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NITHUS

NITHUS is a world adventure, APPROVED FOR USE WITH TRAVELLER. The planet is located in the Banderhue Quadrant of the Theta Borealis Sector of the Imperium. It is inhabited by the Captutains, a peaceful, telepathic race. Throughout the following pages you will explore their colorful world, animals and violent past. The referee should feel free to add to or delete as he wishes. A special thank-you to Marc Miller and the well-wishers that have written us. NITHUS uses Basic Traveller with references to High Guard (2nd Edition), Mercenary and 1001 Characters. TRAVELLER is Game Designers' Workshop's trademark for its science-fiction role-playing game. The trademark is used with permission.

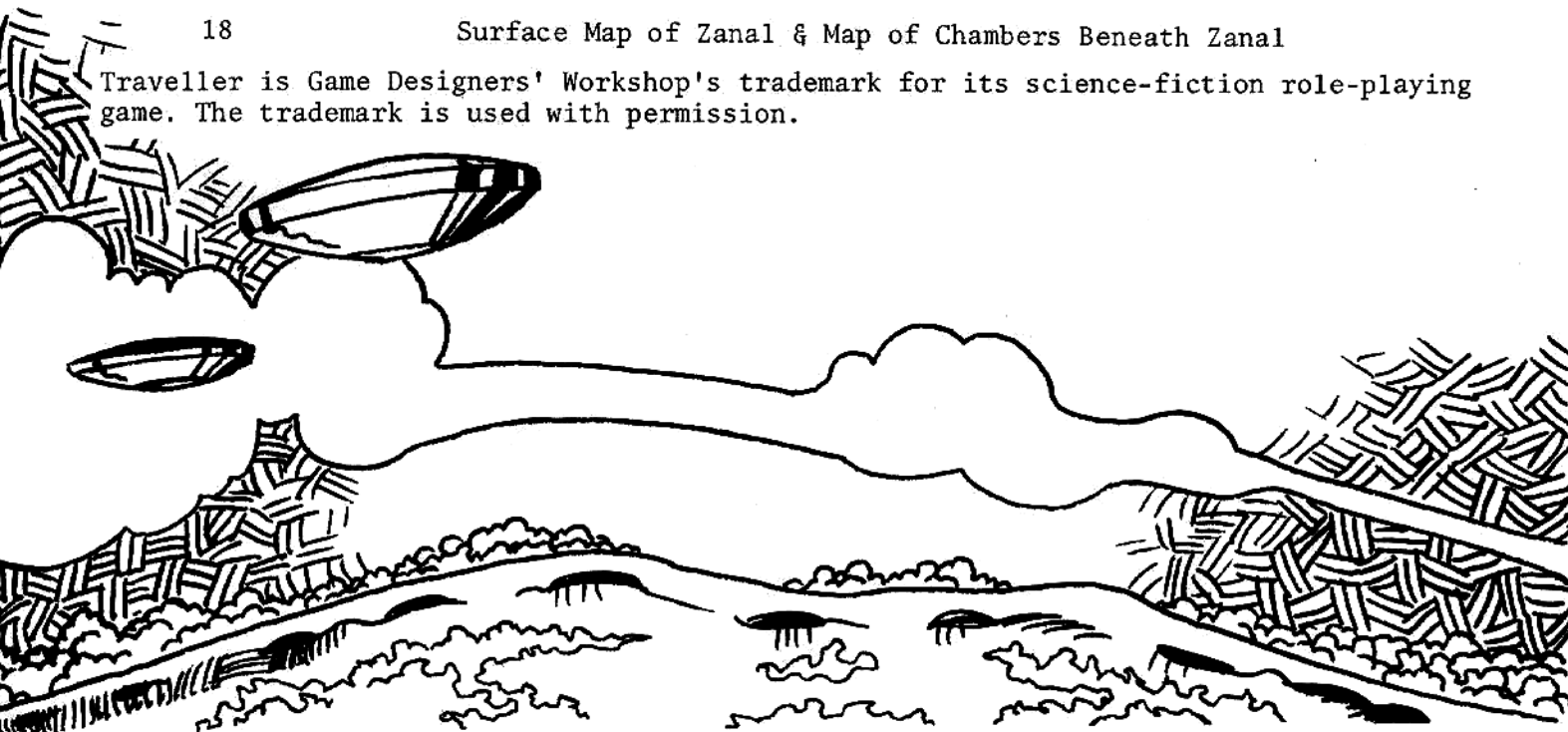
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Planet Name: Nithus
UPC: A341543-F
Location: Banderhue Quadrant at 0707
System: 4 Barren Worlds, Yellow Sun

History of Nithus

Evolution of life on Nithus has been filled with competition for limited food and space, which has often erupted in violence with far reaching results. These acts include the extermination of a vast number of animal species and over half the population of the Captutains. After the last great war for control of the planet's vast wealth, a peace movement began and soon came to power. When the peace group took power it ushered in an utopian era and technology leaped forward. With the factories manned by robots, the Captutains pursued the arts and sciences; engaging in various hedonistic activities. The Captutains reached out to the stars and began making billions of credits in interstellar trade. The Captutains trade in everything. Their biggest sellers are items developed during the long period of self-indulgence when the entertainment industry flourished. Visitors will be greeted peacefully and can have anything they desire as long as they are willing to pay for it.

Terrain Types and Flora

Ocean - There are few complex plant forms in the oceans of Nithus; most are less than a cm. in length and weigh under 2 grams. The small plants range in color from light green to dark blue-green. A large kelp-like plant is the most numerous of the complex plants.

Plains - Light blue-green grasses standing 1 meter tall cover the flat plains of Nithus. At frequent intervals, food processing factories dot the plains; producing all the food needed by the Captutains. Also dotting the landscape are 2 meter tall clumps of dark blue-green bushes. The bushes have many thin stems with small diamond shaped leaves. The roots of the bushes hold large amounts of water which is pure and can grow as long as 10 meters and .3 meters in diameter.

Forest - Gigantic trees growing as tall as 250 meters fill the forests of Nithus. The trunks of these trees are covered with thick, smooth, tough blue bark. The leaves are large triangles that measure 5 meters along each side and are dark blue with purple stripes. The forest floor is covered with dead leaves, massive limbs and a larger variety of the bush of the plains. The bush grows to 5 meters and does not have the extensive roots of its plains counterpart.

Swamp - The swamps on Nithus are overgrown quagmires, filled with quicksand, sink holes and pools of water. The small plant forms of the ocean live in most of the deeper pools with the bush from the plains growing in and around the shallow pools. Travel is hazardous as closely intertwined vines with red tinted foliage cover the great pools of quicksand. All of the vegetation in the swamp is red tinted.

Meteorological Description

Nithus is near enough to its sun that the planet has constant temperatures. Due to this and the Captutains' weather control machine; the planet enjoys ideal weather the year round. The planet's weather patterns are very predictable and only on rare occasions do violent storms occur.

Captutains

The Captutains are a peaceful race. They stand 2 meters tall and weigh 200+ kilograms. The entire body is covered with sleek, short, black fur. The skin on the head is extremely loose and wrinkled. Two small audio canals protected by denser fur are located on either side of the head. The violet pupil-ed eyes are set horizontally on the head and enable the Captutain excellent vision. Below the eyes is the olfactory organ which is almond shaped and porous. A large array of teeth are set in the powerful protruding jaw of the Captutain. They have a small, thickly muscled neck. Their frontal trunk is thick and muscular. The hips are slightly smaller. The Captutains have two pairs of limbs. The first set are located on the upper section of the frontal trunk; the lower from the hips. The upper limbs are equipped with six jointed digits and taloned. The lower limbs are heavily muscled as these are the main form of locomotion. Each is equipped with four taloned, jointed digits. The Captutains are carnivorous.

The Captutains are telepathic and only use their vocal organs while participating in sports or when highly excited. The sound which then escapes resembles a shrill bark. They are peaceful and enjoy community life as well as physical activities.

The Captutains were not always a peaceful race. Their history is one of savage blood baths during their many civil wars. Before weapons were introduced, the Captutains fought each other using their powerful jaws and teeth. Much of the struggle was over power and class structure. The rich ruling classes were no match for the poverty stricken commoners. The rich Captutains' capital furnished weapons. Over 65% of the planet's population was iniated within ten years. Since, the wealth of the planet has been shared by the descendants of the elite class.

CAPTUTAINS' ABILITY CHART

STRENGTH: C	INTELLIGENCE: 7
DEXTERITY: 6	ARMOR: CLOTH
	EDUCATION: 7
ENDURANCE: A	SOCIAL STANDING: 9



Dorblas

Animals of this class can be identified by their two flashing eyes which they can speed up or slow down and use to confuse other animals much like a strobe light. Some animals of this class can alter the color of the rays of light. The eyes can see the infrared spectrum only and in so are not effected by the flash. Some animals of this class have a third eye which has no special properties except to see in the infrared spectrum. This third eye is usually located behind the head whereas the two flashing eyes are located on the front of the head. The head is relatively small compared to the long body. The feeding mechanism and olfactory organs are located on the back of the head. The body is smooth and some animals of this class have chameleon characteristics. Four limbs with five digits each (one jointed) protrude from the body. Some animals of this class are flyers, equipped with long wings. They reproduce by laying eggs.

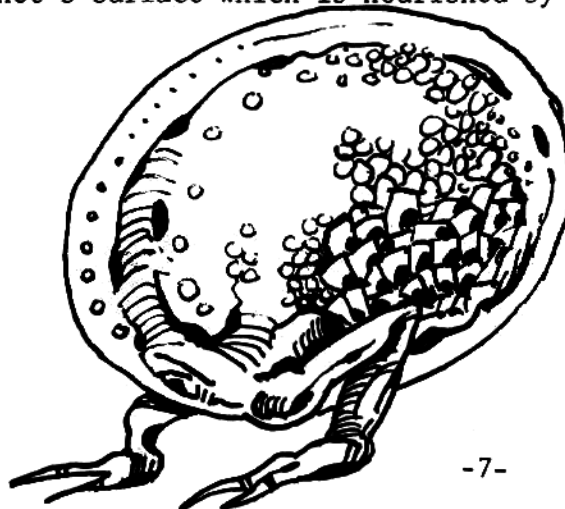


DORBLAS

Tweels

Animals in this class can be identified by their disc shape. They have two limbs with three jointed digits each on the underside of their body. Also located on the underside are three slitted eyes which can only see the normal light spectrum. Their disc-like bodies gather and store solar energy which they use to spin their bodies for locomotion. They hover above the surface, much like a frisbee, searching and gathering additional food with their manipulators. The olfactory organs can be found around the edge of the disc. The feeding mechanism is located under the eyes. Most animals of this class are brightly colored and some have mosaic-like patterns on their disc-like bodies. They reproduce by releasing a fertilized egg onto the planet's surface which is nourished by the sunlight until it matures and spins away.

TWEELS



Lursea

Animals in this class can be identified by their very soft, furry bodies and gentle appearance. They have glands just under the skin which emit a sweet, perfumed odor to lure insects, etc. for food or during mating season. The glands can also be used as a defense mechanism, emitting a foul, stinging spray. The head is small with two very large, metallic-flecked eyes. The ears are located atop the head and are pointed. These animals have excellent hearing. A small olfactory organ, shaped like a tiny button is located under the eyes. The mouth is shaped like an inverted "v" and is equipped with tiny, razor-sharp teeth. The body is rather lean and covered with soft fur. Animals of this class also have a long, fan-like tail, some of which are equipped with stingers. They have five limbs, all of which are used for locomotion and located on the underside. They bear live young.

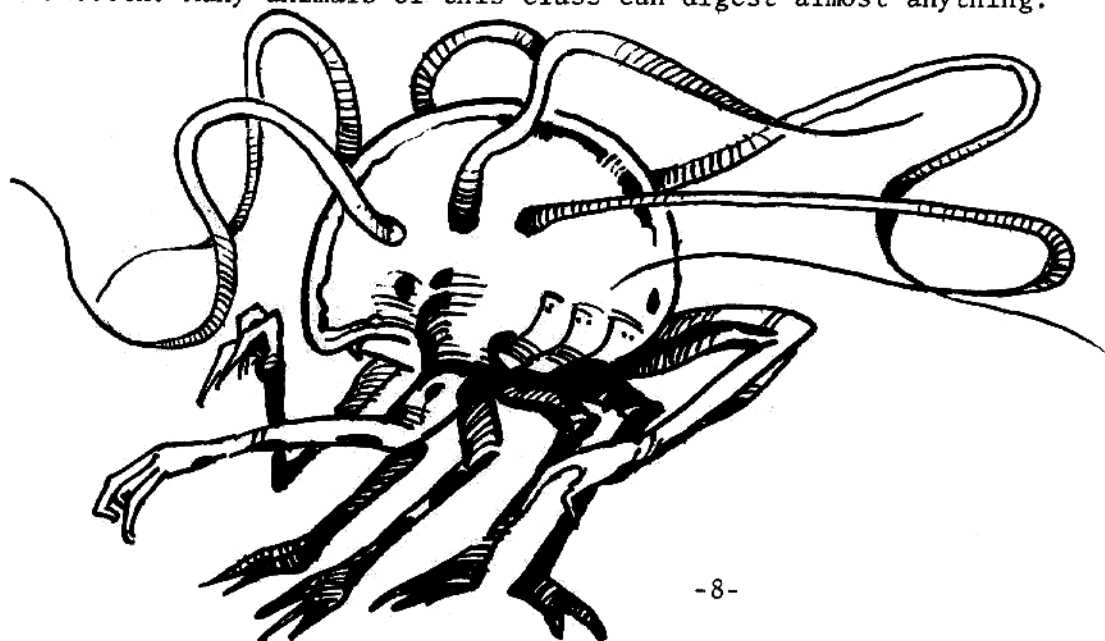
LURSEA



Flaso

Animals in this class can be identified by six feelers attached to their round, basketball-like bodies. The feelers are usually twice the length of the body. The animals have eight, retractable limbs located on their underside, each with eight, jointed digits which they use for grasping or locomotion. Some are equipped with stingers or poisons on their feelers. One of the feelers is used only for reproduction and rapidly changes color during mating season. They reproduce live young that are capable of defending themselves. The mouth and two eyes are hidden inside the body and the animal can protrude them at will. The covering of the body is thick and tough much like leather. The mouth has two sets of fang-like teeth. Many animals of this class can digest almost anything.

FLASO



OCEAN

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec. Attr.	Enc. Die Roll	
											White	Red
15-90	Herb.	Lurse	Grazer	12 kg.	2D/2D	-1D	Teeth	NONE	Tri.	-----	1	1-6
4-24	Herb.	Tweel	Grazer	50 kg.	4D/2D	-1D	Horns	Jack	Ord.	Chameleon	2	1-4
6-36	Herb.	Dorblas	Intermit.	200 kg.	5D/3D	+1D	Thrasher	Mesh	Dbl.	-----	2	5-6
1-6	Herb.	Lurse	Filter	400 kg.	6D/3D	+2D	Thrasher	Jack	Ord.	Chameleon	3	1
2-12	Omni.	Flaso	Eater	100 kg.	5D/2D	--	Claws + Teeth	NONE	Dbl.	-----	3	2-4
1-6	Omni.	Tweel	Hunter	200 kg.	5D/3D	+1D	Blade	Cloth	Tri.	-----	3	5-6
3-18	Omni.	Dorblas	Hunter	50 kg.	4D/2D	-1D	Claws + Teeth	Jack	Dbl.	-----	4	1-4
1-6	Carn.	Dorblas	Pouncer	800 kg.	7D/3D	+3D	Blade	Cloth	Dbl.	-----	4	5-6
4-24	Carn.	Flaso	Chaser	100 kg.	5D/2D	--	Broad Sword	NONE	Tri.	-----	5	1-2
5-30	Scav.	Tweel	Reducer	25 kg.	3D/2D	-1D	Teeth	NONE	Tri.	-----	5	3-6
									* Mineral		6	1-5
									+ Race		6	6

PLAINS

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec. Attr.	Enc. Die Roll	
											White	Red
20-120	Herb.	Flaso	Grazer	25 kg.	3D/2D	-1D	Horns	Cloth	Ord.	Chameleon	1	1-2
10-60	Herb.	Lurse	Grazer	50 kg.	4D/2D	-1D	Horns + Teeth	Mesh	Dbl.	-----	1	3-6
8-48	Herb.	Tweel	Grazer	100 kg.	5D/2D	--	Teeth	NONE	Tri.	-----	2	1-6
5-30	Herb.	Lurse	Intermit.	400 kg.	6D/3D	+2D	Horns + Teeth	Mesh	Dbl.	-----	3	1-3
2-12	Herb.	Flaso	Intermit	200 kg.	5D/3D	+1D	Horns + Teeth	Jack	Tri.	-----	3	4-6
4-24	Omni.	Dorblas	Hunter	400 kg.	6D/3D	+2D	Claws + Teeth	Cloth	Ord.	-----	4	1-4
2-12	Carn.	Dorblas	Pouncer	800 kg.	7D/3D	+3D	Broad Sword	NONE	Dbl.	Chameleon	4	5-6
1-6	Carn.	Tweel	Chaser	200 kg.	5D/3D	+1D	Blade	NONE	Tri.	-----	5	4-6
3-18	Scav.	Lurse	Carrion Eater	25 kg.	3D/2D	-1D	Claws + Teeth	Mesh	Ord.	Chameleon	5	3
2-12	Scav.	Dorblas	Reducer	12 kg.	2D/2D	-1D	Teeth	Jack	Dbl.	Flyer	5	1-2
									* Mineral		6	1-2
									+ Race		6	3-6

SWAMP

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec. Attr.	Enc. Die Roll	
											White	Red
3-18	Herb.	Flaso	Grazer	12 kg.	2D/2D	-1D	Teeth	Mesh	Tri.	Chameleon	1	1-6
4-24	Herb.	Tweel	Intermit.	12 kg.	2D/2D	-1D	Claws + Teeth	Cloth	Dbl.	-----	2	1-3
1-6	Herb.	Lurse	Intermit.	25 kg.	3D/2D	-1D	Horn	Jack	Dbl.	-----	2	4-6
1-3	Herb.	Lurse	Intermit.	50 kg.	4D/2D	-1D	Hooves + Teeth	Cloth	Ord.	-----	3	1-6
1-2	Omni.	Dorblas	Eater	100 kg.	5D/2D	--	Teeth	Cloth	ord.	-----	4	1
1-6	Omni.	Flaso	Eater	50 kg.	4D/2D	-1D	Claws + Teeth	Jack	Dbl.	-----	4	2-6
1-3	Carn.	Tweel	Pouncer	50 kg.	4D/2D	-1D	Pike	Mesh	Dbl.	Chameleon	5	1-2
2-12	Scav.	Dorblas	Reducer	12 kg.	2D/2D	-1D	Claws	NONE	Tri.	Flyer	5	3-6
									* Mineral		6	1-6

FOREST

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec. Attr.	Enc. Die Roll	
											White	Red
8-48	Herb.	Tweels	Grazer	6 kg.	1D/2D	-1D	Teeth	NONE	Tri.	-----	1	1
10-60	Herb.	Lurseas	Grazer	25 kg.	3D/2D	-1D	Hooves + Teeth	Mesh	Dbl.	-----	1	2-4
4-24	Herb.	Lurseas	Grazer	25 kg.	3D/2D	-1D	Thrasher	NONE	Tri.	-----	1	5-6
15-90	Herb.	Tweels	Grazer	12 kg.	2D/2D	-1D	Teeth	Cloth	Dbl.	-----	2	1-3
5-30	Herb.	Dorblas	Grazer	50 kg.	4D/2D	-1D	Horns	Jack	Dbl.	-----	2	4-5
3-18	Herb.	Flaso	Intermit.	200 kg.	5D/3D	+1D	Horns	NONE	Tri.	-----	2	6
1-6	Herb.	Lurseas	Intermit.	400 kg.	6D/3D	+2D	Hooves + Teeth	Mesh	Dbl.	-----	3	1-2
1-3	Herb.	Dorblas	Intermit.	1600 kg.	8D/3D	+4D	Horns + Teeth	Jack	Ord.	Chameleon	3	3-4
2-12	Omni.	Tweels	Eater	50 kg.	4D/2D	-1D	Claws + Teeth	Mesh	Tri.	-----	3	5-6
1-6	Omni.	Dorblas	Hunter	50 kg.	4D/2D	-1D	Claws + Teeth	NONE	Tri.	-----	4	1
1-3	Omni.	Flaso	Eater	100 kg.	5D/2D	--	Blade	Cloth	Ord.	-----	4	2-3
2-12	Omni.	Dorblas	Eater	25 kg.	3D/2D	-1D	Claws + Teeth	Jack	Tri.	-----	4	4-6
2-12	Carn.	Tweels	Chaser	400 kg.	6D/3D	+2D	Blade	Mesh	Tri.	-----	5	1
1-6	Carn.	Flaso	Pouncer	800 kg.	7D/3D	+3D	Pike	Jack	Dbl.	-----	5	2-3
1-3	Carn.	Lurseas	Trapper	1600 kg.	8D/3D	+4D	Broad Sword	Cloth	Ord.	Chameleon	5	4-5
1-2	Carn.	Tweels	Killer	400 kg.	6D/3D	+2D	Halberd	Cloth	Dbl.	-----	5	6
1-6	Scav.	Lurseas	Carriion Eater	25 kg.	3D/2D	-1D	Claws + Teeth	Mesh	Dbl.	-----	6	1
2-12	Scav.	Dorblas	Reducer	12 kg.	2D/2D	-1D	Claws	NONE	Tri.	Flyer	6	2-4
									* Mineral		6	5
									+ Race		6	6

-10--

Race Encounter Guideline

Visitors are always greeted warmly on Nithus and will be treated with respect and honor. However strange activity will warrant close observation by the Nithus government. There will be 6-36 Captutains in any group the party encounters.

Weather Pattern Chart

(Roll once daily)

Die	Effect
1	Calm, Clear
2	Calm, Clear
3	Calm, Cloudy
4	Calm, Cloudy
5	Windy, Cloudy
6	Rain

Mineral Chart

2 Germanium	8 Cobalt
3 Vanadium	9 Chromium
4 Krypton	10 Mercury
5 Beryllium	11 Nickel
6 Lead	12 Gold
7 Iron	

The Star of Nepo

As interstellar visitors draw near the planet of Nithus, the Star of Nepo appears in view. The city is layed out in this shape for a purpose, you see, the Star of Nepo is the symbol of the Captutains' peace movement. After all the struggles and strife of the great civil wars, this symbol is a comforting sight. Visitors are greeted by the Captutains with their gesture of friendship, a stroke on the arm or a soft pat on the head. Nepo is a very beautiful city. The star is formed by street design as well as decorative shrubs and trees.

Building #1 Physical & Mental Health Building

This large steel and glass medical building is equipped with every modern device of Tech Level F for the healing and care of the sick. There is a staff of 850 surgeons with every possible training from here and other planets.

Building #2 Grooming Salon

The Captutains are a proud race and very clean. Once a week individuals come here to be groomed. They are shampooed and rinsed with the groom machine. They are then transported to a drying capsule that fluffs the fur. The fur is also treated with scents and preservatives. Each digit is manicured and the head is rubbed with soothing oils. The total grooming treatment takes about half hour and costs 10 credits.

Building #3 Physical Conditioning Building

The Captutains are large, strong individuals that like to keep in good condition. The gymnasium is equipped for weight lifting, calisthenics, wrestling, boxing and swimming. Equipment for nearly all sports is available here.

Building #4 Securities Storage

An irridium wall, 3 meters high surrounds this financial storage building. Five Captutains dressed in Battle Dress, armed with Laser Rifles patrol the entire structure with the use of Grav Belts. Inside lies a circular vault with a computer lock. This vault contains the wealth of Nepo; 50 million credits, precious metals, highly prized gems and rare art objects worth about 100 million credits. Ten Captutains dressed in Cloth and armed with PGMP-14s patrol the basement garage where two Tech Level F AFVs stand ready to back up the patrols.

Building #5 Worship Edifice

The Captutains are a spiritual culture because the past struggles have humbled them. This temple is around 50 meters long and 40 meters wide. Two thousand comfortable seats are tiered around a large stage where the most worthy teach of love for your neighbors.

Building #6 Ancient Palace

This gigantic palace has been abandoned for centuries, awesome in its eerie silence. The walls are made of a material that resembles ivory. Ten abandoned guard houses about 3 meters by 5 meters surround the palace. Each room taunts the imagination, a symbol of corrupt lives and past horrors. An innovative Captutain conducts tours of the ruins for 50 credits and visitors can explore this enormous, vast wonderment.

Building #7 Ultra R&R

On a pure white beach there is a secluded spot where you can forget about credits and schedules; and give yourself up to the total pursuit of pleasure. All of the popular sports from both on and off planet are here for a daily fee of 50 credits.

Building #8 Capital Building of Absolute Power

This large, glass domed building stands on the highest point of the city. The entire main floor houses a large courtroom for the four Judgement Supremes to apply the laws made in the council chamber by the Council of Twelve. The head of government is elected by the masses and answer to the Council of Twelve. The building is protected by 50 Captutains wearing Battle Dress and armed with Laser Carbines.

Building #9 Transportation Sales & Repair

This large, domed complex on the outer edge of the city is devoted to the sale and repair of most transportation vehicles. A large selection of hovercrafts, ATVs, AFVs and Ground Cars can be found here. There are also a few Submersibles, Air/Rafts and Dirigibles available. Also stored here are about 9 tons of spareparts for the above vehicles.

Building #10 Cooktena Parborski Ballet Company

Located in a beautiful crystal structure, the ballet company is one of the most remarkable troupes in the history of ballet. Daring and innovative, it is equipped with the finest talent in the world of dance, music and choreography. Admittance is 75 credits.

Building #11 Nepo Footwear

The retail and manufacturing outlet specializes in footwear for the native Captutains. The right shoe is indistinguishable from the left, in fact they are interchangeable. A varied assortment from military boots to evening footwear; made of cloth, soft leather, silks and hides can be found here.

Building #12 Transportation Depot

The Captutains travel mainly by capsule population movers. The large, plastic, tube-like systems can be found throughout the planet. Capsule tubers, carrying 100 or more citizens, shoot through these tubes by vacuum; moving the population at will anywhere they may wish to go. This is one of the depots.

Building #13 Military Training Center

Although the Captutains are a peaceful people, they realize that outer space can bring destruction and so they undergo training and maintain a defense. It is here that all of the recruits receive their basic training. At any one time there will be 400 Captutains wearing Cloth and armed with PGMP-14s in the Training Center. The Training Center is commanded by a one-eyed Captutain named Muggsby and he is equipped like the others.

Building #14 Power Station

Power for the city of Nepo is supplied by the solar power station. This is a byproduct of the giant weather control machine which keeps the temperature comfortable and a semi-reliable climate all year long. The station is surrounded by an electrically charged fence, about 4 meters tall (5D damage if touched). A security unit of 24 guards, wearing Reflec and carrying PGMP-14s, patrol the perimeter of the fence at 2 hour intervals.

Building #15 Meat Processing

Since Tweels and Dorblas are the main meats consumed by the Captutains, these animals are hunted, killed and butchered. The delicious meats are processed and sliced into different cuts to be sold at the market place. This is a large industry, as the Captutains consume alot of meat.

Building #16 Spaceport

The Spaceport is a beautifully designed complex. To the north of the main complex is the area designated for heavy space transports that engage in inter-planetary trade; making for a prosperous economy. There is also an area for smaller spacecraft which usually carry passengers. There are a total of 10 launching chutes and many landing pads for heavier equipment. This is a Type A Starport.

Building #17 Wood Processing Plant

In this extra large building, giant saws and heavy equipment cut huge logs that are transported here from the forests of Nithus where the trees grow as tall as 250 meters. The lumber is processed into building materials, home furnishings as well as wood pulp. The processing plant employs about 10,000 Captutains and most of the manual labor is carried out by robots.

Building #18 Memorial Building

This warmly decorated sanctuary is serene and quiet. Here services for the dead are performed and the body is transported to one of the many burial grounds. The Captutains are a compassionate people and when a loved one passes on many friends gather here to comfort the grieving family.

Building #19 Intellectual Services Center

A liberal education is offered to the Captutains. They may attend the center at any age, free of charge. Most generally attend at an early age then drop out during the prime of their life. They usually re-enter the system in later life.

Building #20 Market Place

This huge, domed complex consists of 450 different retail outlets. Moving sidewalks whisk shoppers throughout the structure. A large loading area to the rear holds several large lockers where purchases are held and transported anywhere in the city - a free service which promotes sales. Everything from apparel to foods; heavy equipment to artworks can be found here. Each outlet will have goods worth 10,000-60,000 credits and 200-1200 credits in bank drafts and cash.

Building #21 Manufacturing Center

It is in this complex of buildings that most of the goods produced on Nithus are made. Anything from Air-locks to Z Guns are built by the Captutains guided by robots. Prices are generally 10% lower than the prices given in Traveller.

Building #22 Musseum of the Captutains

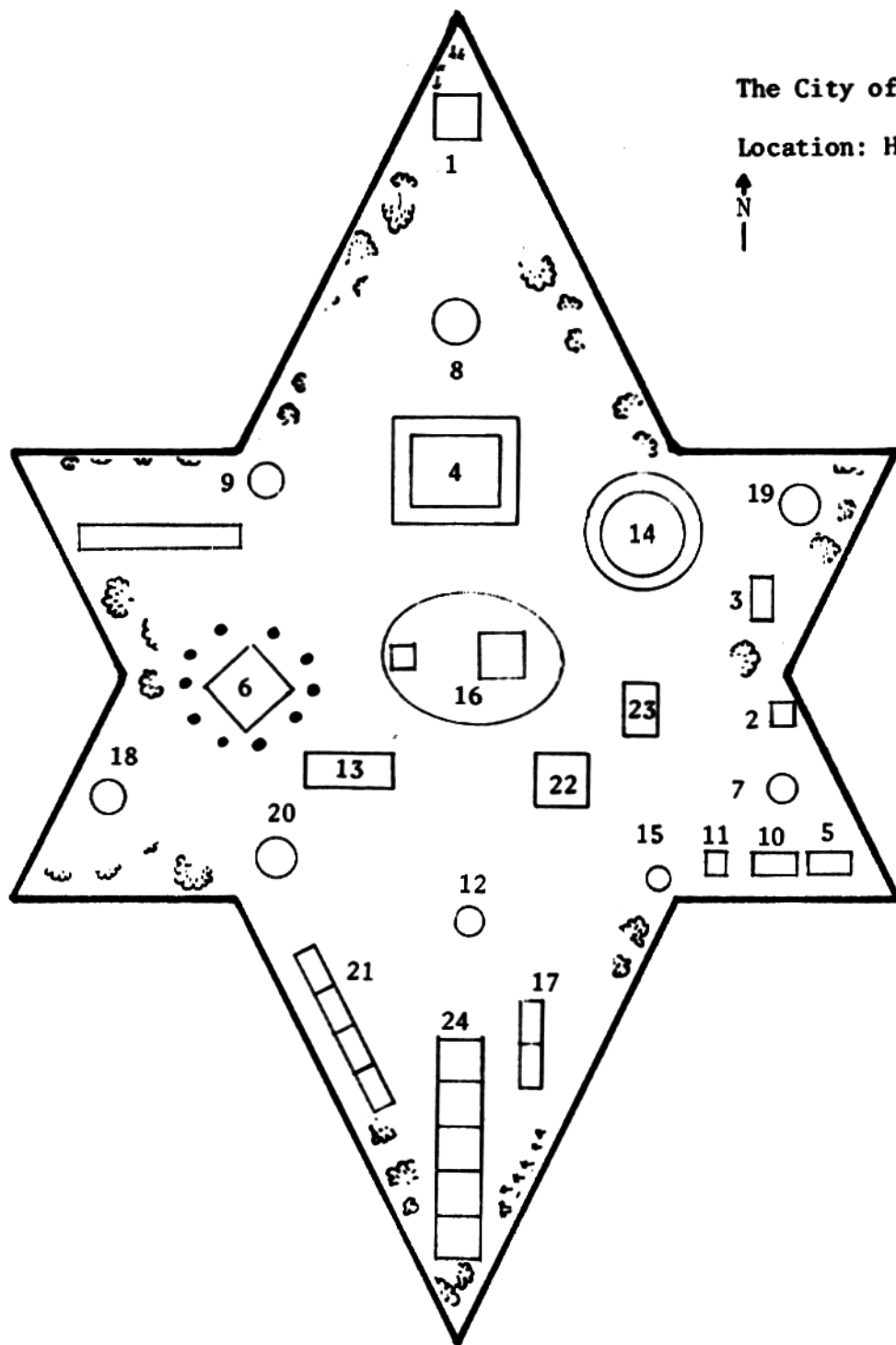
The past is very important to the Captutains as they wish to prevent the trageties of the past from occuring again. In this ivory walled building records are kept as if they were treasures irreplaceable. All culture, history and scientific achievements are kept in these records.

Building #23 Armory

In this low, thick building is kept the weapons that the Captutains have sworn never to use on each other. In the sturdy vaults are 1,000 PGMP-14s, 1,000 FGMP-15s, 2,000 suits of Cloth armor, 5 Nuclear Dampers, 5 Y Guns, 10 Lt MRLs, 2 Meson Acc.s and 20 Armored Grav Carriers. This installation is protected by 50 Captutains armored in Cloth and carrying FGMP-15s.

Building #24 Mass Housing

These areas are the mass housing units for the bulk of Nepo's population. They are similar in construction and value. being made of plastic panels.



The City of NEPO

Location: Hex #229



The Fleet of Nithus

The Captutains maintain a modern fleet of warships because they realize that in order to keep peace they would need to defend themselves. Therefore on one hand, you have the Captutains conducting a most peaceful society, while spending billions of credits for defenses. All Captutains serve a voluntary, 2 year term of service when reaching majority age and then join the reserves. The bulk of the Fleet of Nithus is in orbit between Nithus' star and the planet itself. If provoked, the Fleet will engage in battle no matter what the odds and will not surrender.

The Fleet of Nithus

(40)-DD-52268E2-420000-05001-0 410.3Mcr. 500tons

batteries bearing 4 1

batteries 4 1

Passengers=20. Low=0. Cargo=20. Fuel=50. EP=40. Agility=3. Marines=0.

(20)-PE-K926BJ3-805505-069J7-0 82,730Mcr. 100,000tons

batteries bearing 8311

batteries 8311

Passengers=0. Low=0. Cargo=0. Fuel=1100. EP=1100. Agility=0. Marines=50.

(10)-PB-R9138J4-907708-089T7-0 29404Mcr. 10,000tons

batteries bearing 7715

batteries AA18

Passengers=0. Low=0. Cargo=0. Fuel=8000. EP=8000. Agility=0. Marines=100.

(2)-TA-L5212F2-500000-05000-0 5,000Mcr. 20,000tons

batteries bearing 9

batteries A

Passengers=20. Low=0. Cargo=100. Fuel=11000. EP=400. Agility=0. Marines=10.

Ground Defenses of Nithus

The ground defenses of Nithus are based totally on small, self-contained units that harass the enemy. Every able-bodied Captutain is in this partisan army and keep most armaments in their homes. The units operate independently and can be expected to give no quarter. Heavy Weapons and vehicles are stored in the officers' homes. The units are called Brenalfors and their order of battle is listed below:

The Brenalfor

1 - OFFICER - Armored in Cloth & Armed with FGMP-15.

2 - NCOs - Armored in Cloth & Armed with FGMP-15.

1 - NCO (gunship commander) - No Armor & Armed with Submachine Gun.

6 - INFANTRY- Armored in Cloth & Armed with FGMP-15.

3 - CREW (gunship crew) - No Armor & Armed with Submachine Guns.

1 - Tech Level 15 Gunship - Gunship mounting one rapid pulse X gun and one turret mounted FGMP-15. The gunship can carry the infantry, which can fire from inside the vehicle.

The Brenalfor can mobilize and head for the wilderness or to battle within moments of an alarm. There are 8,000 of these Brenalfors and it is considered a honor to serve in one.

The Ruins of Zanal

The Ruins of Zanal are a tribute to the former folly of the Captutains. The city was the last of the old day's capitals and it was here the peace movement started. The Captutains of the peace movement left the city and soon afterwards the city's evilness destroyed it. Zanal's ruins glow with the radiation that is the aftereffect of the city's destruction. Only three buildings survived the almost total leveling of the city and they received extensive damage. Without protection, the radiation is at a level that will cause sickness within 4 hours.

Building # 1

This building was the police station of the city of Zanal. It had the usual array of offices and storage rooms. With heavily reinforced walls of steel and red glass to protect them, the police controlled the city by terror. The basement contains many holding cells and there are piles of Captutain bones in most of these cells. The basement of the station was one of the few areas of Zanal to survive the destruction of the city. The aboveground levels of all the buildings were gutted in one manner or another; with Buildings #1,2,3 and 4 the only ones with roofs; although totally burned out. In one of the cells a tunnel slanting downward is beneath a cot. The tunnel is 2 meters in diameter and slopes down at 30 degrees; spiraling down 100 meters to Chamber #5. In the upper level lives a pride of 3 Flaso, 800 kg., Pouncers of the forest. In the basement live 18 Dorblas, 12 kg., Reducers of the forest.

Building # 2

This building was the king's palace and in its burned out halls, mosaics of life from a long dead culture are inlaid in the floors. The building contains rubbish from the forest in great piles and little else save for a secret door inside a closet. The passage leads to a room with walls 4 meters thick. The charred bones of many Captutains and 100,000 credits worth of jewels lay scattered across the room.

Building # 3

This building was the center of the ancient Captutains' destructive faith. The dark red building is empty now and the wind blowing through the gaping windows causes a howling that keeps the local fauna away. In the center of the large chamber is an altar and if it is examined closely, a set of doors will be found. These open to a stairway 2 meters square leading down 100 meters to Chamber #1.

Chamber # 1

The dirt floor of this chamber is littered with a profusion of animal remains and creeping insects. A stone firebox stands in the center of the chamber. It was used at one time as a sacrificial altar. Two sacred vessels are embedded on either side. The vessels are decorated with silver and pearls (value: 300 credits each). The eerie silence and pungent odor of moldy earth is frightening. A large sack of burlap-type material can be found in one of the dark corners. Inside can be found a Body Pistol (no ammo), a lantern powered by dry cell batteries and a small canister of rotten grains. Crouched behind the sack is a straving mother Flaso (200 kg. Intermittent of the forest) and her two youngsters (15 kg. Intermittents of the forest).

Chamber # 2

This chamber is much larger than the previous one. Rings and chains are set into the walls and the skeleton of an adult Captutain occupies one such set of shackles. About the waist of the deceased can be found an extra wide band of gold (700 credits) encased in cobwebs. Four precious gemmed rings, valued at a total of 3,000 credits, are lying in the dust by the foot bones; apparently having fallen off the bony, fleshless digits. He was once an ancient priest who used to seize and torture victims for his enjoyment and rites. A terrible stench smites your nostrils from the rotted remains of a Flaso din-

ner on the marble slab table. A flying Dorblas (12 kg. Reducer of the forest) has nested in a small niche near the ceiling of the chamber. Inside its nest can be found three eggs and 4 rounds of Body Pistol ammo. A golden thread dangles about 2 meters down from the nest.

Chamber # 3

Fading murals depicting the sacrifices can be found on the walls of this chamber. A red granite slab, used as an altar sets next to a fire pit against the wall of the chamber. Near the pit is a heap of rubbish in a large mound. A rusty shield is exposed along side a huge metal chest in the center of the chamber. Inside the unlocked chest are several once elegant robes; jewelry with settings of gold, silver, diamonds and other precious gems worth 75,000 credits; 2 suits of Cloth armor and one Laser Carbine. All victims were stripped of any valuables and these were thrown into the chest before sacrificing the victims. A 400 kg. herbivore Lursea (Intermittent of the forest) is lumbering from this chamber into the tunnel leading to Chamber #4; leaving behind his mate (400 kg. herbivore Intermittent of the forest) and three young (6 kg. herb. Intermittent of the forest). The young are screaming and howling fiercely; it must be close to supper time. An arrow has been etched into the floor, pointing to Chamber #4.

Chamber # 4

This chamber was obviously the living quarters for the priest. Bugs cover the bed like a thick, moving spread. A huge, red-tinted mirror framed in gold rests against the wall. On either side of the mirror are two red and yellow candles that are 1.5 meters tall. When lit, the fumes from the candles act as Combat Drug (Book 2 Traveller). There is little more of value in this chamber except a suit of Battle Dress armor.

Chamber # 5

The passage coming down from Building # 1 enters from the south wall of the roughly hewn chamber. Two Lursea, 1600 kg., Trappers of the forest live in the chamber and passages leading to Chamber #6 and #4.

Chamber # 6

The most unusual item in the chamber is the skeletal remains of a Lursea, 1600 kg., Trapper of the forest. It lies without a skull on the floor. If the ceiling is closely looked at a barrel will be discovered. This trap is activated anytime an attempt is made to go through the north passages. It will then start firing at everyone in the chamber (9+ to hit 10D damage). It can be deactivated by an AP hit on the barrel (-3 to hit).

Chamber # 7

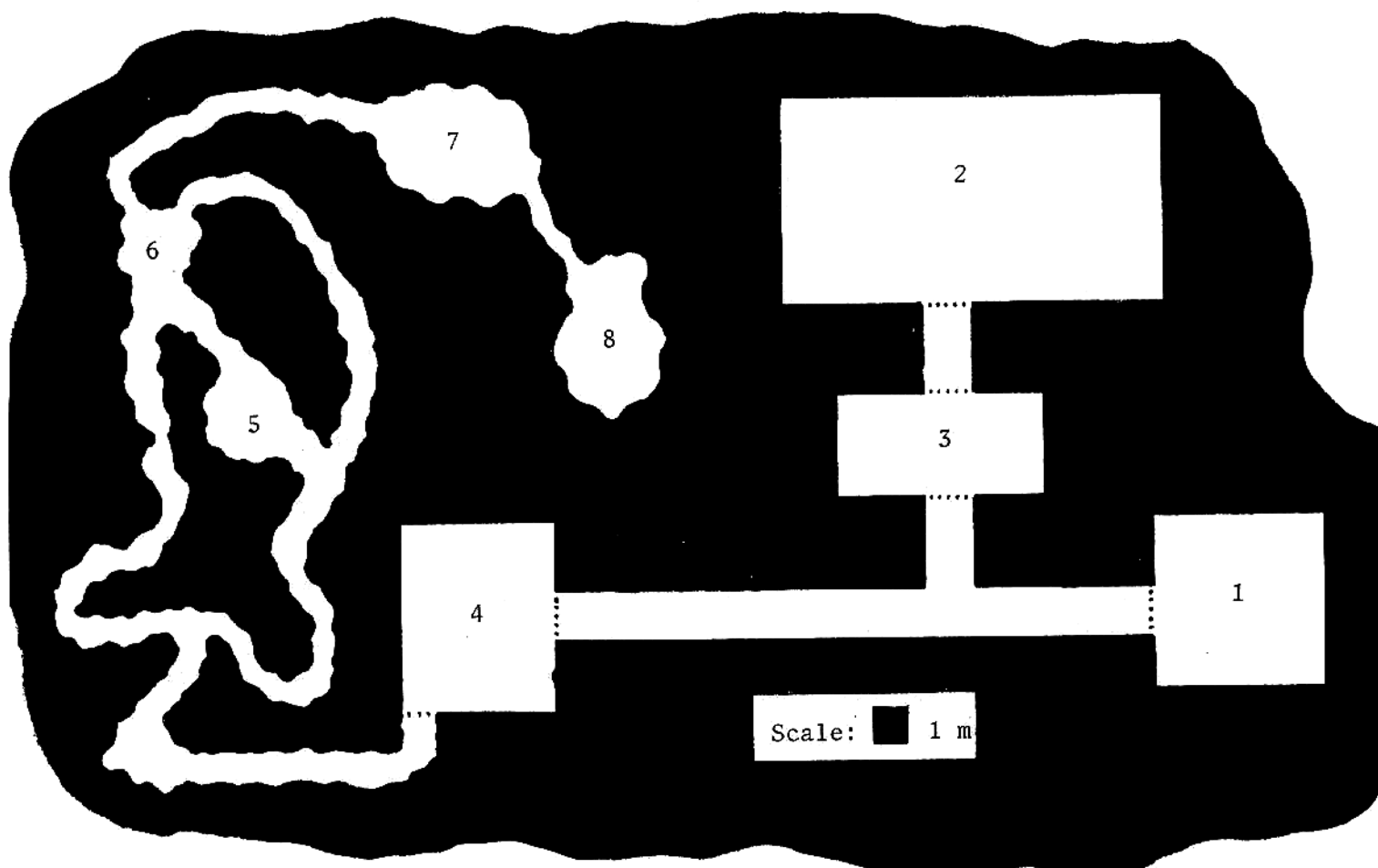
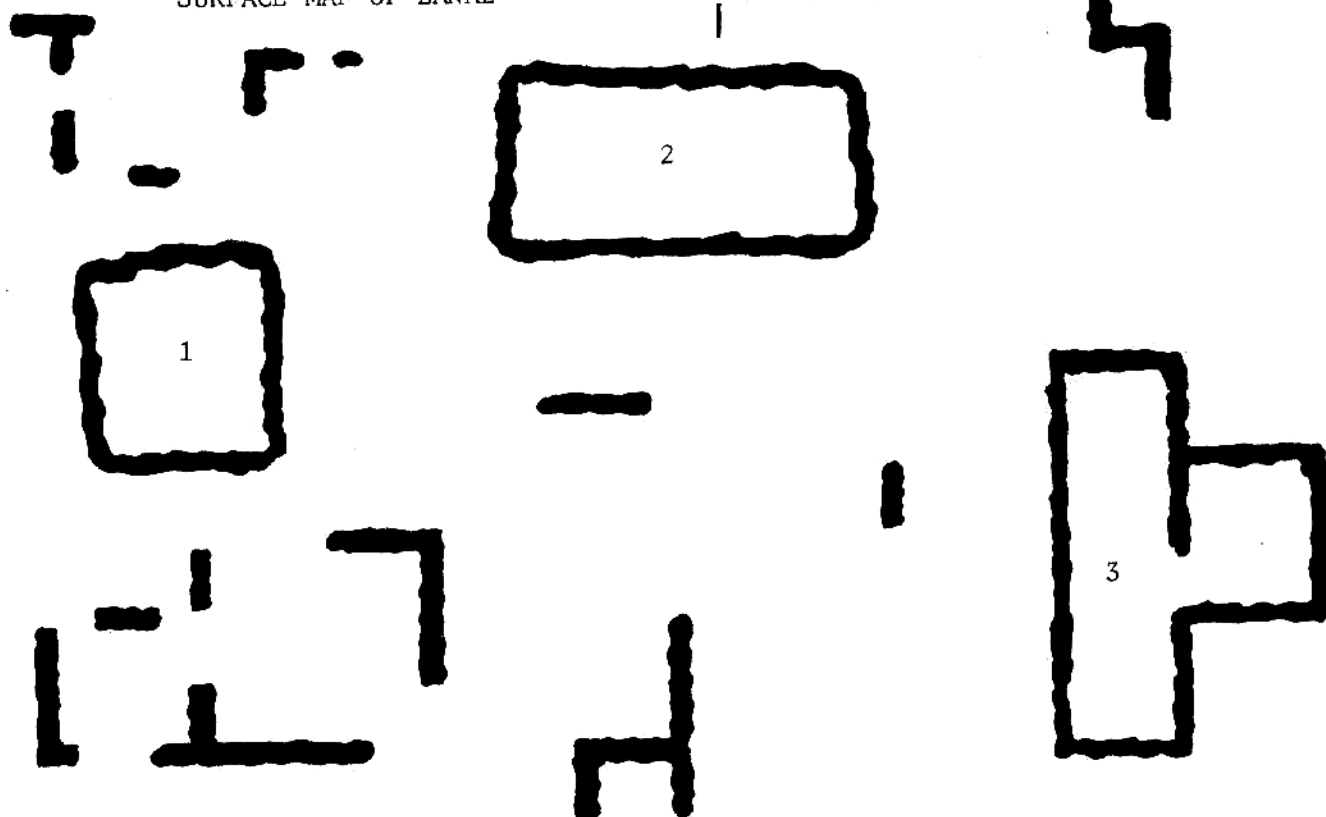
This dusty chamber is empty save a vault door in the southwest corner. The door can only be blasted open as the locking device is fused.

Chamber # 8

Stored in this chamber are many unusual items that are listed below:
A jeweled septon worth 70,000 credits (it will be noticed that the base turns, producing a 2 cm. beam similar to a PGMP-12; however, it is only good at short range - it does not require recharging and cannot be dismantled).
A blue, winged helmet (if the helmet is tried on, it will project a field around the wearer and this field will behave as if it is a suit of Battle Dress).
And finally a small, golden cube 6 cm. on a side and with a red knob in the middle of one side (if the knob is turned the players will feel younger; for each time the knob is turned one standard year of age will be absorbed from the characters - it will absorb 137 years and then burn out).
There is 210,000 credits in gems on the floor.

SURFACE MAP OF ZANAL

↑ N Location: Hex # 277



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