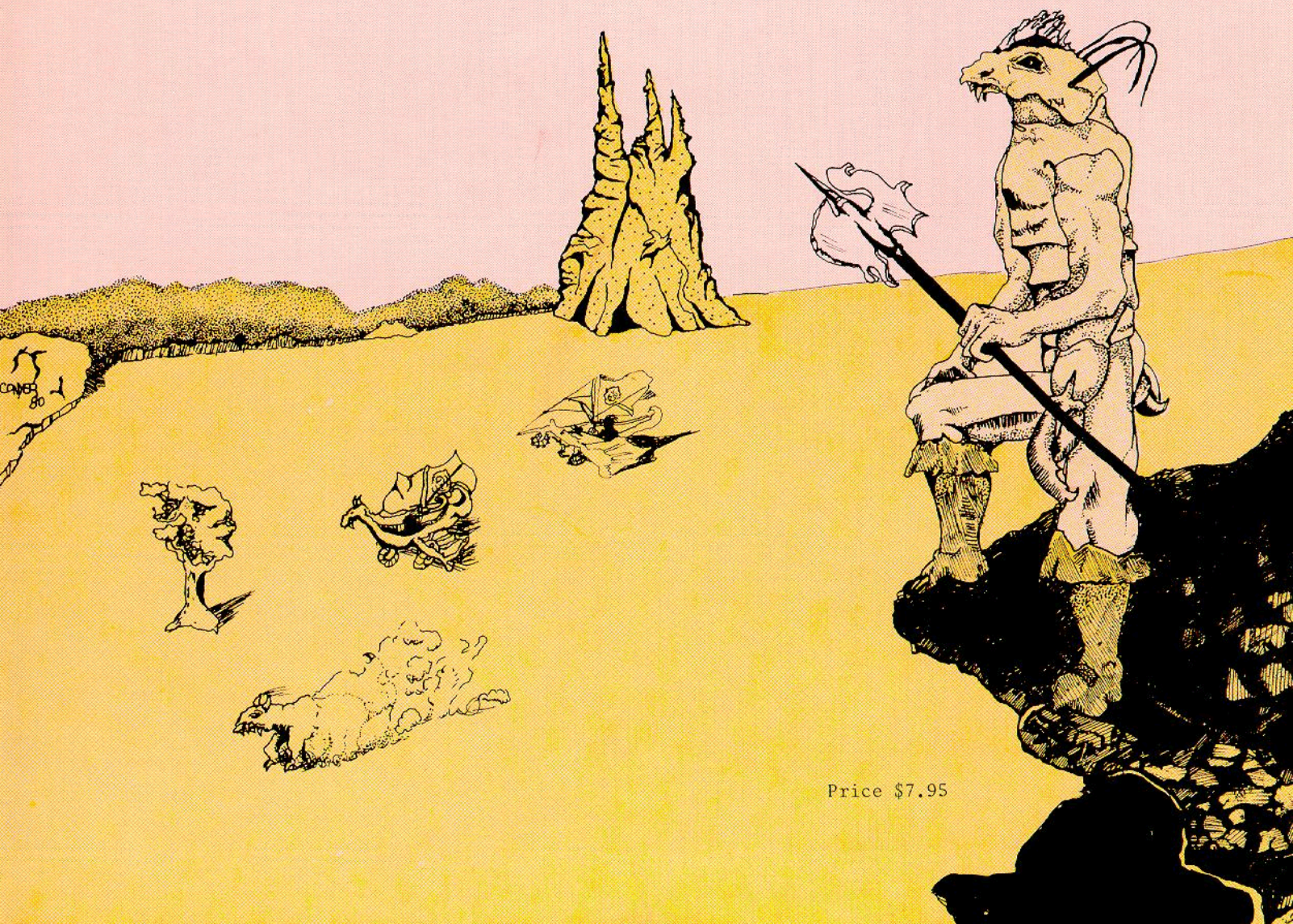


PEN-LATOL'S WORLD

Adventure On An Alien Planet.

Approved For Use With TRAVELLER™

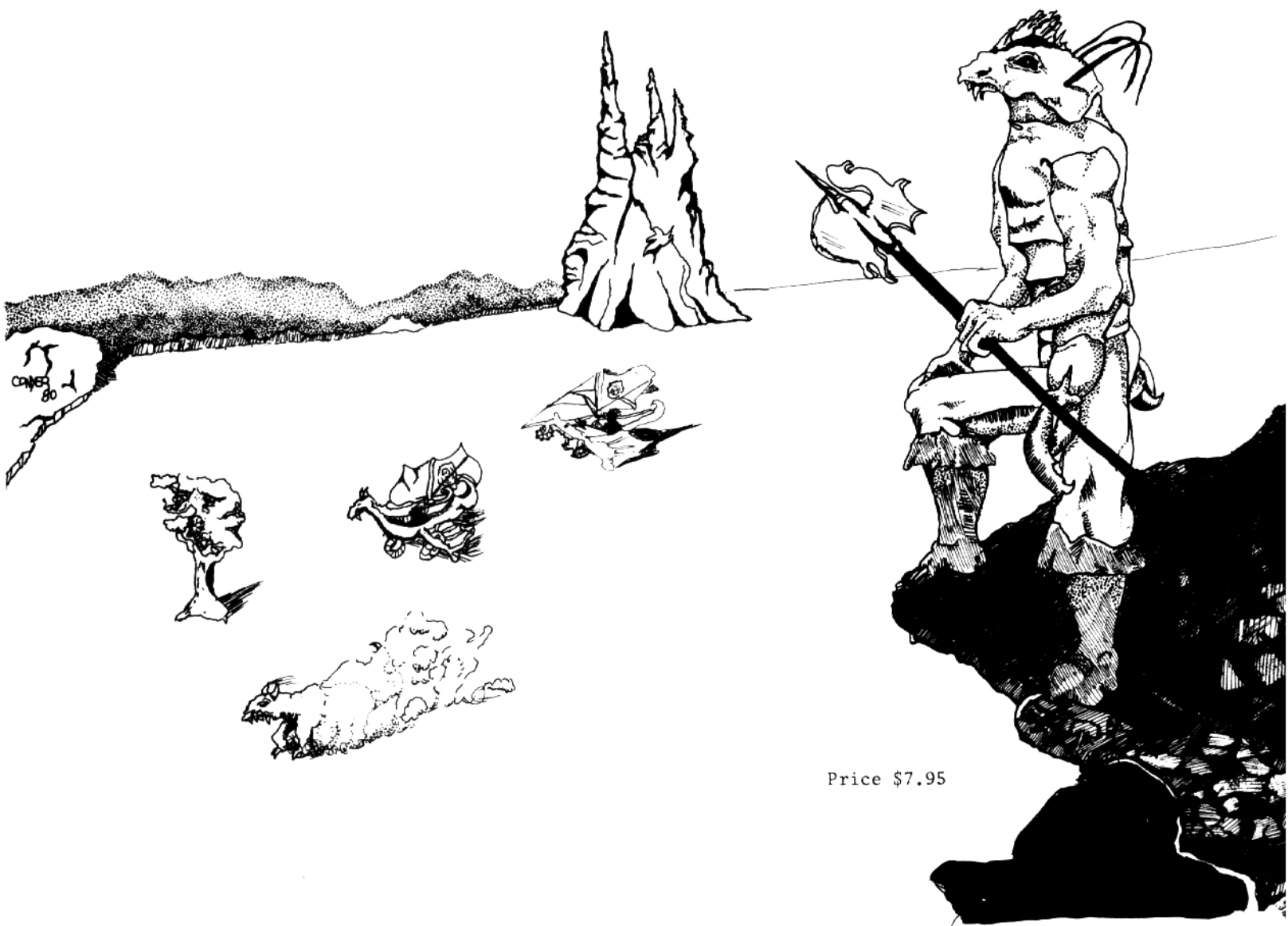


Price \$7.95

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Introduction

This role-playing game-aid was designed as an adventure for novice characters as part of a larger campaign or by using the pregenerated characters as an evening's entertainment. Pen-Latol's World is approved for use with G.D.W.'s Traveller. The charts given are guidelines, so if the party is taking a beating, the referee should reduce the number of encounters. Conversely, if the party is walking over everything, the number of encounters should be increased. Above all, remember role-playing is free-form, so change what you want, add what you wish or play as is... just have fun.

We sincerely thank the people at G.D.W. for their advice and cooperation.

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PEN-LATOL'S WORLD

(An Adventure on an Alien World)

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HISTORY OF PEN-LATOL'S WORLD

The planet Pen-Latol was first discovered by ancestors of the present inhabitants approximately 1800 planetary years ago. The race was then known as Sanshitar, their home planet was located on the far side of the galaxy. It was from these bases they sent waves of colony ships, which were powered by sub-light drives. These ships carried everything necessary for founding colonies, including devices that could alter the ecology of a planet to match that of their own. The great time needed for the journey required the crew and passengers be kept in statis, with operational functions being carried out by the ship's computer. These ships were on one way missions, and therefore gigantic, to be disassembled upon arrival. As one of these ships arrived at the edge of the system, and after determining the second planet out from the sun was adaptable, the Sanshitar were brought out of statis. They altered the planet's ecology so that their people and animals could disembark into this new world. The colonists prospered and soon farms and two small towns sprang up on the continent, which was at this time twice it's present size. Shortly after, two disasters struck which would prove fatal to the colony. The first was the reaction to the terra forming - an earth quake which caused half the continent to sink, and to bring down with it the town containing the only medical center. The second was a plague, severe without medical control. The first to die were the oldest of the inhabitants and soon 80% of the population had been struck down by the plague. Shortly the colony descended into barbarianism, however before the fall was complete, the surviving Sanshitar were divided into five groups. These groups dispersed from the dying town with the same mission, survival. Most of the past knowledge has been forgotten, the small number of surviving Sanshitar were more intent upon staying alive than preserving history. The elements have also destroyed most of the remaining traces of the star-faring Sanshitar, for the jungle and slightly corrosive rain leave little untouched. Nothing more of significance had occurred on Pen-Latol's World until the Imperial Scout ran across the planet three years ago and made it's survey. First contact was made with the Cleashitar. A general survey and mapping was made of it's single continent. Contact with the race was peaceful. Since very little is known of the Sanshitar, no connection was made between the two races. Indications point to a vast mineral storehouse, a fact that has sparked interest in certain circles of the Empire. Terax Corporation bought the rights to this world in hopes of a quick profit at low cost, otherwise they will sell out at a price of one million credits.

BACKGROUND

The gamemaster is provided with a number of pregenerated characters below. These can be used as is; new ones generated or existing characters used. However, the gamemaster should limit the number of the party to no more than 12 nor less than 7. Also, the specialists provided should either be replaced with a character of the same class, or the examples given used. The scenario has been designed with a well balanced exploration party in mind.

As it stands, one of the great combines, Terax, has bought the extra-planetary rights of Pen-Latol's World. In turn, Terax directed one of it's subsidiary companies, 2E (stands for Exploration and Exploitation) to gather personnel and equipment to explore this new world and provide profit. Data was exchanged between 2E and Central Employment and the following list of possible personnel was returned. Equipment needs were supplied by the planning board of 2E.

Major Besly Mortac (Army) Age 34

Str. 8 Skills and Expertise:
Dex. 11 ATV - 1
End. 7 Rifle - 1
Int. 10 SMG - 1
Ed. 10 Leader - 3
S.S. 8

Equipment:
Cloth Armour Equip. Belt
SMG (4 extra clips) Cutlass
Auto Pistol Helmet
Radio Flare Gun
Emergency Rations

Major Equipment:

1 - Fantor A.T.V.
1 - Deep Space Radio
1 - Portable Shelter
1 - Core Drill
1 - Small self-sealing sample box
1 - Medium self-sealing sample box
1 - Event Recorder
Standard Rations for 30 days

Dr. Boris von Timken (Other) Age 48

Str. 6 Skills and Expertise:
Dex. 7 Science - 4
End. 8 Computer - 1
Int. 12 Medical - 1
Ed. 13
S.S. 12

Equipment:
Auto Pistol
Hand Held Science Computer
Equip. Belt
Cloth Armour
Wide Beam Flashlight

Caldon Drake (Other) Age 40

Str. 8 Skills and Expertise:
Dex. 5 Mine Engineering- 3
End. 7 Minerals - 2
Int. 10 Computer - 1
Ed. 10
S.S. 8

Equipment:
Auto Pistol
Hand Held Mineral Computer
Rope
Equip. Belt
Cloth Armour

Lyndale Bran (Scout) Age 36

Str. 6 Skills and Expertise:
Dex. 11 Alien Contact - 2
End. 8 Medical - 2
Int. 7 Computer - 1
Ed. 9 Jack-o-T - 1
S.S. 6

Equipment:
Translator
Med. Kit
Shot gun
Cloth Armour
Equip. Belt

Benson (Army) Age 22

Str. 8 Skills and Expertise:
Dex. 6 Rifle - 1
End. 6 ATV - 2
Int. 5
Ed. 9
S.S. 5

Equipment:
Cloth Armour
Emergency Rations
Rifle
Equip. Belt
Cutlass
Helmet
Flare Gun

Lt. Shonfire (Army) Age 26

Str. 8 Skills and Expertise:
Dex. 7 Rifle - 1
End. 6 SMG - 1
Ed. 6
S.S. 8

Equipment:
Cloth Armour
Emergency Rations
Equip. Belt
Helmet
Flare Gun
Submachine Gun

Abdul Frome (Army) Age 22

Str. 6 Skills and Expertise:
Dex. 8 Rifle - 1
End. 6 Mechanical - 2
Int. 6
Ed. 5
S.S. 5

Equipment:
Cloth Armour
Emergency Rations
Equip. Belt
Helmet
Flare Gun
Rifle



TERRAIN TYPE and BASIC FLORA

There are six major types of terrain, each with it's own basically unique flora. It should be noted that the ecological system contains large quantities of free iron and in so, most of the environment is tinted red.

Savanna - Generally flat and gently rolling hills typlifies the savanna with small streams, ravines and precipices cutting across small portions of it. Vegetation is grass-like, growing about a meter high, with short, felt-like fur. Another variety of grass grows 40 cm. tall with small secondary leaves growing out of the top. These grasses are brownish in color with veins of deep purple. The roots of this grass grow very deep and are so intertwined that it is a major operation to dig through the sod.

Forest - Trees grow to a height of 30 meters, with broad brown leaves. They have tough, thick trunks and a smooth waxy bark that resists fire when green. The foliage is very dense and allows very little ground vegetation, except small scattered bushes and climbing broad-leaved vines. The ground is broken by streams, ravines and cliffs which make travel slow and tedious.

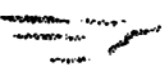
Jungle - This is typlified by low (10 meters max) thick vegetation; that includes a dwarf version of the forest tree. The vegetation is more reddish in hue, varying from light brown to almost blood red. The dense vegetation is comprised of many different kinds of plants, with the grasses of the savanna mingled with great bushes and tangled vines.

Hills - The hills of this type of terrain are fairly high and closely spaced, making for somewhat difficult travel. The ground is covered with the same grasses of the savanna on the hill tops; while vegetation in the valleys and the ravines is more akin to that of the jungle. The colors and hues of the vegetation found here have less of a red color, due to the iron being leached off by rains.

Mountains - The mountains on this world have been formed by the pushing and pulling of the plates that form the planet's crust. They are dark gray, shot with red and very steep and craggy. Little vegetation grows in the forbidding terrain; mostly low bushes, stunted, straggly trees, small plots of grass and a rock moss that contains highly corrosive fluids (1d for damage if touched, more for increased contact).

Swamp and Coastal Vegetation - These areas are typlified by mires, quicksand beds and pools of corrosive fluids that make travel on foot impossible and travel by vehicle hazardous. Low, coarse grasses are found on the high ground and occasionally a twisted tree (Forest type). On the ground, thick intertwined vines can be found. Because of the great amount of water present, almost everything in the area is tinted red in some degree or another.

HILLS



FOREST



JUNGLE



MOUNTAIN



SAVANNA

SWAMP/COASTAL



FAUNA

There are three major classes of Fauna on Pen-Latol's World. They are:

Tesa Fron - Animals in this class are identified by having six limbs and a thick hide that serves as armour and temperature mechanism. This controls body temperature by the amount of fluid pumped into the skin as needed. Tesa Fron animals also have several other traits exclusive to their class, three eyes set triangular in pattern which allow them to see near infrared as well as normal spectrum. They also have a triad reproductive system with a male female and then carrier that nurtures the young from fertilization to live birth. This class' metabolism has certain critical enzymes that are based on Ruthenium; and the reproduction processes require these compounds in larger than normal quantities. Ruthenium compounds are concentrated by certain plants of the arid, western regions of the continent and by certain sessile sea animals. As a consequence, annual migratory cycle of herbivores to and from these plants is of great ecological significance. These animals have three plumose antenna set at the rear of the head, two of which act as audio receptors and the third has developed as an olfactory receptor. The Tesa Fron's internal bone structure uses an iron and calcium matrix that provides a much stronger bone per unit than either of the above elements by itself.

Kisartor - The animals of this class have a variable number of limbs, as to the needs of the animal. Kisartor does not have a solid skeleton, rather a skeleton made of flexible protein compounds. They can grow limbs as needed and regenerate them if severed. Kisartor reproduces by means of a bud that grows on the end of a limb which matures and detaches itself to move to a locale. These animals do not need Ruthenium compounds to reproduce, but grow offspring on buds when food supplies are plentiful. Animals of the Kisartor class have a central limb. Atop this limb is a pear shaped audio receiving organ that serves as ears and direction-distance determiner. Below this organ on the central limb is a single visual receptor. At the base of the limb is the brain.

Haralum - The animals of this class are four limbed and do not have the complex systems common to other fauna. Sensory systems are composed of eyes which can only see the normal light spectrum, however their vision is stereoscopic. They sense sounds by a thin membrane of skin atop their flat heads. They have a fluid erectable plumage that acts as a heat exchanger. Haralum have the same bone structure as Tesa Fron, with strong iron and calcium compounds. In some cases they will have boney plates of armour covering their bodies. This class has two sexes, bears it's young by egg and does not involve itself with raising of young. Haralum do not require the critical compounds of Ruthenium for the reproductive process. some of the animals of this class lay their eggs in water and the young spend the early stages of life there.

PLANETARY CHARACTERISTICS

Starport Type	- X	Planetary Atmosphere-	5
Planetary Size	- 6	Government	- 5
Hydrographics	- 7	Law Level	- 0
Population	- 4	Technological Index	- 1

Upon Pen-Latol's World there is one intelligent race, called by themselves Cleashitar. The Cleashitar are members of the class Tesa Fron. They are humanoid in form with six limbs. The top pair of limbs are their primary manipulators, the middle pair are much stronger but more cumbersome and used for fighting or dropped to the ground to aid in locomotion. The bottom pair are primarily for locomotion of the beings and are heavily muscled. Each limb has three digits; the size and shape of each dependent upon the limb it is located on. Digits on the upper limbs are finger shaped. Digits on the middle limbs are talon shaped and the digits located on the lower limbs have grown closer together, becoming almost hoof-shaped. Cleashitar's skin is thinner than most animals in their class because of the shelter and clothing that they have been using for millennium. Their skin is orange and becomes darker when exposed to the sun; with prolonged exposure it becomes almost brown. Their skin is bear except for a plumose comb of hair atop the head. This plumose will change color according to mood. When at rest, the comb is a dull orange, during mating season it turns bright red; when angry the comb turns bright blue and if the Cleashitar is depressed, it turns dark black. As adults, the Cleashitar weigh between 50 kg. and 70 kg. and stand about 2 meters. The Cleashitar's head is oval shaped, with the smaller end pointing down and slightly forward. The mouth is on the front, lower portion of the head, eyes set above the mouth. On the back of the head, set in triangular pattern are the three plumose antenna which provide audio and olfactory data. These are long enough and have sufficient flexibility to sense in a 360 degree arc around the being. The Cleashitar are of average intelligence with about 30% of the males having psionic abilities. These abilities show up when the male reaches maturity and are determined by special tribal rights. The basic social structure is the tribe with the Family being only semi-important. The Family generally consists of one male, one female and several carriers. The male and female are hunters and workers, with the carriers tending to the young. If either male or female dies, a replacement from a tribal pool takes place. If a carrier dies, it is replaced by another in the Family. The leader of the Family is the male or female. The tribal leader is chosen by the Family leaders by trials which test for physical ability and wisdom. There is little conflict within the tribe because of the almost inherited loyalty a Cleashitar has for its people. Most of the tribes are hunter-gather nomads which follow the wanderings of the great beasts of the savanna, called by the Cleashitar, Pholtamar which means "giver of life". These beasts weigh 3200 kg. There are four nomadic tribes that will be encountered whether as a whole or scouting parties from these tribes while travelling through the savanna. In addition, there is one stationary tribe located in the only village. These people maintain themselves by fishing the comparatively still waters of the inlet and fabricating most of the artifacts necessary by all the tribes. In searching for a tribe from air, roll 1D twice daily- 5,6 successful, then roll on Tribe Chart to determine which tribe. A short description of the tribes follows, with tribal name and the number of which will be encountered.

Bret-Mel-Tip (4-240) - If more than 150 are encountered then the main tribal body has been found. These people wander the savanna in wind-powered wagons which gives them their name, Children of the Sail. The tribe consists of seven Families with an adult male, adult female, 2-12 adult carriers and 3-18 young each. There is also a pool of unattached males and females to provide the services of hunters, guards, and main body of warriors for the mock combat held at a yearly festival celebrating the onset of the monsoon season. The tribe also has a shamon from the Maz-Drelos tribe who is serving a ten planetary year missionary term. The shamon's name is Belmack. He is treated

with much respect by the tribe because he is the keeper of tribal history and uses his powerful Psionic ability to benefit the tribe. Belmack's characteristics are: Str. 9, Dex. 13, End. 14, Int. 13, S.S. 14, Psionic Str. 15, Level of Expertise 10. Talents: Telepathy, Teleportation and Special (has 3" diameter crystal sphere that does the following: Healing 3-18 damage points, local weather control and a mental Force Shield that will stop 75 points of damage per turn). The tribal chieftan is a female named Rizamal, Str. 11, Dex. 9, End. 13, Int. 10, S.S. 13, Cloth, 2-Handed Sword and great bow. She is the first chief with no psionic ability. The majority of the tribe will react in a friendly manner unless provoked. The entire tribe is transported across the plains of the savanna in wind-powered wagons of varying sizes to hunt from atop the platforms found on the wagons. The wagons resemble the flying herbivore of the savanna. They have tricycle undercarriages that are quite stable and sails protruding from the sides that are shaped like the wings of the creature. The sails mounted on top are hexagon shaped with the Family crest richly embroidered on it. These wagons are built in different sizes, the smallest able to travel at the speed of the wind while the largest always goes 10 K.P.H. slower than the wind. The number as well as size of the wagons flying a particular crest is a measure of that Families wealth. The wagons are not built by the Bret-Mel-Tip, but by comission by the craftsmen of the Lymit-Cadmarx tribe as these are the only people who can produce the necessary hardware.

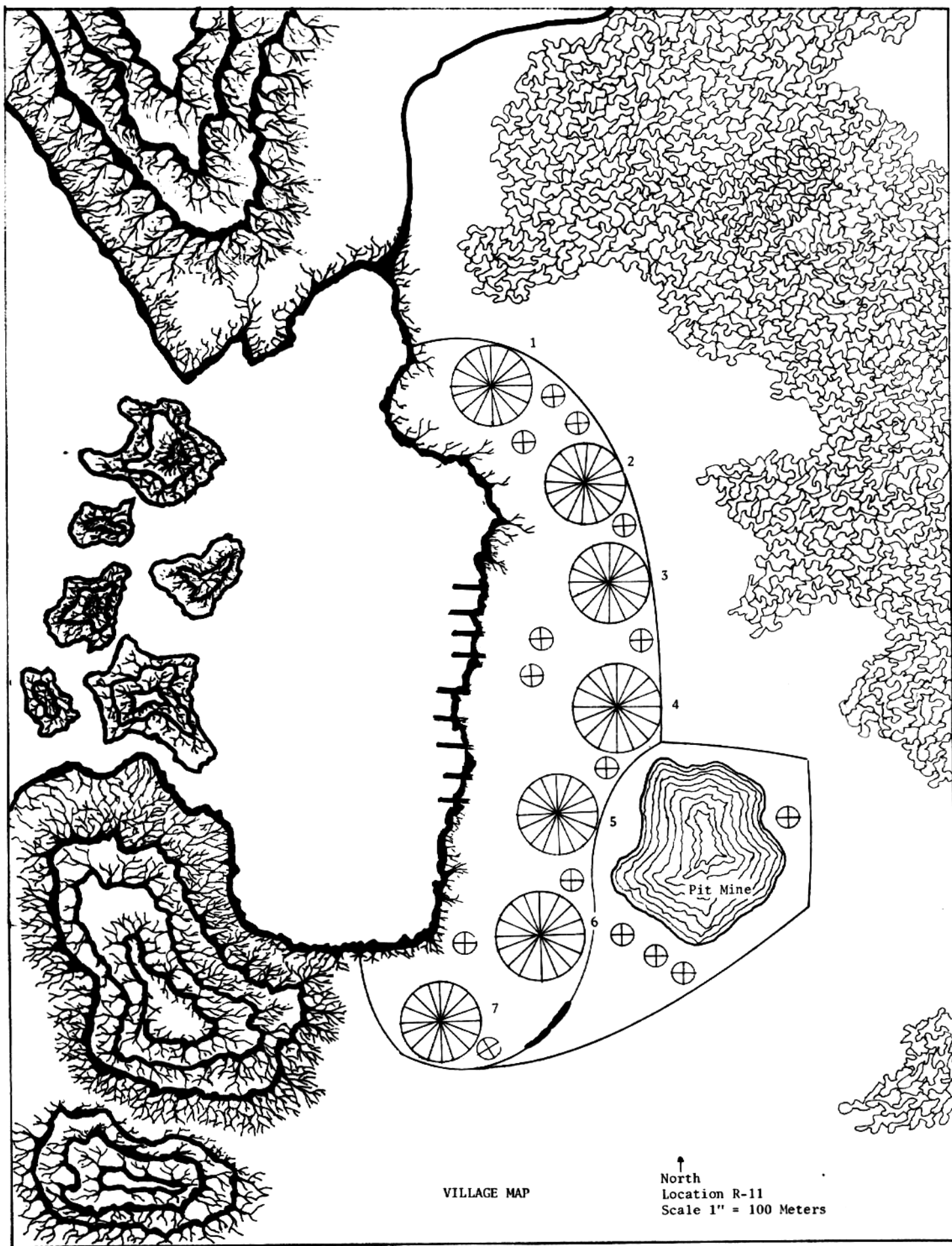
Sans-Mel-Cam (4-480) - If over 200 encountered, then main tribal body has been discovered. The people of this tribe maintain themselves by hunting the beasts of the savanna from the backs of six-legged herbivores which they have domesticated. The Sans-Mel-Cam use the traditional bone and wood heavy composite bows which each hunter makes in a very old ceremony. There are 13 Families with an adult male, adult female, 2-12 adult carriers and 3-18 young each. A pool of unattached male and female adults numbers 10-60 are the main workers for the tribe. The tribe's shamon is Dro-Polt, Str. 8, Dex. 11, End. 13, Int. 13, S.S. 14, Psionic Str. 14, Level of Expertise 10, Cloth. He is from the tribe Maz-Drelos. Dro-Polt carries a crystal sphere that has the same abilities as Belmack's; in addition he has the following talents: Telepathy, Awareness and Clairvoyance. Special: Dro-Polt will direct adventurers to the location of the Maz-Drelos tribe if he discovers the party is from the stars, otherwise he will entreat the party in a friendly manner unless threatened. The tribe's chieftain is called Kraylous the Wise, Str. 14, Dex. 7, End. 8, Int. 12, S.S. 13, P.Str. 7, L. of E. 7, Cloth, Great Bow and 2 Handed Sword; an old learned male from an old Family, Kraylous wears an amulet of office. It is made from an untarnished metal, depicting a large planet being circled by a small moon and a starburst in the upper-righthand corner. Strangers will be treated favorably by Kraylous who will react in the same manner as Dro-Polt except to hurry them along - if he finds they are from the stars. The Sans-Mel-Cam tribe moves from grazing ground to grazing ground in large wagons lavishly decorated with colorful designs made from cloth, metal and semi-precious stones. These wagons carry the entire Family except the Chid-Riders;(the Chid is the beast of burden for the Sans-Mel-Cam). The domestic Chid is used to pull the great wagons with teams of up to 100 not uncommon. The Riding Chid is wilder than the domestic and are only ridden by the hunters and warriors of the tribe.

Tril-Mel-Volg (5-600) - If more than 300, main tribal body has been encountered. These peoples are herders of large animals called Lulth (200 Kg.). These animals still migrate naturally but are kept in a herd by Chid riding tribesmen. Because of the dangerous task of herding and guarding the Lulth, these tribesmen are chosen from the pool of

unattached adults. This aids in the evolutionary process because only the older, willing adults are used to replace adults in the Families; therefore only the most capable grow old enough to produce young (age of pooled adults is approximately 26-40 planetary years). The tribal pool contains 50-100 adult males and females, all: Cloth, Great Bow, 2-Handed Sword and mounted on Riding Chids. There are 19 Families each with an adult male and female, 2-12 carriers and 3-18 young; which ride in great wagons similar to the ones used by the Sans-Mel-Cam tribe. One of the great wagons is not a home for a Family, rather a portable shrine which as legend has it contains the remains of the first chieftain of the tribe. It actually contains the mummified remains of a Cleashitar, although much smaller and slimmer wearing a brightly colored toga of material that is ancient yet still lustrous. The coffin is fashioned from the skull of a great sea creature and has a large piece of crystal affixed to the top as a viewing window. Strangers will be shown the relic if they peacefully contact the shamon or chief and reveal they are from the stars. The shamon's name is Tarasimir, Str. 10, Dex. 15, End. 9, Int. 12, S.S. 14, P. Str. 16, L. of E. 12, Cloth, Talents: Telepathy, Teleportation and Special (crystal sphere is Belmark's). The tribal chieftain is called Dintribem, Str. 13, Dex. 9, End. 7, Int. 11, S.S. 13, P. Str. 5, L. of E. 4, Cloth, Great Bow and 2-Handed sword. Talents: Telepathy and Awareness.

Maz-Dreloz (4-240) - If more than 150 encountered, then main body has been contacted. The Maz-Dreloz tribe not only provides the shamons for the rest of the tribes, but keeps race history. As legend has it, this dates back to a time when tribal spirits created land, plants, beasts, and finally the Cleashitar whose tribes represent these spirits. The date of this creation is not fixed by them and the earliest dated event was 1500 planetary years ago. (Note: If the mummified body is dated, it will be 1700 planetary years old.) The rest of the racial history is mostly petty tribal wars, famines and situations important to the people at that time, but if observed are shown to be more of cycles. There is one tribal legend that states any being who behaves more like men than beasts should be told this story: South past the saltmarshes, deep beneath the root of the mountains, sits the Spirits of Judgement. These spirits will judge the Cleashitar when they grasp the stars. Until then the legend warns, all who come will die. A party would be told this if it feasts with the tribe and contacts the shamon, Vemnarim. Vemnarim; Str. 12, Dex. 13, End. 11, Int. 15, S.S. 15, P. Str. 17, L. of E. 15, Cloth. Talents: Telepathy, Teleportation, Awareness and Special (Possesses 5" diameter crystal sphere that allows him the following extra-abilities: local weather control, heat ray doing 3-18 points, mental shield able to withstand 100 points of damage per turn and the ability to project an image of himself anywhere on the planet.) As shamon and chief, Vemnarim is aided by a council made up of the seven Families. Each of these leaders bear crystal spheres like the tribal shamons, carry and psionic abilities to match. The crystal spheres are artifacts that were made by the interstellar ancestors. The spheres focus and control psionic energy into the forms listed previously. Any being may use these spheres provided he has a psionic strength of 10 or better and throws threes or better on 2 six-sided dice. There are an adult male and female in each family with 2-12 carriers and 2-12 young. The pool of unattached adults is 10-60 strong and this pool provides the tribal shamons and the hunters for the tribe. The tribe wanders the savanna in the same type of wagons that bear the Sans-Mel-Cam and Tril-Mel-Volg tribes.





VILLAGE DESCRIPTION

Cimon-Mun (or: Those Who Build) - This is the name of the village and the Cleashitar who live here. These tribes-people will almost always be within 60 kilometers of the village. Seven Families make up the population and each will be described later. The buildings have interconnecting walls, made from the bright red mud of the savanna, with mats of interwoven grasses for roofs. The shore side walls are painted with brightly colored mosaics that include the Family crests. There are numerous out buildings made from the thatch mats and every Family but one has docks and fishing boats.

Building #1 - This Family has 5 adult carriers and 9 young with the adult male leading this Family. There are two main trades that they engage in; fishing and fashioning body ornaments from bits of metal and stones. One of the stones they use is unusual in that they hold small lizard-like creatures. These multi-colored gems range from 1" in diameter to larger than your fist. These gems will fetch good prices off planet and the natives will barter with them for goods that will help them survive. The Family has one interesting artifact made from refined irridium resembling a spaceship. The artifact is 2" long. They will show it to trusted strangers. The males name is Lorntal, the female's, Recwhan.

Building #2 - This Family has 6 adult carriers, 11 young with the adult female in charge of this Family. This Family also engages in two trades. One is fishing and the other the building of the tri-rigger fishing boats for the village tribes. They wear a crudely reproduced symbol of a world (not Pen-Latols) from space on their chests. The female's name is Mul-Forma and the male's Tyment.

Building #3 - This Family has 8 carriers and 13 young with the adult male and female leading this Family. The male's name is Phot-San and the female's name is Tetath. This Family engages in fishing and the building of the wind wagons for the tribe Bret-Mel-Tip. Tetath possesses a charm that supposedly talks with the heavens. She will show this charm in return for an offering. This charm is actually an ancient radio about 1" in diameter; the radio no longer works.

Building #4 - This is the Family of the tribal chieftain and it has 12 carriers and 17 young. The chief is a great female named Dan-Tise, Str. 14, Dex. 10, End. 12, Int. 10, S.S. 13, P. Str. 9, L. of E. 8, Cloth, 2-Handed Sword and Great Bow. Talents: Telepathy and Awareness. The male's name is Catiford and he is the tribal shamon with the following abilities: Str. 7, Dex. 11, End. 6, Int. 13, S.S. 14, P. Str. 14, L. of E. 11, Cloth. Talents: Telepathy, Teleportation and the same type of crystal sphere that the other shamons possess. Catiford will tell the legend of a mountain that spits lightning; the mountain is to the east amid an impassible swamp. This legend will be told to strangers who make friendly contact with the tribe and if good trading occurs at this meeting.

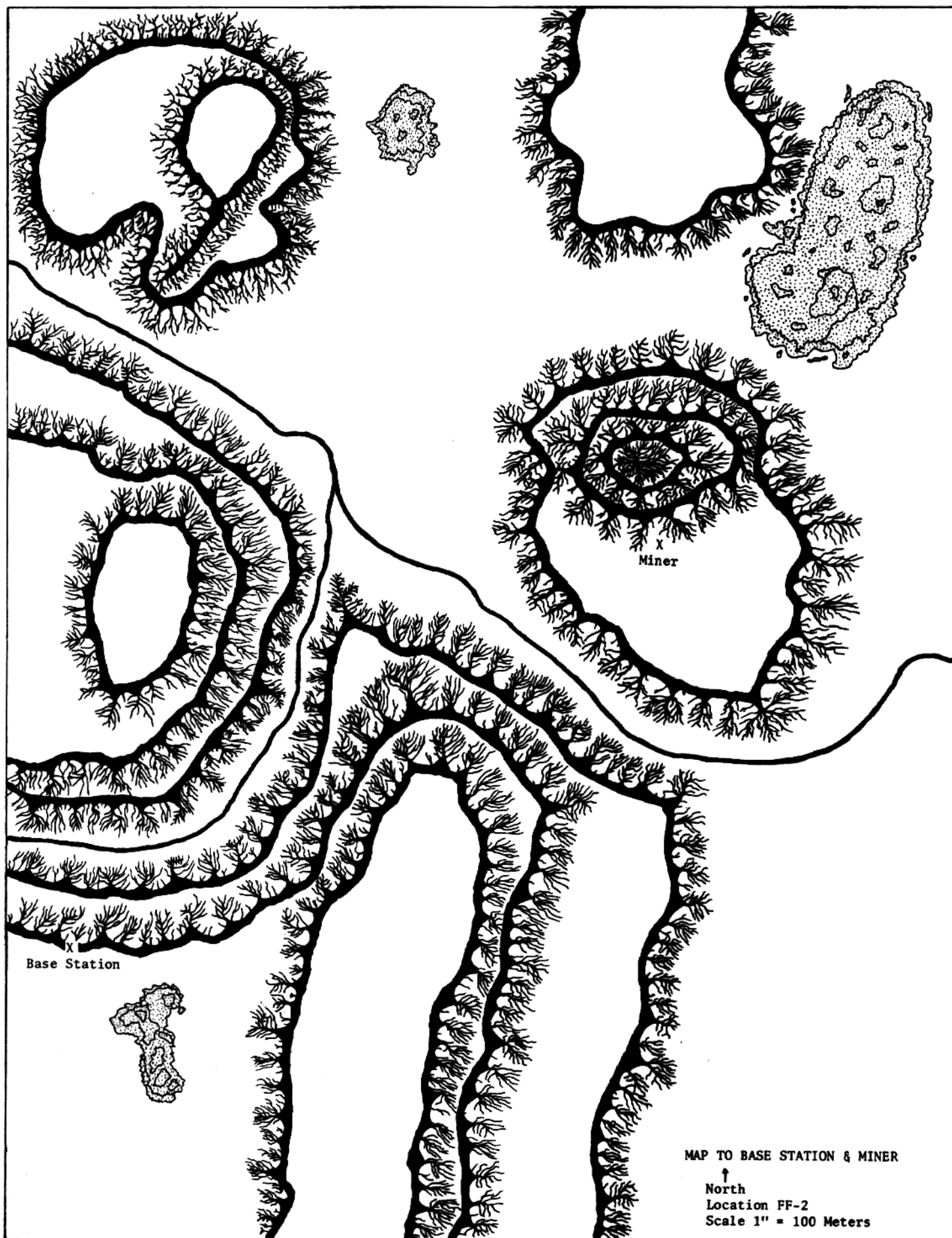
Building #5 - The Family that lives in this building engages in the trade of fishing and the manufacturing of clay vessels that all the tribes use. If the inside of the kiln is studied closely, it will be discovered that it is the exhaust nozzle for a rocket engine. And should the male, Abeltas be asked about it, he will tell the story of a nomad tribesman trading it to him. The exhaust cone was found to the far east in the swamp. The Family has 6 carriers, 8 young and a female, Plercatil. The male tends to the pottery and the female to the fishing. The pottery would fetch a good price (10-1000 credits per piece) from an off-world collector.

Building #6 - This building houses the Family that engages in the mining of iron and the manufacturing process of the iron artifacts needed by tribes. The Family is composed of 7 carriers, 12 young, a male named Dentamar and a female called Tan-Misnen. All but the very young and the carriers work in the mine and foundry. The Family has a large work hammer made from tungsten and the handle from stainless steel. If asked about this hammer, all that is known is it had been passed down so long that no time is remembered without it.

Building #7 - This building contains 23 adult males and 21 adult females that are unattached. They can be hired and will prove to be excellent hunters and guides that are very loyal. The two broad trades engaged in are hunting and fishing.

	<u>Domestic Chid</u>	<u>Riding Chid</u>
Weight	1000 Kg.	700 Kg.
Hits	7D / 4D	8D / 2D
Wounds	+ 1D	+ 3D
Weapons	Hooves	Hooves, Teeth, Horns
Armour	Mesh	Cloth
Speed	Ordinary	Double-Triple (for short bursts)
Load (carried, if pulled double)	200 Kg.	80 Kg.





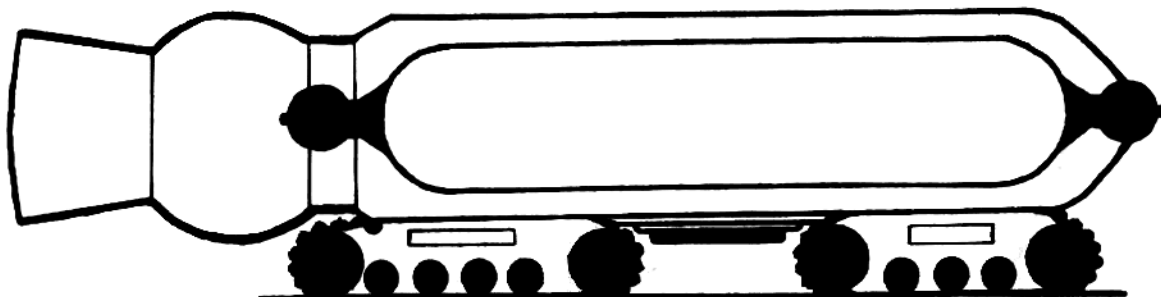
MINER AND BASE STATION

The miners base station can be found beside the slightly sloping shaft which leads to the stalled miner. The miner is equiped with a primitive atomic power pile. The miner and base station can be temporarily powered up for movement. The miner is equipped with four super-heavy lasers that slowly clear the way through the hardest of minerals. It is also equipped with short-focus, high-powered lasers and diamond tipped crushing teeth in the batteries located on the mining head. The cutting head is capable of clearing itself, although it is a much slower process than the use of the lasers. The miner will accommodate two crew shifts of two individuals; both of which are needed when mining is being carried out. There are enough repair parts, tools and diagrams in the miner that a pair of competent engineering technicians could operate and maintain it with alittle time to familiarize themselves. The miner also has a protective shield that prevents the tunnel from caving in on it. Catipillar-type treads are used for propulsion and can be equipped for the mining of asteroids.

SPEED:	<u>Above Ground</u>	<u>Tunnelling Soft Ground</u>	<u>Blasting Rock</u>	<u>Mining Rock</u>
	20 K.P.H.	3 K.P.H.	50 Meters	20 Meters

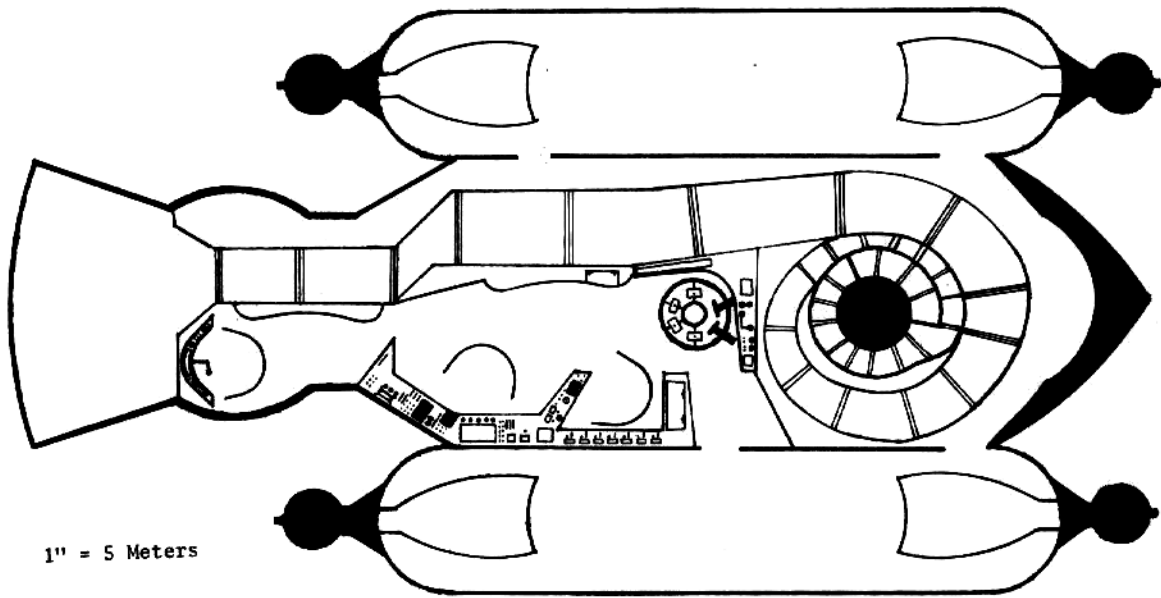
The rock and ore mined are first reduced to a molten mass. It is then moved down the length of the miner where it is heated and manipulated by magnetic fields. It is then sent to a matter transmitter which transports it to the miners base up to 50 km.(Transmitter-sender is capable of transporting only minerals with any degree of success.) The base receives the matter, reheats it to liquid, then separates the slag and ejects it out the large port. The remaining ore is processed and separated into high-grade metals; afterwards it is moved into a fabricater.The fabricater makes beams or continuous bars of the common minerals and 30 cm. x 4 cm. (diameter) bars of rare materials. The base can also be tread-powered on planet and guidance rockets for space-borne operations. Both base and miner carry life support for two weeks.

LATERAL VIEW OF MINER

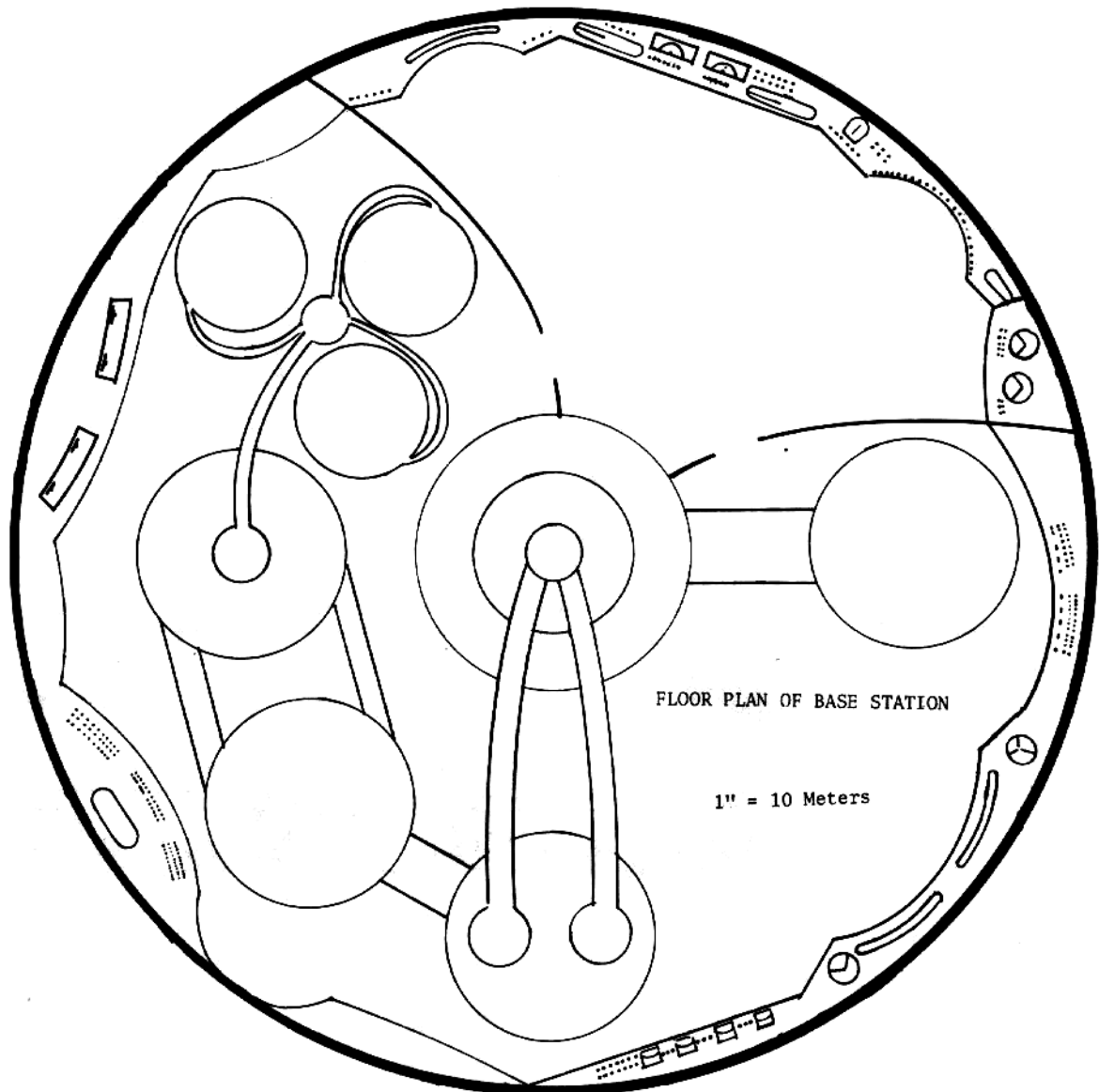


1" = 5 Meters

FLOOR PLAN OF MINER



1" = 5 Meters



FLOOR PLAN OF BASE STATION

1" = 10 Meters

SAVANNA

SAVANNA											ENC. DIE ROLL		
NUMBER	CLASS	NAME		TYPE	WEIGHT	HITS	WOUNDS	WEAPONS	ARMOUR	SPEED	SPECIAL ATTRIBUTES	WHITE	RED
7-42	Herb.	Tesafron	Wybrantol	Grazer	3200	8D/4D	+5 D	Hooves/Horns	Mesh	Ordinary	-----	1	1-2
4-24	Herb.	Tesafron	Wybrantol	Grazer	800	7D/3D	+3 D	Hooves/Horns	Cloth	Double	-----	1	3
2-12	Herb.	Haralum	Wybrantol	Grazer	200	5D/3D	+1 D	Hooves/Teeth	Cloth	Ordinary	Chameleon	1	4
3-18	Herb.	Haralum	Wybrantol	Grazer	100	5D/2D	----	Hooves	Jack	Double	-----	1	5-6
4-24	Herb.	Tesafron	Wybrantol	Grazer	25	3D/2D	-1 D	Teeth	Mesh	Double	-----	2	1-2
1-6	Herb.	Tesafron	Cheabrantol	Intermit.	1600	8D/3D	+4 D	Pike/Hooves	Cloth	Ordinary	-----	2	3-4
5-30	Herb.	Tesafron	Cheabrantol	Intermit.	800	7D/3D	+3 D	Hooves/Teeth	Cloth	Double	-----	2	5-6
7-42	Herb.	Haralum	Cheabrantol	Intermit.	200	5D/3D	+1 D	Horns	Jack	Double	-----	3	1
1-2	Herb.	Tesafron	Cheabrantol	Intermit.	200	5D/3D	+1 D	Hooves	Mesh	Double	-----	3	2
3-18	Herb.	Haralum	Cheabrantol	Intermit.	100	5D/2D	----	Hooves/Horn	Cloth	Ordinary	Chameleon	3	3-4
2-12	Herb.	Haralum	Cheabrantol	Intermit.	25	3D/2D	-1 D	Claws/Teeth	Cloth	Ordinary	Burrower	3	5
1-6	Herb.	Tesafron	Cheabrantol	Intermit.	25	3D/2D	-1 D	Teeth	Mesh	Double	-----	3	6
10-60	Herb.	Tesafron	Cheabrantol	Intermit.	3	1D/1D	-2 D	Teeth	Mesh	Triple	Flyer	4	1
1-6	Herb.	Kisartor	Sarbrantol	Filter	800	7D/3D	+3 D	Thrasher	Cloth	None	Chameleon	4	2
1-6	Omni.	Tesafron	Isibrantol	Gather	50	4D/2D	-1 D	Teeth	Mesh	Ordinary	Climber	4	3
3-18	Omni.	Kisartor	Tribrantol	Eater	25	3D/2D	-1 D	Claws/Teeth	Jack	Ordinary	-----	4	4
1-2	Carn.	Tesafron	Jabrantol	Killer	800	7D/3D	+3 D	Claws/Teeth/Pike	Cloth	Ord./Double	-----	4	5
3-18	Carn.	Haralum	Jabrantol	Killer	25	3D/2D	-1 D	Claws/Teeth	Mesh	Ord./Double	-----	4	6
1-2	Carn.	Tesafron	Krubrantol	Pouncer	400	6D/3D	+2 D	Claws/Teeth	Cloth	Double	-----	5	1
1-2	Carn.	Haralum	Krubrantol	Pouncer	200	5D/3D	+1 D	Claws/Teeth	Mesh	Double	Chameleon	5	2
1-6	Carn.	Tesafron	Krubrantol	Pouncer	100	5D/2D	----	Stinger	Mesh	Double	-----	5	3
2-12	Carn.	Haralum	Morbrantol	Chaser	100	5D/2D	----	Claws/Teeth	Jack	Double/Triple	-----	5	4
1	Carn.	Kisartor	Esabrantol	Trapper	400	6D/3D	+2 D	Thrasher	Cloth	Ordinary	Chameleon	5	5
1-6	Scav.	Tesafron	Belbrantol	Carrion Eater	50	4D/2D	-1 D	Claws/Teeth	Cloth	Ordinary	-----	5	6
1-2	Scav.	Kisartor	Dacbrantol	Reducer	100	5D/2D	----	Stinger	Cloth	Ordinary	-----	6	1
											<u>Raviness Precipices</u>	6	2
											<u>Seismic Quake</u>	6	3
											<u>* Storm</u>	6	4
											<u>+ Mineral</u>	6	5
											<u>(*) Tribe</u>	6	6

SWAMP/COASTAL VEGETATION

SWAMP/COASTAL VEGETATION												ENC. DIE ROLL	
NUMBER	CLASS	NAME		TYPE	WEIGHT	HITS	WOUNDS	WEAPONS	ARMOUR	SPEED	SPECIAL ATTRIBUTES	WHITE	RED
1-6	Herb.	Tesafron	Wybrantol	Grazer	200	5D/3D	+1 D	Teeth	Cloth	Ordinary	-----	1	1-3
1-2	Herb.	Kisartor	Wybrantol	Grazer	100	5D/2D	----	Thrasher	Jack	Double	-----	1	4-5
1	Herb.	Tesafron	Cheabrantol	Intermit.	200	5D/3D	+1 D	Hooves	Cloth	Ordinary	-----	1	6
1-6	Herb.	Haralum	Cheabrantol	Intermit.	50	4D/2D	-1 D	Claws	Mesh	Ordinary	Amphibian	2	1-2
2-12	Herb.	Haralum	Cheabrantol	Intermit.	25	4D/1D	-1 D	Claws/Teeth	Mesh	Double	Amphibian	2	3-6
1-6	Herb.	Tesafron	Cheabrantol	Intermit.	25	3D/2D	-1 D	Horns	None	Ordinary	Climber	3	1
6-36	Herb.	Haralum	Cheabrantol	Intermit.	6	1D/2D	-1 D	Claws	None	Double	Triphibian	3	2-3
4-24	Herb.	Tesafron	Cheabrantol	Intermit.	3	1D/1D	-2 D	Teeth	Jack	Triple	Flyer	3	4-6
1-2	Carn.	Kisartor	Krubrantol	Pouncer	100	5D/2D	----	Claws/Teeth	Mesh	Double	Chamaleon	4	1
1-6	Carn.	Haralum	Krubrantol	Pouncer	50	4D/2D	-1 D	Stinger	Cloth	Ord./Double	Amphibian	4	2
1-6	Carn.	Tesafron	Krubrantol	Pouncer	25	3D/2D	-1 D	Claws/Teeth	None	Double/Triple	Flyer	4	3-6
1-6	Scav.	Haralum	Belbrantol	Carriion Eater	200	5D/3D	+1 D	Claws/Teeth	Cloth	Ordinary	Amphibian	5	1-3



MOUNTAIN

1-6	Herb.	Tesafron	Wybrantol	Grazer	200	5D/3D	+1 D	Hooves/Horns	Cloth	Ordinary	-----	1	1-4
1-6	Herb.	Haralum	Wybrantol	Grazer	100	5D/2D	----	Hooves	Cloth	Ordinary	-----	1	5-6
3-18	Herb.	Tesafron	Wybrantol	Grazer	25	3D/2D	-1 D	Claws	Mesh	Double/Triple	Flyer	2	1-5
2-12	Herb.	Haralum	Wybrantol	Grazer	25	3D/2D	-1 D	Hooves/Stinger	Jack	Double	-----	2	6
1-6	Herb.	Tesafron	Cheabrantol	Intermit.	25	3D/2D	-1 D	Hooves	None	Double/Triple	Flyer	3	1-4
1-2	Carn.	Tesafron	Krubrantol	Pouncer	50	4D/2D	-1 D	Claws/Teeth	None	Triple	Flyer	3	5-6
1	Carn.	Kisartor	Esabrantol	Trapper	200	5D/3D	+1 D	Thrasher	Jack	Ordinary	-----	4	1-2
4-24	Scav.	Kisartor	Dacbrantol	Reducer	6	1D/2D	-1 D	Teeth	Cloth	Ordinary	-----	4	3-6
											<u>Ravine Precipices</u>	5	1-4
											<u>Seismic Quake</u>	5	5
											<u>* Storm</u>	5	6
											<u>+ Mineral</u>	6	-6

HILLS

HILLS

											ENC. DIE ROLL		
NUMBER	CLASS	NAME		TYPE	WEIGHT	HITS	WOUNDS	WEAPONS	ARMOUR	SPEED	SPECIAL ATTRIBUTES	WHITE	RED
1-6	Herb.	Tesafron	Wybrantol	Grazer	800	7D/3D	+3 D	Hooves	Cloth	Ordinary	-----	1	1
2-12	Herb.	Tesafron	Wybrantol	Grazer	200	5D/3D	+1 D	Horns	Mesh	Ord./Double	-----	1	2
1-2	Herb.	Haralum	Wybrantol	Grazer	200	5D/3D	+1 D	Hooves/Teeth	Cloth	Ordinary	-----	1	3-6
2-12	Herb.	Tesafron	Cheabrantol	Intermit.	400	6D/3D	+2 D	Hooves/Horns	Mesh	Ord./Double	-----	2	1
1-6	Herb.	Haralum	Cheabrantol	Intermit.	100	5D/2D	----	Talons	Jack	Ordinary	Burrower	2	2-3
3-18	Herb.	Tesafron	Cheabrantol	Intermit.	100	5D/2D	----	Stinger	None	Triple	-----	2	4-6
1-6	Herb.	Kisartor	Cheabrantol	Intermit.	200	5D/3D	+1 D	Thrasher	Cloth	Ordinary	-----	3	1
4-24	Herb.	Tesafron	Cheabrantol	Intermit.	50	4D/2D	-1 D	Teeth	None	Ordinary	Climber	3	2
6-36	Herb	Tesafron	Cheabrantol	Intermit.	12	2D/2D	-1 D	Teeth	Jack	Double	Flyer	3	3-6
2-12	Omni.	Tesafron	Frobrantol	Hunter	50	4D/2D	-1 D	Claws/Teeth	None	Double	-----	4	1-2
1-6	Carn.	Tesafron	Jabrantol	Killer	400	6D/3D	+2 D	Claws/Teeth/Pike	Mesh	Double	-----	4	3-4
1-2	Carn.	Tesafron	Krubrantol	Pouncer	200	5D/3D	+1 D	Thrasher	Cloth	Ord./Double	Chameleon	4	5
1	Carn.	Haralum	Krubrantol	Pouncer	50	4D/2D	-1 D	Claws/Teeth	Mesh	Ordinary	Climber	4	6
1	Carn.	Kisartor	Esabrantol	Trapper	400	6D/3D	+2 D	Stinger	Cloth	Ordinary	-----	5	1
2-12	Scav.	Tesafron	Belbrantol	Carrion Eater	200	5D/3D	+1 D	Claws/Teeth	Mesh	Ordinary	-----	5	2-3

Ravine Precipices

5 4-6

Seismic Quake

6 1-2

* Storm

6 3

+ Mineral

6 4-6

+ MINERAL CHART

Die	Type
2	Uranium
3	Iridium
4	Lead
5	Molybdenum
6	Copper
7	Iron
8	Aluminum
9	Nickel
10	Tungsten
11	Gold
12	Platinum

TRIBE CHART

Die	Tribe
1	Bret-Mel-Tip (Children of the Sail)
2-3	Sans-Mel-Cam (Children of the Planes)
4-5	Tril-Mel-Volg (Children from the Sky)
6	Maz-Drelos (People of Wisdom)



FOREST / JUNGLE

FOREST / JUNGLE											ENC. DIE ROLL		
NUMBER	CLASS	NAME		TYPE	WEIGHT	HITS	WOUNDS	WEAPONS	ARMOUR	SPEED	SPECIAL ATTRIBUTES	WHITE	RED
2-12	Herb.	Tesafron	Wybrantol	Grazer	1600	8D/3D	+4 D	Pike	Mesh	Ordinary	-----	1	1
1-2	Herb.	Tesafron	Wybrantol	Grazer	800	7D/4D	+3 D	Hooves	Cloth	Ordinary	-----	1	2
1-2	Herb.	Haralum	Wybrantol	Grazer	200	5D/2D	+1 D	Teeth	Cloth	Triple	-----	1	3-6
1-6	Herb.	Tesafron	Cheabrantol	Intermit.	800	7D/3D	+3 D	Hooves/Teeth	None	Double	-----	2	1
3-18	Herb.	Haralum	Cheabrantol	Intermit.	400	6D/3D	+2 D	Thrasher	Cloth	Double	-----	2	2
2-12	Herb.	Tesafron	Cheabrantol	Intermit.	100	5D/2D	----	Teeth	Cloth	Ordinary	Climber	2	3-6
4-24	Herb.	Kisartor	Cheabrantol	Intermit.	50	4D/2D	-1 D	Hooves	Mesh	Ordinary	-----	3	1-2
6-36	Herb.	Tesafron	Cheabrantol	Intermit.	6	1D/1D	-1 D	Claws	None	Triple	Flyer	3	3-5
1-6	Omni.	Kisartor	Tribrantol	Eater	25	3D/2D	-1 D	Teeth	Mesh	Ordinary	-----	3	6
1-2	Carn.	Haralum	Krubrantol	Pouncer	400	6D/3D	+2 D	Claws/Teeth	Mesh	Double	-----	4	1
1-2	Carn.	Tesafron	Krubrantol	Pouncer	200	5D/3D	+1 D	Broadsword	Cloth	Ordinary	Climber	4	2-3
1-6	Carn.	Tesafron	Krubrantol	Pouncer	25	3D/2D	-1 D	Claws/Teeth	None	Triple	Flyer	4	4-5
2-12	Carn.	Haralum	Morbrantol	Chaser	100	5D/2D	----	Halberd	Jack	Double/Triple	-----	4	6
1-2	Scav.	Haralum	Reabrantol	Imitator	400	6D/3D	+2 D	Claws/Teeth	Cloth	Ordinary	-----	5	1-2
1-6	Scav.	Tesafron	Belbrantol	Carrion Eater	200	5D/3D	+1 D	Teeth	Mesh	Double	-----	5	3
											<u>Ravine</u> <u>Precipices</u>	5	4-6
											<u>Seismic Quake</u>	6	1
											<u>* Storm</u>	6	2-3
											<u>+ Mineral</u>	6	4-6
WEATHER CHART		* STORM CHART											

WEATHER CHART
(Roll Once Daily)

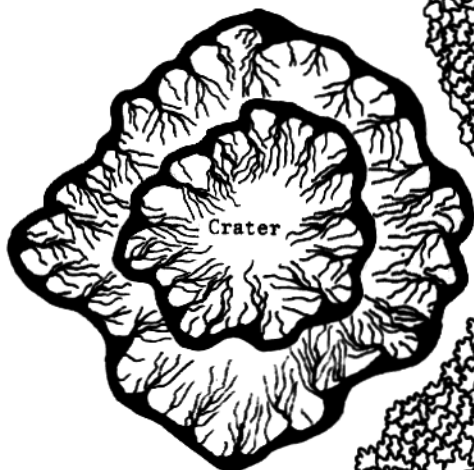
* STORM CHART

Die	Effect	Die	Type	Length	Effect - Reduces Visibility By:
1	Clear, Calm	1	Severe Wind	1-3 Days	25% Small objects blow away
2	Clear, Windy	2	Heavy Rain	4-24 Hr.	50% Flash Flooding Vehicles bogged 4-6
3	Cloudy, Calm	3	Hail	1-6 Hr.	50% Heavy Damage to Vegetation-if outside take 2d Damage
4	Cloudy, Windy	4	Fog	1-6 Days	90% Special Surprise Roll 3-6
5	Rain	5	Tornado	1-3 Hr.	50% Roll 1d/hr. if 6 one takes 10d damage
6	*Storm	6	Hurricane	1-6 Days	75% Flash Flood/if coastal saving throw of 7+ on 2d,+2 if in heavy shelter, otherwise blown away



MAP TO RUINED CITY

↑
North
Location 0-3
Scale 1" = 100 Meters



Crater

1

4

2

3

A - Perimeter Guardian

The area that houses the remains of the colonial city is typified by dense vegetation that has overgrown everything. The city was laid-out in a symmetrical pattern with 1 m. diameter pillars (fabricated from an unknown alloy) spaced around the perimeter. These pillars were once used to maintain a forcefield that kept wild game from wandering in. They have long since fell silent from lack of power and maintenance, although with a little work and a power source, three of them could be used to enclose a small triangular area well enough to keep out the largest of beasts. This was the first permanent colony built and therefore a conglomeration of architecture ranging from survival huts to the most modern metal-fabricated buildings. A small crater was formed when the city's underground powerplant went critical and blew up that quarter of the city. Until this time, much of the planet's population was living here despite the ravages of the plague. After the powerplant accident and following contamination, the people had to disperse; with the present culture as a result. Almost all of the radiation is gone, however small pockets could still be a danger to the unprepared. The old survival domes were mostly abandoned before the collapse, though there is a 1 in 36 chance (2 on 2D) that explorers will find a cache of building materials. Most of the population of the last days lived either in the long dormitory buildings or in the tunnels beneath the city. All of the buildings above the surface have long since been open to the outdoors and serve mostly as lairs for creatures of the forest. It is particularly dangerous to wander about the city at night (Double chance of encounters). Save for the main buildings, all that will be found will be ancient, weather-worn personal effects.

Building #1 - This was the upper level of the administration center and its half-collapsed dome roof has exposed two of the levels four chambers. All that remains of the instruments in this area are rusting heaps of metal. (Roll for encounter with an animal of the forest under 100 kg.; the creatures of these rooms always change, so roll each time). There is a sliding door leading to an inner chamber and it can be burnt out or pried open easily. Within this room, the remains of a wagon made out of scavenged parts and different size wheels lies beneath a control panel. Both control panels are burnt out with only a small filament of ruby still glowing on the door control panel. If the large section of the door control panel is pressed, the door will slide open, revealing a control room that has been turned into a hunter-gatherers den. Animal pelts hang from the walls and there is a fire pit beside the door. It has been a very long time since anything walked into this room, yet the bones do not look as if any great age has passed. Beneath a large animal pelt is a trap door made of stainless steel and the only access is to burn through it. (To find the chamber below see Tunnels and Chambers Des.)

Building #2 - Most of the interior walls of this building have large holes knocked through them; for this is the lair of an unusually large beast- Tesa Fron Jabrantol (weight 1000 kg., Hits 83/23, wounds +4D, all other attributes the same.) In one of the rooms the party will find the trap door to the level below and they have a 1 in 6 chance of making it in without arousing the beast.

Building #3 - This was the main food process plant of the city. Vegetation was brought in from the surrounding countryside and fed into the machinery where it was converted into highly nutritional loaves. Only two items of significance are in this building, one is the trap door leading down to the lower levels and the other is a poli-resin case. Contained within this case is a net of electrodes that fit over the skull and acts as a powerful psionic shield. It is lightweight and can be worn with combat gear. If the medical officer is not alert, there is a 1 in 6

chance the party will be afflicted with a blotching rash that can be cured by a ship's med-center. If no medical attention is provided, the victim will collapse with fever and die within 3 days. Treatment is never too late as it is a simple viral infection.

Building #4 - This was once the motor-pool for the city and within are spareparts, tools, junk grav-sleds (one grav-sled can still function) and a Kisator Calbrantol (the siren of the jungle) : Hits 26/13, +2D wounds, all else standard. It lies in wait within a derelict shuttle craft and will attack 4 out of 6 times. If the grav-sled is powered up, it's graceful lines will travel up to 100 k.p.h., it has an auto-pilot, ration storage, guidance radar and an enclosed environment. The hatch leading down can be opened by using a bracelet that is in the shuttle craft or, it can be burned through.

TUNNELS and CHAMBERS BELOW the CITY

The underground network of corridors were dug shortly after the founding of the city. The walls, floors and ceilings are made from a dark, translucent substance which is cold and hard to the touch. The doors in the system are the sliding type with pressure seals. The doors can only be opened with the bracelet obtained from the shuttle craft in Building #4. In failing to have the bracelet, the doors can be burned through with a laser rifle. The small circular chambers around the perimeter that are labeled A are the cellars of the field generating pillars.

Within these small chambers are the power cores and the control heads for metallic cylinders. There is little of value within these rooms except the field equipment and a deactivated android called Len-Tas located in the far south chamber. If power is supplied to it correctly, party will find that the android is quite intelligent. This is truly the apex of Sanshitar culture; for the electro-mechanical systems coupled with their tremendous psionic power they created a true marvel. It has the following abilities: travel by anti-grav up to 135 k.p.h., read unprotected minds, acts as a switchboard amplifier with a group of minds, starship navigation, makes a log of events as long as it has power, a protective screen (takes 300 points) and finally it can act as a logic adviser (it can choose a logical course of action given a situation). It will relate the history of the colony up until the time it was deactivated. This happened shortly before the power plant blew-up; the robot tried to stop the explosion, however, the people thought it was causing the critical situation and so turned it off. The android will remain loyal to the person who powered it. The appearance of the android is one of a long-armed trash can with a dark fish bowl inverted atop it. The android can also be equipped with arms, however it will try to reason with it's opponent first. It can be powered by anyone with Jack-of-Trades skill.

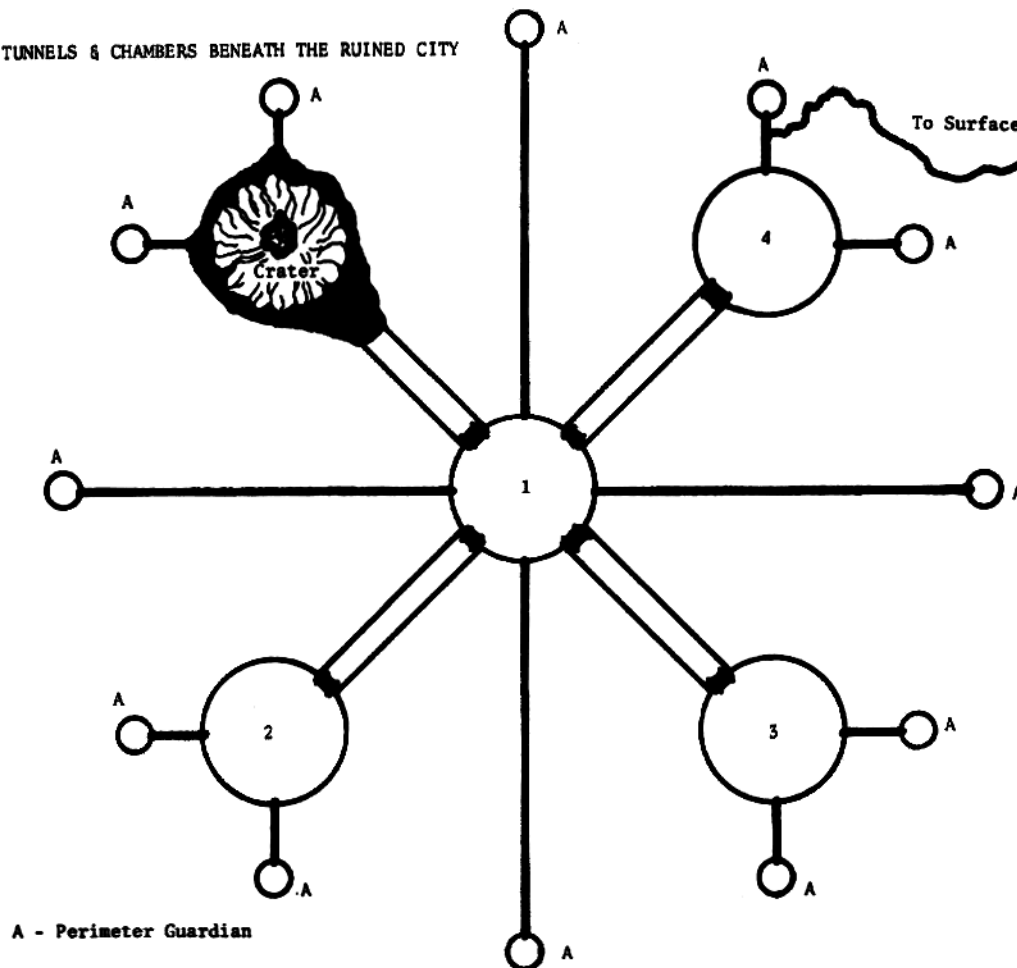
Chamber #1 - This chamber was the control center for the city; for the massive computer located here maintained all the services needed by the city. This computer is semi-self-directing, which allows it to be given a set of tasks to be carried out (such as the maintenance of a city) and it can solve most of the problems that would be encountered. It is the equal of a Model 7 computer in computation capacity and can be orally programed. It weighs 3 tons and could be moved undamaged by a competent tech. with some helpers. The computer has had all navigation tapes to the home world erased, as it was a one-way trip and the builders did not want invaders getting to the home world. There is a repair and maintenance kit in a cabinet built into the side of the computer.

Chamber #2 - This chamber housed the labs for technical research that the colony conducted in an attempt to restore stability to the planet's geological formations. It contains many powerful field generators; all but one of these were burned out. The remaining generator is in reality a powerful tractor beam that can easily effect objects up to 1000 tons mass, provided sufficient power is available and the unit is properly mounted. The generator requires 1/10 ton of fuel per ton moved per turn to operate. This area is guarded by a robot that is programmed to pelt intruders with rubber bullets and will only stop when hit by a pure energy weapon; it is impervious to all kinetic energy weapons.

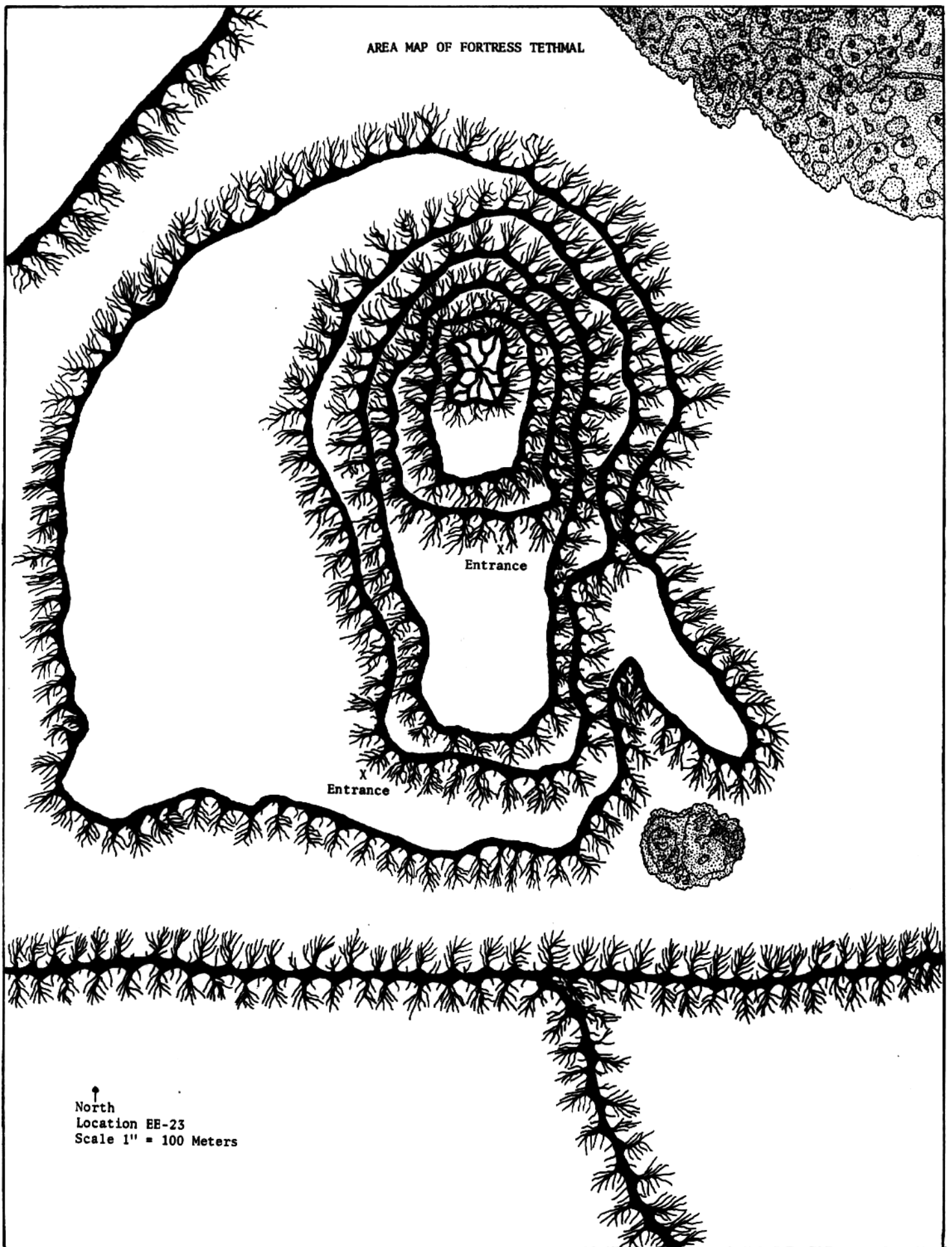
Chamber #3 - This vault contains the android laboratory that the Sanshitar used to construct Len-Tas. Located on a hidden shelf is a helmet with transceiver and base transceiver that works with thoughts. The helmet can be worn by any sentient being whose head will fit. The base station can be hooked into a computer, programed and controlled by the individual wearing the helmet. The room is guarded by a anti-grav, laser-armed robot. It can move up to 200 k.p.h., the weapon it carries is the same as a laser rifle and it has a screen that will take 100 points of damage and a reflec-coated, heavily armored hull. There is a 75% chance it will attack any party. The android Len-Tas will also have a 75% chance of controlling the robot and stopping the attacks. If controlled once, it will always obey Len-Tas.

Chamber #4 - This chamber is the lair of a large Kisator Calbrantol, the siren of the jungle. It's hits are 34/12 and it has 2/3 chance of surprising the party who enters. It will attempt to kill and devour all who try to pass through it's lair. The creatures main weapon is it's psionic powers that enable it to call small beasts (20 kg. or less) to it; and psionic assault with a strength of 11 (does 2D +6 if successful). If the lair is searched, a party will find a small pile of cultural artifacts worth 1000,000 credits on the open market. These artifacts are objects such as statues, vases, ornaments and other common utensils.

MAP OF TUNNELS & CHAMBERS BENEATH THE RUINED CITY



AREA MAP OF FORTRESS TETHMAL



↑
North
Location EE-23
Scale 1" = 100 Meters

THE FORTRESS TETHMAL

The planetary fortress upon Pen-Latol's world was built by the Sanshitar in anticipation of invaders from space grabbing the mineral rich colony. It was capable of sending great beams of energy into space with the enormous batteries that it possessed. The fortress was built into a mountain of iron ore to give false readings on sensors. With its superb camouflage and short range rapid fire weapons, Fortress Tethmal was truly formidable. Its name, Tethmal means controller. Deep in the heart of the ore mountain is a vast computer. This machine controlled every function of the fortress and most of the androids in the colony. About 120 planetary years ago, a heavy meteorite shower threatened the remaining life on the planet. The fortress then poured out a barrage of fire that destroyed all of the meteorites. The saving of the planet was to be the fortress' undoing, for it drained the power so low it could only maintain minor functions. One function that was no longer usable was the batteries which kept the powerful wildlife at bay. Soon animals prowled many of the corridors, using the fortress as a lair. However, the computer which calls itself Corz-Tethmal (or mind of the controller) still maintains control over most of the level on which it is located with the aid of battle-droids and gas. It also has contact with the Sanshitar descendants, the Cleashitar through the spheres possessed by the shamons of the tribes; which telepathically implants thoughts into the shamons' minds to direct the culture.

LEVEL I

Room #1 - This is the old fire control center whose computer within is necessary for the proper function of the primary and secondary batteries of the fortress. It can be made operatable with 100,000 credits of repair as is by a competent archaeological expert but any damage from energy weapons or explosives will cause 606 x 100,000 credits to repair, if it is not outright destroyed (save 4+ on 2D if hit). The room once had long-range deep space sensors. They had all been destroyed by the killer of the jungle, Tesa Fron Jabron (800 kg., hit points: 54/6). It will attack and attempt to kill any creatures who enter. Within the room is a wrecked battle-droid with a sphere identical to the shamons'. If picked up the sphere will glow faintly and the bearer will be drawn further "down" telepathically to the levels below. All exits except the one leading to Room #2 are concealed behind panels and can only be opened after careful searching. The panel to the east leads to an open shaft going down. There are no apparent hand or foot holds on the smooth-sided shaft.

Room #2 - Within this vaulted chamber is the primary battery of the fortress. In this room is a deadly beast of the jungle who has made its' lair among the batteries. This beast is a Siren (26/12 hits) and will blast all who enter with a psionic assault of 8. After subduing its' prey, it will sting them with a potent drug that sends the victim into hibernation (can be broke the same as one in low passage - all D.M. applicable). The batteries within the chamber have been damaged; however an expert of ancient devices can repair them at a cost of 100,000 credits each. The batteries have the ability to project a lazer beam 2,000 kilometers into space from the planet's surface. The batteries may be sold as is for 400,000 credits each to a private university or government agency. The laser beam acts the same as a ship's laser but can only fire once every three minutes because of the long warm-up time.

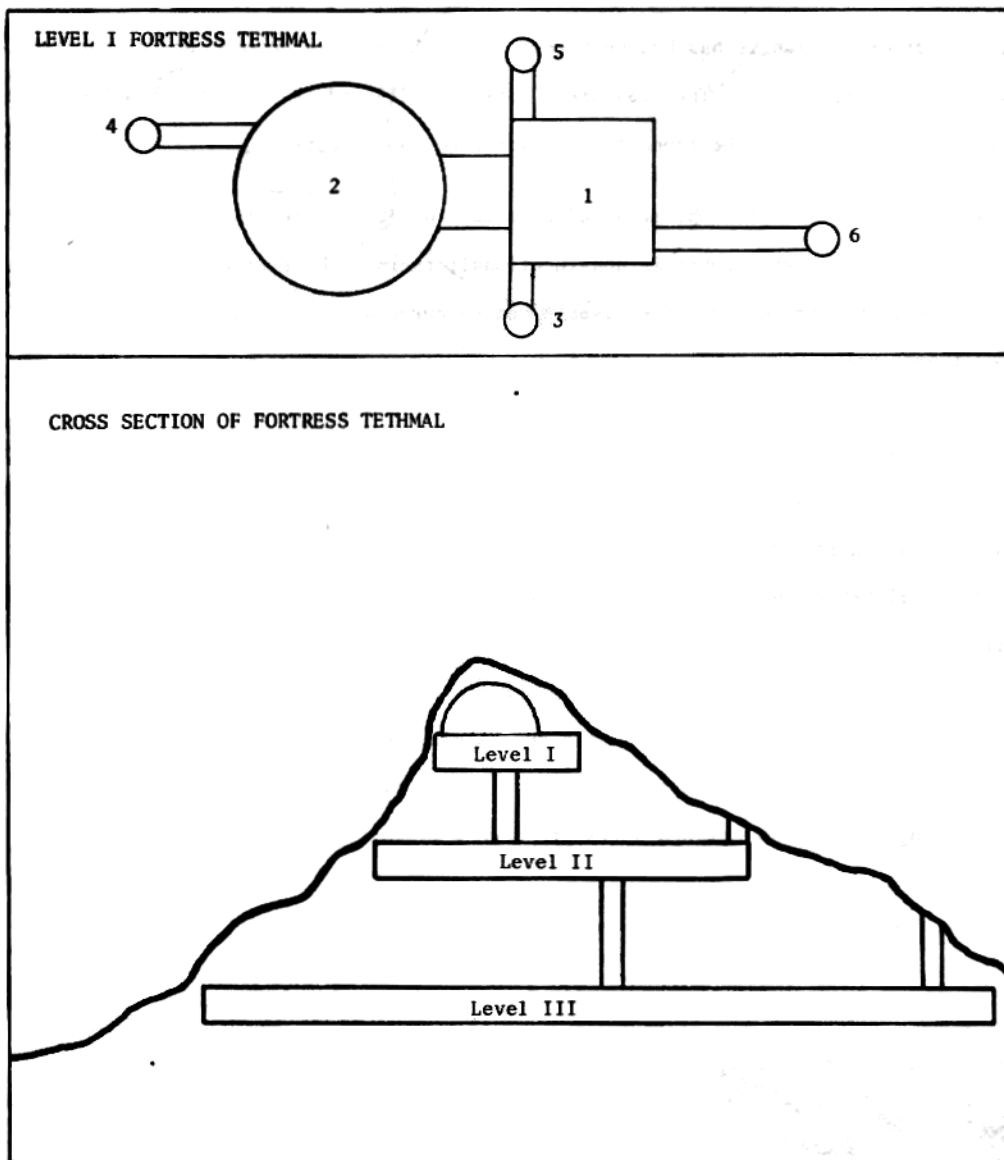
Room #3 - This room contains a small rapid-fire battery that provided close anti-personnel support. The battery

itself is in shambles and provides little more than a lair for 200 kg. pouncer of the jungle. It's hits are 26/12 and will attack any who enter it's lair. Beneath it's bedding is a shiny plate of an unknown metal that when touched will depict a vista from the home world. If it is sold to an artifact collector, the disc will fetch a sum of 75,000 credits.

Room #4 - The battery within this room burned itself out during the meteorite shower. The circular chamber is burned and blackened and the weapons are fused into a molten lump.

Room #5 - Everything in this chamber was removed by the Sanshitar and behind it's sealed door is only dust.

Room #6 - In this circular chamber is a complete battery that can be removed in two hours. It has a range of 1,000 meters and can engage three different targets. It does 10D damage when it hits. It's beam will penetrate light armour, however screens will stop it. The room also contains capacitor banks that when charged ten minutes will fire the weapon four times per charging.



LEVEL II

Room #1 - This chamber was the damage control center for the fortress. It contains robots, tools and parts to repair damage to the fortress. Two of these robots are still functional; one is a welding robot, the other equipped with a sprayer containing quick-setting resin that can be used as ablat. Piping runs around the walls and with close inspection the piping will turn out to have the ability to move electricity with no resistance.

Room #2 - The secondary battery that melted during the meteor shower opened a gap in the room's walls and a 100 kg. eater of the jungle has made it's lair here. It has 22/5 hits and will only respond violently when attacked.

Room #3 - This chamber contains a fully functional secondary battery that can be removed in six hours. It has a range of five kilometers and can penetrate most vehicular armour. There is a security robot who will attack intruders with a rubber bullet gun that shoots twice per fire segment and does 5D damage to stun. If it is hit with an energy weapon, it will stop and return to it's station.

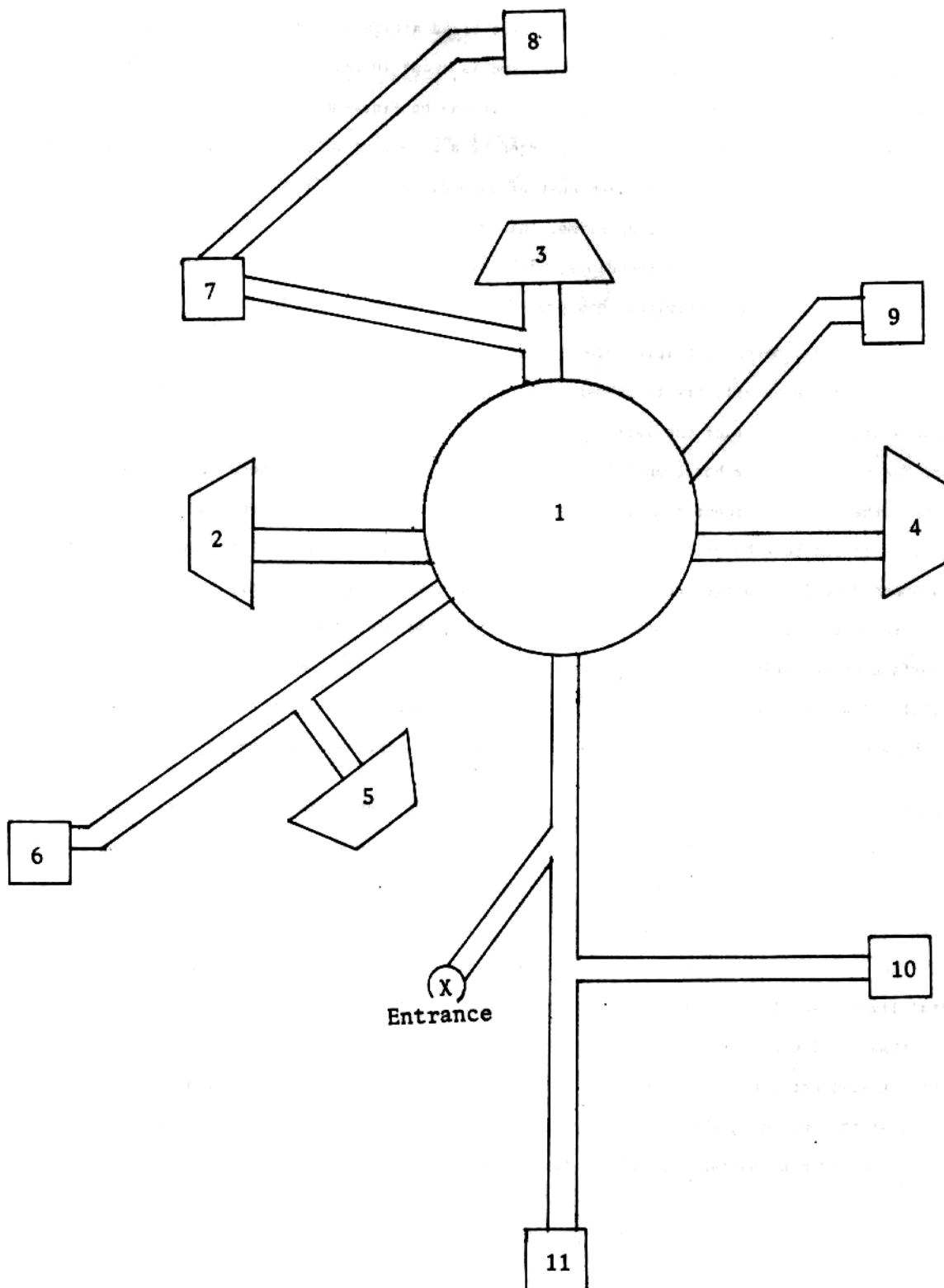
Room #4 - A 800 kg. killer of the jungle has broken through the wall of this chamber and dismantled both the security robot and the secondary battery. The creature's hits are 38/3 and it will attack all who enter. Amongst the refuse, a highly ornate harness can be found that is worth 20,000 credits.

Room #5 - This secondary battery can still be repaired at a cost of 30,000 credits. It has the same capabilities as the battery in Room #3. The security robot is non-functional; there is however a fungus growing on the ceiling that will infect any who are not protected. This disease can be cured with a med-unit (saving throw of 7+ must be made - expertise modifiers apply).

Room #'s 6,7,8,9,10,11 - All of these rooms contain an anti-personnel battery that are still functional (with the exception of Room #8). The only draw-back to their use is the amount of power required to operate them and the local fauna who use them as lairs. Room #8's battery is a little more than a mis-happened pile of fused metal and crystal. The anti-personnel batteries mounted on this level were built with an unknown fault. This is reflected by the operating character either the player or in the case of a non-player character the judge throwing a 20-sided die each time it is used. With a 20 meaning the battery shorted and fused instead of firing. The operator must save 2D6, 8+ with expertise modifiers applying or take 4D6 damage. Room #9 also has 3-50 kg. Intermitt Grazers who have horns. They will only attack if frightened. Room #11 in addition to the battery has a nest of 7-25 kg. Flying Grazers of the jungle. They have gained access through a crack created by a large tree trunk.



LEVEL II FORTRESS TETHMAL



LEVEL III

Room #1 - This domed chamber was the barracks area for whatever garrison was stationed at the fortress. Here are the molding remains of sleeping couches, tables, chairs, lockers and privacy screens scattered about in this room. If the lockers are inspected, about 600 credits worth of pocket sized artifacts will be found. One of these artifacts is still functional, a hand held fusion torch. It's flame is about 10 cm. long and will cut or weld anything up to space cruiser-type armour and up to 8 cm. in thickness. It can be fine-tuned to a point of .5 m.m. in diameter and operate for about 30 hrs fusing time. It can be recharged by a competent archeology expert at a cost of 1000 credits. If the room is searched further, an irridium bust of an oddly dressed Cleashitar will be found among the bones of small to medium animals and foul-smelling slime. This chamber is one of the lairs of a radioactively mutated jungle killer. It has adapted to it's surroundings, with legs growing stocky and agile enough to negotiate the passageways and tunnels it has dug. This territory has proved fertile as the creature weighs 1700 kg.; does double damage; takes double to kill and moves at triple speed. It is semi-intelligent and will stalk the party until it can obtain surprise and close or will try to ambush smaller groups. The creature is well-known for it's excellent hearing when intruders are in any part of the lair. A tough scale and plate hide covers all but a small part of the flesh-eater. The upper left eye has been blinded in a fight and the creatures head still bears the scar. Besides the scar, the other most prominent feature of the creature's head is the mouthful of teeth. With these and it's powerful claws it can be a handful for a small party that has been ambushed. It's physical makeup is such that energy weapons do only $\frac{1}{2}$ damage and explosive or kinetic energy weapons do only $\frac{1}{4}$ damage. This occurs due to the fact the creature's metabolism absorbed some of the heavy metals. These metals were deposited in a sac located near the surface of the skin. The armour formed as a reaction to radiation sickness. This creature roams Room #s - 1,3,7,8,9,10,11 and 12 awaiting prey. It has constructed openings were prey can enter and may occasionally exit to hunt the woods when hungry. There is a 30% chance of the creature being gone at night.

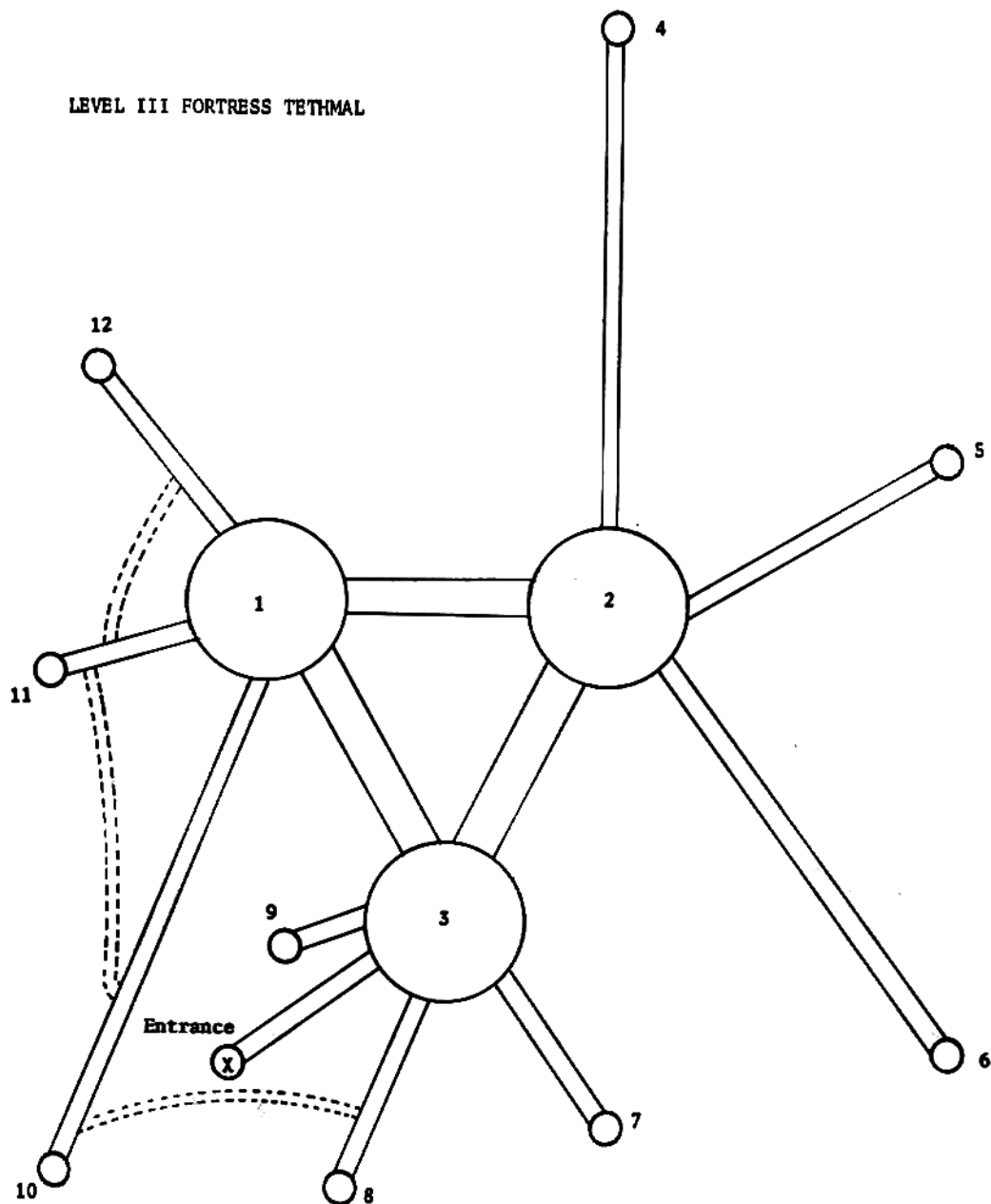
Room #2 - The prismatic walls of this chamber sparkle with golden light that seems to originate from the massive crystal in the center of the room. Access to this area is obtained by approach of the door and proving that the party is sentient. They will be proving this to the great computer that is so advanced as to possess artificial intelligence of a high degree. The machine refers to itself as Corz-Tethmal and immediately begins communicating telepathically with those who enter. One of the first things it will ask for is energy as even opening the door is a drain upon its' limited supply. Upon receiving power, it will relate a brief history of the colony and the inhabitants. Corz-Tethmal will heal those in the party who may be injured. It will also warn of the beast who lurks on this level. It will not leave the planet but if supplied with energy, it will activate androids stored beneath the floor and start rebuilding the colony. Any who assist in this rebuilding process (supplying energy) to bring the Cleashitar up from barbarianism, will be trusted and loyalty shown and a safe planet always open to them.



Room #3 - Besides the rubbish laying around in piles in this room, a hexagon one meter across may be found. This hexagon platform can carry up to 1000 kg. and will go where directed by the one who bears the small sphere that can be found beneath it.

Room #s 4, 5, 6 - These small rooms contain fully functional anti-personnel batteries as described earlier. The flaw found in batteries on Level II is absent here, with all fully functional.

Room #s 7, 8, 9, 10, 11, 12 - The batteries in these chambers have been wrecked and openings made to the surface. Bones, rotten vegetation and hunks of metal litter the floor with nothing but random creatures lurking within.



Abbreviations

ATV - all terrain vehicle

Carn. - carnivore

Cm. - centimeter

Cr. - credits

D or d - die

Dex. - dexterity

Enc. - encounter

End. - endurance

Equip. - equipment

Herb. - herbivore

Hr. - hour

Int. - intelligence

Intermit.- intermittent

Jack-O-T - jack-of-trades

Kg. - kilogram

Km. - kilometer

KPH - kilometers per hour

L. of E. - level of expertise

M. - meter

Mm. - millimeter

Med. - medical

Omni. - omnivore

Ord. - ordinary

P. Str. - psionic strength

Scav. - scavenger

Spec. Attr. special attributes

SMG - submachine gun

Str. - strength

2E - Exploration & Exploitation

