

Double Adventure 2
Mission on Mithril

TRAVELLER

*Science-Fiction Adventure
in the Far Future*



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TRAVELLER

*Science-Fiction Adventure in
the Far Future*

Game Designers' Workshop

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Mission on Mithril
Part 2 of **TRAVELLER**, Double Adventure 2

Turn this booklet over for another complete Traveller adventure.

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This booklet is an adventure intended for use with
Traveller, GDW's science-fiction role-playing game set in the far future.

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Introduction

This booklet contains two complete and independent adventures for **Traveller** printed back-to-back. This adventure, titled **Mission on Mithril**, deals with the crew of a scout ship, and their activities to get it repaired and ready for further flights.

It is assumed that this adventure will be administered by a referee who has read through it completely, and who is familiar with it and with the rules for **Traveller**. This situation calls only for the basic **Traveller** booklets (Books 1, 2, and 3); no additional supplements, books, or other information is necessary for resolution of this adventure. As usual, paper, pencils, six-sided dice, and hex paper will prove useful during the course of this adventure.

**Requires only
Basic Traveller.**

This introductory section (pages 1 to 4) is for the use of both the referee and the players, and may be read by all concerned. The situation (pages 5 and 6) is for the players specifically, and introduces them to their predicament. The referee's information (pages 7 to 20) is for the referee alone. The section on the ATV (pages 21 and 22 at the end of the Bright Face adventure) is for all concerned.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure.

Dates: All dates herein correspond to the Imperial calendar. The year is 1106; the 1106th year since the founding of the Imperium. This adventure takes place sometime in that year. Once the adventure begins, time should flow normally. If necessary, alter the date for the purposes of continuity, or to conform with dates in an ongoing campaign.

Date: 1106

Place: This adventure takes place on Mithril (0808-E568000-0), which is located in the Sword Worlds subsector, on the far border of the Spinward Marches of the Imperium. Mithril is an average-sized world measuring 8000 kilometers in diameter, with a standard atmosphere and water covering 80% of the world surface. In actuality, the water which covers the surface of Mithril is mostly ice; ice-caps cover both poles, and much of the continental land mass is under a mantle of ice and snow. Mithril's temperature rarely goes above freezing.

**Place: Mithril
Sword Worlds Subsector
Spinward Marches**

Mithril is listed in the directories as having no population, government, or law level; this is not entirely true. Mithril is one of the group of Metal Worlds (Iron, Bronze, Steel, and Mithril) held in reserve by the Sword Worlds Confederation for future development. Because the planet is claimed by the Sword Worlds, a rudimentary starport (type E, little more than an administration building next to a paved area) is maintained, along with a port warden responsible for establishing sovereignty. The normal population for the world is thus closer to two or three; government is very low-profile, the local law level generally consists of restrictions on behavior within the administration building.

CHARACTERS

This adventure is intended for use with a band of adventurers serving as the crew of an Imperial scoutship on detached duty; it can be altered to use nearly any type of adventuring group.

Desirable Skills: No specific skills are called for in this adventure. The character may find the following skills of some value: ATV, Navigation, Leader, Weapons, Gunnery, Mechanical, Bribery, and Electronic.

In the event that a character does not have ATV skill, the referee may assign ATV-0 for use by the individual for use during the adventure. ATV-0 is sufficient to allow the character to drive the vehicle in plain terrain at about half speed. Such an individual is severely taxed driving the vehicle in rough or mountain terrain, and quite liable to accident and fatigue.

In some cases, characters may not have any weapons expertise. The referee may select a weapon (ideally one which supplies dexterity bonuses) and assign a skill level of weapon-0. This, at a minimum, indicates which weapon the individual prefers.

Pre-Generated Characters: A group of pre-generated characters is supplied below, although the referee may allow other characters instead. These characters are the same ones provided in *Shadows*—half of *Double Adventure 1*.

If these characters are used, be sure that one of them is character number 1—the one who owns the scout ship that the group is travelling in.

1	Retired Scout	99397A	Age 38	5 terms	Cr2,000
	Pilot-1, Vacc-2, Navigation-2, Shotgun-2				Shotgun, Scout Ship
2	Ex-marine Trooper	AB8B67	Age 34	4 terms	Cr2,000
	Cutlass-2, Vacc-1, Brawling-1, Autorifle-1, Mechanical-1				Cutlass
3	Ex-navy Ensign	756B88	Age 26	2 terms	Cr2,000
	Medical-2, Computer-2, Vacc-0, Carbine-0, Blade-1				Blade, Travellers'
4	Ex-marine Force Commander	8B5B88	Age 30	3 terms	Cr2,000
	Cutlass-1, Revolver-1, Vacc-3, Laser Rifle-2, ATV-1, Brawling-1				Cutlass
5	Ex-merchant 2nd Officer	8A6894	Age 26	2 terms	Cr1,000
	Streetwise-1, Vacc-1, Pilot-1, Revolver-2, Gunnery-1				Revolver
6	Ex-army Captain	7996A9	Age 30	3 terms	Cr2,000
	Rifle-1, SMG-1, Vacc-1, Air/Raft-1, Forward Observer-1, Brawling-3				SMG
7	Ex-other	856994	Age 26	2 terms	Cr1,000
	Electronic-1, Vacc-0, Computer-1, Bribery-1, Shotgun-0				Shotgun
8	Ex-scout	365BBA	Age 34	4 terms	Cr2,000
	Vacc-2, Jack of all trades-1, Automatic Pistol-1, Pilot-1, Electronic-1				

EQUIPMENT

Referees using an on-going campaign should alter the equipment available and ship's locker contents to conform to that campaign.

Characters should review their equipment, and may purchase more. Each has any items mentioned in the character description, plus access to those detailed in the ship's locker table. At the beginning of the adventure, before the characters are told the details of their predicament, they should be informed that they are the crew and acquaintances of the crew of the scoutship *Central Axis*, on detached duty (*meaning*: casually adventuring through the Imperium), and then allowed to

purchase any other equipment they feel will be necessary or desirable. Any equipment available may be purchased, subject only to the following restrictions:

SHIP'S LOCKER

- eight **Vacc Suits**, each with oxygen tanks for eight hours, and **medium range commo gear**.
- four **Carbines**, each with ten loaded magazines (100 rds).
- two **Automatic Pistols**, each with ten loaded magazines (150 rds).
- four **Cutlasses**, each with a belt scabbard.

1. The equipment must be mentioned and priced in Book 1 or Book 3 of **Traveller** or in the available equipment table, and

2. The price indicated must be paid. Note that price levels preclude some equipment (for example, battle dress) due to the restricted finances of the group.

The Scout Ship: The Imperial scout ship *Central Axis* is a standard type S scout/courier, equipped with a single turret mounting a pulse laser, and an

air/raft carried in a berth within the ship. The air/raft is unusable on Mithril, primarily because of climatic conditions.

Available Equipment: The table below presents several items which are also available to the group, perhaps being acquired as souvenirs or simply items of interest.

AVAILABLE EQUIPMENT TABLE

1. **Cable**— fine flexible plasteel cable, capable of supporting 250 kilograms. Available in 50 meter coils, each weighing 3 kilograms. Up to ten coils are available. **Price:** Cr100 per coil.

2. **Atmosphere Tester**— a solid-state device with read-outs indicating the atmospheric percentages of elements present. In addition, a red light glows if the atmosphere is not breathable, and a green light glows if the atmosphere is breathable. Three are available. **Weight:** 1 kilogram. **Price:** Cr150.

3. **Laser Pistol**— an experimental model pistol which functions much the same as a laser carbine or laser rifle, but has lighter weight and a much handier length. It still requires a power pack (laser carbine or laser rifle power pack may be used). **Pistol length:** 350mm. **Pistol weight:** 750 grams. **Base Price:** Cr2000.

This laser pistol fires as if it were a slightly inferior laser carbine. There is a DM of -1 at medium range, and -2 at greater ranges. These DMs reflect the greater difficulty of achieving accuracy without a shoulder stock at long ranges.

The skill laser pistol is not covered in **Traveller** specifically; it can be acquired through the training rules in Book 2. Dexterity DMs for laser pistol are the same as those for laser carbine.

4. **Medical Kit**— a modern first-aid and medical treatment kit designed for non-doctors (medical skill 1 or 2) and their handling of injuries and trauma. The kit contains medical instruments, diagnostic aids, written instructions, and medical drug. **Size:** 200mm by 100mm; small enough to fit on the belt at the small of the back. **Weight:** 1 kilogram. **Base Price:** Cr600.

This medical kit is sufficient for both minor and serious wounds, and can be used for the treatment of animal injuries, radiation burns, chemical burns, poisoning, and drug overdoses.

PROCEDURES

When communicating with the referee, the following procedures should be used.

Terrain: The group has a map of Mithril. It indicates the types of terrain to be expected, and easily serves as a guide to the possible routes to be taken overland.

Direction: Within terrain hexes, direction is expressed by the directional rosette using letters. When the group moves, it does so by stating the direction letter on the direction rosette. For greatest ease, the group should indicate its direction on the map, and the referee can then indicate progress within the adventure from there.

MISCELLANEOUS NOTES

The following ideas should be kept in mind by the characters.

Days: Mithril has a twenty-hour day, evenly divided into ten hours of daylight and ten hours of night. Normally, this amounts to ten hours of movement time (during the day), followed by ten hours for meals and rest. People need about eight hours sleep per day.

Food: Normal requirements amount to three meals per day.

Time: Time is counted in hours and minutes. Generally, any length of time less than five minutes (with the exception of combat) is inconsequential.

The Geodesic Map: The map of Mithril is a geodesic map which divides the surface of the world into hexagons, and groups those hexagons into triangular areas. Adjacent triangular areas are bordered by shared hexagons; where these areas are separated, the transition from one half of a shared hexagon to its other half takes no additional time or energy.

Note that the polar route can take less time, in some cases, than a direct route between two points.

Scoutship Breakdown

Imperial Interstellar Scout Service Starship *Central Axis*, on detached duty, stutters out of jump space from Olympia three days late. That sort of delay spells almost deadly disaster to the jump drives of the tiny scout; without repairs, the ship will never jump again.

Below lies Mithril, a reserve world belonging to the Sword World Confederation. Not always friendly to the Imperium, it nevertheless can't hurt to ask for help. The port warden below answers the communicator beam, and replies that he will be glad to give assistance. Upon landing, the story turns out to be a little different. The warden does have the parts assembly (a relay governor), and even has a hoist which is probably necessary for proper installation. But the part is valuable, and he wants something in return. . .

A SURVEY

Mithril, the warden explains, has long been held as a reserve world for the Confederation. Its resources have been held in trust against the day when the Sword Worlds need them to support continued industrial expansion. That day fast approaches.

Quite recently, he received orders from the Ministry of Resources at Gram to begin a detailed survey of certain areas on Mithril preparatory to beginning exploitation. The warden proposes that your group perform that survey.

Orbital data has already been acquired. A good quality map of the world is available, and serves as a guide to the data that the Ministry (and the starport warden) both want. The points on the map of interest are marked (A, B, and C). Each gives an anomalous reading; the survey must resolve the discrepancies.

THE TASK

The warden will replace the relay governor; it should take only a day or two. He will also lend you an ATV for use in the survey; Mithril's climate is too harsh to allow use of an air/raft, which couldn't carry enough supplies or people in any case.

Point A: This point on the map exhibits a high radioactivity reading, unsupported by any appropriate planetological formations. **Required Data—** What is the source of the radioactivity, and is it a recoverable resource?

Point B: This point exhibits an intense light/shadow interface. The nature of the interface is not especially obvious from orbit. **Required Data—** What is the reason for this phenomenon?

Point C: The shoreline along the promontory at this point is not frozen, although similar situations at this latitude are. **Required Data—** Why is this particular stretch of shoreline not frozen?

When the group gets back from the survey, the scoutship will be repaired and waiting for lift-off. The warden is a likable enough fellow, and no one thinks that he will steal the ship or its contents. In fact, this all seems like a good deal, since the warden technically has the authority to arrest or detain them for being in Confederation territory without a visa. Early the next day, the survey begins.

A Survey of Mithril

The referee can use this adventure as an independent situation with the list of pregenerated characters given on page 2, or can use it with continuing characters from an existing *Traveller* campaign. The changes necessary to adapt this adventure to a continuing campaign should be obvious.

Referee's Initial Actions: After characters have been assigned and determined, equipment has been purchased and distributed, and the basic situation on pages 5 and 6 has been made available to the players, the adventure is ready to begin. The referee should assume that the group will set out on its survey, and ask them what direction they will begin. Direction may be indicated by the direction rosette, or by simply pointing on the map.

PROCEDURES

The procedure table indicates the various referee and player actions to be performed during this adventure. The following notes elaborate on this further.

1. Location. The terrain map of Mithril on page 6 shows where the adventurers may go; the terrain key on page 10 shows what types of terrain may be encountered, and gives events and encounters to be expected. As each terrain hex is entered, the referee should read the note concerning the type of terrain. For example, for snow plain terrain, read the note: Snow Plain Terrain, five hours per hex, smooth snow-covered flat terrain with some drifts.

2. Weather. Using either the pre-generated weather sequence or the formulae, determine the temperature and weather for the hex. For example, the statement could be: temperature is minus 5 degrees centigrade, and the sky is overcast.

3. Event. Roll one die on the event table, determine the specific event and look it up in the text. Read the line in italics which describes the situation. Then ask the group's reaction ("What are you doing?"). When their reactions have been stated, impose the event results, taking their reactions into account. Question them, if necessary, for additional information and reactions. There is only one event per hex unless specifically called for or the group dallies.

4. Special Event. In the event of a storm, or a special hex location, a special

PROCEDURE TABLE

<i>Phase</i>	<i>Referee Activity</i>	<i>Player Activity</i>
1. Location	State hex terrain and give description.	Listen.
2. Weather	a. Determine local temperature. b. Determine local weather.	Listen. Listen and React.
3. Event	a. Roll for event or encounter. b. State event obtained. c. Impose results.	React.
4. Special Events	State any special events called for.	React.
5. Preparations	Ask for any additional activity.	Give actions.
6. Time.	Note elapsed time for records.	
7. Continuation.	Ask for new direction of survey.	Give direction.

event is called for, and should be imposed after the regular event has been imposed and resolved. The procedure is similar to that of the regular event.

5. Preparations. Ask for any other activity and allow the characters to express themselves. This is especially the point for decisions to stop for rest or sleep, for individuals to elect to sleep as the vehicle moves, and for the adventurers to undertake other activities.

6. Time. Indicate (and note) the total elapsed time and inform the characters of this information. Fuel consumption (if required) should also be noted at this time.

7. Continuation. Ask the characters in which direction they are now moving. They may indicate new direction using the directional rosette, or they may simply indicate a course on the map. In some cases, some directions are blocked or impossible, or backtracking may be required.

AN OVERVIEW

The remainder of the information in this chapter concerns the variety of events and encounters which may occur. These items include:

A. Terrain Events and Encounters. Each hex involves a terrain encounter. The tables for such encounters are given on page 10, and the events are explained on pages 8 through 12.

B. Animal Encounters. Some terrain events call for animal encounters. Some parts of special events also impose animal encounters. All animals (except sea creatures) are combined into one section, beginning on page 15.

C. Weather. Each day calls for a new determination of temperature and weather. Formulae for the determination of temperature and weather are given in the referee's notes (page 20). In addition, a pre-computed sequence of temperature and weather is provided for convenience. Weather conditions are arranged so that a perceptive individual can note and predict storms if a little attention is paid.

D. Special Events. The three areas to be investigated by the group constitute special events, and are covered on pages 12, 13, and 14. In addition, a special event brought on by temperatures above 0 (freezing) called the Ephemeral Glade is also dealt with in detail.

TERRAIN EVENTS AND ENCOUNTERS

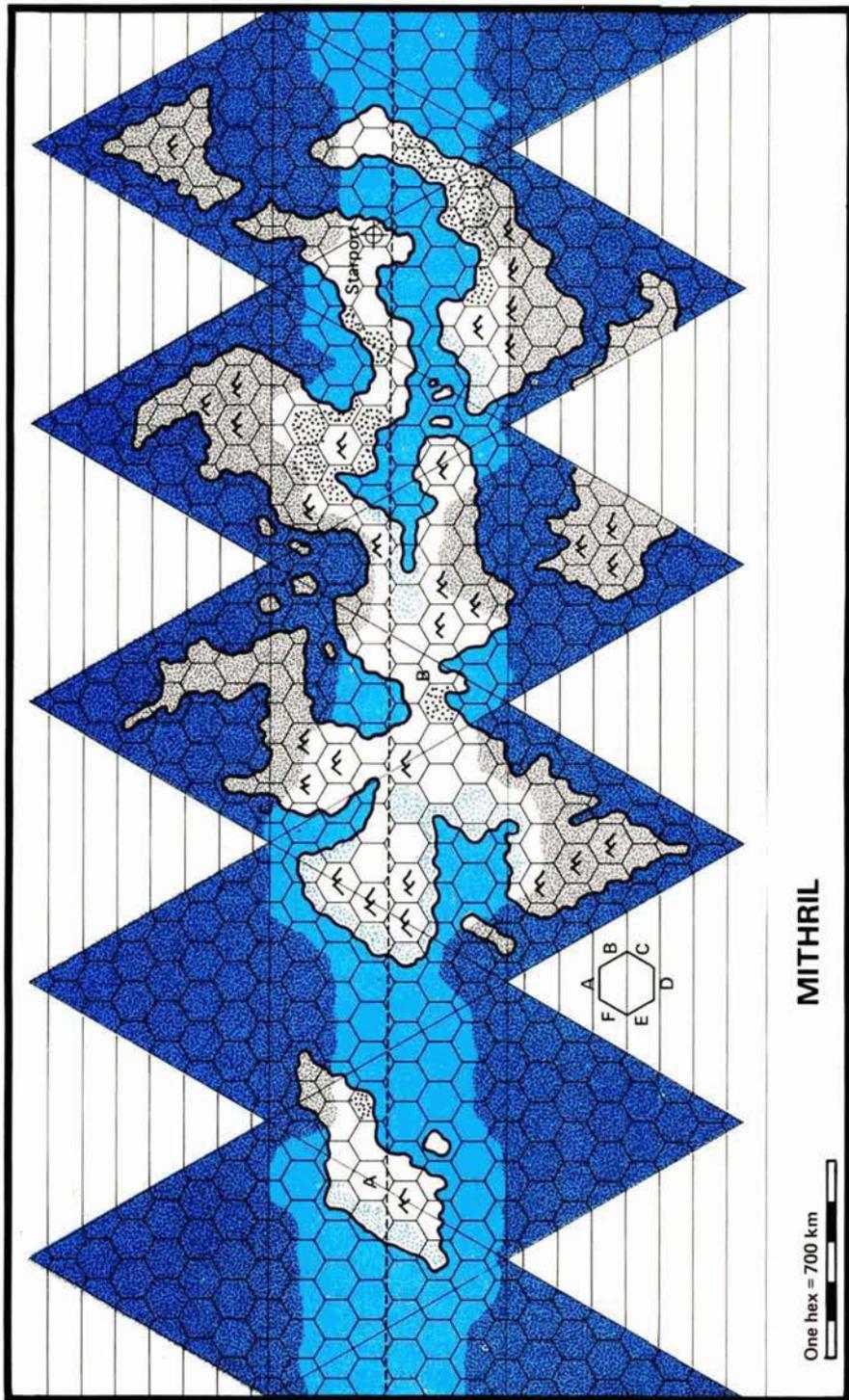
Once the group begins its survey of Mithril, a variety of events may occur as called for by the procedure table. The following descriptions apply to the events produced by the terrain encounter tables.

Of the eight terrain types shown, the only unusual type is ice shelf edge. It should be used only for individuals at the edge of the ice shelf; those in open sea in the hex should use open sea instead.

1. Animal Encounter. Occurs in ice plain, ice shelf, snow plain, rugged, and jagged terrain. *Movement on the horizon catches the eye of one of your group.* The group has encountered one or more animals. Refer to the animal encounter section and roll for the specific type of animal present.

2. Avalanche. Occurs in ice shelf edge terrain. *Rumblings or creakings from an ice overhang begin, and continue with regularity.* An avalanche is imminent from the ice overhang, and can be triggered by any loud sound or noise. Referee determination of the exact nature of the sound and its occurrence is required.

The avalanche will tumble down on the vehicle and personnel. Roll two dice for



MITHRIL

One hex = 700 km



Snow Plain 5 hours/hex
Smooth snow-covered terrain with some drifts scattered about.

Die Event Type

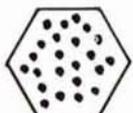
- 1 Deep Snow
- 2 Animal Encounter
- 3 Concealed Gully
- 4 Forest
- 5 Animal Encounter
- 6 Ground Fog



Ice Plain 5 hours/hex
Well-packed ice cap over continental land mass.

Die Event Type

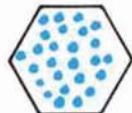
- 1 Animal Encounter
- 2 Deep Snow
- 3 Deep Snow
- 4 Open Ground
- 5 Animal Encounter
- 6 Ground Fog



Rugged 15 hours/hex
Hilly, rocky terrain obstructed by changes in elevation.

Die Event Type

- 1 Slow-Going
- 2 Animal Encounter
- 3 Chasm
- 4 Forest
- 5 Sink Hole
- 6 Chasm



Jagged 15 hours/hex
Very rough terrain scattered with sharp rock formations.

Die Event Type

- 1 Impossible Passage
- 2 Deep Snow
- 3 Animal Encounter
- 4 Sink Hole
- 5 Deep Snow
- 6 Ground Fog



Mountain 20 hours/hex
High elevation terrain with lofty peaks and craggy valleys.

Die Event Type

- 1 Caves
- 2 Impossible Passage
- 3 Narrow Valley
- 4 Shangri-La
- 5 Flash Flood
- 6 Fumaroles



Sea 20 hours/hex
Clear, unobstructed sea surface of cold water and scattered sea ice.

Die Event Type

- 1 Ice Bergs
- 2 Sargasso
- 3 Maelstrom
- 4 Giant Squid
- 5 Whales
- 6 Shallow Reefs



Ice Shelf 10 hours/hex
Heavy ice of varying thickness over ocean or sea.

Die Event Type

- 1 Crevasses and Ravines
- 2 Ice Collapse
- 3 Animal Encounter
- 4 Thin Ice
- 5 Deep Snow
- 6 Ground Fog



Ice Shelf Edge 10 hrs/hex
Heavy ice of varying thickness; ending at open sea.

Die Event Type

- 1 Crumbling Edge
- 2 Sloping Shelf to Water
- 3 Avalanche
- 4 Crevasses and Ravines
- 5 Thin Ice
- 6 Magnetic Fluctuation

its extent— less than 5 means the avalanche was harmless; more than 7 buries the vehicle, and more than 10 damages the vehicle.

A buried vehicle will require 2D times twenty minutes of work to dig it out. A damaged vehicle should receive damage by rolling once on the side column of the ATV damage table.

3. Concealed Gully. Occurs in snow plain terrain. *Snow has drifted smooth in front of the group, and conceals a deep gully.* Throw 2D for the effects of the impact (DM: - ATV skill; DM -2 if moving slower than standard speed for this terrain). Less than 6 has no effect other than a severe jolt. Results of 7, 8 or 9 indicate that the ATV has sustained minor damage and will require thirty minutes repair work (to be performed within an hour). A result of 10 or more requires that the vehicle stop immediately and will take eight hours work to repair.

4. Crumbling Edge. Occurs in ice shelf edge terrain. *The ice shelf edge to the sea begins to give way.* Throw 9+ to avoid being dumped into the sea; DM +1 ATV skill. If dumped into the sea, throw 12 exactly to be lodged on an iceberg instead.

5. Caves. Occurs in mountain terrain. *Black shadows dot the face of the mountains ahead.* They prove to be caves floored by a small stream of running water (which freezes into thick ice on the mountain face. Periodically (1D hours), the caves will spout steam and hot water in a flood. Referee: determine the timetable for this to occur but do not reveal it. The caves may be explored, and will prove to be warmer as they get deeper, eventually leading to a hot pool of bubbling water. When the time arrives, this pool will erupt into a geyser. Unprotected personnel will suffer 4D in burns unless protected by a vacc suit.

6. Chasm. Occurs in rugged terrain. *The land is split by a deep chasm with sheer rock walls.* It must be bypassed by an ATV or personnel on foot. Use the directional rosette to determine the beginning and ending directions of the chasm.

7. Crevasses and Ravines. Occurs in ice shelf edge and ice shelf terrain. *The ice is checkered with ravines and crevasses.* This event requires slow forward progress, and will take double the normal time.

8. Deep Snow. Occurs in ice shelf, ice plain, snow plain, and jagged terrain. *Very deep snow covers the ground in all directions.* Speed must be decreased to at least half, and time in the hex is doubled.

9. Fumaroles. Occurs in mountain terrain. *Ahead, dense dirty smoke or steam can be seen rising into the sky.* Steam vents indicative of volcanic activity block the ATVs forward path, and a detour of at least two hours will be required.

10. Flash Flood. Occurs in mountain terrain. *A deep rumbling is heard higher in the mountains.* Several minutes later, a wall of water flashes down the valley. Preparing for an avalanche by buttoning up the ATV allows safety from the flash flood, as will moving to higher ground. The water, however, will freeze quite soon (if temperature is below zero), and will immobilize the vehicle in 1D hours with 25mm of water turned to ice until freed, or until a thaw comes.

11. Forest. Occurs in rugged or snow plain terrain. *A dark green forest appears before the vehicle.* This forest is in a smooth area, and can be driven through at a saving of about three hours over normal time. Roll for animal encounters twice while moving through the forest.

12. Ground Fog. Occurs in ice plain, ice shelf, snow plain, and jagged terrain. *Fog obscures vision in all directions.* In clear weather, the fog will disappear in an hour. In overcast, it will remain all day. In storm it may conceal or portend the

coming of the storm. The fog makes any forward progress impossible; and only foolhardy personnel will try to move on in this weather.

13. Giant Squid. Occurs in open sea terrain. *A giant swimming carnivorous eater with tentacles twenty meters long grasps the vehicle.* The animal can be driven off with the pulse gun, provided it fires above water. The squid will roll the vehicle on 9+, and eventually abandon its new-found plaything after three hours. A rolled vehicle can be righted by shifting weight within the vehicle.

14. Ice Collapse. Occurs in ice shelf terrain. *A creaking sound indicates that the vehicle is on thin ice.* Throw 10+ for the vehicle to react quickly enough to avoid the ice collapse; DM + ATV skill of driver. If the vehicle falls into the water, a major effort will be required to get back onto the ice shelf. A channel must be blasted by the pulse gun to allow the vehicle to drive back above water. Throw 9+ for every day in which work is being done. Continue to throw once per day on the events table, with a DM of -1.

15. Ice Bergs. Occurs in open sea terrain. *Ice bergs are sighted.* The group should stay clear of ice bergs. Moving near one may cause it to shift, lifting the vehicle out of the water and onto part of the berg. It will take 1D days for the berg to shift again. Or it can be hastened by using the pulse gun to chop it up.

16. Impossible Passage. Occurs in mountain and jagged terrain. *The way ahead is completely blocked and cannot be negotiated by the vehicle.* The group must back-track to the previous hex and try another path.

17. Magnetic Fluctuation. Occurs in ice shelf edge terrain. *There may be a problem with our course.* Subtle changes in the magnetic field of the world may mislead the navigator of the ATV. Throw 10+ to avoid any problem, DM + double navigation expertise of the driver. If the throw is not successful, then the group moves to the wrong hex when it tries to move; 1-3 one hex right, 4-6 one hex left.

18. Maelstrom. Occurs in open sea terrain. *A vast whirlpool can be seen up ahead.* The vehicle will be drawn into it unless the driver can throw 12+ (DM + ATV skill). Once taken by the maelstrom, the ATV is drawn underwater. Throw 10+ for the gun to be ripped off its mounts. After a violent ride, throw on the directional rosette to determine which adjacent sea hex the vehicle comes up in. If the ATV comes up under the ice shelf, treat its appearance as event 14, Ice Collapse.

19. Narrow Valley. Occurs in mountain terrain. *A narrow valley with sheer sides channels movement in one direction.* Throw on the directional rosette to determine the directions up and down the valley.

20. Open Ground. Occurs in ice plain terrain. *There is no ice cover here, and the ground is exposed, although it is frozen.* Throw once on the animal encounter table.

21. Sargasso. Occurs in open sea terrain. *The drifting ATV has become entangled in seaweed.* Throw 5 dice for the degree of entanglement. Each person can remove one point of seaweed per hour, provided it is clear weather. However, no more than three persons can be on top of the ATV or it may capsize. Working in overcast weather allows the removal of one point per person every two hours. Finally, a mild storm will add 2D points of entanglement, and a severe storm will free the ATV on 10+; otherwise, it will add 3D points of entanglement.

22. Shallow Reefs. Occurs in open sea terrain. *Waves carry the ATV to shallow reefs, and threaten to wreck the vehicle.* Throw 9+ to avoid the reefs; DM + ATV skill. If they cannot be avoided, throw 10+ to successfully navigate through them;

DM + ATV skill. If all is not successful, throw once from each direction on the ATV damage table for results of the buffeting. Assume that the reefs surround a small frozen desert island.

23. Sloping Shelf to Water. Occurs in ice shelf edge terrain. *A sloping edge of the ice shelf will allow the ATV to drive out of the water onto the ice shelf.*

24. Slow-Going. Occurs in rugged terrain. *The very rugged nature of this terrain forces a reduction of speed to half normal.* Time in the hex is doubled.

25. Shangri-La. Occurs in mountain terrain. *A perfect, warm valley is found nestled in the mountains.* It should be treated as ephemeral glade, but does not disappear. Temperature should hover around or just above zero. Close (very close) inspection of the area will show that the center of the valley once held a road, now long since worn away.

26. Sink-Hole. Occurs in rugged or jagged terrain. *A large circular crater with ice or rubble at its bottom blocks the group's path.* This event has no real effect.

27. Thin Ice. Occurs in ice shelf and ice shelf edge terrain. *The ice ahead appears too thin to support the ATV.* They must backtrack to another hex. If the group persists, treat as Ice Collapse.

28. Whales. Occurs in open sea terrain. *The ATV trembles, and then a school of whales can be seen surrounding the vehicle.* The whales are friendly, and will remain for several hours.

If one of the group has telepathy, contact may be attempted: throw 7+ for there to be a response. Then roll on the reaction table (Book 3).

THE SURVEY POINTS

The three survey points on the map (marked A, B, and C) are the goals in this mission by the adventurers.

Point A: This area has a very high radioactivity reading, and is not at all healthy for long periods of time. If any animals are present (or an ephemeral glade is present), they will be scrawny and sickly.

Close investigation of the area will reveal a large quantity of metal canisters, each 350 millimeters long and 100 millimeters in diameter. The rounded end has a single ring, perhaps for a tie-down, while the other has a recessed handle and a screw-on cap. Obscure, unreadable markings are painted on the body of the canister.

There are hundreds of these canisters, but very few are intact. Many are crushed, and they are leaking fluid or dull grey gravel, or are empty. These all give high radiation readings. Looking at these damaged canisters shows that the screw cap is actually connected to an interior compartment, which pulls out when the cap is unscrewed.

The interior capsule is transparent, and appears to be crystal or glass.

There are hundreds of these canisters, and perhaps twenty percent are unbroken. Unbroken canisters show no radia-

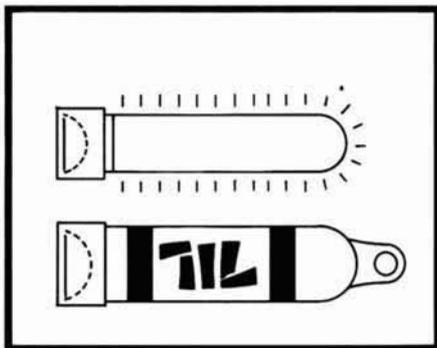


Illustration 1— Radioactive Canister.

tion readings, and are safe to be around.

Referee: This is a very old, radioactive waste dump. The materials within the canisters are remnants of manufacturing processes, and while they were useless at the time they were dumped, they are probably now useful to industry. Each unbroken canister has a value of Cr10,000, with perhaps 200 such canisters available. The ATV can probably carry fifty of the canisters.

In reality, the group would have to smuggle the canisters out past the port warden, or perhaps come back in the scout and pick them up later. When they try to sell them (on a tech level 9+ world) the price they get will be closer to Cr5000 each (remember, the buyer has to make a profit too).

Point B: This point in jagged terrain suddenly reveals a very large, very deep chasm. Its sheer walls drop vertically nearly 1500 meters to a flat, dry bottom. There appears to be no way to reach the bottom.

As the day passes, shadows will begin to lengthen on the rock walls and two facts will become apparant. First, the vertical walls give evidence that they are of artificial origin. They look as if they were carved from bedrock, perhaps by large cutting lasers or power beams. Second, the walls are note entirely smooth. In many places, they are eroded by weather and wind. In others, bas-relief carvings are still visible from the creation of the walls. They represent upright bipedal beings, roughly humanoid, with animal heads and occasional tails.

Referee: The light/shadow interface is created by the sheer sides of the chasm and the position of the sun at certain times of the day. The satellite survey caught the chasm at just the right moment.

Continued investigation of this chasm will reveal the following additional facts:

1. The bottom of the chasm must be well drained, because it is dry, and storms and precipitation are quite frequent on this world.
2. In addition to the bas-relief carvings, large portions of the sheer faces are covered with small figures— probably letters or hieroglyphs.
3. Very close and intense investigation will show that the figures are recognizable as crudely Aslan— intelligent carnivorous chasers whose civilization borders the the edge of the Imperium.

Point C: The shoreline along this point is unfrozen. Wandering around on the beaches and sea-cliffs should show most intelligent people that the reason is a sea current. The sea farther out is warmed near the equator, and drifts up and around this area. The effect is enough to produce a marginally warmer climate in this area.

EPHEMERAL GLADES

Ephemeral glades occur any time the temperature goes above 0 degrees for two consecutive days in a snow plain hex. When an ephemeral glade is called for the following descriptions should be made.

If The Glade Appears While The Party Is Present: This morning, pale green shoots are springing up through the snow. As the day grows older, the shoots grow with phenomenal speed, and are soon two to three meters high.

If The Glade Is Already Present: A large green glade several kilometers across centers on a small cold water pool. Animal life is present (if not especially visible) within the flora of the glade. Because of the local air temperature (above zero) and the shelter the plants provide from the wind, the glade provides an very nice location for a camp.

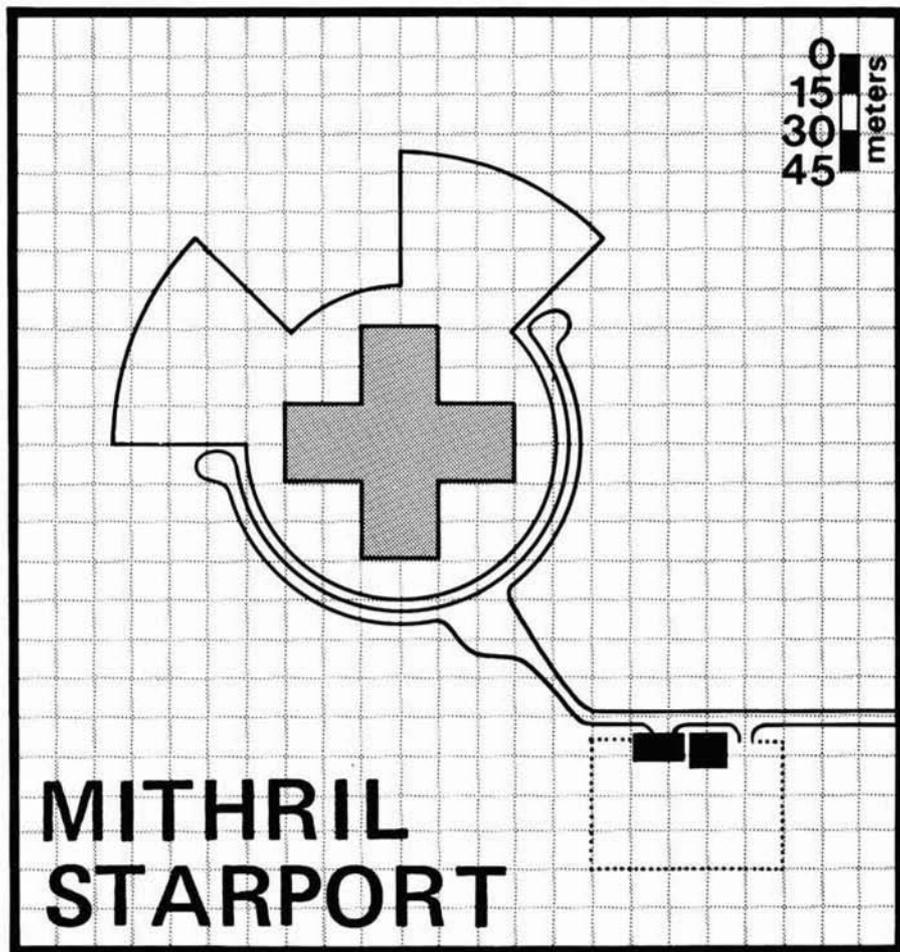


Illustration 2— Mithril Starport.

If The Temperature Drops Below Zero: The glade has turned suddenly brown, and it is collapsing upon itself. Within two hours, there is no evidence that the glade was ever there.

MITHRIL STARPORT

The starport at Mithril is a class E installation: it is little more than a patch of bedrock. The Sword Worlds Confederation has made some improvements, such as marking out the landing area and allocating two parking pads. In addition, an administration building and maintenance shed have been constructed for the starport warden and his few employees.

Because of the nature of Mithril (all that snow and ice) it is possible to obtain fuel at this starport by simply melting and pumping ice or snow into the tanks of a ship.

Animal Encounters

The flora and fauna of Mithril are slight, especially in the face of its extreme climate. Those animals to be expected are basically a few herd animals, some flyers, and a special species known as the calamander. In addition, temperature and climate sometimes will produce something known as *ephemeral glade* in snow plain.

ENCOUNTERS

When directed by the events table, roll on the animal encounter table for the type of animals involved. Assume that the adventurers do not have surprise (cruising as they are in a large vehicle); animals have surprise on a throw of 7+.

Reactions: The final column of the tables contains codes for animal reactions. An is the throw on which the animal will attack (thus A4 means it will attack on 4+). Fn is the throw on which the animal will flee. Sn is the animal speed. Throw An and Fn in the order shown.

Two Tables Provided: A special table is provided for ephemeral glades. The table below is for all other situations. Sea encounters are handled directly in the events descriptions.

ANIMAL ENCOUNTER TABLE

SURFACE TERRAIN		Mithril E568000-0 (10+)					
Die	Animal Type	Weight	Hits	Armor	Wounds & Weapons		
0	1 Hunter	800kg	27/ 8	cloth	8	claws	A6 F5 S1
1	1 Killer	400kg	19/ 9	cloth	13	teeth+1	A4 F9 S2
2	4 Chasers	200kg	12/10	jack+1	9	claws	A8 F8 S3
3	19 Grazers	100kg	8/ 8	jack+2	4	hooves	F9 A9 S2
4	24 Grazers	200kg	15/10	jack	8	hooves	F7 A6 S3
5	99 Very Small Reducers	3gr	1/ 0	none	1	stinger	A9 F0 S0
6	44 Grazers	200kg	9/ 9	jack	6	hooves	F7 A9 S3
7	5 Flying Intimidators	25kg	8/ 2	none	5	as blade	A6 F8 S4

DMs: are applied to this table depending on the terrain location. *Ice Shelf:* -1. *Mountain:* +2. *Rough or Jagged:* +1. *All others:* even.

EPHEMERAL GLADES

When the temperature rises above freezing in snow plain, the seeds of flora on Mithril germinate and sprout, pushing shoots above the snow. Their growth is quite rapid, and they produce a lush glade within a day (the temperature chart is marked with the occurrence of glades for convenience). An ephemeral glade occupies a roughly circular area about two or three kilometers across and centered on a pool of melted (but still quite cold) water. This pool is the key to the glade; the plants spring up when the pool appears, and most have long roots leading to it. If the pool is drained, the glade will wither and die within a few hours. Draining would require refuelling the ATV with the water, and then wasting it, possibly with pulse gun shots. These pools are shallow, but do contain enough water to refuel the ATV about ten times.

Glades wither and die by themselves as soon as the temperature goes below freezing. In the fleeting hours before then, however, they flourish with plant life and attract animal life which comes for the food and shelter that the glade provides.

Whenever a glade appears, treat it as a special event, imposed after an ordinary event. After describing the glade, impose three animal encounters from the glade table per day.

ANIMAL ENCOUNTER TABLE

EPHEMERAL GLADE

Die	Animal Type	Weight	Hits	Armor	Mithril E568000-0 (6+)	Wounds & Weapons
1	1 Chaser	200kg	12/10	jack+1	9	claws A8 F8 S3
2	24 Grazers	100kg	8/ 8	jack+2	4	hooves F9 A9 S2
3	1 Amphib Intermittent	12kg	6/ 3	jack+1	4	claws F4 A9 S1
4	1 Intermittent	12kg	10/ 4	jack+2	12	claws A4 F9 S1
5	99 Very Small Reducers	3gr	1/ 0	none	1	stinger A9 F0 S0
6	12 Grazers	200kg	9/ 9	jack	6	hooves F8 A6 S4

THE ANIMALS

There are two types of animals of special interest shown on these encounter tables: **crystallice** (very small reducers), and **calamanders** (intermittents).

Crystallice: These very small reducers appear to be small crystals of ice, and live on the surface of snow and ice accumulations. When an individual passes though a group of them, many attach themselves to clothing or equipment. Minutes, or even hours, later, they make their way to open skin and bite. The pain of their bites is excruciating, and enough can severely injure or kill. Roll 4D for the number of crystallice attached to each person. The only way they can be removed is by picking them off one by one.

Calamanders: This intermittent is of three types, a small amphibious drone male, a very fierce protector, and a large female which is rarely met. Calamanders burrow beneath the ice and snow to build large warrens and wide-ranging labyrinths. Far back in the tunnels is a female which bears the young. She is attended by a number of drone males who serve her needs, keeping her fed and comfortable. The protector is a separate sex, and is distinguished by a fierce disposition.

Calamanders are scavengers, and will steal small items, especially shiny or glittery things. They can be expected to take important nuts or bolts from the ATV, or small weapons, if they can find them, storing them deep within their warrens.

Referee: This proclivity on the part of the calamanders can be used as a side adventure for the group. The protector calamander will be expected to defend its warren to the death, and 3D other protectors will come to its aid. They will also definitely have an advantage within the confines of their own warrens.

These warrens can also be expected to contain other objects of interest stolen from previous explorers or expeditions.



Illustration 2— Calamanders.

Referee's Notes

These referee's notes are intended to provide additional information to the referee in the administration of this adventure.

TEMPERATURE AND WEATHER

Mithril is a wild, cold planet with a violent climate. The average daily temperature is below zero centigrade (below freezing), and fluctuates to lows of thirty below. Weather can be classified as clear, overcast, mild storm, and violent storm.

The specific details of temperature and weather can be determined in two different ways. Formulae are presented to allow computation using dice or randomizers; or the tables of pre-generated statistics may be used for ease of play. In either case, the information is then relayed to the players in the same way: in the weather phase of the procedure.

Temperature Determination: The initial temperature (at the starport) is right at zero degrees centigrade. Throw two dice and consult the temperature table. The result is an increase or decrease in the current temperature. DMs may be called for to adjust the result if it moves beyond the appropriate range. If the temperature is less than -50, then the DM is +1. It should increase by 1 (to +2, +3, etc) each day until the temperature is greater than -30. If the temperature is greater than zero, then the DM should be -1. It should decrease by 1 (to -2, -3, etc) each day until the temperature is less than zero.

TEMPERATURE TABLE

Die	Temperature
2	-1D
3	-4
4	-3
5	-2
6	-1
7	no change
8	+1
9	+2
10	+3
11	+4
12	+1D

DMs as called for by the rules. Die roll of less than 2 is 2; of greater than 12 is 12.

The result of this procedure should produce varying temperatures with a maximum of near 10 degrees, minimums near -50, and averages near -10.

The referee may manipulate the DMs as necessary to produce desired results.

Weather Determination: Once the temperature has been determined, the referee must find the weather type for the day. Roll one die on the weather table. If the temperature has changed by at least five degrees since the previous day, apply a DM of +2; if the previous day's weather was overcast, apply a DM of +1.

Weather Determination: Once the temperature has been determined, the referee must find the weather type for the day. Roll one die on the weather table. If the temperature has changed by at least five degrees since the previous day, apply a DM of +2; if the previous day's weather was overcast, apply a DM of +1.

Three types of weather are shown on the table:

Clear: The sky is clear or only partly cloudy. Winds are moderate, and weather plays little part in the day's events.

Overcast: The sky is cloudy and may be dark. The sun is not visible. Strong winds may blow, and there may be light precipitation.

Storm: Severe overcast and strong winds accompany heavy precipitation. If the current temperature is above zero, the precipitation will be rain; otherwise it will be snow. Storms occur as special events; in the weather phase of the procedure table, the referee should state that the weather is overcast. The storm should occur later

Day	Temp	Weather	Day	Temp	Weather	Day	Temp	Weather
1	0	Overcast	48	- 5	Clear	95	- 8	Mild Storm
2	0	Overcast	49	- 1	Mild Storm	96	- 6	Clear
3	- 4	Severe Storm	50	- 1	Clear	97	- 2	Clear
4	- 8	Overcast	51	1	Overcast	98	- 7	Overcast
5	- 10	Clear	52	1	Overcast (Glade)	99	- 7	Mild Storm
6	- 9	Clear	53	2	Clear (Glade)	100	- 9	Mild Storm
7	- 9	Mild Storm	54	1	Clear (Glade)	101	- 10	Mild Storm
8	- 12	Overcast	55	2	Clear (Glade)	102	- 13	Mild Storm
9	- 15	Clear	56	- 4	Severe Storm	103	- 19	Severe Storm
10	- 15	Overcast	57	- 6	Overcast	104	- 18	Clear
11	- 15	Overcast	58	- 9	Clear	105	- 16	Overcast
12	- 13	Clear	59	- 10	Clear	106	- 16	Clear
13	- 12	Clear	60	- 10	Clear	107	- 16	Clear
14	- 11	Clear	61	- 11	Clear	108	- 18	Overcast
15	- 7	Clear	62	- 7	Overcast	109	- 17	Clear
16	- 6	Overcast	63	- 3	Overcast	110	- 20	Overcast
17	- 10	Clear	64	0	Mild Storm	111	- 23	Severe Storm
18	- 13	Clear	65	2	Clear (Glade)	112	- 23	Clear
19	- 7	Severe Storm	66	3	Overcast (Glade)	113	- 27	Severe Storm
20	- 7	Clear	67	3	Clear (Glade)	114	- 26	Mild Storm
21	- 7	Overcast	68	0	Clear (Glade)	115	- 23	Mild Storm
22	- 11	Severe Storm	69	- 1	Mild Storm	116	- 19	Overcast
23	- 11	Severe Storm	70	- 6	Severe Storm	117	- 17	Overcast
24	- 8	Clear	71	- 8	Overcast	118	- 16	Overcast
25	- 8	Overcast	72	- 6	Overcast	119	- 17	Clear
26	- 8	Severe Storm	73	- 10	Severe Storm	120	- 20	Overcast
27	- 10	Clear	74	- 16	Severe Storm	121	- 20	Overcast
28	- 13	Overcast	75	- 14	Overcast	122	- 20	Clear
29	- 12	Severe Storm	76	- 17	Severe Storm	123	- 19	Mild Storm
30	- 9	Mild Storm	77	- 20	Overcast	124	- 25	Severe Storm
31	- 3	Severe Storm	78	- 16	Overcast	125	- 24	Overcast
32	- 8	Mild Storm	79	- 15	Mild Storm	126	- 27	Overcast
33	- 5	Clear	80	- 14	Mild Storm	127	- 26	Overcast
34	- 1	Clear	81	- 11	Clear	128	- 25	Severe Storm
35	- 1	Overcast	82	- 7	Clear	129	- 29	Clear
36	3	Clear	83	- 5	Clear	130	- 27	Clear
37	4	Clear (Glade)	84	- 4	Overcast	131	- 24	Overcast
38	1	Clear (Glade)	85	- 4	Mild Storm	132	- 28	Overcast
39	0	Overcast (Glade)	86	- 2	Mild Storm	133	- 26	Overcast
40	- 4	Overcast	87	- 1	Clear	134	- 28	Clear
41	- 4	Overcast	88	0	Clear	135	- 27	Overcast
42	- 7	Mild Storm	89	1	Clear (Glade)	136	- 26	Clear
43	- 7	Overcast	90	2	Overcast (Glade)	137	- 24	Overcast
44	- 11	Overcast	91	1	Clear (Glade)	138	- 22	Overcast
45	- 7	Overcast	92	0	Clear (Glade)	139	- 22	Severe Storm
46	- 7	Clear	93	- 1	Overcast	140	- 22	Mild Storm
47	- 5	Mild Storm	94	- 6	Severe Storm	141	- 24	Mild Storm

in the day, as a special event.

The weather table calls for mild and severe storms. Severe storms double the effects of the storms listed below.

Rain. Rain does not accumulate. Roll one die for amount, however; multiply by 25 millimeters for amount. If the temperature for the next day is below zero, the rain has frozen, and may accumulate as ice on the vehicle, tents, and equipment. Breaking free or clearing ice takes one hour's work per 25 millimeters of ice accumulated.

Snow: Snow will accumulate to 1D times 100 millimeters. Overnight, this can drift and cover the ATV, requiring at least an hour's work to clear the vehicle.

Melting: When the temperature rises above zero, the ice cover begins to melt, making forward progress impossible until the temperature again goes below the freezing point.

Prediction: The DMs which affect weather (+1 for previous overcast; +2 for radical temperature change), and the fact that storms will only occur if the morning weather is overcast, have enough bearing on weather to make some prediction and preparation possible on the part of the adventurers. Those who make efforts in this direction should be encouraged by the referee.

FOOD AND SUPPLIES

It can be assumed that the group of adventurers will take some food with them when they set out on the survey. This will probably amount to 5D meals per person, who will each require three meals per day. If the survey takes any real length of time, hunting should become a required source of food.

Animal encounters should be the source of all food. There should be sufficient encounters called for by the events table to supply the group with the supplies they need. Animal life on Mithril is edible, with the exception of the calamanders. As noted in Book 3, 5% to 30% (one die times 5%) of an animal's weight is edible meat. One kilogram of meat will supply enough for three meals.

Plant life on Mithril is generally not edible. For one thing, it tastes terrible, especially plants taken from ephemeral glades. For another, most plant life on Mithril is slightly poisonous; enough to produce stomach ache within an hour.

Fishing: When at sea, on ice shelf edge, or at openings in ice shelf, it is possible to try fishing for food. Fish hooks and line can easily be produced from materials on the ATV.

Throw 8+ per hour per person involved to catch something edible (one kilogram of edible fish). Fishing is not possible in mild or severe storm.

Starvation: Lack of food will severely debilitate the adventurers. When food gets low, the individuals should go to a regimen of one meal per day, about one-half kilogram of meat per meal. On this diet, each individual must take a reduction of -1 in strength or endurance per two days. If without food, the reduction is -1 from strength or endurance per day. When food is again available, each person will regain

WEATHER TABLE

Die	Weather Type
1	Clear
2	Clear
3	Overcast
4	Overcast
5	Mild Storm
6	Mild Storm
7	Severe Storm
8	Severe Storm

Apply a DM of +2 if the temperature has changed by 5 degrees or more from the previous day. Apply a DM of +1 if the previous day was overcast.

strength or endurance at the rate of +1 per day until returned to normal.

If, under the reductions in strength and endurance, a characteristic reaches zero, the individual has succumbed to starvation, and is useless until food becomes available.

TIME AND TRAVEL

Mithril has a twenty hour day. Most terrain requires increments of five hours to traverse. Perhaps the simplest schedule for the adventurers to follow is a ten hour travel day, followed by a ten hour rest encampment. The ten hour night allows time for eight hours sleep, plus two hours of general recreation, exercise, and other activity. The ten hour day allows travel through two five-hour terrain hexes, or one ten-hour hex. In the case of a fifteen or twenty hour hex, part of it should be traversed in one day, an encampment made, and the remainder traversed in the next day.

Events: Each hex properly should have one event on the tables. Where the same hex requires more than one day, an additional throw on the events table may be made in the following day. Where two hexes are crossed in a single day, there should be an event throw for each in that single day.

MISCELLANEOUS NOTES

The following additional information should prove useful.

All Terrain Vehicles: The ATV is described on pages 20, 21, and 22 of the companion adventure. The following applies to the use of the ATV on Mithril.

For the purposes of the energy table, treat all terrain as plain, with the exception of jagged and rough (treat as rough) and mountain (treat as mountain). If the vehicle is afloat, treat as in rough terrain. For life support costs, consider the climate cold whenever the temperature is below zero. Above zero, there is no life support cost (ie, twilight).

Refuelling takes 30 minutes from water; it takes an hour from ice. Refuelling while in the ocean requires someone on the outside, and clear weather.

When at sea, the ATV will float, as long as the visor is intact and the doors are closed. By spinning its treads, the ATV can move rather slowly. Throw on the directional rosette to determine the direction of ocean currents; the vehicle will drift in that direction at the rate of one hex in 20 hours.

Opening upper hatches in overcast or stormy weather will allow water to slosh into the interior of the ATV. In such weather, exit should be through the air lock, which can be pumped out. Characters should wear vacc suits in water or they will freeze to death.

Background for Mithril: Two of the three survey points have importance to both the adventurers and to the Sword Worlds government. The radioactive waste dump is a very old site, and is obviously a sign that this world was once inhabited, or at least regularly visited. The chasm gives a clue as to who these people were: Aslan.

The Aslan are one of several intelligent races known to the Imperium and to the Sword Worlds. However, their closest settlement (at the present time) is over forty parsecs away, and their primary areas are more like eight or ninety parsecs away. This proof that the Aslan once ranged this far (and they are an old, and well-established race) could be important to Imperial archeologists, or to Aslan agents.

