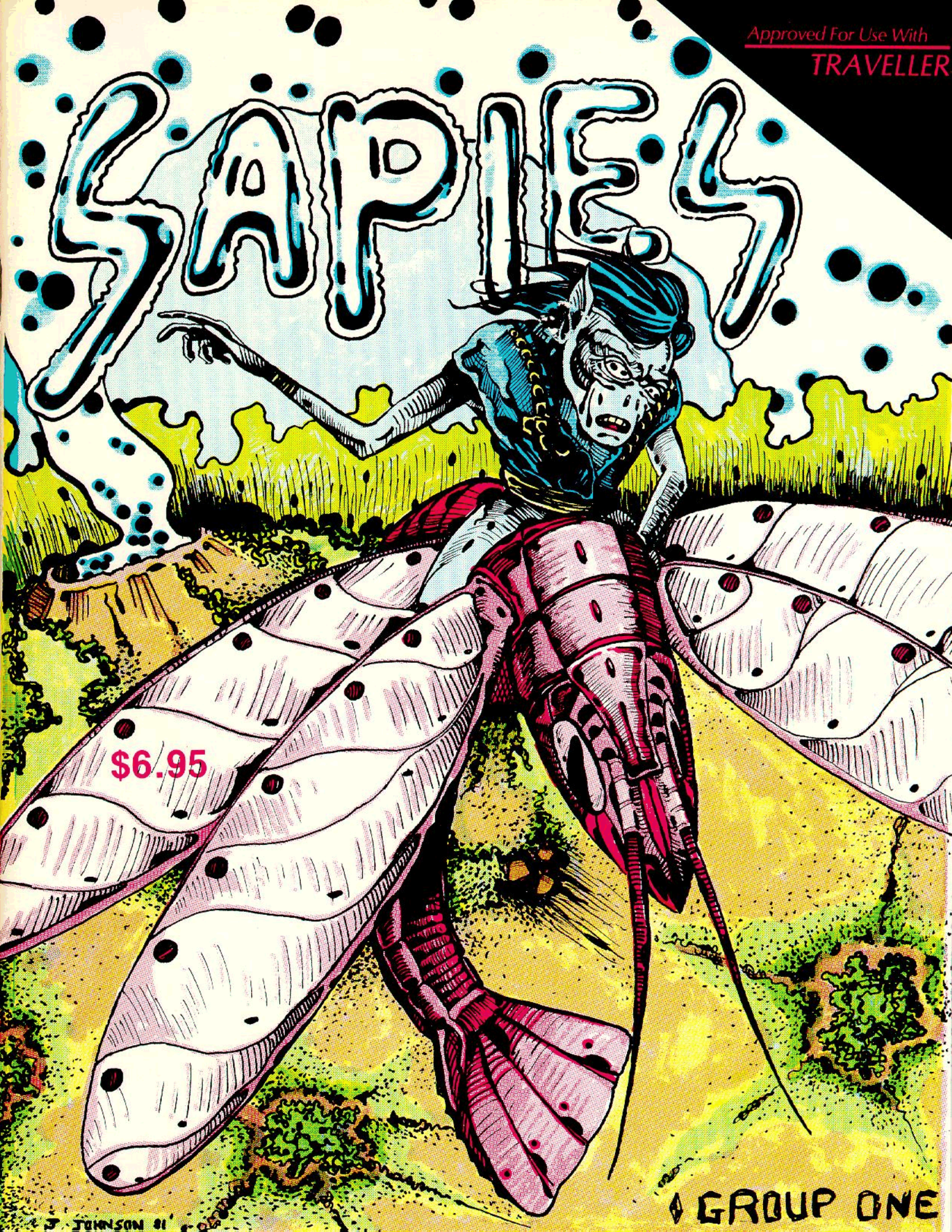
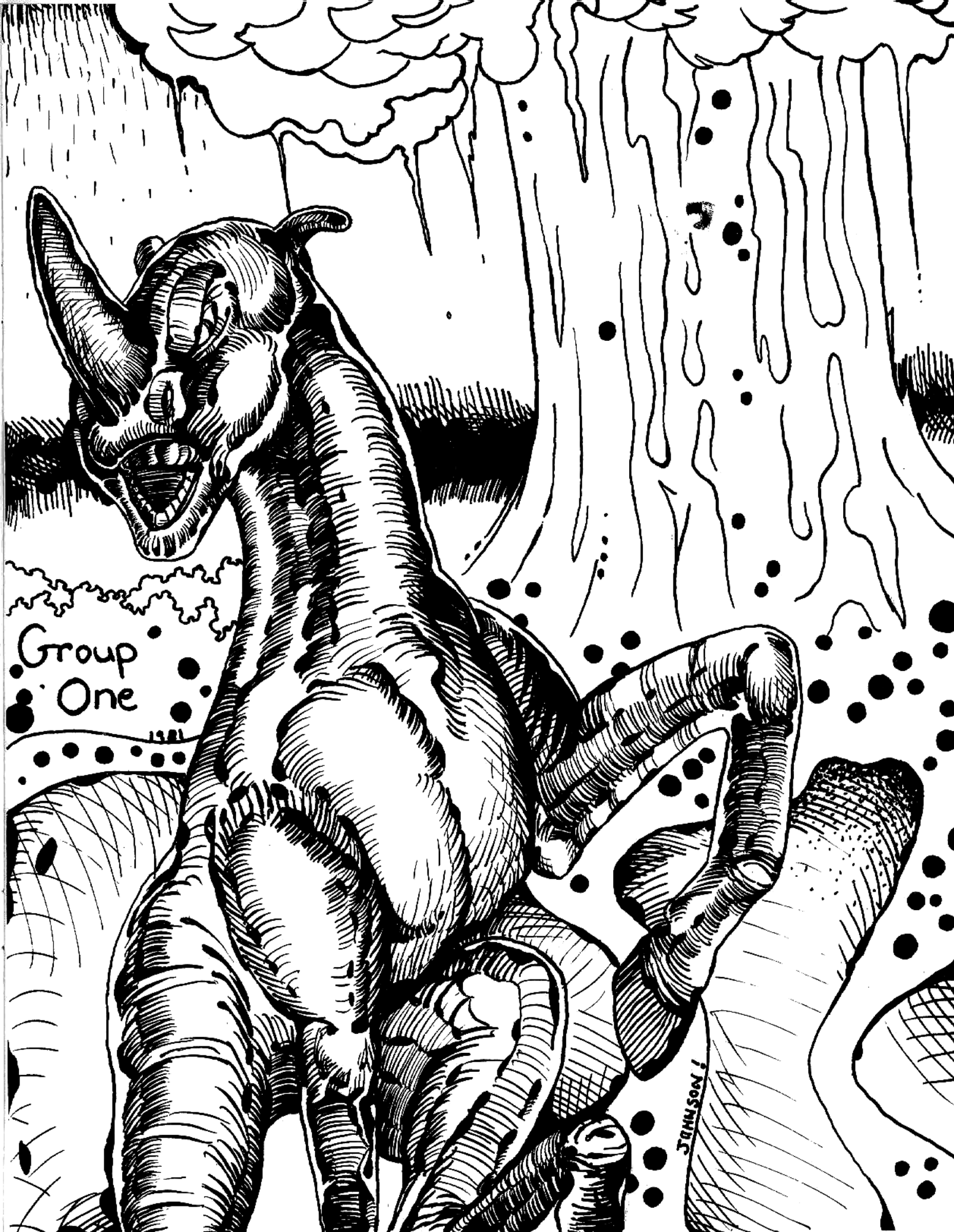


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JANUARY

SAPIES is a world adventure, APPROVED FOR USE WITH TRAVELLER. The planet is located in the Banderhue Quadrant, Theta Borealis Sector of the Imperium. The original concept and majority of design is by Dorothy Bledsaw.

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## History of Sapies

The history of the planet Sapies has always been one of great activity and accomplishments. Although there are a few outlaw barbarian tribes, most are very devoted to the welfare of the culture; therefore producing a modern utopia. Agriculture, manufacturing and animal husbandry add to the economy. Mining, food processing and forestry establishes a large portion of the economy. Science is a tradition as well as higher education. Transportation is mainly comprised of monorail systems and barges. The citizens are safe from the barbarian raids that plague the remote parts of the countryside. The raids continue because of two factors; the barbarians have captured modern weapons and due to the remoteness of the barbarian bases. However, the barbarian problem has not upset the planet's prosperity.

Forest - The forest ranges of Sapies are vast and dense. There are several varieties of trees that range in color from purple bark to red leaves. Some grow to heights of 70 meters. A particular variety of tree, the Mosiea produces a delicious hard shelled fruit. Another variety, the Aromas tree grows to 4 meters and has delicate, soft foliage that resembles feathers. This variety vanges all colors of the rainbow and emits delightful scents such as cinnamon and peppermint.

Ocean - The oceans of Sapies are tinted a burnt orange color. They teem with many life-forms and well developed vertebrates flourish in a variety of shapes, colors and sizes. There are also gigantic as well as tiny hard shell animals resembling lobsters and oysters. The flora in the oceans range from red to light yellow in color and take on the forms of simple seaweed to microscopic plant forms which perform most of the photosynthesis which begins the food chain for all marine life.

Beach - Shimmering, golden orange sand covers the beach areas. Flora is sparse in the sandy soil, and usually yellow in color.

Plains - The rich, fertile plains of Sapies grow a vast variety of foodstuffs. The color of the flora and cultivated crops here range from magenta to a pale shade of pink. Several varieties are tall and slender; others short, bushy and broad-leaved.

Mountains - A large mountain range divides the plains of Sapies. The highest peak reaches nearly 700 meters above sea level. The mountains are a purplish blue. Vegetation is practically non-existent and what flora that does spring up in the twisted terrain is usually light and tinted blue.

Hills - The vegetation covering the hills grows rapidly like that of the plains due to the heavy rains of spring and warm temperatures. These vary in size from short grasses to gigantic ferns with huge, compound leaves. The hills gently slope.

## Epiga

This class of animals can often times be identified by their fierce disposition, as they will usually attack anything. The body is covered with dense, bristly fur. Epiga have a very alert as well as acute sense of smell and hearing. They possess two small eyes that see the normal light spectrum located on the head and a large orifice with a powerful, protruding jaw. Most Epiga have four, jointed limbs with five digits in front and one in back of the paw. Some possess only two strongly muscled limbs with the same number of digits for locomotion. Epiga bear 2-3 live young a year. Some have horns between the eyes. Most have a short tail which is thin and fur tufted at the end in some and thick and scaly in others of the Epiga class. Most are equipped with sharp claws and teeth.

## Lidotodragon

This class of animals have four, short limbs. The limbs are sometimes thick and muscled for locomotion and other times thin and almost delicate in the flyers of this class. Lidotodragons have two eyes which are large and round or sometimes triangular located on the head which is usually pointed. Lidotodragons are egg laying creatures. Most possess tails which are thickly muscled and scaly in some and lightly feathered and fan-like in others of this class. Some animals in this class possess chameleon characteristics and some may have antennae. Some Lidotodragons have claws and sharp teeth and some may be equipped with a liquid that is sticky for defense purposes.

## Chiropteran

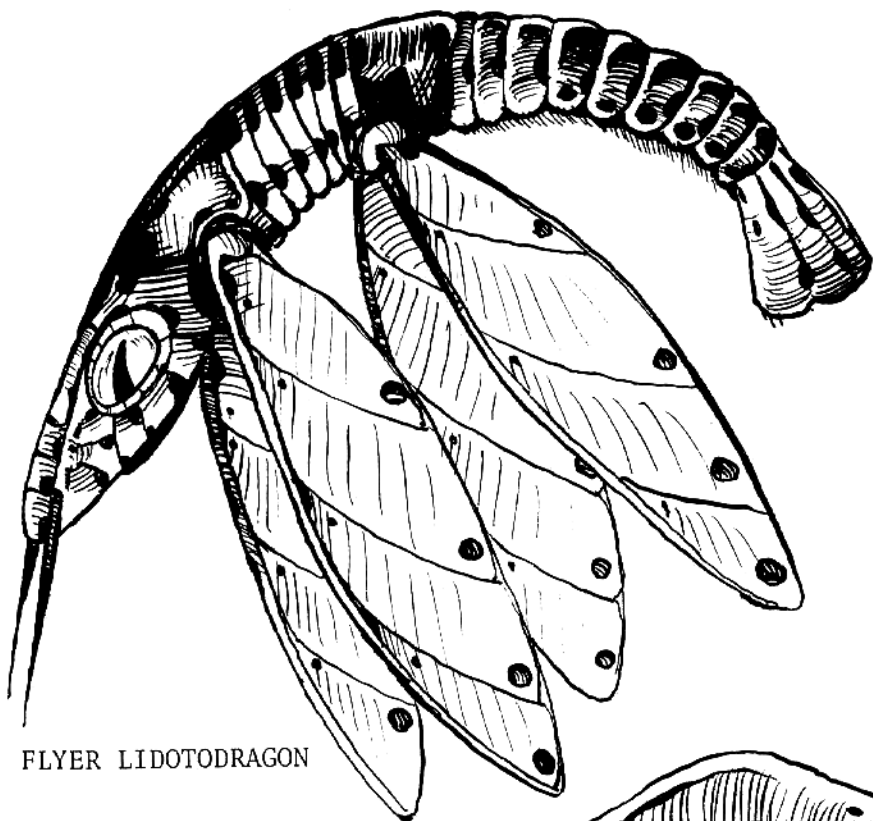
The animals of this class dominate much of the planet's surface. They possess four to six limbs with many having digits on one pair of limbs. All of the class have a head mounted frontally and their mouth is on the lower front. Chiropteran have two eyes on the front and these eyes respond only in black and white of the normal light range. They have ears, which in most cases are very sensitive and noses which often are highly developed. They bear their young live and care for them until maturity. The dominate race is in this class as are the two most widely used domesticated animals, the Kangotey and Unison Equidae.

The Kangotey is two meters long and one meter tall. It has four jointed limbs with four digit

The Kangotey is two meters long and one meter tall. It has four, jointed limbs for locomotion and two limbs with four digits for the gathering of food. The Kangotey are covered with soft, black fur and have a short, bushy tail. The front of the trunk is large and heavily muscled and the rear half very narrow. They were domesticated early and are raised for food and fur.

The Unison Equidae are covered with soft hair of varying colors. They have one horn protruding from the head between their two deeply colored eyes. Long hair pouches cover the ears mounted on each side of the upper head. The Unison Equidae stand one meter high and is one and one-half meters long. A hump at the rear of the back makes a natural seat that is quite comfortable. They are gentle beasts of draft and burden with the females bearing young live and the males only have the horn.

	TYPE	WEIGHT	HITS	WOUNDS	WEAPONS	ARMOR	SPEED
Kangotey	Grazer	400 kg.	6D/3D	+2D	Hooves	Mesh	Dbl.
Unison. Equidae	Intermit.	200 kg.	5D/3D	+1D	Hooves + Horns	Jack	Tri.



FLYER LIDOTODRAGON



EPIGA



CHIROPTERAN  
KANGOTLEY



LIDOTODRAGON



CHIROPTERAN  
UNISON EQUIDAE

## Cygmo Barbarian Tribe

These nomadic people with wild, dark eyes and long, undoubtedly filthy hair have weathered, leathery skin and rarely, if ever, bathe. They stand 1.5 meters tall; have two limbs on the upper trunk with seven, jointed digits each. They also possess two limbs for locomotion on the lower trunk. They are quite humanoid in appearance. The males are hard and cruel and have numerous wives. They live constantly in the saddle and were as wedded to the Unison Equidae that they ride. The Cygmors have neither cities or forts but rather carry their dwelling where ever they go; their wagons the only homes they possess. They live not by citizenship but by thievery. The Cygmo Barbarian Tribe are natives of Sapies. Most are immensely rich, bedecked in gold rings, bracelets and gold torques. Their robes glitter with squares of beaten gold held together with golden bands. For centuries the fierce Cygmo tribes rode supreme until the Mitzenes invented weapons of a superior standard. Every two years all Cygmors return to the mountain site where the elected king lives in luxury; bringing with them all sorts of treasure to be stored in the great cave. After a month or so of drinking, dancing and bragging of savage kills, they return to plunder, murder and rob the Mitzenes.

### Cygmo Ability Chart

Strength:	3-18	Intelligence:	2-12
Dexterity:	2-12	Education:	1-3
Endurance:	2-12	Social Standing:	2-12



CYGMO BARBARIAN

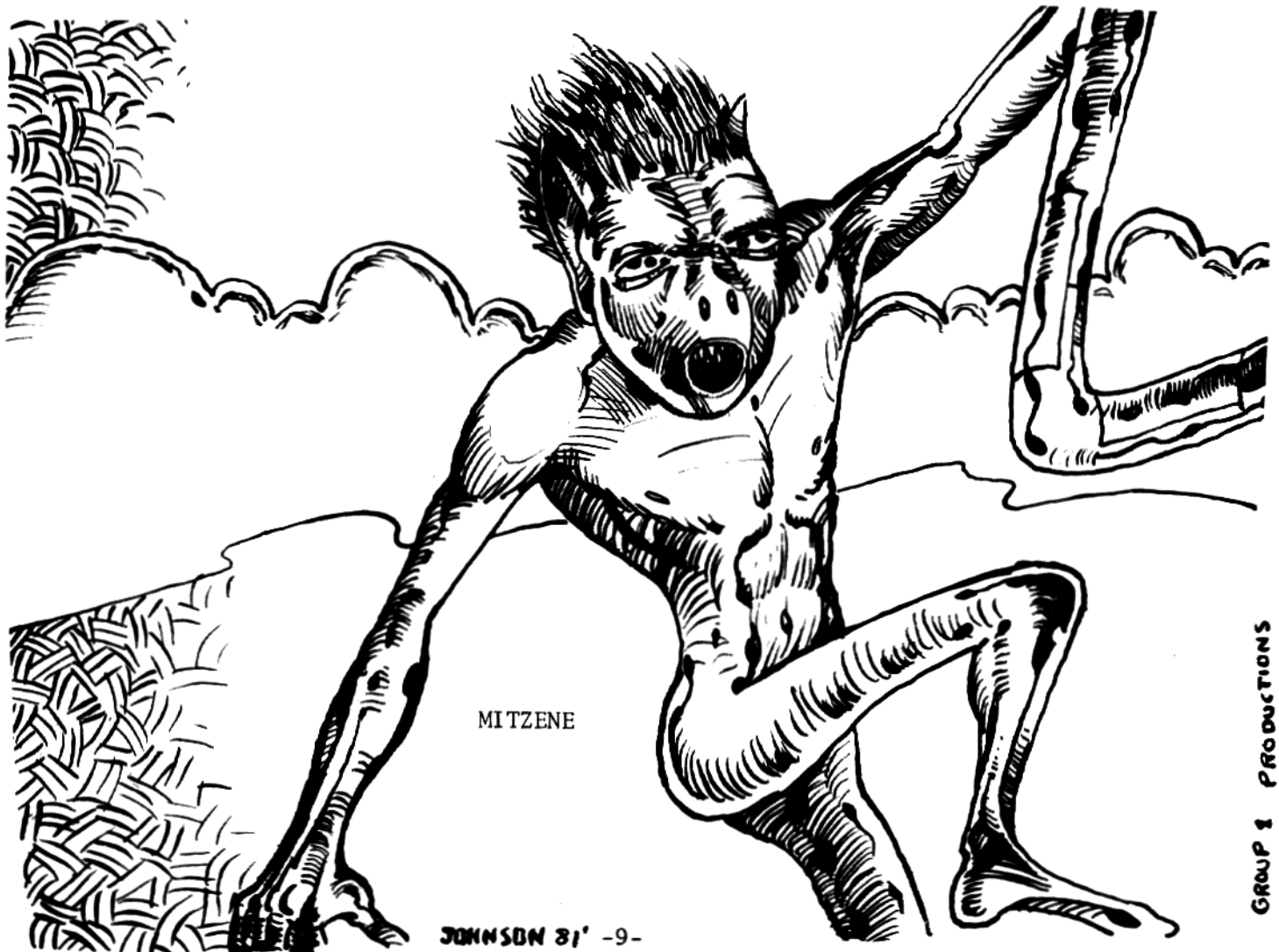
## Mitzene Race

Sapies is populated by fair haired, blue-eyed individuals that stand one meter tall. The head is rather large with two large eyes set far apart. Each eye contains two pupils. The ears are large and pointed, set high on either side of the head. Nostrils are two small orifices in the middle of the face. A heavy tuft of hair adorns the top of the head. The feeding orifice is just below the nostrils and is round, resembling the letter "o". They have thin, pale lips and sharp teeth. The neck is short and thin and the trunk wide, narrowing at the abdomen. Two limbs are located at the top of the trunk and have six digits each. Two limbs are located on the lower trunk for locomotion and have five small digits and a hoof-like heel. The Mitzenes have a squeaky voice and talk very fast, being highly intelligent and quick-witted. They also have a keen hearing level. Most Mitzenes are extremely friendly but can defend themselves well if necessary. Little is known past 52,000 years but the wreckage of what was a large colony starship is a clue. When the ship crashed, all that survived were the young and they had forgotten what little they had learned of their culture. The females bear one live young every three years.

### Mitzene Ability Chart

Strength: 3-8, 1D +2  
Dexterity: 3-18  
Endurance: 3-8, 1D +2

Intelligence: 3-18  
Education: 2-12  
Social Standing: 2-12



## MOUNTAINS

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec.	Attr.	Enc. White	Die Roll Red
5-30	Herb.	Epiga	Grazer	6	1D/2D	-1D	Claws + Teeth	Cloth	Ord.	-----		1	1-4
4-24	Herb.	Epiga	Intermit.	25	3D/2D	-1D	Hooves + Horns	NONE	Tri.	Chameleon		1	5-6
6-36	Herb.	Lidotodragon	Intermit.	25	3D/2D	-1D	Hooves + Stinger	NONE	Tri.	Flyer		2	1-6
1-6	Omni.	Chiropteran	Eater	50	4D/2D	-1D	Claws + Teeth	Jack	Dbl.	-----		3	1-6
1-3	Omni.	Lidotodragon	Hunter	200	5D/3D	+1D	Halberd	Mesh	Tri.	FLYER		4	1-3
1-6	Carn.	Chiropteran	Pouncer	100	5D/2D	---	Claws + Teeth	Cloth	Dbl.	Chameleon		4	4-6
1-2	Carn.	Epiga	Pouncer	400	6D/3D	+2D	Broadsword	Mesh	Dbl.	-----		5	1
										Ravines		5	2-6
										* Mineral		6	1-5
										+ Race		6	6

## HILLS

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec.	Attr.	Enc. White	Die Roll Red
5-30	Herb.	Chiropteran	Grazer	3	1D/1D	-2D	Hooves + Teeth	Jack	Tri.	-----		1	1-4
8-48	Herb.	Chiropteran	Grazer	12	2D/2D	-1D	Hooves	Cloth	Ord.	Chameleon		1	5-6
6-36	Herb.	Epiga	Grazer	25	3D/2D	-1D	Hooves + Teeth	NONE	Tri.	Flyer		2	1-4
2-12	Herb.	Chiropteran	Intermit.	50	4D/2D	-1D	Hooves + Horn	Mesh	Dbl.	-----		2	5-6
4-24	Herb.	Epiga	Intermit.	50	4D/2D	-1D	Stinger	Jack	Tri.	-----		3	1-3
1-6	Herb.	Chiropteran	Intermit.	800	7D/3D	+3D	Blade	Mesh	Ord.	-----		3	4-6
2-12	Scav.	Lidotodragon	Reducer	50	4D/2D	-1D	Teeth	Cloth	Dbl.	-----		4	1-4
1-6	Omni.	Chiropteran	Gatherer	400	6D/3D	+2D	Claws + Teeth	Mesh	Dbl.	-----		4	5-6
1-3	Carn.	Chiropteran	Pouncer	400	6D/3D	+2D	Broadsword	Cloth	Tri.	-----		5	1-2
1-2	Carn.	Epiga	Trapper	100	5D/2D	---	Spear	Mesh	Ord.	Chameleon		5	3
1-6	Carn.	Lidotodragon	Killer	200	5D/3D	+1D	Halberd	Jack	Dbl.	-----		5	4
										Ravines		5	5-6
										* Mineral		6	1-5
										+ Race		6	6

### \* Mineral Chart

Die	Mineral
2	Zinc
3	Lead
4	Tin
5-7	Silver
8	Calcium
9	Potassium
10-11	Nickel
12	Gold

### + Race Encounter Chart

The Mitzenes are the only race encountered on the plains. They will be in parties that range in size from 20-120. In the remaining terrain parties from the Cygmo Barbarian Tribe will be encountered. There will be 15-90 tribesmen.

# BEACH

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec.	Attr.	Enc. Die Roll	
												White	Red
5-30	Herb.	Epiga	Intermit.	3	1D/1D	-2D	Claws	Jack	Ord.	-----		1	1-6
4-24	Herb.	Chiropteran	Intermit.	12	2D/2D	-1D	Teeth	Jack	Tri.	Flyer		2	1-3
6-36	Herb.	Epiga	Intermit.	50	4D/2D	-1D	Teeth	Mesh	Dbl.	Amphibians		2	4-6
1-6	Omni.	Chiropteran	Gatherer	100	5D/2D	---	Stinger	Cloth	Ord.	-----		3	1-2
1-3	Omni.	Lidotodragon	Eater	50	4D/2D	-1D	Claws + Teeth	Mesh	Tri.	-----		3	3-6
2-12	Omni.	Chiropteran	Eater	25	3D/2D	-1D	Claws + Teeth	Jack	Dbl.	Triphibians		4	1-4
1-2	Carn.	Chiropteran	Trapper	200	5D/3D	+1D	Thrasher	Cloth	Ord.	-----		4	5-6
1-6	Carn.	Lidotodragon	Killer	100	5D/2D	---	Broadsword	NONE	Tri.	-----		5	1-6
										* Mineral		6	1-5
										+ Race		6	6

# FOREST

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec.	Attr.	Enc. Die Roll	
												White	Red
12-72	Herb.	Lidotodragon	Grazer	6	1D/2D	-1D	Claws	NONE	Tri.	Flyer		1	1-2
3-18	Herb.	Epiga	Grazer	12	2D/2D	-1D	Hooves + Teeth	Mesh	Dbl.	-----		1	3-6
2-12	Herb.	Chiropteran	Grazer	400	6D/3D	+2D	Hooves + Horns	NONE	Tri.	-----		2	1-3
5-30	Herb.	Chiropteran	Intermit.	100	5D/2D	---	Horns	Cloth	Dbl.	-----		2	4-6
3-18	Herb.	Epiga	Intermit.	200	5D/3D	+1D	Hooves	Mesh	Dbl.	-----		3	1-6
6-36	Herb.	Chiropteran	Intermit.	800	7D/3D	+3D	Claws + Teeth	Jack	Dbl.	-----		4	1
1-6	Omni.	Lidotodragon	Eater	200	5D/3D	+1D	Claws + Teeth	NONE	Tri.	-----		4	2-6
1-6	Carn.	Epiga	Pouncer	100	5D/2D	---	Halberd	Cloth	Dbl.	-----		5	1-4
1-3	Carn.	Lidotodragon	Killer	1600	8D/3D	+4D	Broadsword	Jack	Dbl.	-----		5	5-6
2-12	Scav.	Chiropteran	Reducer	50	4D/2D	-1D	Teeth	Cloth	Ord.	Chameleon		6	1-2
										* Mineral		6	3-5
										+ Race		6	6

## Weather Chart (Roll once Daily)

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

## Storm Chart

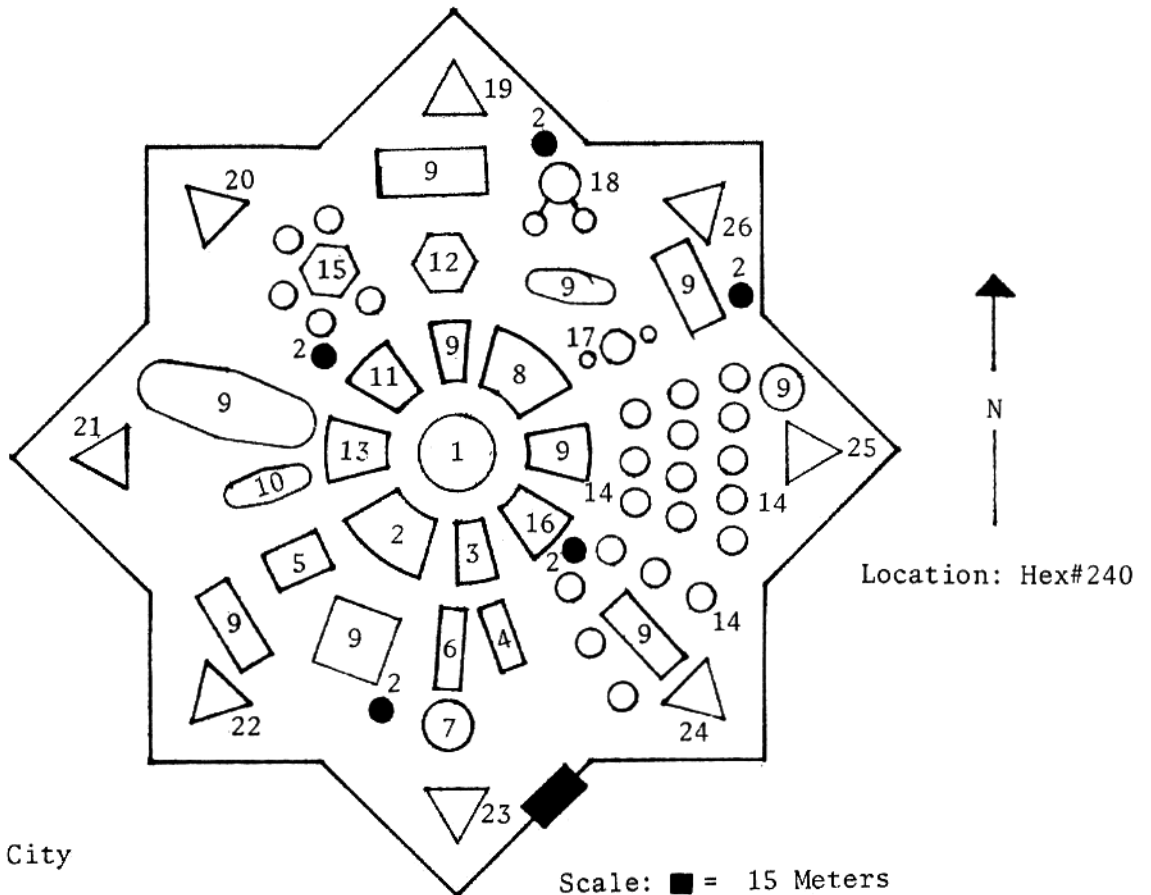
Die	Type	Die	Length
1	Severe Wind	1	1-3 Days
2	Heavy Rain	2	4-24 Hours
3	Hail	3	1-6 Hours
4	Fog	4	1-6 Days
5	Tornado	5	1-3 Hours
6	Hurricane	6	1-6 Days

# PLAINS

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec. Attr.	Enc. Die Roll	
											White	Red
10-60	Herb.	Chiropteran	Grazer	400	6D/3D	+2D	Hooves	Mesh	Dbl.	-----	1	1-2
5-30	Herb.	Chiropteran	Intermit.	200	5D/3D	+1D	Hooves + Horns	Jack	Tri.	-----	1	3-6
20-120	Herb.	Epiga	Grazer	12	2D/2D	-1D	Hooves	NONE	Tri.	Flyer	2	1-2
4-24	Herb.	Epiga	Grazer	800	7D/3D	+3D	Hooves + Teeth	Jack	Dbl.	-----	2	3
6-36	Herb.	Chiropteran	Intermit.	25	3D/2D	-1D	Teeth	Mesh	Tri.	-----	2	4-6
8-48	Herb.	Chiropteran	Intermit.	50	4D/2D	-1D	Teeth	Cloth	Dbl.	-----	3	1-3
3-18	Herb.	Epiga	Intermit.	100	5D/2D	---	Claws + Teeth	Mesh	Tri.	-----	3	4-5
2-12	Herb.	Chiropteran	Intermit.	400	6D/3D	+2D	Hooves + Teeth	Jack	Tri.	-----	3	6
5-30	Omni.	Epiga	Gatherer	50	4D/2D	-1D	Claws + Teeth	NONE	Ord.	Chameleon	4	1
7-42	Omni.	Chiropteran	Gatherer	25	3D/2D	-1D	Thrasher	Cloth	Dbl.	-----	4	2
3-18	Carn.	Lidotodragon	Chaser	100	5D/2D	---	Broadsword	Mesh	Tri.	-----	4	3-6
1-6	Carn.	Chiropteran	Chaser	200	5D/3D	+1D	Claws + Teeth	Jack	Tri.	-----	5	1-2
2-12	Carn.	Epiga	Pouncer	1600	8D/3D	+4D	Stinger	Jack	Dbl.	-----	5	3-4
4-24	Carn.	Lidotodragon	Killer	400	6D/3D	+2D	Halberd	Cloth	Dbl.	-----	5	5-6
10-60	Scav.	Chiropteran	Reducer	12	2D/2D	-1D	Claws + Teeth	NONE	Ord.	Chameleon	6	1
										Ravines	6	2
										* Mineral	6	3
										+ Race	6	4-6

# OCEAN

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec. Attr.	Enc. Die Roll	
											White	Red
20-120	Herb.	Chiropteran	Grazer	1	1D/0	-2D	Stinger	Jack	Tri.	Swimmers	1	1-3
10-60	Herb.	Chiropteran	Grazer	3	1D/1D	-2D	Blade	Mesh	Tri.	Swimmers	1	4-5
8-48	Herb.	Epiga	Grazer	6	1D/2D	-1D	Teeth	NONE	Tri.	Swimmers	1	6
6-36	Herb.	Chiropteran	Intermit.	12	2D/2D	-1D	Teeth	Jack	Dbl.	Swimmers	2	1-2
3-18	Herb.	Lidotodragon	Intermit.	12	2D/2D	-1D	Teeth	Cloth	Dbl.	Swimmers	2	3-4
2-12	Herb.	Chiropteran	Intermit.	50	4D/2D	-1D	Horn	NONE	Tri.	Swimmers	2	5-6
5-30	Herb.	Epiga	Intermit.	100	5D/2D	---	Claws + Teeth	NONE	Tri.	Swimmers	3	1-2
1-6	Herb.	Epiga	Intermit.	400	6D/3D	+2D	Spear	Jack	Dbl.	Swimmers	3	3-5
1-3	Herb.	Chiropteran	Filter	1600	8D/3D	+4D	Stinger	Jack	Dbl.	Swimmers	3	6
2-12	Omni.	Chiropteran	Eater	200	5D/3D	+1D	Teeth	Cloth	Tri.	Swimmers	4	1
3-18	Omni.	Epiga	Eater	50	4D/2D	-1D	Sword	Mesh	Ord.	Swimmers	4	2-3
1-2	Omni.	Lidotodragon	Eater	50	4D/2D	-1D	Claws + Teeth	Jack	Tri.	Swimmers	4	4-5
2-12	Omni.	Chiropteran	Eater	800	7D/3D	+3D	Teeth	Cloth	Ord.	Swimmers	4	6
4-24	Carn.	Epiga	Killer	50	4D/2D	-1D	Broadsword	Mesh	Dbl.	Swimmers	5	1-2
3-18	Carn.	Lidotodragon	Killer	100	5D/2D	---	Halberd	NONE	Dbl.	Swimmers	5	3
1-6	Carn.	Lidotodragon	Killer	6000	9D/4D	x2	Broadsword	Cloth	Dbl.	Swimmers	5	4
3-18	Scav.	Chiropteran	Reducer	50	4D/2D	-1D	Claws + Teeth	Mesh	Dbl.	Swimmers	5	5-6
5-30	Scav.	Epiga	Reducer	25	3D/2D	-1D	Stinger	NONE	Ord.	Swimmers	6	1-4
										* Mineral	6	5
										+ Race	6	6



### Praxel City

Praxel City is a beautiful port city, symmetrical in design. It has a wall ten meters high all around the outer boundry. Eight Battlements tower, equally spaced around the fortified wall for security. There is only one large gate to enter; all this was created for protection from the Cygmo Barbarian Tribe.

#1 Central Government: The planet Sapies is ruled with democracy and the center of power is the government building in Praxel City. The Minister of Welfare is elected to be the chief executive of government with the aid of 30 advisers who are also elected officials. They govern the land justly. Each city has its own mayor elected by the citizens of the metropolis. Important decisions are always

subject to popular opinion. This building is a gigantic stone and glass structure with a glass and metal dome.

#2 Monorail Complex: A large monorail carries citizens from all over the planet. Approaching the city it descends underground to the large receiving and dispatching depot. Stations are located every 2 or 3 kilometers throughout the city.

#3 Information Center: This is where all news, information and weather conditions are telecast to the citizens.

#4 Financial Stronghold: This incredibly beautiful building is for the transaction of all financial business, carried out mostly with the aid of 23 Model 3 computers. There are 150 computerized teller windows and 2,000 small vaults for use by the citizens. Most of the small vaults contain only personal papers of no value, however the remaining small vaults will contain a total value of 270,000 credits. The small vaults are key lock types. Ten guards, armed with Laser Rifles and wearing Ablat mingle on this main floor. In the basement of the structure are 25 large, computer lock safes containing the wealth of Praxel City, 2.3 million credits. 40 Laser Rifle armed guards with Ablat armor secure this area.

#5 Museum of Praxel City: This square building houses all historical events on microfilm, also plastic recreations of the planet's fauna which are every realistic.

#6 Health Complex: This rectangular building is used for the healing and treatment of the sick and injured. It is well equipped with every imaginable medical device of Tech Level 9.

#7 Enlightenment Center: This circular building with tall, white columns is used by the citizens to worship the Supreme Being. An offering box (unlocked) is located at each of the four entrance/exits. Each box will contain from 100-700 credits for distribution to the underprivileged.

#8 Instruction Programer: This is a spacious building for educating the citizens with the latest in educational programs.

#9 Relaxation and Diversion Plateau: There are ten of these fantastic parks throughout Praxel City. Citizens can enjoy camping and various other amusements here.

#10 Retail Outlet: This large complex contains several different retail stores. A vast array of goods are available for purchase and the net worth of goods in the complex is .176 MCr.

#11 Dream Molder: Using their vast knowledge of drugs and brain waves, the citizens of Praxel City come here to dream out their fantasies. A pleasurable substitute for real experiences; the cost of the session is 500 credits.

#12 Literary Material Structure: This huge building contains many microfilms, books, manuscripts and publications for the citizens to study, read or use as reference.

#13 Tension Diversion Center: It is here in this huge center that the citizens come to enjoy all physical sports activities.

#14 Communes: The population of Praxel City live in the 20 communes throughout the city. Each apartment is beautifully decorated and compact.

#15 Botanical Gardens: The Botanical Garden in Praxel City is divided into five sections, each displaying the flora of a particular terrain type be it forest, beaches, plains, mountains or hills; all recreated in their natural environment. This is a popular retreat for many. Flower arrangements are available for purchase starting at 5 credits.

#16 Silent Farewell: When Mitzenes expire, the customary body disposal is burial at sea. A moving memorial service is performed in the chapel-like structure attended by friends and relatives. The body is transported to the port at the edge of the city and then transferred to a special funeral ship.

#17 The Glutton: This complex of eateries offers interplanetary cuisine for the discriminating palate. A few of the cafes are patronized by lower class Mitzenes that have connections with some members of the Cygo Barbarian Tribe. One such character, Tarac (for UPC see Mitzene Ability Chart) is rumored to be the ears

for the outlaws in exchange for a percentage of the loot extorted from unwary travellers. If the players offer Tarac a bribe of 300+ credits, he will disclose the following information on the cave of vast riches: The cave is located within 3 hexes of Hex #150.

#18 Praxel City Starport: This glimmering example of Mitzene architecture is a Type A Starport and is equipped with all the facilities listed in Book 3 of Traveller.

#19 Battlement: Praxel City is protected by nine Battlements which surround her. This Battlement is equipped with 2 Double Turrets; each with 1 Beam Laser and 1 Missile Rack. There will be 20-50 Mitzene defense troops here at any one time armed with Laser Carbines and armored in Cloth.

#20 Battlement: This Battlement is equipped with 2 Sandcasters. There will be 10-15 Mitzene defense troops here at any one time. They are carrying Laser Carbines and are armored in Cloth.

#21 Battlement: This Battlement is equipped with 1 Auto-Cannon. There will be 40-50 Mitzene defense troops here at any one time armored in Cloth and carrying Auto Rifles.

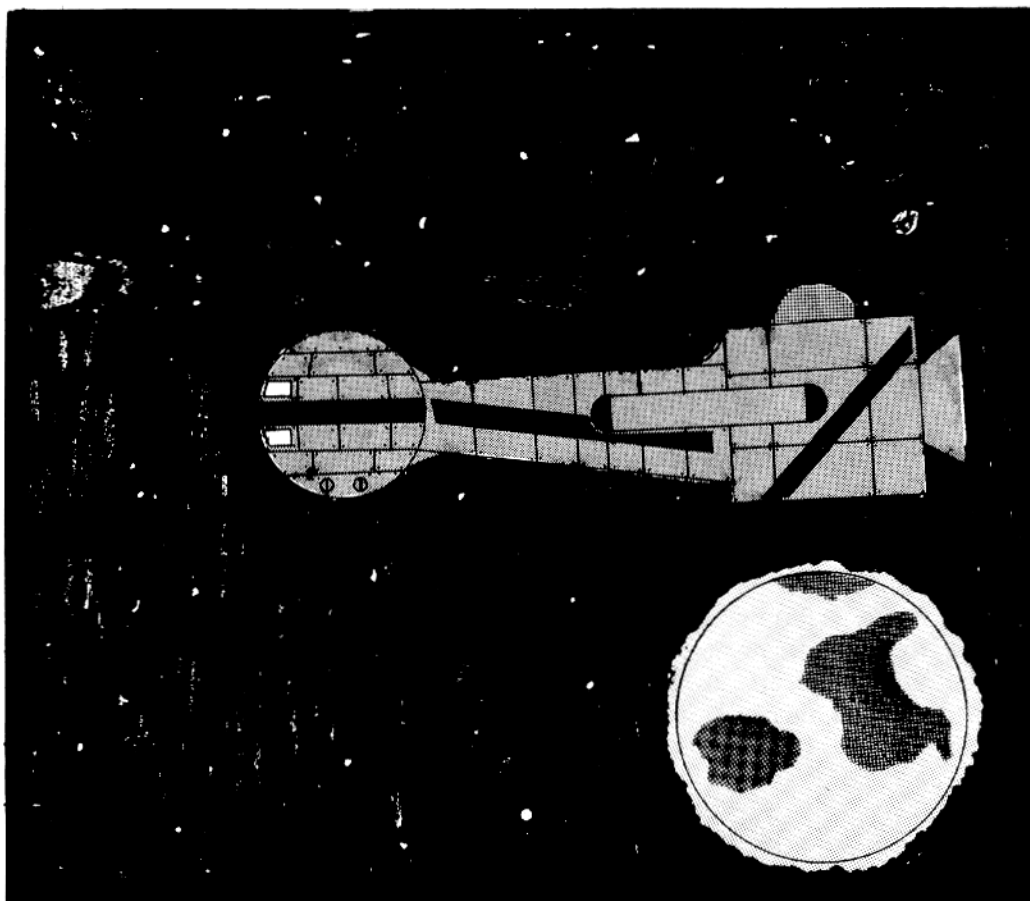
#22 Battlement: This Battlement is equipped with 1 Double Turret with 1 Pulse Laser and 1 Rocket Launcher. 35-70 Mitzene defense troops will be here at any one time. They wear Jack and carry Laser Carbines.

#23 Battlement: Same as #19.

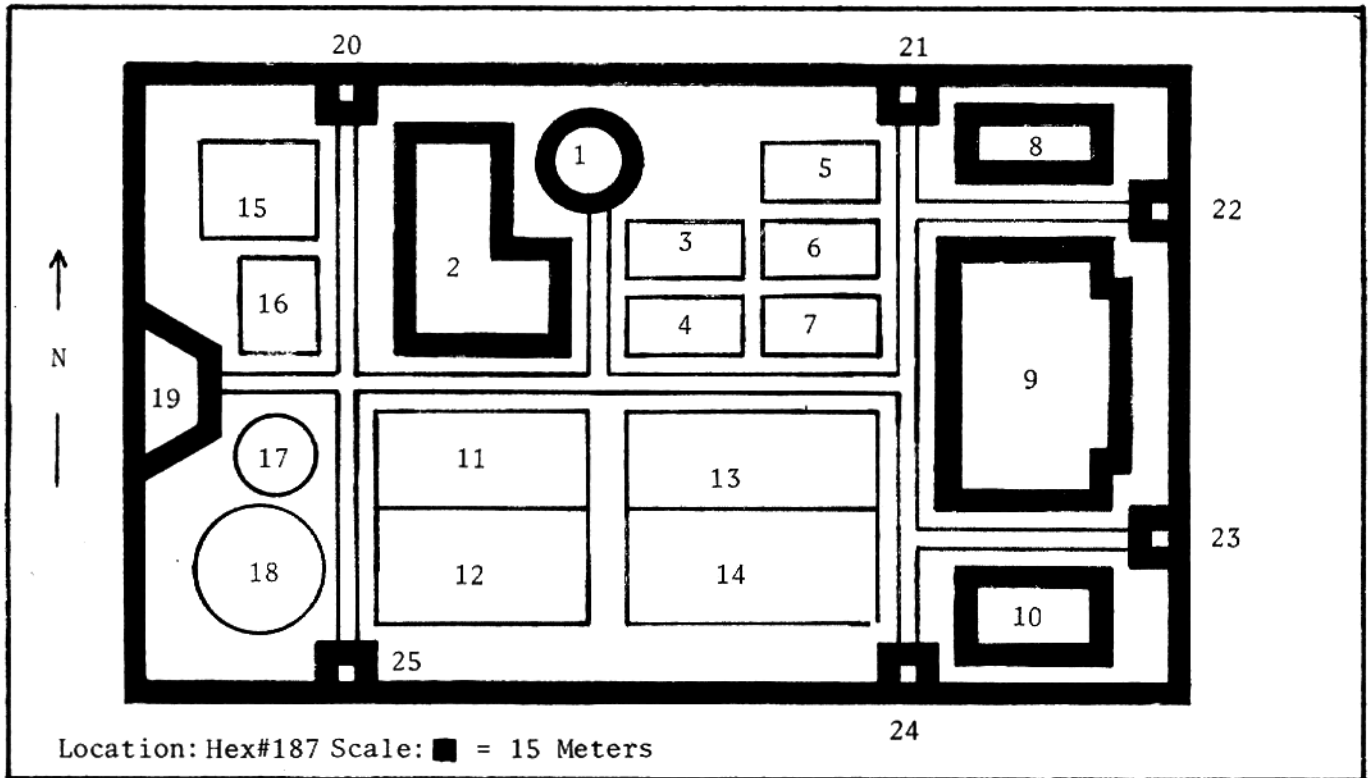
#24 Battlement: Same as #20.

#25 Battlement: Same as #21.

#26 Battlement: This Battlement is equipped with 2 Missile Racks. There are 5-15 Mitzene Defense troops here wearing Ablat and carrying Laser Rifles.



## Map of the City of Galac



### City of Galac

Galac City is a medium sized, rectangular city located in the Arl mountains. It has a ten meter high wall around the outside of the city. Six armament towers and turrets mounted on top of the gate provide maximum defensive capabilities. Galac City has only one gate to enter, making it difficult for intruders to attack.

Building #1: Municipal Building: This executive complex is where the mayor and his council of ten members rule Galac. These officials are very proud of their accomplishments and have a smooth running city to justify their pride. Four guards in Cloth and armed with Automatic Rifles stand guard outside.

Building #2: Monorail Depot: This huge monorail depot serves the transportation needs of the people of Galac. Carrying passengers and cargo from all over the land, they enter the city through a large underground tunnel from outside the outer wall. A monorail from Praxel City arrives every four hours.

Building #3: Health & Well-Being Center: This white marble, five level building with blue tinted windows facilitates 200 physicians. These physicians are all specialists in the different fields of medicine and monitor the progress of the sick. The very best of equipment is available.

Building #4: Park & Entertainment Garden: Many amusement rides, stage shows and shooting galleries are here for entertainment. Also available are Unison Equidae for the young to ride and a view of the city from the back of a flying Lidoto-dragon for the more daring individual.

Building #5: Information Center: This is where all news, information and weather conditions are telecast to the citizens.

Building #6: Galac Library: Contained in this white marble building are archives and archaeological works of the planet and city. All books and microfilm are available.

Building #7: Galac Fashions: All the latest fashions in wearing apparel and accessories can be purchased here. Beautiful displays, lighted fountains and live models make this store very popular.

Building #8: Valuable Management: Galac has a policy of keeping valuables under tight security. Ten million credits worth of precious stones, metals and government notes are kept here. Thirty guards wearing Jack and carrying Auto Rifles patrol this area.

Building #9: Armory: Stored in this facility are parts and ammunition for many of the types of weapons used on this planet. 125 Automatic Rifles with 2,000 rounds of ammo; 10 Shotguns with 300 rounds of ammo; 50 Revolvers with 900 rounds ammo and 50 Laser Rifles are stored here.

Building #10: Galac Energy: The power of this metropolis is generated by eight large generators. These are turned by steam engines. Large natural gas supplies underground are trapped for fuel. Thirty workers keep these units in perfect working order.

Building #11-14: Communes: The population of Galac live in 4 housing complexes. Each apartment is furnished and very compact.

Building #15: Lounge & Entertainment: For diversion from the pressures of life the Mitzenes come here for dinner and dancing. Stage shows are always in progress in the theater on the first floor.

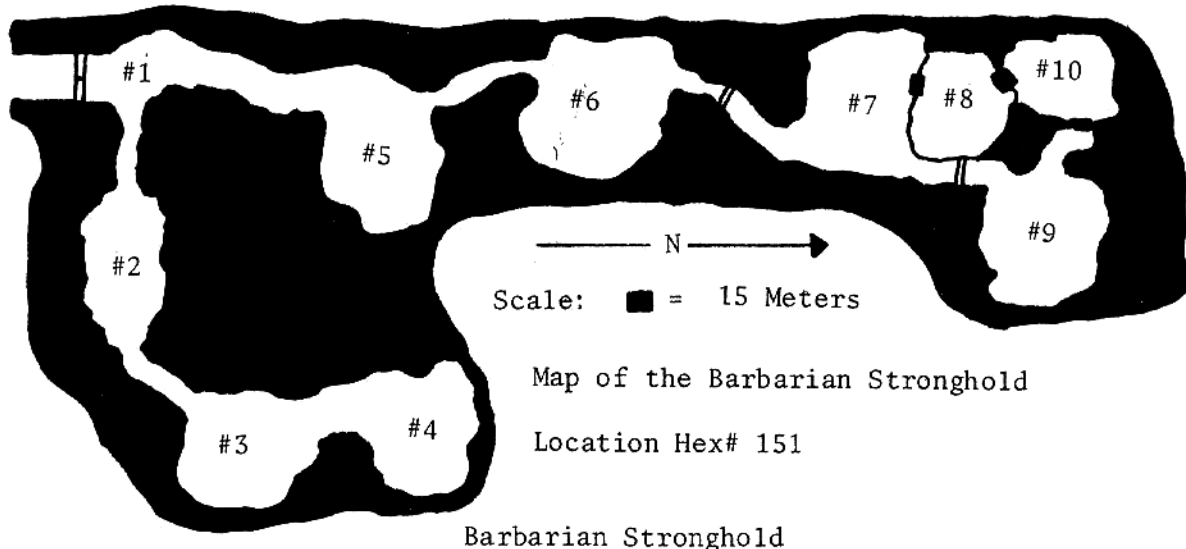
Building #16: Galac Security: An organization of 250 individuals armed with Automatic Rifles and wearing Jack patrol the city day and night. In this building are offices and prisoners are held in the jail on the basement level.

Building #17: Galac Public School: Mitzenes between the ages of 5 and 22 come here to learn. Education is free as long as they reside in the city.

Building #18: Citizens Home Center: In this building all foodstuffs, vitamins, home appliances and other household items are available for purchase.

Area #19: Gate: Double electronically controlled, iron doors allow people to come and go as they please, yet close to make an impassable defense. Mounted above the gate are 2 Double Turrets; each with 1 Beam Laser and 1 Missile Rack. 20-50 Mitzene defense troops wearing Jack and armed with Laser Rifles patrol the gate.

Area #20-25: Battlements: These Battlements are equipped with 1 Double Turret with 1 Pulse Laser and 1 Rocket Launcher. 25-60 Mitzenes wearing Jack and carrying Automatic Rifles will be here at any one time.



The stronghold is guarded by 10-30 Cymo lookouts hidden undercover at random spots surrounding the stronghold. They are armored in Jack and armed with Laser Carbines. The warriors are fond of strong drink and some have been put to death by the savage King Bruntac for indulging while on guard duty. Entry into the secret cave hidden in the mountains is by a large stone slab door marked with a strange horn and spear symbol. This door is electronically opened from inside, however, it can be blasted open with Demo Charges.

Chamber #1: Two sentries guard inside the entrance. A viewing screen displays

the area outside the door for 100 meters. The sentries wear Jack armor and carry Broadwords. The foyer branches off into two dimly lit passageways; one leading to the east and the other to the north.

Chamber #2: This chamber is located from the east passageway. It is the barracks for 75 Barbarian warriors. Bedding consists of piles of plush furs and fine draperies that were stolen from the Mitzenes. The chamber is unbelievably filthy with bones and meal scraps tossed in a pile in the corner. If the chamber is thoroughly searched, the following items will be discovered hidden about in crates and strongboxes: 2,000 credits, 1 Halberd, 7 Daggers, 3 IR Goggles, 5 Magnetic Compasses, 1 Vacc Suit and jewelry items of precious gems worth a total of 7,100 credits.

Chamber #3: Long, wooden tables and benches cramp this room where the warriors usually take their meals. The room itself is relatively clean. A cooking unit and food storage is at the rear of this chamber.

Chamber #4: This huge chamber is used by the Cygmors for relaxing and whiling away their free time. There are several round tables here and a cleared area to the front where female Cygmors and unfortunate captured Mitzene females are forced to entertain when they are not busying themselves with cleaning and cooking chores. Drink abounds as well as a variety of pleasurable drugs.

Chamber #5: This chamber is the first room off the north passageway. It is an elaborate dining area for the king, his personal harem and officers. The room is lit by dozens of candlabras gilded in gold and silver. Even the dishes and utensils are gold plated. The table is highlighted by an unusually large heavy chair which is obviously the king's place.

Chamber #6: This chamber is sub-divided into six rooms, three on either side of the corridor. Here King Bruntac's trusted officers reside in total comfort. The rooms are lavishly decorated. The first room contains 2 suits of Mesh armor made from beaten gold, 1 Laser Rifle, a matched pair of pearl-handled Daggers, a combination lock chest holding 3,700 credits and a platinum pendant with the same horn and spear symbol found on the outer slab door. The second room has a strongbox that contains 1,060 credits and several bejeweled bracelets worth 5,000 credits. A suit of Jack armor and a copper pendant with the same symbol can also be found here. The third room holds several stacks of papers outlining trade routes and scandalous information gathered from spies concerning Mitzenes in government positions. The footlocker under the bed contains 1 Laser Carbine, 9,200 credits and 5 doses of Truth Drug. The fourth room contains Mesh armor and a pendant like the one in room 1. The fifth room contains an elaborate chest holding 1 Nevalins Cone (See Port Xanathath for effects), 5,300 credits, 1 suit of Ablat armor and 2 Laser Carbines. The sixth room contains 700 credits, 1 Laser Rifle and 1 silver pendant with the same horn and spear symbol. The north passageway is blocked by 2 Cygmo guards armored in Cloth and armed with Laser Carbines.

Chamber #7: King Bruntac's harem is kept in this exotic, perfumed chamber. Gems, jewelry and rare scents abound on the hand-tooled furnishings. At any one time there will be 20-40 females here. The total value of goods found in this chamber is about 15,000 credits.

Chamber #8: King Bruntac's (B9CA3C) chamber is filled with expensive luxuries. Literally thousands of adornments are displayed everywhere. Bruntac loves to wear his treasures which range from his gold Mesh armor to one of his many gold and diamond post rings which he wears through the seven pierced holes in his nose. Total value of the belongings in his chamber would be approximately 250,000 credits.

Chamber #9: 2 Barbarian guards (Cloth armor and armed with Laser Carbines) are kept posted outside the armory. Inside are 30 suits of Ablat armor, 120 Laser Rifles, 80 Laser Carbines, 75 suits of Cloth armor and ammo for all the above weapons.

Chamber #10: In this chamber lies the wealth of the Cygmo Barbarian tribe. The stolen goods include rare artworks, jewelry, goblets, tiaras, furs, ancient artifacts and nearly 9MCR. All goods have been tagged with ID numbers and a Model 3 Computer is near the entrance.

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