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Group One

\$6.95

**WABOR-
FARN**

Jr. Johnson - 1991



JOHNSON

Introduction

This role-playing aid was designed as a complete alien world system for use with Traveller tm. The role-player or judge can use the information given either for use in one evening's entertainment or as part of an on going Traveller tm. campaign. Consideration has been given to the general aspects that make up a planet's important characteristics. As always, role-playing is and should be a free form that leaves unlimited possibilities for play, change what you wish and play what you want, and have fun.

We would like to thank the people at G.D.W. for their advice and cooperation and also the many people who have written us with their suggestions and ideas as to how to provide you, the player with a better product, thanks again.

This product is dedicated to the memory of John Lennon who died December 8, 1980.

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Wabor-Parn

Wabor-Parn 0503 (Banderhue Quadrant, Theta Borealis Sector) E545420 2 Non-industrial. -G

History of Wabor-Parn

"Survival of the fittest" is the natural law that has governed the evolutionary process on Wabor-Parn since its infantile beginnings. This is reflected in the culture of its two races of peoples and in the animal and plant types that have evolved. Approximately two million years ago the current people developed to their present physical appearance on a continent that was separated by ocean from two other land masses. The other two land masses mentioned developed the basic animal types present today on the planet as a whole. After a short span of two thousand years and two mini-ice ages, a planetary catastrophe caused by a passing deep space comet effected the planet's axis to shift and generated sufficient force to cause the three land masses to relocate and join together as one.

Planetary Terrain Types and Flora

Wabor-Parn's land masses are very lush and its oceans are warm and teeming with life. Year round, tropical temperatures cover the entire planet creating a hothouse effect. There are four basic types of terrain listed below:

Ocean - The oceans of Wabor-Parn are mostly shallow with depths rarely deeper than 200 meters. Lush vegetation of all shapes, sizes and colors grows everywhere. The vegetation ranges from red, single-celled plants to huge, green and gold, leafy vines.

Swamp and Salt Marsh - The land masses contain many swamps and salt marshes that are located in the low areas. They often contain gas pockets and volatile liquids that seep up from underground. Entire areas are often quicksand and the natives are careful to avoid the swamps and salt marshes.

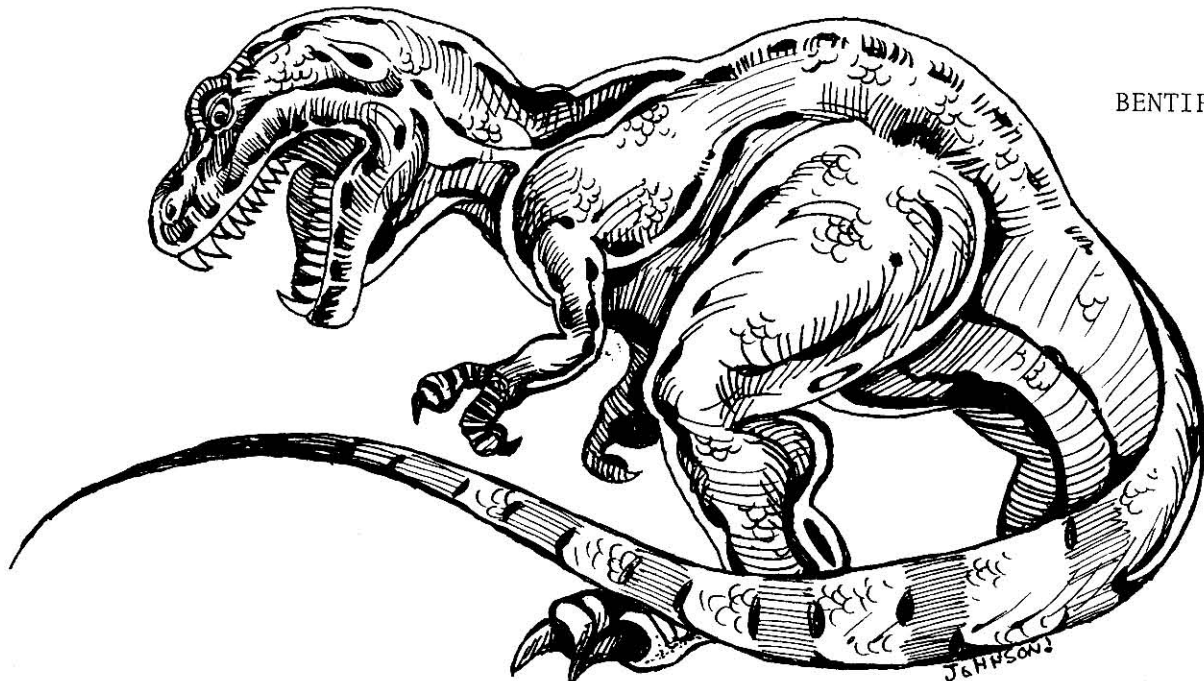
Jungle - The jungle areas on Wabor-Parn make up about 60% of the terrain on land. Generally composed of enormous trees with blue, fuzzy leaves and lush undergrowth of shrubs and mosses. The jungle's hardwood trees are laced with orange vines that hang and droop almost to the jungle floor. The shrubs and mosses are green, blue, gold or orange and the shrubs' leaves are fuzzy or spiked.

Mountain - The mountains of Wabor-Parn rise, jaggedly into the skies. They were formed when the crust was pushed up by subsurface pressures generated by the land masses colliding. The shrubs and mosses of the jungle grow here albeit in dwarfed versions. Surface travel is hazardous because of rock slides and quakes.

Animals on Wabor-Parn belong to three basic classifications, Bentifry, Parnor and Culbertrot. These range in size from gigantically huge, slow-moving creatures to small creatures that are fast runners or swimmers. Most of the animals have a very primitive brain and/or nervous system.

Bentifry -

Animals in this class are reptilian-like bi-peds with thick, leathery skin. The hind legs tend to be long and heavy; the front legs short and lightly built. The creatures have a long tail that serves as a balancing organ when moving. The trunk is very heavy in the hind quarters but rather slender anteriorly. In the smaller forms, the creatures have a neck that is long and slender. The larger forms have a neck that is short and thick. The heads are large with massive jaws set with long, knife-like teeth well suited for tearing apart the flesh of prey: Bentifry prey on large herbivores as well as other smaller reptiles. The young are hatched from leathery eggs which are laid in a nest that is usually built in the sand near a swamp, stream or lake. Bentifry range over the entire planet, but there are only two known swimmers in this class. The eyes being rather weak, the Bentifry have developed a keen sense of smell. They can smell the scent of blood emitted from a wounded animal two kilometers away, and track down the source. They can distinguish other basic animal scents from one kilometer away. The Bentifry have a full-time, ravenous appetite and only rest when they have completely gorged themselves. When thus satisfied, they become very docile and prefer to move slowly if they must move at all. This docile condition persists for approximately six hours, after which the life cycle starts anew. When hunting or fighting, the Bentifry uses its specialized tail as a huge whip to knock down its victim or challenger. After having knocked down the victim (which usually breaks and fractures bones in itself), the Bentifry holds the victim down with its huge, clawed hind feet. The head then swings down and the monstrous, dagger-toothed jaw opens tears away, usually at the throat. After tearing, the flesh is held by the small, frontal clawed arms and the animal feeds. Bentifry have no territorial range but kill as kill can. They will not hesitate to fight any other animals (including their own kind) in order to steal food. Likewise they will fight any animal that challenges their kill.



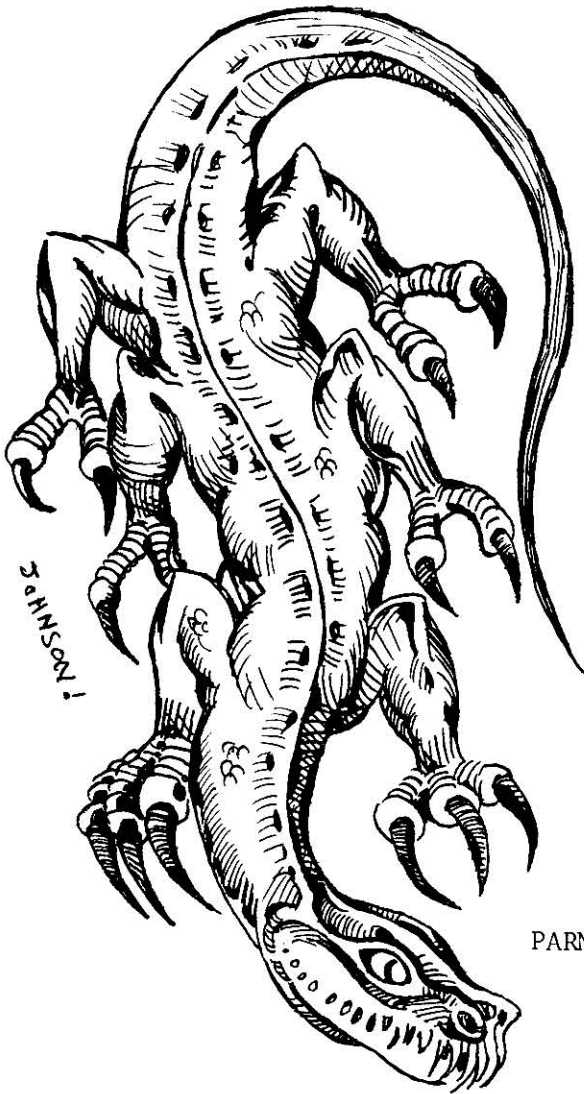
BENTIFRY

Parnor -

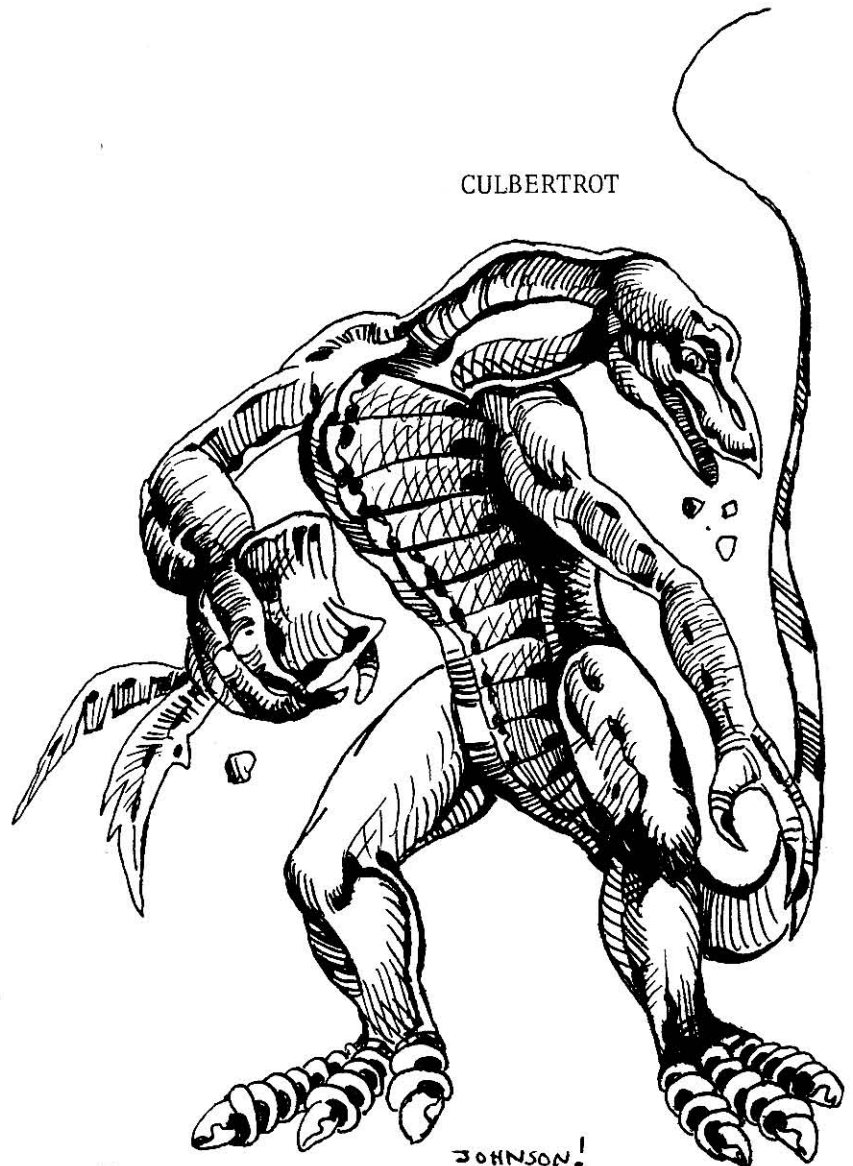
Most animals in this class have eight appendages with a few possessing six limbs and one having ten legs. On some of the creatures of this class the front limbs are used solely as weapons while most use them for locomotion. Coloring is mostly greens, reds and gold in patterns to aid in concealment. Many Parnors are heavily protected with natural armor in varying degrees. The Parnor class range over the entire planet and thrive easily; as they are very adaptable. These animals have two sharp eyes and can see the normal light range. Their hearing and smell are less than a human's which renders most Parnor almost helpless in the dark.

Culbertrot -

The two dominate races on Wabor-Parn developed from the animals in this class. This is due to the quantity and quality of the Culbertrot's brain in general over that of the Parnor and Bentifry. The Culbertrot thrive across all of the planet and are generally smaller than the other two classes of animals. Animals in this class have four limbs and many use two for locomotion and two for food gathering. All Culbertrots possess good eyesight, hearing and smell. The skin of most is soft and pliable with a wide variety of coloring and some animals have hair.



PARNOR



CULBERTROT

The Race Trist

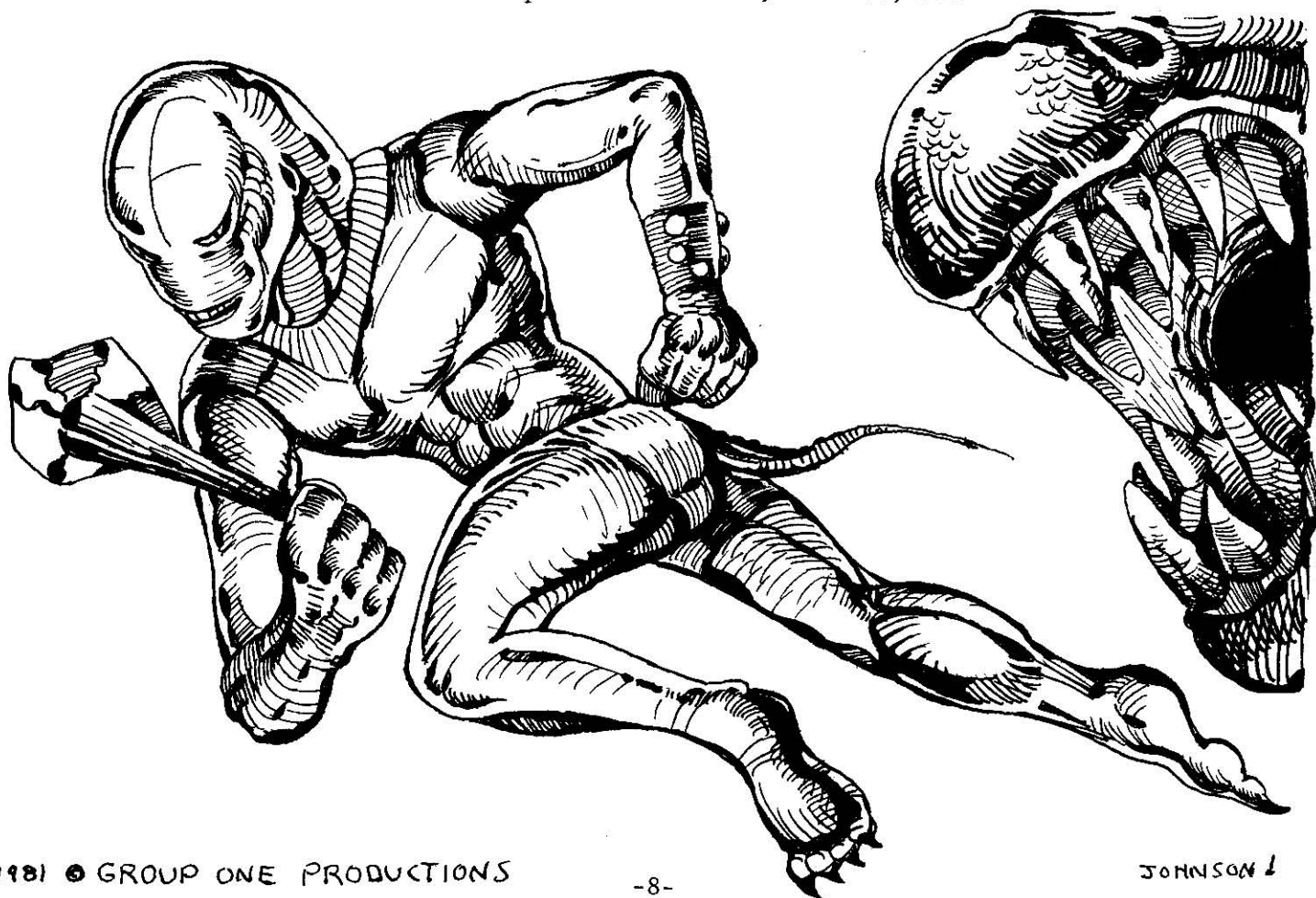
The Trist are a tall race of semi-nomadic people that travel the planet in several bands. The average height of an adult male is three and one half to four meters. The skin is a creamy red color and is usually covered with alot of body hair and dirt. The female adult is usually two and one half to three meters tall. The females run the household and hunt for vegetable foods; along with making all of the clothing and cooking most of the family meals. The males spend their time hunting and scouting for any possible danger to the tribe. The tribe generally will spend only one or two nights at a single camp and usually will move at dawn. The Trist's bands cover an average distance of twelve kilometers in a day's march. When camped, the Trist spend the night in trees to avoid the various night predators that roam. The Trist warriors carry weapons of stone and bronze with which they defend themselves against the Bose and fauna. The Trist wear leather clothing and metal ornaments adorn the high-ranking ones.

Trist Ability Chart

	MALE	FEMALE
Strength	4-24	3-18
Dexterity	2-12	2-12
Endurance	3-18	2-12
Intelligence	2-12	2-12
Education	1	1
Social Standing	1-6	1-6

Armor: Jack or None

Weapons: Broadsword, Halberd, Bow



The Race Bose

The Bose are a hairless race of yellow-skinned humanoids who range in height from one to one and one half meters. The Bose live for the most part in the four villages that they have built. They are a clever people and make up for their small size with speed and the fact that they possess gunpowder. The Bose have two sexes, male and female that have very few outward differences as the only restrictions are from lack of ability. Everyone has a say in the affairs of the village with almost all living in peace with one another. The Bose have advanced at a steady pace and in a few thousand more years barring catastrophe, will reach out to the stars. The past of the Bose is filled with legends and tales which can possibly lead a party to the encampments of past visitors. The villages are bound to one another by mutual defense pacts because of the safety in numbers. They are extremely proficient hunters, well versed in the arts of camouflage, ambush and close combat.

Bose Ability Chart

Strength 1-6
Dexterity 3-18
Endurance 3-18

Armor: Mesh, Jack or None
Weapons: Blade, Bow or Spear

Intelligence 2-12
Education 1-6
Social Standing 2-12



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MOUNTAIN

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec.	Attr.	Enc.	Die	Roll
7-42	Herb.	Culbertrot	Grazer	6	1D/2D	-1D	Hooves + Teeth	NONE	Db1.	-----	-----	White	Red	
5-30	Herb.	Culbertrot	Grazer	12	2D/2D	-1D	Hooves	Mesh	Ord.	-----	-----	1	1-4	1-4
4-24	Herb.	Parnor	Intermit.	50	4D/2D	-1D	Teeth	Cloth	Ord.	-----	-----	1	5-6	5-6
3-18	Herb.	Culbertrot	Intermit.	200	5D/3D	+1D	Teeth	Cloth	Db1.	-----	-----	2	1-6	1-6
1-6	Herb.	Parnor	Intermit.	400	6D/3D	+2D	Horns	Jack	Ord.	-----	-----	3	1-2	1-2
3-18	Omni.	Culbertrot	Eater	800	7D/3D	+3D	Halberd	NONE	Tri.	-----	-----	3	3-6	3-6
1-3	Carn.	Culbertrot	Pouncer	200	5D/3D	+1D	Claws + Teeth	Mesh	Db1.	-----	-----	4	1-3	1-3
1-2	Carn.	Bentifry	Pouncer	400	6D/3D	+2D	Claws + Teeth	Cloth	Db1.	-----	-----	4	4-6	4-6
1-6	Carn.	Bentifry	Killer	200	5D/3D	+1D	Broadsword	Jack	Tri.	-----	-----	5	1-2	1-2
										-----	-----	5	3-6	3-6
										* Mineral		6	1-3	1-3
										+ Race		6	4	4
										Ravine		6	5-6	5-6

* Mineral Chart

Mineral

Bronze

Iodine

Gold

Manganese

Platinum

Nickel

Copper

Iron

+ Race Encounter Chart

Die Type (Roll 1D)

1-4 A party of Trist has been encountered; there are 10-60 Trist in this party.

5-6 A party of Bose has been encountered with 4-24 adults in the party.

JUNGLE

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec.	Attr.	Enc.	Die	Roll
6-36	Herb.	Parnor	Grazer	50	4D/2D	-1D	Hooves + Teeth	Jack	Ord.	-----	-----	White	Red	
4-24	Herb.	Culbertrot	Grazer	50	4D/2D	-1D	Hooves + Teeth	Mesh	Tri.	-----	-----	1	1-3	1-3
7-42	Herb.	Culbertrot	Grazer	100	5D/2D	--	Hooves	NONE	Ord.	-----	-----	1	4-6	4-6
5-30	Herb.	Parnor	Intermit.	100	5D/2D	--	Horns	Mesh	Db1.	-----	-----	2	1-2	1-2
5-30	Herb.	Culbertrot	Intermit.	200	5D/3D	+1D	Teeth	Cloth	Db1.	-----	-----	2	3-5	3-5
3-18	Herb.	Parnor	Intermit.	3200	8D/4D	+4D	Hooves + Teeth	NONE	Tri.	-----	-----	2	6	6
2-12	Herb.	Culbertrot	Intermit.	18000	11D/6D	x3	Halberd	Mesh	Tri.	-----	-----	3	1-4	1-4
6-36	Omni.	Culbertrot	Eater	400	6D/3D	+2D	Broadsword	Jack	Db1.	-----	-----	3	5-6	5-6
4-24	Carn.	Culbertrot	Chaser	1600	8D/3D	+4D	Broadsword	Cloth	Tri.	-----	-----	4	1-3	1-3
2-12	Carn.	Culbertrot	Pouncer	6000	9D/4D	x2	Claws + Teeth	Cloth	Tri.	-----	-----	4	4	4
1-2	Carn.	Bentifry	Pouncer	30000	14D/7D	x4	Halberd	Jack	Ord.	-----	-----	4	5-6	5-6
1-6	Carn.	Bentifry	Killer	12000	10D/5D	x2	Claws + Teeth	Mesh	Tri.	-----	-----	5	1-2	1-2
										-----	-----	5	3-6	3-6
										* Mineral		6	1	1
										+ Race		6	2-4	2-4
										Ravine		6	5-6	5-6

OCEAN

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec.	Attr.	White	Red
20-120	Herb.	Parnor	Grazer	3	1D/1D	-2D	Teeth	Jack	Db1.	Swimmers		1	1-2
10-60	Herb.	Culbertrot	Grazer	12	2D/2D	-1D	Teeth	NONE	Db1.	Swimmers		1	3-5
5-30	Herb.	Culbertrot	Grazer	50	4D/2D	-1D	Teeth	Mesh	Tri.	Swimmers		1	6
2-12	Herb.	Parnor	Intermit.	50	4D/2D	-1D	Teeth	Mesh	Tri.	Swimmers		2	1-4
6-36	Herb.	Parnor	Filter	100	5D/2D	--	Teeth	Cloth	Db1.	Swimmers		2	5-6
3-18	Herb.	Parnor	Intermit.	200	5D/3D	+1D	Teeth	NONE	Db1.	Swimmers		3	1-3
4-24	Herb.	Culbertrot	Intermit.	400	6D/3D	+2D	Teeth	Jack	Db1.	Swimmers		3	4-6
1-6	Omni.	Culbertrot	Eater	400	6D/3D	+2D	Teeth	Cloth	Tri.	Swimmers		4	1-3
1-6	Omni.	Culbertrot	Eater	800	7D/3D	+3D	Teeth	Mesh	Db1.	Swimmers		4	4-5
2-12	Carn.	Parnor	Chaser	800	7D/3D	+3D	Claws + Teeth	NONE	Tri.	Swimmers		4	6
4-24	Carn.	Culbertrot	Chaser	800	7D/3D	+3D	Teeth	Jack	Tri.	Swimmers		5	1-2
1-6	Carn.	Parnor	Pouncer	1600	8D/3D	+4D	Teeth	Cloth	Db1.	Swimmers		5	3-4
1-3	Carn.	Culbertrot	Killer	1600	8D/3D	+4D	Teeth	Mesh	Db1.	Swimmers		5	5-6
2-12	Carn.	Bentifry	Killer	3200	8D/4D	+5D	Claws + Teeth	Mesh	Tri.	Swimmers		6	1-2
1-3	Carn.	Bentifry	Pouncer	6000	9D/4D	x2	Claws + Teeth	Mesh	Tri.	Swimmers		6	3
										* Mineral		6	4-6

Weather Chart

(Roll once Daily)

Die Effect	Die Length	Die Type	Effect
1 Calm, Clear	1 1 Day	1-2 Rain	Storm
2 Calm, Cloudy	2 1-3 Hours	1-2 Rain	Storm
3 Windy, Cloudy	3 1 Month	3-6 Tornado	No Shelter, Roll 2D p/hr. mired in the mud for 4-24 hours.
4 Rain	4 2 Weeks		If 12, Player receives
5 Rain	5 1 Week		5D Damage.
6 * Storm	6 1-6 Days		

* Storm Chart

Effect

Low Areas Flood, Vehicles

Bogged 4-6 1D

** Bogged

If the party is riding on anything that exerts ground pressure; they had become mired in the mud for 4-24 hours.

SWAMP + SALT MARSH

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec.	Attr.	White	Red
20-120	Herb.	Culbertrot	Grazer	1	1D/0	-2D	Teeth	Cloth	Ord.			1	1-2
4-24	Herb.	Culbertrot	Grazer	6	1D/2D	-1D	Teeth	Jack	Ord.			1	3-6
8-48	Herb.	Parnor	Intermit.	6	1D/2D	-1D	Hooves + Teeth	Mesh	Db1.	Amphibians		2	1-6
4-24	Herb.	Parnor	Intermit.	50	4D/2D	-1D	Horns	NONE	Ord.			3	1-4
1-6	Omni.	Culbertrot	Eater	50	4D/2D	-1D	Hooves + Teeth	Cloth	Db1.	Amphibians		3	5-6
2-12	Omni.	Culbertrot	Eater	12000	10D/5D	x2	Broadsword	NONE	Tri.	Triphibians		4	1-5
1-6	Omni.	Culbertrot	Grazer	200	5D/3D	+1D	Claws + Teeth	Mesh	Db1.			4	6
1-3	Carn.	Parnor	Pouncer	100	5D/2D	--	Claws + Teeth	Jack	Ord.			5	1-2
2-12	Carn.	Bentifry	Pouncer	400	6D/3D	+2D	Teeth	Cloth	Db1.			5	3-5
										* Mineral		5	6
										** Bogged		6	1-5
										+ Race		6	6

Enc. Die Roll

City of Totalon

The structures in Totalon are individual buildings of different shapes and sizes. A 3 meter high fence extends from each of the circular gun towers to aid in defense. This fence is .6 meters thick and made of small stones glued into place. There are 953 Bose living here.

Building #1 This stone tower is 5 meters tall and as it is important to Totalon's defense, it is always manned. The first 3 meters of the tower is solid stone and the rest holds the gun chamber. Within the gun chamber, reached by ladder, is 1 (Hy. BPC) and up to 15 Bose. Upon the roof are 3 (Lt. BPCs) and positions for 15 more Bose. The Bose in the tower are armored with Mesh and armed with Blades, Bows and Spears.

Building #2 Same as Building #1.

Building #3 Town meetings and storage are the two main uses this stone and timber building is put to. Stored in a water proof vault is 3.7 metric tons of powder, 6 metric tons of hides and 30,000 credits worth of trade goods. There will be 10 to 60 Bose, equipped as Building #1 here at any one time. There is 1 (Lt. BPC) mounted on the roof.

Building #4 In this wood and thatch building wagons are built and repaired. It also serves as the stables for the Culbertrot (200 kg.) Intermittents of the Jungle; there are 17 steeds and 15 wagons here.

Building #5 This building has 1 meter thick walls and a heavy timber roof. One wall is made of wood and is removable, for this is the garage for Totalon's war machine. This is a large, 18 wheeled wagon that is covered with timber and tin, firing ports are cut into the sides. It is powered by 2 Bose per wheel and can move at ordinary speed. There are also 15 Bose equipped as those in Building #1 that operate the 2 (Lt. BPC) and the 1 (Md. BPC).

Building #6 This is the hospitality and entertainment center; here a meal can be bought and rooms had. There is 7.2 metric tons of foodstuffs stored in the cellar.

Building #7 In this low stone building goods made out of leather are manufactured. It is dark and smelly inside and there are 9 metric tons of leather products stored here.

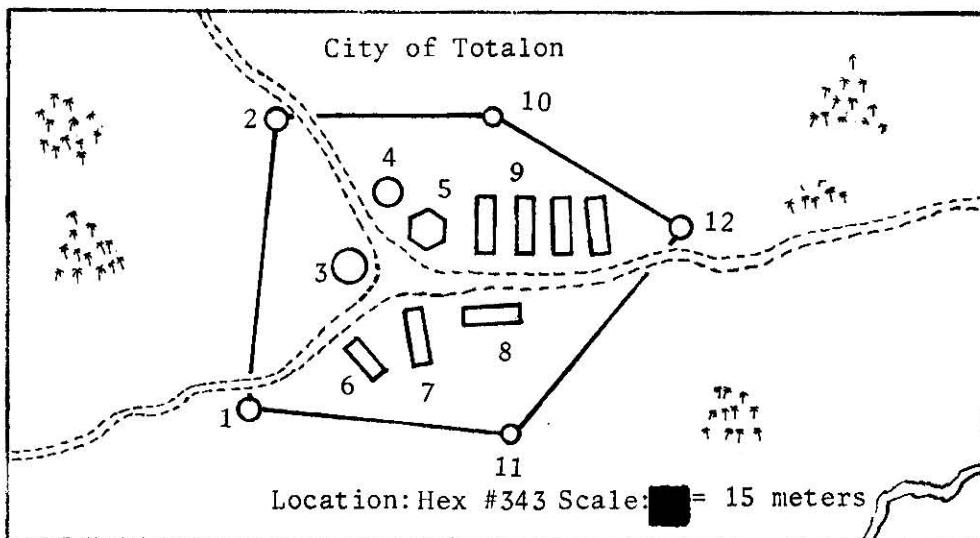
Building #8 Food process and storage are carried out in this wooden building. Distribution is also conducted from here with each citizen obtaining what they need daily. There are 26 metric tons of foodstuffs stored here.

Area #9 The bulk of the Bose of Totalon live in these large wooden buildings. Very little of interest is in these dingy apartments where the Bose pass their lives if lucky.

Building #10 Same as Building #1.

Building #11 Same as Building #1.

Building #12 Same as Building #1.



City of Derkau

The City of Derkau is protected from outsiders by being located on a small hill surrounded by a moat. Workers here manufacture gun powder and sails for the galleys that run up and down the river. Every citizen is a volunteer in the army because of the ever present fear of attack by the Trist. There are 823 Bose of all ages living here.

Building #1 Gatehouse: This building houses the mechanism to raise and lower the bridge. Two Parnor are harnessed to chains which operate the bridge. These Parnor work in shifts of 2 hours, after which they are changed. On top of the Gatehouse are 4 (Md. BPC) as part of the city defense. Sixty Bose are stationed here. They are armored in Mesh and carry Blade and Bows.

Building #2 Sail Factory: This structure is where the majority of the population of Derkau work. Sails made from canvass are produced here and then shipped by galley to the city of Comarsa.

Building #3 Municipal Center: This tall building houses the police, the city council and the mayor's office. Two guards man the front and back entrance. They are armored in Mesh and carry Blade and Spear.

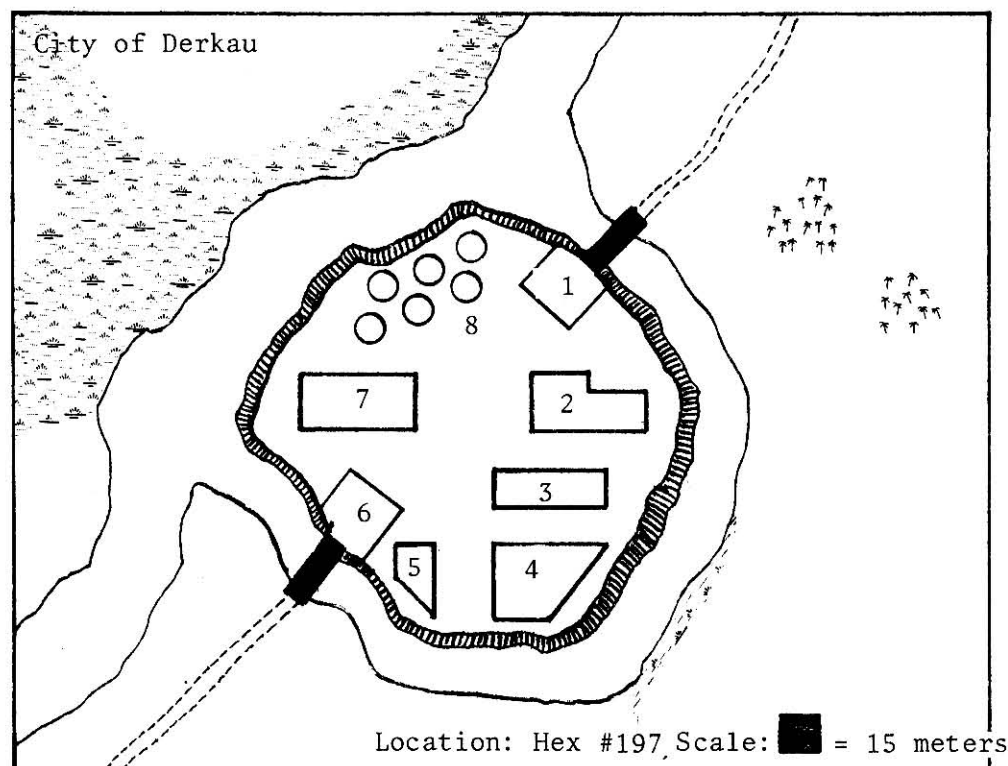
Building #4 Armory: This huge warehouse is where all of the arms and ammunition are stored. Four Parnor are kept outside to haul cannon balls and black powder on carts to the tower in case of attack. Up to 100 Bose are guarding this building. They are armored in Jack and carry Blade and Bow.

Building #5 Food Distribution Center: This structure is where the population of Derkau come for food. Each Bose are allotted free food daily. Two guards are standing watch at the door. They are armored in Mesh and carry Blades.

Building #6 Gatehouse: This Gatehouse is the same as the other but 100 Bose armored in Mesh and carrying Spear and Bow.

Building #7 Manufacturing Plant: Two hundred Bose labor here to make gun powder. In the basement is the warehouse space where barrels of gun powder are kept. Ten guards are standing outside armored with Mesh and carrying Blades and Bows.

Area #8 Mass Housing: These multi-level structures house the majority of the population of Derkau. Each building houses 100+ families. Every small apartment has a living area, kitchen, bath and every floor has a lounge area where Bose can congregate.



City of Comarsa

The city of Comarsa is surrounded by a 6 meter tall dike that helps defend it against the fauna and the waters of the river. This dike has 3 meter long spikes driven into it at 1 meter intervals. The population is 960 Bose of all ages.

Building #1 This is the gatehouse and it is built from stone and heavy timbers. Usually 50 Bose armored in Mesh and carrying Bows and Spears will be in this stronghold. There are 2 (Lt. BPC) mounted on the roof and 2 (Md. BPC) mounted on the ground floor. The (Md. BPC) fire from wide-angle ports that cover all approaches.

Area #2 The bulk of the population of Comarsa live in these low, round huts. The huts are simple affairs with no plumbing and made with thatch roofs and stone walls.

Building #3 This is a stronghold resembling Building #1 without the gate. There are up to 50 Bose armored and armed as those in Building #1. There are 2 (Lt. BPC) and 2 (md. BPC) mounted similarly as those in Building #1. Every building that have (BPCs) also has 1 ton of black powder.

Building #4 This large wooden structure is the shop where boats are built, metal refined and worked and cannons made. In the long narrow section is the large heating furnace where the metal is processed. The building has several large doors and tools up to Tech Level 2 for effecting materials.

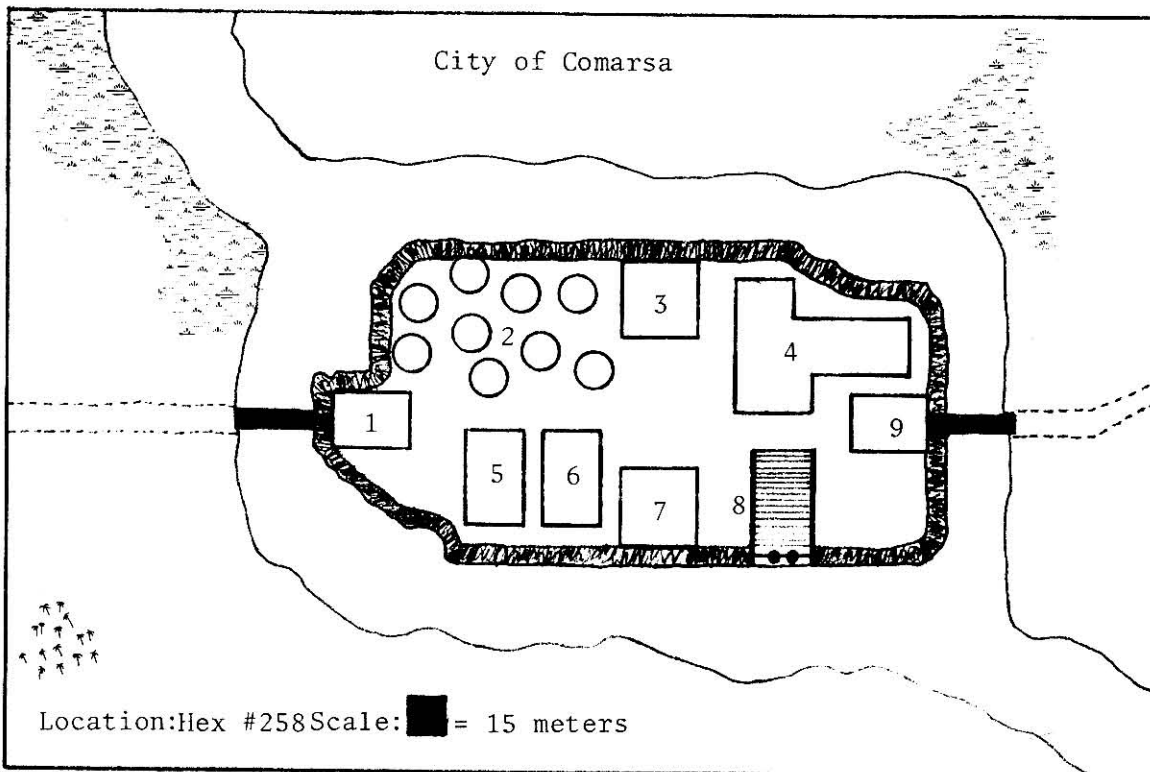
Building #5 This wooden structure is where foodstuffs are stored and processed. The Bose have developed many ways to preserve food and they are all practiced here. There is 113 metric tons of foodstuffs in varying states of process here.

Building #6 In this wooden structure the office of the city fathers, the jail and the guards barracks are set. There are 70 Bose in the building armed and armored as in Building #1. Most of the wealth of Comarsa is stored here. It is valued at 31,000 Credits in trade goods.

Building #7 Same as Building #3.

Area #8 This is a boat ramp where the boats of Comarsa are pulled up at night. There are large winches and a heavy gate in the area. Comarsa ships carry a crew of 15, 2 tons cargo and 2 (Lt. BPC); they are both sail and oar powered.

Building #9 Same as Building #1.



City of Ranjabtul

The city of Ranjabtul is built upon a hill, in the middle of a large clearing. This hill has been built up and 2 meter spikes drove into it, making passage difficult if not impossible. The walls stretching between the strong points are made of 8 meter long logs; buried 3 meters deep and lashed together. The population is 893 Bose of all ages.

Building #1 This large stone and timber strong point is also the gatehouse for Ranjabtul. The building is manned by 30 Bose armored in Jack and carrying Blades, Bows and Spears. The building has 3 (Lt. BPC) mounted on the roof and 2 (Md. BPC) mounted on the main floor. There are .65 metric ton of black powder stored here.

Building #2 The construction of this strong point is similar to Building #1 without the gate. There are 40 Bose in this building equipped as those in Building #1. There are 4 (Lt. BPC) mounted on the roof and 1 (Md. BPC) and 1 (Hy. BPC) mounted on the main floor. There is .7 tons of black powder stored here.

Building #3 Same as Building #2.

Building #4 This low, round wooden building houses a black powder factory. There are many 1 cubic meter vats scattered about containing both raw materials and finished product. There are 170 tons of powder available if all the materials are used. Ten to sixty Bose will be working here at any one time.

Building #5 All of the heavy work and construction is carried out in this stone building. There is a large furnace located in the southeast corner of the building. There will be 10-60 Bose in this building equipped as in Building #1 at any one time.

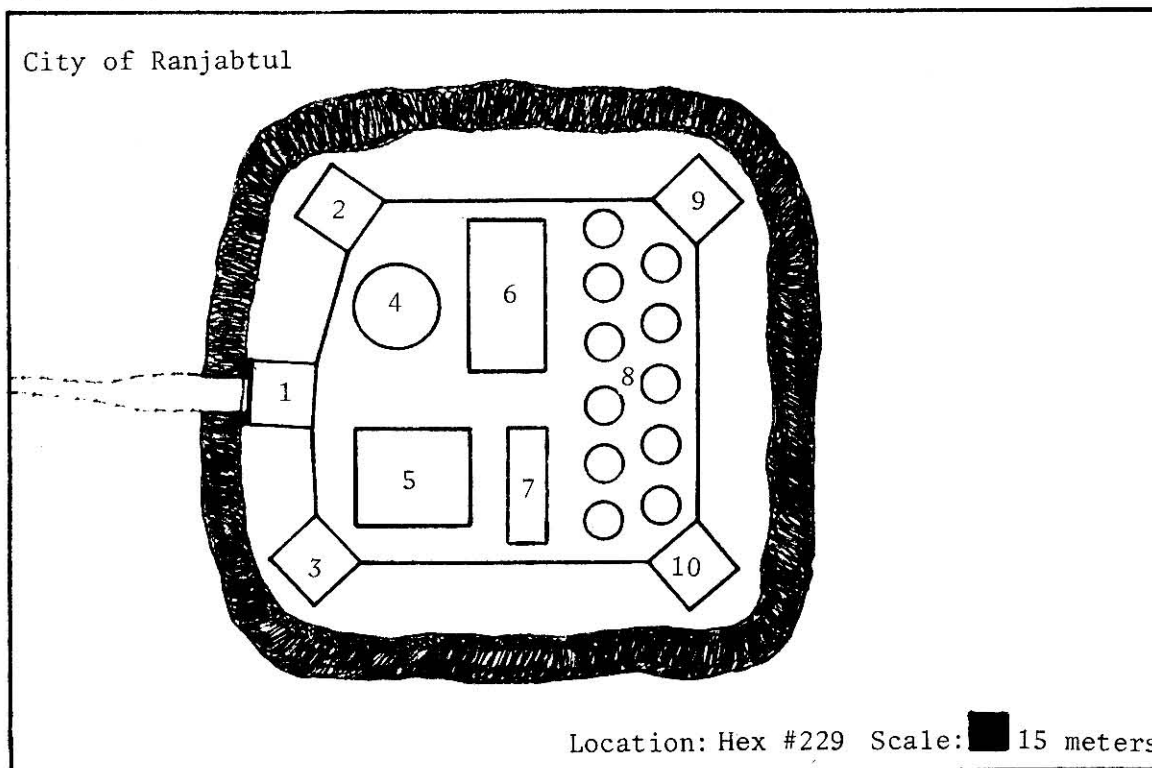
Building #6 This is the food processing center for Ranjabtul and most food is stored here at one time or another. There are 216 metric tons of foodstuffs stored here with 5-30 Bose in the building at any one time.

Building #7 This low, stone and timber building is the wagon house and stable for Ranjabtul. The steeds used to pull the 1 metric ton wagons are the Culbertrot (200 kg.) Intermittents of the Jungle. There are 40 steeds and 10 wagons.

Area #8 These lowly wood and thatch huts are the residences of the bulk of the population of Ranjabtul. There is nothing unusual about them.

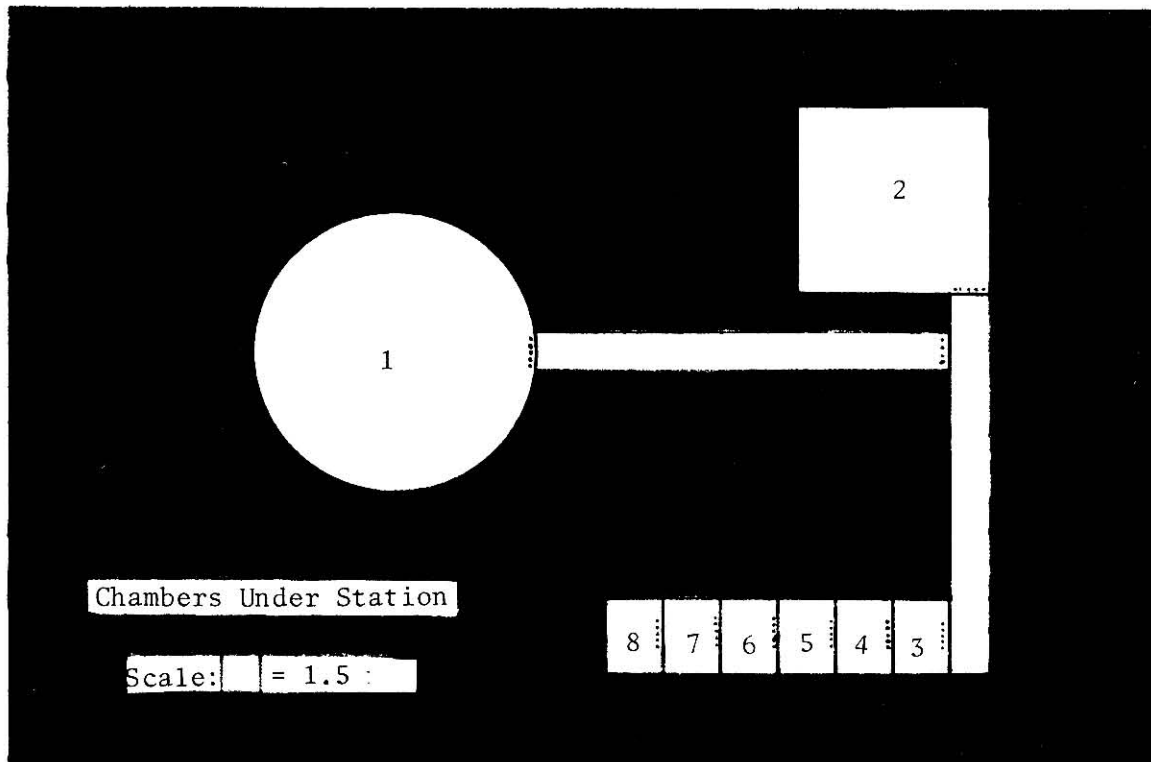
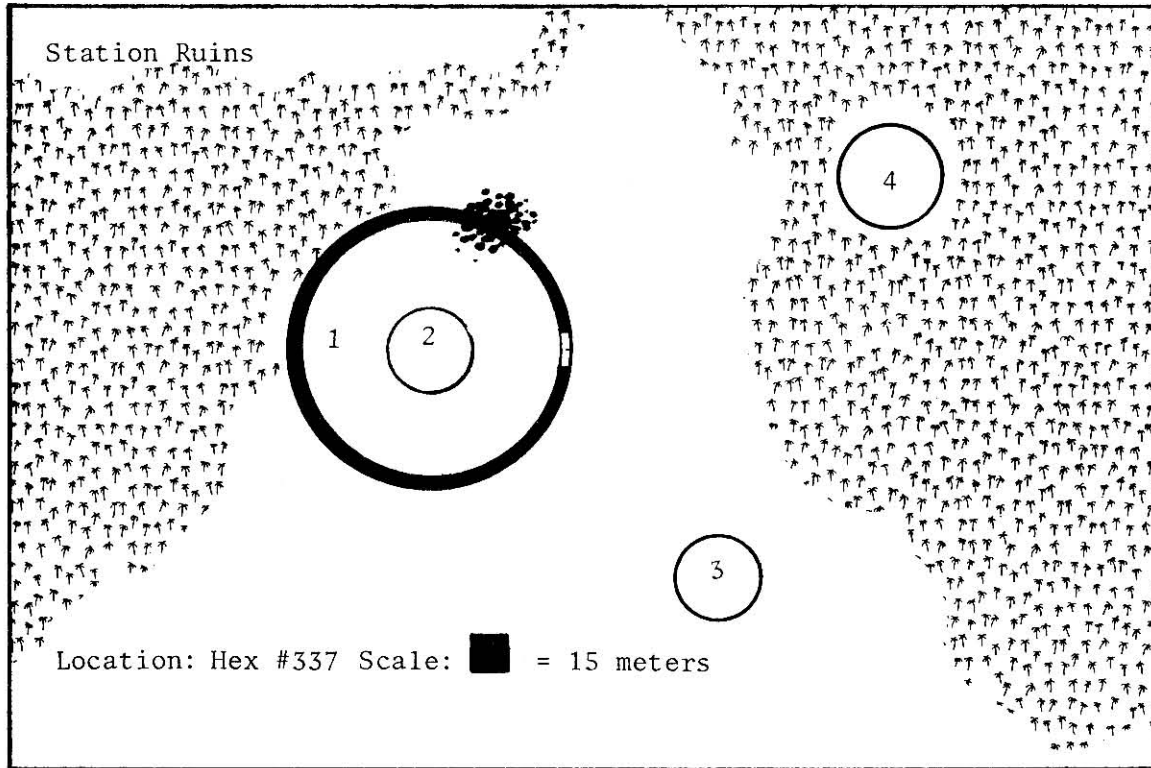
Building #9 Same as Building #2.

Building #10 Same as Building #2.



Black Powder Cannon Chart (BPC)

Size	Crew	Rate of Fire	Weight	Damage	Range and to hit					
					Short	to hit	Medium	to hit	Long	to hit
Light	2	2 per turn	50 kg.	3D	to 50m	4+	to 100m	8+	to 150m	11+
Medium	6	1 per turn	300 kg.	5D	to 100m	8+	to 200m	7+	to 300m	8+
Heavy	8	1 per 2 turn	700 kg.	10D	to 100m	10+	to 300m	6+	to 800m	6+



Station Ruins

This station was the advanced base and soon to be center of the Peladons' colonization efforts and as such was equipped with the apex of the Peladons' technology. It was built 190 standard years ago and was meeting moderate success when invaders swept into the home planets and everyone was recalled. Most items that could be used in war were hurriedly packed. Demolitions were then performed to prevent further use. The Peladons left and Wabor-Parn's jungles reclaimed the ground.

Area #1 A 4 meter tall wall surrounds what appears to be a large assembly area and parking lot. The gates of the wall hang open and there is a large breach in the northeast section of this wall. The wall itself is made of fused rock and is grey in color. There are three weathered hulks of what appear to be A.T.V.s and several piles of rusted junk laying around.

Building #2 The large doors to this grey, domed structure have also been blown open. Rubbish from the jungle is strewn everywhere as are the bones of many jungle animals, particularly the bones of the 18,000 kg. Intermittent of the Jungle. This is the lair of three 30,000 kg. Pouncers of the Jungle. The twisted remains of many machines are scattered about, some of which are fastened to the walls and ceiling. There are two 2 meter diameter holes leading to Chamber #1.

Building #3 This grey structure also has a dome; the doors are completely gone and a terrible odor comes from inside. Four 12,000 kg. Killers of the Jungle are in this one-room building and the remains of their prey lay all about. This building was once the fuel storage depot and power station for the colony, however, all the equipment is either gone or in wreckage.

Area #4 This circle of red blasted glass was the landing pad for the shuttles of the colony.

Chambers Under Station

Chamber #1 This large chamber was the communal workshop, dining area and assembly room for the colony. It is reached from Building #2 and it also contains many bones. Broken furniture is everywhere along with many small artifacts (which are silverware and a few common hand tools). Two 30,000 kg. Pouncers of the Jungle live here. There is one door on the east side and it is still sealed.

Chamber #2 In this chamber the colony stored most of the goods needed. Papers litter the floor and all of the cartons have been opened, with some being dumped on the floor. Note: This chamber was rigged for demolition, however, the charges failed to blow. The charges remain active and unless the room is checked over the charges will explode whenever 11+ is rolled on 2D. The explosion will cause 5D damage to all in the room. The following items are in the room: 4 - 2mx3mx4m pre-fab buildings; 1 - 4mx40mx20m pre-fab building; 1 - ton explosives; 1 - fusion drill (It will bore a .2m hole in most natural materials); 14 - tons agricultural tools; 5 - tons of household goods and 3 - bars 1 meter long, .1 meter high and .1 meter wide and red in color (These bars are actually weapons. They have the same effect as Laser Carbines with two important differences; they never need recharging and are only effective out to short range).

Chamber #3 Chambers #3-#8 were the personal quarters for the colony's population. Generally they are the same with the walls painted bright colors, equipped with sleeping pallets and personal possessions scattered about. The only differences is in the amount of personal valuables left behind due to the weight restrictions on the flight home. In this room is 6,000 credits worth of goods.

Chamber #4 Same as Chamber #3 except 11,500 credits in goods.

Chamber #5 Same as Chamber #3 except 22,000 credits in goods.

Chamber #6 Same as Chamber #3 except 30,000 credits in goods.

Chamber #7 Same as Chamber #3 except 73,000 credits in goods.

Chamber #8 Same as Chamber #3 except 120,500 credits in goods and the goods are booby-trapped with an explosive device that will cause 2D damage to all in the room unless care is taken to disarm it.

The Monolith

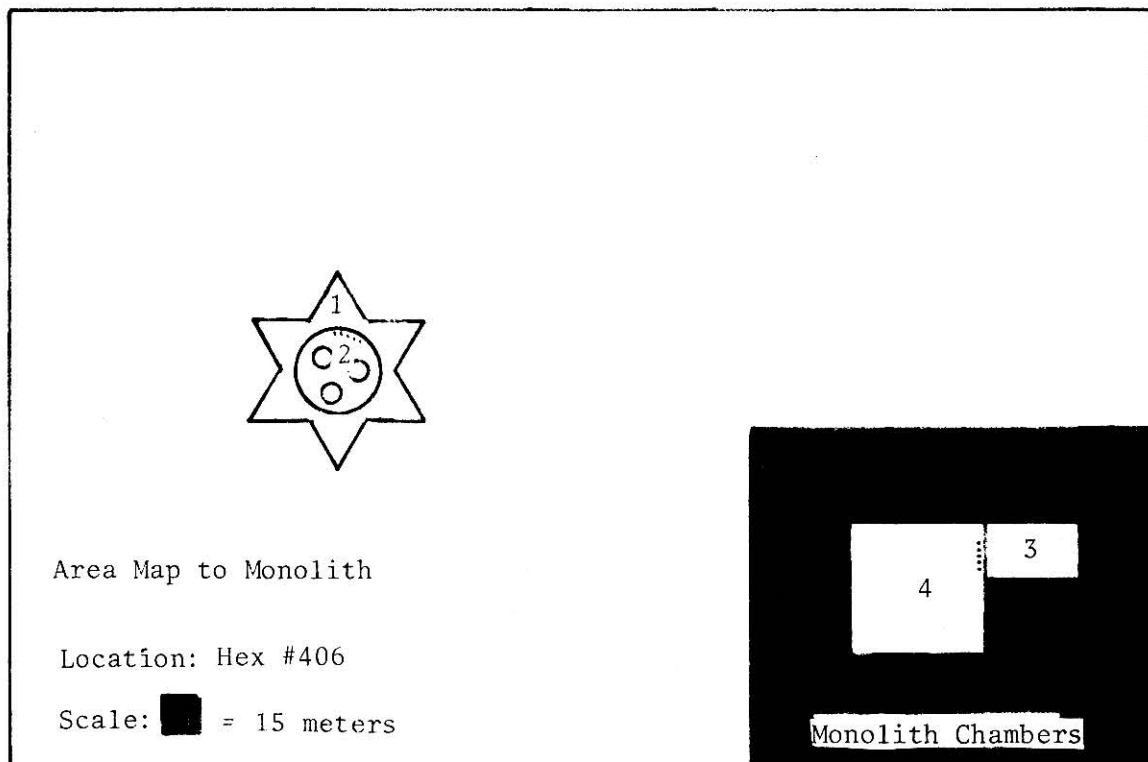
This object can easily be spotted from space; appearing as the map shows. The Monolith is a massive, star-shaped column standing 20 meters tall. It is made of an indestructible, orange colored substance; resembling highly polished glass. It is capped with a 2 meter tall dome that is made of the same substance as the column. The dome is red and has several smaller domes on it. There are no obvious openings, only some raised writing on the north-east wall, the wall facing north. If the writings are studied closely a pattern will be noticed. It will also be noticed that after a minute or two of touching the symbols that they become warm. If pressed in a random manner, the letters will activate a secret door (Roll 2D, on 10+ the secret door will open).

Chamber #1 The overpowering thing about this chamber is the round, red column that almost fills the center. It is made from the same material as the outside walls. The rest of the chamber is empty, save for a heavy door on the column which leads to Chamber #2 (This door is easily forced, 2+ -1D).

Chamber #2 This chamber is also empty save for what appears to be a telescope and its control panels. There is a hatch on the floor that is easily opened. This hatch leads to Chamber #3. If the control panels are examined closely, they will be found functional. They will be froze in the lock-mode and pointing to a star in the Theta Borealis Sector. This sector is located at 0204 in the Alpha Quadrant.

Chamber #3 A powerful stench fills this chamber caused by the slime that is 1 meter deep on the floor. It is highly acidic and must be neutralized before the door on the west wall can be reached (This acid will cause 4D damage if contact is made).

Chamber #4 A human-looking body lays piled against the south wall. The chamber looks as if it had been emptied in a hurry. There is a small, .1 meter square, machine with a flashing blue light on a table. It has several buttons and a recepticle for a link of some kind (This is a computer link and if the players connect it with a computer, the buttons will depress and the players will get the following messege: The Peladons maintained an advanced base on Wabor-Parn while making preparations to colonize it. Then word came that the Peladon planets were being plundered by a dark hoard. Everyone hurried left and in the rush the individual who was found was left behind. He afterward caught a fever and in the last moments of his life set the telescope on the home planet. Soon afterward he died; that was 123.2 standard years ago).



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