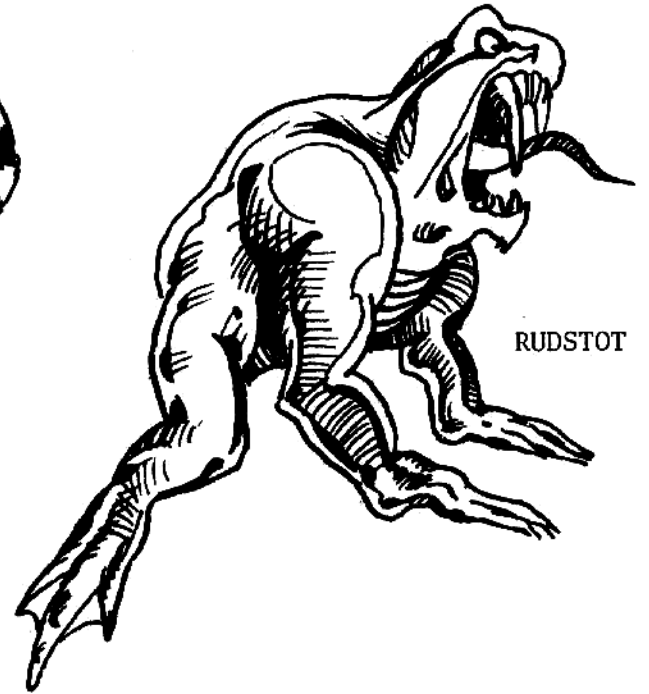
Creatures of the Efut class are all herbivores, mostly of the filter type. Efuts are small or medium in size; weighing from 10 - 100 kilograms. They are passive in disposition and usually moving. They tend to have soft fleshy hides of dull solid colors and a ponderous tail which sometimes accounts for half of their body weight. They may have zero to four appendages, as many as five ears, but never more than one nose. They are strictly land animals and their only defensive weapon (when they have one) is their claws, as their teeth are usually of the grinder type. The Efut are usually found in hilly areas.



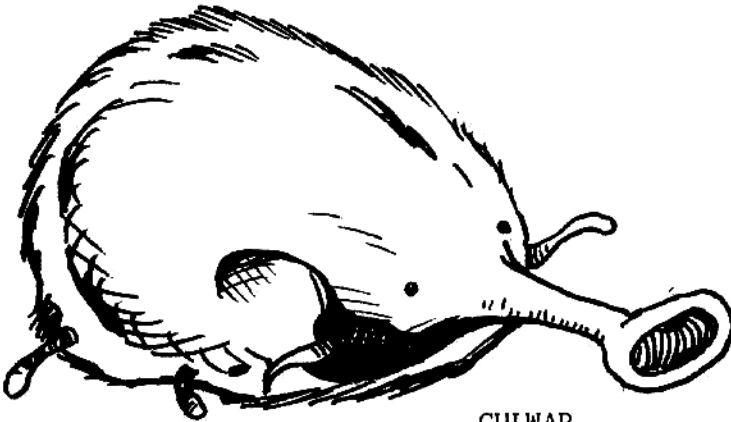
ANGIOSH



EFUT



RUDSTOT



CULWAP



NOPSPIRE

COAST & SWAMP

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec. Attr.	Enc. Die Roll	
											White	Red
5-30	Scav.	Angiosh	Hijacker	2 kg.	1D/1D	-3D	Club	Cloth	Db1.	Flyer	1-3	1-2
4-24	Omni.	Rudstot	Hunter	150 kg.	6D/3D	+1D	Claws	Battle Dress	Tri.	Amphibian	1-2	3-4
1-6	Omni.	Culwap	Gatherer	1500 kg.	10D/8D	+3D	Teeth	Jack	Ord.	Amphibian	1-2	5-6
1-6	Scav.	Nopspire	Hijacker	900 kg.	8D/7D	+3D	Club/Claws	Jack	Ord.	-----	3	3
6-36	Herb.	Efut	Filter	100 kg.	2D/2D	-4D	NONE	Jack	Ord.	-----	3	4-6
3-18	Scav.	Nopspire	Hijacker	300 kg.	6D/4D	+2D	Teeth	Battle Dress	Db1.	-----	4	1-2
1-3	Scav.	Nopspire	Hijacker	600 kg.	9D/5D	+2D	Claws	Battle Dress	Ord.	-----	4	3
2-12	Omni.	Rudstot	Hunter	150 kg.	5D/2D	+1D	Claws/Teeth	Cloth	Ord.	Amphibian	4	5-6
1-2	Omni.	Culwap	Eater	3000 kg.	16D/6D	+4D	Teeth	Jack	Ord.	Suc. Proboscis	5	1
3-18	Omni.	Rudstot	Hunter	200 kg.	6D/4D	+1D	Teeth/Claws	Battle Dress	Tri.	Poison Fangs	5-6	2-4
5-30	Scav.	Angiosh	Intermit.	20 kg.	2D/2D	--	Stinger/Club	Jack	Ord.	Triphibian	5-6	5-6
6-36	Herb.	Efut	Filter	75 kg.	4D/2D	-1D	Clwas/Club	Cloth	Ord.	-----	6	1

PLAINS

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec. Attr.	Enc. Die Roll	
											White	Red
2-12	Omni.	Rudstot	Hunter	300 kg.	8D/6D	+3D	Stinger	Battle Dress	Tri.	-----	1	1-2
1-6	Omni.	Culwap	Gatherer	300 kg.	11D/7D	-2D	NONE	Jack	Ord.	Suc. Proboscis	1	3
10-60	Herb.	Efut	Filter	75 kg.	5D/2D	--	Club	Jack	Ord.	-----	1-2	4-6
1-3	Omni.	Rudstot	Hunter	600 kg.	9D/4D	+2D	Teeth	Cloth	Ord.	Poison Fangs	2	1-3
4-24	Scav.	Angiosh	Hijacker	20 kg.	2D/2D	-1D	Claws	Jack	Ord.	Flyer	3-4	1-3
3-18	Omni.	Rudstot	Gatherer	200 kg.	10D/4D	+2D	Teeth	Battle Dress	Ord.	Amphibian	3	4-6
1-3	Omni.	Rudstot	Hunter	600 kg.	7D/3D	+3D	Stinger/Teeth	Cloth	Ord.	Poison Fangs	4	4-5
12-72	Omni.	Culwap	Gatherer	2500 kg.	12D/9D	-3D	NONE	Mesh	Ord.	-----	4	6
20-120	Herb.	Efut	Filter	50 kg.	3D/2D	-1D	Teeth	Jack	Ord.	-----	5-6	1-2
4-24	Herb.	Efut	Filter	100 kg.	5D/2D	-2D	Teeth	Cloth	Tri.	-----	5-6	3-4
2-12	Scav.	Nopspire	Intermit.	900 kg.	14D/9D	+3D	Teeth	Battle Dress	Db1.	-----	5	5-6
6-36	Scav.	Angiosh	Hijacker	50 kg.	4D/2D	-1D	Claws	Cloth	Ord.	Triphibian	6	5-6

DESERT

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec. Attr.	Enc. Die Roll	
											White	Red
1-2	Omni.	Culwap	Gatherer	2000 kg.	14D/6D	+2D	Teeth	Jack	Ord.	-----	1-2	1-2
1-6	Omni.	Rudstot	Gatherer	200 kg.	5D/3D	+1D	Stinger/Claws	Cloth	Ord.	-----	1-2	3-5
1-3	Omni.	Culwap	Hunter	3000 kg.	20D/10D	+4D	Stinger/Club	Mesh	Ord.	Suc. Proboscis	1-2	6
1	Scav.	Nopspire	Carrion Eater	500 kg.	6D/3D	+2D	Claws	Cloth	Db1.	-----	3-4	1-2
1-3	Omni.	Rudstot	Hunter	60 kg.	7D/3D	+3D	Stinger/Club	Mesh	Ord.	-----	3-4	3-5
1-2	Omni.	Culwap	Hunter	1200 kg.	8D/3D	+2D	Teeth	Cloth	Ord.	-----	3-4	6
1-3	Omni.	Culwap	Eater	1500 kg.	7D/3D	+2D	Club/Teeth	Cloth	Ord.	-----	5-6	1-3
12-72	Scav.	Angiosh	Hijacker	3 kg.	1D/1D	-1D	Club/Stinger	Battle Dress	Tri.	Flyer	5	4-5
2-12	Scav.	Nopspire	Hijacker	300 kg.	5D/3D	+2D	Claws/Teeth	Jack	Ord.	-----	5	6
3-18	Omni.	Culwap	Reducer	1000 kg.	11D/8D	+2D	Teeth	Cloth	Ord.	-----	6	1-4
1-6	Omni.	Culwap	Intermit.	2500 kg.	8D/4D	+3D	Claws/Teeth	Cloth	Ord.	Suc. Proboscis	6	5
10-70	Scav.	Angiosh	Hijacker	10 kg.	1D/1D	-1D	Stinger	Cloth	Ord.	Flyer	6	6

MOUNTAINS

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec. Attr.	Enc. Die Roll	
											White	Red
3-18	Herb.	Efut	Filter	50 kg.	1D/2D	+2D	Claws	Cloth	Ord.	-----	1	1
4-24	Scav.	Angiosh	Hijacker	20 kg.	1D/2D	+2D	Stinger + Claws	Mesh	Ord.	Triphibian	1	2-3
2-12	Omni.	Rudstot	Hunter	150 kg.	6D/4D	+1D	Teeth + Claws	Battle Dress	Tri.	Amphibian	1	4-5
1-6	Scav.	Nopspire	Chaser	300 kg.	6D/8D	+3D	Club + Claws	Battle Dress	Tri.	-----	1	6
1-3	Omni.	Rudstot	Hunter	900 kg.	5D/2D	+1D	Teeth	Cloth	Dbl.	-----	2	1-3
1-6	Omni.	Rudstot	Eater	500 kg.	7D/4D	+2D	Stinger	Cloth	Dbl.	Amphibian	2	4-5
6-36	Herb.	Efut	Filter	10 kg.	1D/1D	-4D	NONE	Cloth	Ord.	Glider	2	6
4-24	Herb.	Efut	Filter	30 kg.	2D/2D	+2D	Claws	Battle Dress	Ord.	-----	3	1
1-6	Omni.	Rudstot	Hunter	150 kg.	4D/3D	+3D	Club	Jack	Ord.	-----	3-4	2-3
1-6	Omni.	Rudstot	Hunter	600 kg.	6D/3D	+2D	Stinger	Cloth	Ord.	Amphibian	3-4	4-6
2-12	Omni.	Rudstot	Hunter	200 kg.	5D/3D	+1D	Claws	Mesh	Ord.	Amphibian	4	1
1-3	Scav.	Angiosh	Hijacker	100 kg.	5D/2D	--	Teeth	Cloth	Tri.	Amphibian	5-6	1-2
3-18	Scav.	Angiosh	Reducer	10 kg.	1D/2D	-1D	Stinger + Claws	Cloth	Ord.	Flyer	5-6	3-4
5-30	Herb.	Efut	Grazer	75 kg.	5D/2D	--	Claws	Jack	Ord.	-----	5-6	5
1-6	Omni.	Rudstot	Hunter	300 kg.	5D/3D	+1D	Claws	Jack	Tri.	-----	5-6	6

HILLS

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec. Attr.	Enc. Die Roll	
											White	Red
10-60	Herb.	Efut	Filter	20 kg.	2D/2D	-1D	Club	Jack	Ord.	-----	1-2	1-2
7-42	Herb.	Efut	Filter	100 kg.	5D/2D	--	Club	Jack	Tri.	-----	1-2	3-4
1-6	Omni.	Rudstot	Hunter	600 kg.	9D/4D	+2D	Teeth	Battle Dress	Ord.	Amphibian	1-2	5-6
20-120	Scav.	Angiosh	Hijacker	1 kg.	2D/1D	-1D	Teeth	Battle Dress	Ord.	Triphibian	3-4	1-4
6-36	Herb.	Efut	Intermit.	30 kg.	2D/1D	-4D	NONE	Jack	Ord.	-----	3-4	5-6
4-24	Scav.	Angiosh	Carrion Eater	3 kg.	1D/1D	-2D	Claws	Cloth	Ord.	-----	5	1-4
3-18	Omni.	Rudstot	Hunter	500 kg.	2D/4D	+1D	Claws	Battle Dress	Tri.	-----	5	5
2-12	Omni.	Rudstot	Eater	600 kg.	7D/4D	+2D	Stinger	Cloth	Dbl.	-----	5	6
4-24	Herb.	Efut	Intermit.	30 kg.	2D/2D	-4D	NONE	Mesh	Ord.	-----	6	1-3

GEOPHYSICAL ENCOUNTERS

Die Roll	Encounter	Plains	Desert	Hills	Mountains	Coast & Swamp
3	Developing Faults & Fissures	+1	+2	+3	+4	+1
2	Volcanic Eruptions	+1	+1	+2	+3	+1
4	Avalanche	--	--	+1	+3	--
7	Lava Flow	+1	+1	+2	+3	--
6	Earthquake	+3	+4	+2	+3	+2
8-9	Hailstorm	+3	+3	+2	+1	+2
10-11	Drought	+3	+4	+2	+1	+1
12	Tidal Wave	--	--	--	--	+4
5	Flood	+3	+4	+1	--	+3

The Temple of Bruidad

The Temple of Bruidad is an ancient religious training school of the defunct Irf race. Earthquakes and avalanches have demolished most of its exterior, but the tunnels and rooms which were beneath it are still partially intact. The supports are very unsteady and could cave in at any moment (Cave-in roll required while underground; 2 die roll, 3+ on each turn sequence to prevent cave-in).

#1. This is the foundation wall of the Temple Bruidad.

#2. This is the granite slab that covers the stairwell to the subterranean chambers.

#3. Same as #2.

#4. Same as #2.

#5. This room was the holding area for the Temple's sacrificial animals. It is full of dirt, animal refuse, and bones.

#6. This room was the animal-tender's room. In front of the cave-in is a three-legged stool. Behind the cave-in is a small leather pouch full of gold and copper beads. (500 credits)

#7. This room is full of partially petrified vegetable matter. Originally it was the store-house for the animals' feeding supplies.

#8. Same as #7.

#9. This is a subterranean well where water was obtained for the sacrificial animals. There is no longer any water in it as its spring has dried up. The walls go down 300 meters and are covered with dried slime. At the bottom of the well are a number of small, decayed, animal carcasses and a copper sash-pin (worth 5 credits).

#10. This was the Temple's wine cellar. There are 300 casks of delicious wines, still in perfect condition, in this room. Each cask is worth 1500 credits.

#11. This was the community dining area for the scholars, holymen, and teachers. It is now full of broken tables, broken chairs, broken plates, and the putrid carcass of a 2500 kg. Culwap Fatbod that fell in here and starved to death during the last earthquake.

#12. This room was originally a waiting chamber for visitors to the humble holymen. A few chairs are still here. Under one of them is a silver key on a chain (worth 50 credits).

#13. This was the preparation room for the humble holymen. It contains a leather hooded robe (worth 50 credits), two emerald collar-buttons (worth 400 credits), and a gold chalice (worth 550 credits).

#14. This room was the temple cremation chamber. In the center of the room is the shallow pit where the funeral pyre was erected. The pit is full of ashes.

#15. This room was the temple library. It contains baked clay tablets with the wisdom of the ages inscribed in their surfaces. Most of the tablets are too marred and chipped to be of any value.

#16. This was a meditation chamber. There is a small oil lamp full of Culwap oil, an earthenware jar full of aromatic herbs, and a clay pipe beside the door. Smoking the herb causes hallucinations (-½ Strength, -3 Dexterity, -1 Endurance, -3 Intelligence, for 1 turn sequence).

#17. Same as #16.

#18. This room contained the non-religious instructors' sleeping quarters. Poking out from under the debris is the end of a leather cot. A stone bench with a well-preserved clay tablet (worth 100 credits) is opposite the pile of rubble.

#19. This room was the community sleeping quarters for the holymen. In the niche in the wall is a collection of accessories for the holy robes. There are 6 beaten gold buckles (worth 400 credits each), 4 enamelled copper arm bands (worth 100 credits each), two wrought-silver neckchains (worth 350 credits each), and a long tassel (worth 2 credits).

#20. This room was the indoctrination area for the novitiates. It is empty.

#21. This room was the novitiates' sleeping quarters. It contains the novitiates' vestments; a grey robe, a leather sash, and a silver sacrificial knife (worth 250 credits).

#22. This room housed the kitchen staff. It contains six leather covered cots. There is an empty wine jug under one of the cots, and a pair of fur-lined mittens (worth 5 credits) under another.

#23. This room was the students' living quarters. It contains four cots and an equal number of tables. There are several piles of broken clay tablets on the floor. A silver inscribing pen (worth 150 credits) is tucked under a leather sash on one of the tables.

#24. Same as #23, without the pen and sash.

#25. This room was the temples' kitchen area. Five copper kettles (worth 50 credits each) are scattered on the floor.

#26. This room was the supply room. Thieves have broken into it several times, but a jug of Culwap oil (worth 15 credits) and a heavy silver serving platter (worth 600 credits) still remain, hidden behind a pile of refuse.

Fortified Town Ruins - Mur Byl

The fortified town of Mur Byl lies in ruins between the Kom and Agu Rivers. Originally it was completely enclosed by a thick adobe wall in the typical 5-petal design. Now the major portion of the wall has fallen and most of the buildings have crumbled into rubble.

#1 The Royal Tomb

Only half of this structure remains standing. A small sarcophagus lies under the debris from the collapsed wall. There is a mummified, headless corpse inside the sarcophagus.

#2 Curved Stairway (I)

This stairway was used to gain access to, or egress from, the town. The room beneath it was the guards' resting area. It is empty now.

#3 Guard Tower (I)

This tower was originally one of five look-out stations. Only a portion of it is still standing. A Nopspire Jenter (14D 9D, +3D) is using it as a dining room. (+7 on 2 die roll, it's out foraging).

#4 Dungeon

This building was used to impound lawbreakers. Under the rubble of its crumbled wall is a small copper cup (worth 25 credits) and a silver key (worth 50 credits).

#5 Treasury Niche (I)

This recessed area in the wall was originally part of the Royal Palace, and has a false front overgrown with vines. There is a small sack of sapphire beads (worth 1500 credits) and a beaten-gold armband (worth 250 credits) still inside.

#6 Treasury Niche (II)

This Treasury Niche was broken into by thieves after the earthquake that demolished its false front. Under the debris is a fat gold pot with 10,000 copper coins in it (worth 6000 credits). On top of the debris is a small, emerald necklace (worth 500 credits) and a large, bad-tempered Rudstot Noven (worth 9D 4D, +2D).

#7 Guard Tower (II)

This guard tower is completely intact, but the door is jammed. In the ground level room is a wooden cot. There are two cudgels under the cot, and a double-headed axe is leaning against the wall. The cudgels are worth whatever the market will bear; the axe is worth 20 credits.

#8 Curved Stairway (II)

This stairway was originally used to gain access to, or egress from the town. Half of it has collapsed, filling the guards' resting area built into it, with adobe chips.

#9 Building 9

This building used to be a potter's shop. Although the building is well preserved, shards of pottery are nearly ankle deep. Beneath the pieces, a set of 4 matching mugs, fired with a purple glaze, are still unbroken (worth 150 credits).

#10 Building 10

This building was a private residence. Thieves have stripped it bare, and two dead Osp have filled it with an overpowering stench.

#11 Curved Stairway (III)

This stairway was used to gain access to, or egress from, the town. It is perfectly intact, as is the guards' resting area beneath it. The resting area can only be reached from Guard Tower III (#12), but the door works well. In the resting area is a bench, a leather uniform, two pottery mugs with the royal seal embossed on their sides (worth 65 credits) and a clay tablet describing the military code of dress (worth 300 credits).

#12 Guard Tower (III)

This guard tower is nicely preserved in form, but its doors have stood open too long to save the interior. A family of Culwap Scalfiada (11D 7D, - 2D) have taken up residence and the place is littered with animal and vegetable remains. Two of these Culwaps are lying side by side in front of the door to the stairwell chamber. (#11)

#13 Well

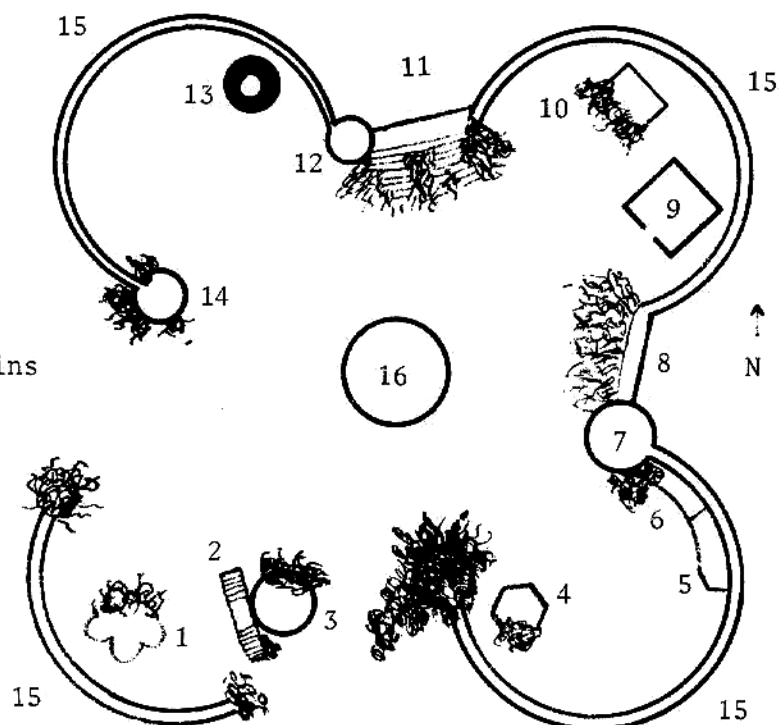
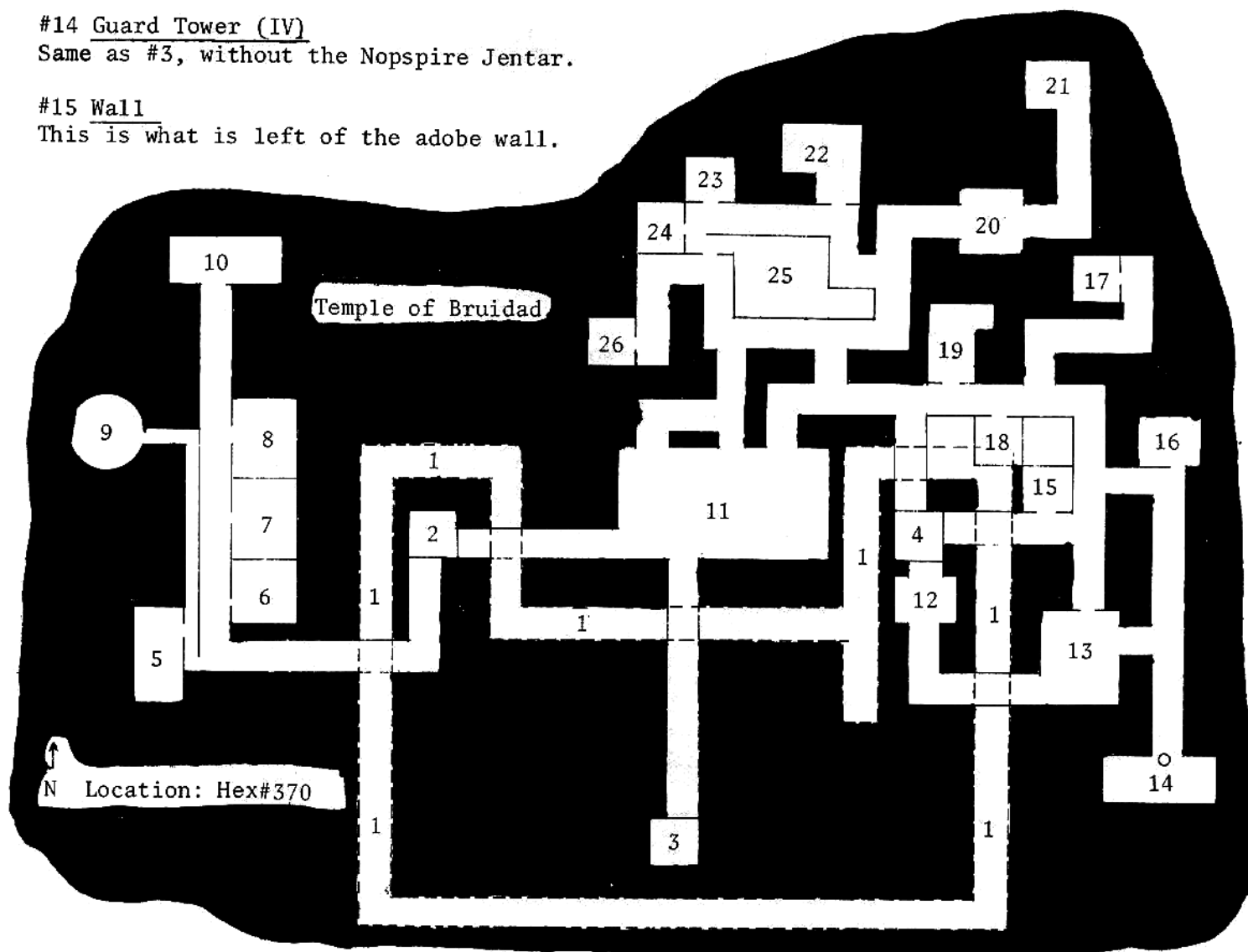
This is a well. Drinkable water can still be obtained here, but getting it requires 25 meters of rope and a bucket or container of some kind.

#14 Guard Tower (IV)

Same as #3, without the Nopspire Jentar.

#15 Wall

This is what is left of the adobe wall.



Fortified Town Ruins

Mur Byl

N Location: Hex#288

The Ruins of the Fortress Caldone

The Fortress Caldone was built by the Byl 50 years before the 200 year war. The Byl built this fortress at the base of a large hill as an outpost from the increasing number of Irf moving onto their lands. The fortress was finally captured in the last battle of the 200 year war by the Irf. It has since been run down by time as the Irf and Byl empires passed. The ruins are hidden by a surrounding forest, but it can be seen from the air easily.

#1 Front Gatehouse

The large wooden doors have broken off at the hinges and are blocking the entrance. Inside the gatehouse is an enclave with a wooden stool and a sword with a broken hilt. Even broken, the sword is worth 5,000 credits; as it is made of silver.

#2 Guard Tower

In the first story is a bunkbed, a desk and two chairs. A Rudstot, 500 kg. Hunter of the Hills is lying asleep under the bed. Also underneath the bed is a small chest containing 6,000 credits worth of gold. In the second story there are 12 Angiosh, 3 kg., Carrion Eaters of the Hills. They are feasting on an Efut carcass.

#3 Barracks

This large, two story building is in fair condition. On the first floor is a large room with bunkbeds and a shower/bathroom. Five Rudstot, 600 kg., Hunters of the Hills are lounging in the southeast corner of the bunk room. The second floor consists of 10 smaller rooms. Each of the rooms are similar to each other; containing bed, desk, chair and a trunk. The room in the northwest corner of the building is a little different. It contains a huge bed with aged, satin sheets and pillows. Hanging above the bed is a Cutlass made of platinum and worth 20,000 credits. If the sword is removed from its rack a gas trap is activated. A sleeping gas is released from a vent above the door. Sleep duration is 12 hours with a saving throw of 8 or above; 2D damage. Inside a trunk at the foot of the bed are some old uniforms neatly folded in two stacks. Underneath one of the stacks is a small metal box containing some sort of bonds, a ruby ring worth 5,500 credits and a silk bag. Inside is a Snub Pistol with pearl inlaid handles and a ruby in each handle. The gun is worth 1,000 credits.

#4 Ruined Guard Tower

This demolished tower is completely empty.

#5 Ammunition & Weapon Storage

The door to this building has a rusted lock that will have to be broken to gain entrance. Inside are locked cases containing 30 Bolt Action Rifles. Another case has 12 swords and 5 Daggers. In a large wooden and glass case is ammo for the Bolt Action Rifles. There are 30 boxes of 100 rounds each.

#6 Guard Tower

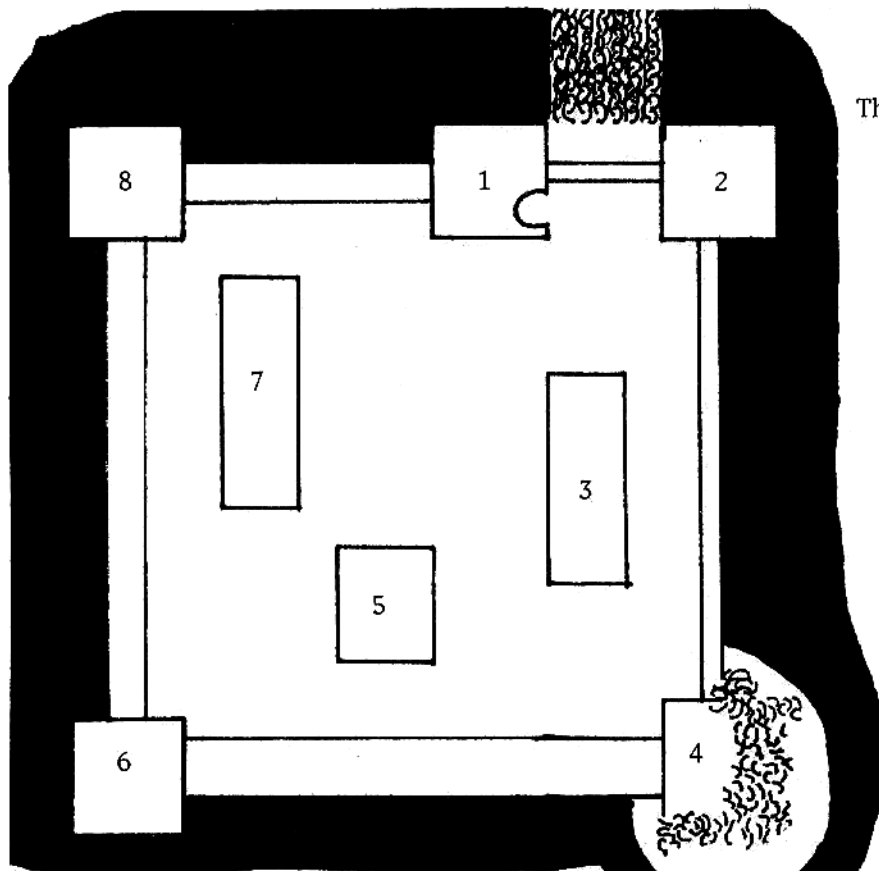
The first floor has at one time been burned out. The walls are completely black. On the second floor are 5 Angiosh, 20 kg., Hijackers of the Hills which live here.

#7 Livestock Barn

Inside the barn are 25 stalls with old straw on the floor. In one of the stalls are 12 Efut, 30 kg., Intermittents of the Hills.

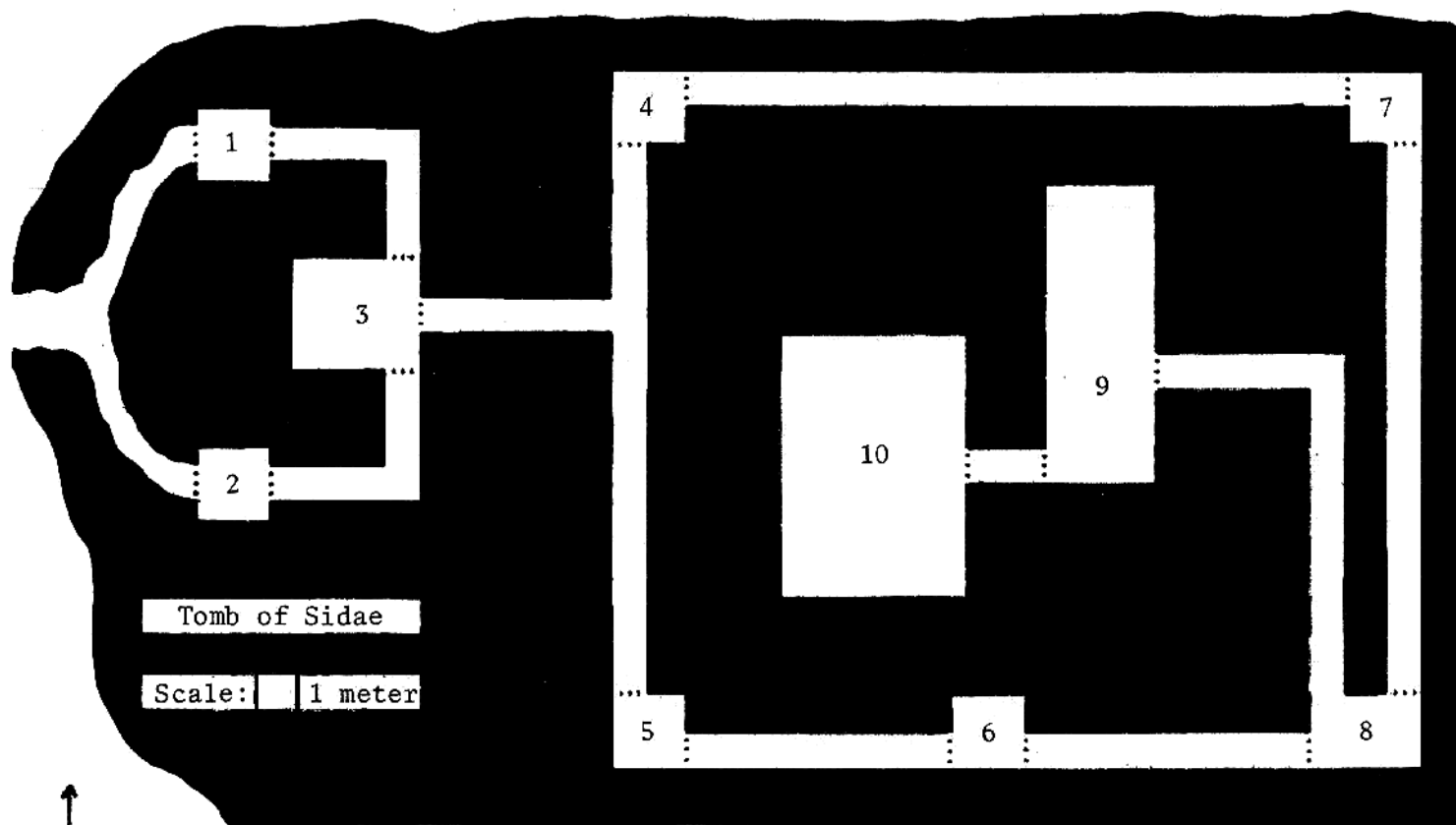
#8 Guard Tower

The first floor of this tower is the home for 42 Angiosh, 1 kg., Hijackers of the Hills. Otherwise the tower is empty.



The Ruins of the Fortress Caldone

↑
N Location: Hex # 279



Tomb of Sidae

Scale: 1 meter

↑
N Location: Hex # 377

The Tomb of Sidae

The Tomb of Sidae is the final resting place of the last ruler of Irf. The entrance is hidden in a clump of Tactus and it is highly visible from the air

as well as ground. Sidae was the leader of the last tribe of Irf, called Bemhuri. They dug the tomb into a hillside of granite and equipped it with such devices as they had for safety. Sidae was laid in a simple coffin and his possessions were laid about him.

Chamber # 1

The doors on this long abandoned guardpost hang open with a foul odor coming from the room beyond. A Culwap, a 1200 kg. Hunter of the Desert has made its lair in this chamber and the foul odor comes from the dead prey laying in the room. The Culwap will attack anything that enters.

Chamber # 2

This is a guardpost like Chamber # 1 and it smells foul also, for 2 Culwap 1200 kg. Hunters of the Desert live in this chamber among their prey. Rubbish and bones cover the floor and if these are shifted through, a heart shaped shield of gold will be found. It is worth 12,000 credits and is inscribed with a complex pattern of runes.

Chamber # 3

Only the north and south doors are open in this chamber, with the east door still sealed. The same rotting, foul odor as in Chamber # 1 comes from the chamber. Inside is the main lair of the Culwaps found in Chamber # 1. There are 3 Culwaps, 1200 kg., Hunters of the Desert and large piles of dead game scattered about the chamber. If the refuse is sifted through, many personal ornaments of gold will be found along with many rusted steel items that appear to have once been weapons. The personal ornaments are worth 17,000 credits. There is also a hollow cylinder made of gold with many small holes arranged in the wall. (Ref. Note: This "key" is used to gain entry into Chamber 10). The east door may only be forced with power tools or weapons, as it is welded shut.

Chamber # 4

The doors to this chamber are not locked and open easily. They will however close if not held open. This chamber is protected by a trap that is activated when the chamber is entered. The trap consists of a high powered 2 cm. rapid-fire gun which is mounted in the southeast corner of the chamber. This weapon is targeted by a Model 1 computer and has the same effects as an Auto/Cannon firing Discarding Sabot ammunition. The weapon mount can be destroyed by a direct hit by an energy weapon or by bending the barrel. The mount can be removed.

Chamber # 5

Same as Chamber # 4 except the trap is in the northeast corner.

Chamber # 6

The doors to this chamber also open freely and are self-closing and airtight. This chamber is also a trap that uses poison gas as its weapon. It is operated by a Model 1 computer and has exhaust fans around the door. The gas has the effects of an Insidious Planetary Atmosphere.

Chamber # 7

Same as Chamber # 6.

Chamber # 8

Same as Chamber # 4 except the trap is on the west wall.

Chamber # 9

The walls, floor and ceiling of this chamber are covered with pictures of scenes from the great days of the Irf. Otherwise the chamber is almost empty; the players will find a round hole that will fit the device found in Chamber # 3 in the southwest corner of the chamber. This will open the southwest door.

Chamber # 10

Sidae is entombed in this chamber; he rests in a green crystal coffin standing in the center of the room. Arranged around the coffin are eight green crystal globes. When closely examined they will prove to be treasure chests. Each globe contains 7,000 credits in precious metals and stones. The coffin is worth 200,000 credits. There is a .2 meter tall statue in the coffin that is worth 250,000 credits; as it is fabricated out of precious metals and stones.

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