

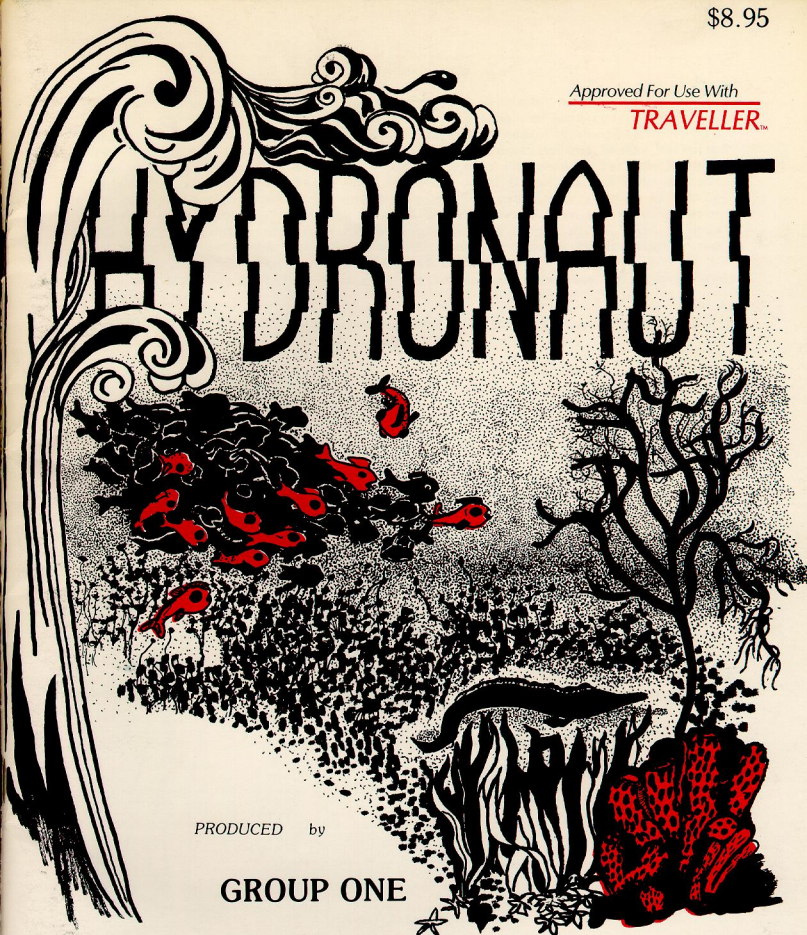
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TRAVELLER™

HYDRONAUT HYDRONAUT

PRODUCED by

GROUP ONE



Introduction to the Encounter Charts

Four probes have been sent down to probe life forms at standard ocean levels. Read out from the probes was correlated with geolographical planet features and charts are divided into the basic four types: hilly and rough, trench, continental shelf, plains and mountainous. The charts are intended to be used only as a guide and can be changed to suit your playing needs or desires. Animals on the charts are listed by probe number, level locations, class, name, type, weight, hits factors, wounds factors, weapons, armor type, speed, special attributes and encounter roll. Animals are classed at various levels in order to present and reinforce the ecological food chain that exists in Hydrospace. Some of these animals may seem exotic or strange but man is the alien when in Hydrospace.

Village Encounter Chart

Die Roll Effect

- 1 Sacred statue is knocked over and shattered. Party must pay 1,000 credits in trade goods.
- 2 Party member's gun accidentally goes off and injures a Halkyon. Must pay 5,000 credits for medical expenses.
- 3 Killer robots from factory (see Tele Communications Center for desc.)
- 4 If the party is in a vehicle, they have injured a Halkyon by running over him. Besides explaining to the authorities about the accident, party must pay 500 credits for expenses.
- 5 A local merchant has contacted the party and will attempt to sell stolen pieces of artwork worth 1000-6000 credits.
- 6 Tour guide tries to sell party fishing license for 1000 credits. On roll of 1-3 license is legal; 4-6 it is illegal.

SPECIAL WEAPONS CHART

Range Matrix				Weapons Matrix							
Weapon	Defender's Range			Wound	Defender's Armor						
	Close	Short	Med	Inflicted	Nothing	Jack	Mesh	Cloth	Rflec	Ablat	Battle
Poison 1D	+3	-3	No	1D	+4	+2	+1	0	+1	0	-8
Radulate Tongue	+1	No	No	2D	+3	+1	-1	-1	+1	+1	-6
Red Glue	+4	+1	No	Entraps	-2	+1	+2	+3	+1	+2	+2
2D Shock	+2	+1	No	2D	+2	+2	+2	+2	+6	+2	-4
1D Shock	+1	No	No	1D	+1	+1	+1	+1	+5	+1	-6

MOUNTAINOUS LEVELS 2,3,4										ENC. DIE ROLL		
NUMBER	LEVEL	CLASS	NAME	TYPE	WEIGHT	HITS	WOUNDS	WEAPONS	ARMOR	SPEED	White	Red
3-18	4	Carn.	Meredydd	Chaser	900	7D/3D	20D	Claws/Teeth	Jack	Db1.	1-2	1-2
5-30	2/3	Scav.	Mineral Node	Reducer	.5	4D		Attacks metal only	Mesh	Db1.	1-2	3-5
6-36	2	Omni.	Coral Suckers	Reducer	.001	1/2 hit	-	Poison 1D	Cloth	Db1.	3-4	1-3
5-30	2/3	Omni.	Twitfish	Filter	.5	4D/OD	-2D	NONE	NONE	Ord.	3-4	4-6
2-12	3	Carn.	Python Fish	Trapper	2700	20D/10D x7		Teeth	Battle Dress	Db1.	1-2	6
1-6	ALL	Omni.	Death Candles	Grazer	.0001	1/2 hit	-	Poison 1D	Cloth	Ord.	5	1-3
2-12	2	Omni.	Pearlspinners	Trapper	5	2D/1D	-2D	Radulate Tongue	Jack	Tri.	5	4-5
7-42	ALL	NONE	Sunset Fish	NONE	10	2D/2D	-2D	NONE	Mesh	Tri.	5	6
3-18	ALL	Herb.	Grey Spykell	Grazer	2	1D/1D	-2D	Blade	Mesh	Db1.	6	1-2
8-48	ALL	Herb.	Quickmud Spykell	Grazer	2	1D/1D	-2D	Red Glue	Mesh	Db1.	6	3-5
2-12	3/4	Carn.	Mosell	Siren	200	5D/3D	+1D	Teeth	Cloth	Ord.	6	6

PLAINS LEVELS 1,2,3,4										ENC. DIE ROLL		
NUMBER	LEVEL	CLASS	NAME	TYPE	WEIGHT	HITS	WOUNDS	WEAPONS	ARMOR	SPEED	White	Red
2-12	4	Carn.	Meredydd	Chaser	900	7D/3D +3D		Claws/Teeth	Jack	Db1.	2-3	1-2
1-6	4	Omni.	Slimeworm	Filter	1600	8D/3D +4D		Thrasher	Jack	NONE	2-3	3-5
3-18	4	Carn.	Lightening Pie	Pouncer	100	5D/2D -		2D Shock	Jack	Ord.	1	1
4-24	2/3	Omni.	Doria	Siren	2.5	1D/1D -2D		Poison 1D	Mesh	Ord.	4-5	1-3
5-30	2/3	Scav.	Mineral Node	Reducer	.5	4D/0		Attacks metal only	Mesh	Db1.	6	1
2-12	2/3	Scav.	Quagmole	Carrier Eater	10	2D/2D -1D		Teeth	Cloth	Ord.	4-5	6
6-36	2	Omni.	Coral Suckers	Reducer	.001	1/2 hit	-	Poison 1D	Cloth	Db1.	6	2-3
5-30	2/3	Omni.	Twitfish	Filter	.5	4D/0	-2D	NONE	NONE	Ord.	6	4-5
1-6	ALL	Omni.	Death Candles	Grazer	.0001	1/2 hit	-	Poison 1D	Cloth	Ord.	6	6
7-42	ALL	NONE	Sunset Fish	NONE	10	2D/2D -2D		NONE	Jack	Tri.	1	2-3
3-18	ALL	Herb.	Grey Spykell	Grazer	2	1D/1D -2D		Blade	Mesh	Db1.	4-5	4-5
8-48	ALL	Herb.	Quickmud Spykell	Grazer	2	1D/1D -2D		Red Glue	Mesh	Db1.	2-3	6
1-6	4	Omni.	Luminacht	Hunter	600	6D/4D +4D		1D Shock	Jack	Ord.	1	4
2-12	2	Omni.	Blagossentin	Eater	900	7D/3D +4D		Claws	Mesh	Tri.	1	5-6

GEOPHYSICAL ENCOUNTER CHART										DIE ROLL		
CLASS	TYPE	SUB	REACTION	INDIVIDUAL	REACTION	COMMUNICATIONS	White	Red				
Current	Strong	North	Off Course 2 N	Off Course 6 N	Extended 100 km N		1-2	1				
Current	Strong	South	Off Course 2 S	Off Course 6 S	Extended 100 km S		1-2	2				
Current	Strong	East	Off Course 2 E	Off Course 6 E	Extended 100 km E		1-2	3				
Current	Strong	West	Off Course 2 W	Off Course 6 W	Extended 100 km W		1-2	4				
Current	Strong	Northeast	Off Course 2 N 2 E	Off Course 6 NE	Extended 100 km NE		1	5				
Current	Strong	Northwest	Off Course 2 N 2 W	Off Course 6 NW	Extended 100 km NW		1	6				
Current	Strong	Southeast	Off Course 2 S 2 E	Off Course 6 SE	Extended 100 km SE		2	5				
Current	Strong	Southwest	Off Course 2 S 2 W	Off Course 6 SW	Extended 100 km SW		2	6				
Current	Mild	North	NO EFFECT	Off Course 2 N	Extended 25 km N		3-4	1				
Current	Mild	South	NO EFFECT	Off Course 2 S	Extended 25 km S		3-4	2				
Current	Mild	East	NO EFFECT	Off Course 2 E	Extended 25 km E		3-4	3				
Current	Mild	West	NO EFFECT	Off Course 2 W	Extended 25 km W		3-4	4				
Current	Mild	Northeast	NO EFFECT	Off Course 2 NE	Extended 25 km NE		3	5				
Current	Mild	Northwest	NO EFFECT	Off Course 2 NW	Extended 25 km NW		3	6				
Current	Mild	Southeast	NO EFFECT	Off Course 2 SE	Extended 25 km SE		4	5				
Current	Mild	Southwest	NO EFFECT	Off Course 2 SW	Extended 25 km SW		4	6				
Turbulence	Violent	Lose 1/2 Speed	Lose 3/4 Speed	Shortened 50 km			5	1				
Turbulence	Mild	No Effect	Lose 1/2 Speed	Shortened 25 km			5	2				
Whirlpool	Cold Core Eddy	Drop 2 Levels	Drop 3 Levels	CUT OFF			5	3				
Whirlpool	Warm Core Eddy	Raise 1 Level	Raise 2 Levels	CUT OFF			5	4				
Geyser	Violent	Raise 2 Levels	Raise 3 Levels	Shortened 10 km			5	5				
Volcano	Violent	Raise 3 Levels	Raise 4 Levels	CUT OFF			5	6				
Mineral Cloud	Small	NO EFFECT	NO EFFECT	Disrupted			6	1				
Mineral Cloud	Large	NO EFFECT	NO EFFECT	Disrupted			6	2				
Wave	Tidal	Off Course 10	Off Course 25	Extended direction 200 km			6	3				
Avalanche	Small	Lose 1/2 Speed	Lose 1/2 Speed	NO EFFECT			6	4				
Avalanche	Large	Lose 1/2 Speed	Lose All Speed	NO EFFECT			6	5				
Wave	Medium	NO EFFECT	Off Course 3	NO EFFECT			6	6				

CONTINENTAL SHELF LEVELS 2 & 3

NUMBER	LEVEL	CLASS	NAME	TYPE	WEIGHT	HITS	WOUNDS	WEAPONS	ARMOR	SPEED	White	Red
4-24	2/3	Omni.	Doria	Siren	2.5	1D/1D	-2D	Poison 1D	Mesh	Ord.	4	1-3
5-30	2/3	Scav.	Mineral Node	Reducer	.5	4D/OD		Attacks metal only	Mesh	Db1.	3	4-6
2-12	2/3	Scav.	Quagmole	Carrier Eater	10	2D/2D	-1D	Teeth	Cloth	Ord.	1	4-6
6-36	2	Omni.	Coral Suckers	Reducer	.001	1/2 hit	-	Poison 1D	Cloth	Db1.	5-6	1-2
5-30	2/3	Omni.	Twitfish	Filter	.5	4D/OD	-2D	NONE	NONE	Ord.	5-6	3-4
2-12	3	Carn.	Python Fish	Trapper	2700	20D/10D x7		Teeth	Battle Dress	Db1.	3	1-3
1-6	ALL	Omni.	Death Candles	Grazer	.0001	1/2 hit	-	Poison 1D	Cloth	Ord.	5-6	5-6
2-12	2	Omni.	Pearlspinners	Trapper	5	2D/1D	-2D	Radulate Tongue	Cloth	Tri.	2	1-3
7-42	2/3	NONE	Sunset Fish	NONE	10	6D/3D	-1D	NONE	Jack	Tri.	1	1
3-18	2/3	Herb.	Grey Spykell	Grazer	2	1D/1D	-2D	Blades	Mesh	Db1.	4	4-5
8-48	2/3	Herb.	Quickmud Spykell	Grazer	2	1D/1D	-2D	Red Glue	Mesh	Db1.	4	6
1-6	3	Omni.	Slimeworm	Filter	1600	8D/3D +4D		Thrasher	Jack	NONE	2	4-6
20-120	2	Carn.	Tertimodus	Killer	1	1D/1D	+1D	Teeth	NONE	Tri.	1	2-3

TRENCH LEVELS 2,3,4,5

NUMBER	LEVEL	CLASS	NAME	TYPE	WEIGHT	HITS	WOUNDS	WEAPONS	ARMOR	SPEED	White	Red
1-6	4	Omni.	Slimeworm	Filter	1600	8D/3D +4D		Thrasher	Jack	NONE	1-2	1-2
3-18	4	Carn.	Lightening Pie	Pouncer	100	5D/2D -		2D Shock	Jack	Ord.	1-2	3
6-36	2	Omni.	Coral Suckers	Reducer	.001	1/2 hit	-	Poison 1D	Cloth	Db1.	1-2	4-6
5-30	ALL	Scav.	Mineral Nodes	Reducer	.5	4D/OD		Attack metal only	Mesh	Db1.	3-4	1-2
1-6	ALL	Omni.	Death Candles	Grazer	.0001	1/2 hit	-	Poison 1D	Cloth	Ord.	3-4	3-5
2-12	4	Carn.	Merdydd	Chaser	900	7D/4D +3D		Claws/Teeth	Jack	Db1.	3-4	6
7-42	2/3/4	NONE	Sunset Fish	NONE	10	2D/2D -2D		NONE	Jack	Tri.	5	1
3-18	ALL	Herb.	Grey Spykell	Grazer	2	1D/1D -2D		Blade	Mesh	Db1.	5-6	2-3
8-48	ALL	Herb.	Quickmud Spykell	Grazer	2	1D/1D -2D		Red Glue	Mesh	Db1.	6	1
5-30	2/3	Omni.	Twitfish	Filter	.5	4D/OD	-2D	NONE	NONE	Ord.	5-6	4-6

ROUGH/HILLY LEVELS 2,3,4

NUMBER	LEVEL	CLASS	NAME	TYPE	WEIGHT	HITS	WOUNDS	WEAPONS	ARMOR	SPEED	White	Red
1-6	4	Omni.	Slimeworm	Filter	1600	8D/3D +4D		Thrasher	Jack	NONE	1	5-6
3-18	4	Carn.	Lightening Pie	Pouncer	100	5D/2D -		2D Shock	Jack	Ord.	1	1
2-12	4	Carn.	Meredydd	Chaser	900	7D/4D +3D		Claws/Teeth	Jack	Db1.	2	1-3
4-24	2/3	Omni.	Doria	Siren	2.5	1D/1D -2D		Poison 1D	Mesh	Ord.	3-4	5-6
5-30	2/3	Scav.	Mineral Node	Reducer	.5	4D/OD		Attack metal only	Mesh	Db1.	6	6
2-12	2/3	Scav.	Quagmole	Carrier Eater	10	2D/2D -1D		Teeth	Cloth	Ord.	2	4-5
6-36	2	Omni.	Coral Suckers	Reducer	.001	1/2 hit	-	Poison 1D	Cloth	Db1.	5-6	1-2
5-30	2/3	Omni.	Twitfish	Filter	.5	4D/OD	-2D	NONE	NONE	Ord.	5	6
2-12	3	Carn.	Python Fish	Trapper	2700	20D/10D x7		Teeth	Battle Dress	Db1.	2	6
1-6	ALL	Omni.	Death Candles	Grazer	.0001	1/2 hit	-	Poison 1D	Cloth	Ord.	5-6	3-5
2-12	2	Omni.	Pearlspinner	Trapper	5	2D/1D -2D		Radulate Tongue	Cloth	Tri.	1	2
7-42	ALL	NONE	Sunset Fish	NONE	10	2D/2D -2D		NONE	Jack	Tri.	1	3
3-18	ALL	Herb.	Grey Spykell	Grazer	2	1D/1D -2D		Blade	Mesh	Db1.	3-4	1-3
8-48	ALL	Herb.	Quickmud Spykell	Grazer	2	1D/1D -2D		Red Glue	Mesh	Db1.	3-4	4
2-12	3/4	Carn.	Mosell	Siren	200	5D/3D +1D		Claws/Teeth	Cloth	Ord.	1	4

Introduction

To the best of our knowledge, the play-aid HYDRONAUT is absolutely unique and has the potential to be the most intriguing game you have ever played... and played...and played! The concept of Hydrospace exploration, which provides the setting for this unusual play-aid, has been almost ignored in the roleplaying industry. Thus, this setting is one which does not need to rely on improbabilities, in order to sustain your interest. In addition, the game is designed to give you a choice about how you will play. You could make a group effort or play it "cut throat", individual against individual. We have set it up so you can use all of our story, part of our story or none of our story. This is done by portraying pre-cataclysmic maps and allowing the referee to use his/her own judgement regarding what was destroyed (if anything).

We think you will find this game challenging, interesting and in some spots, amusing.

This playing-aid uses TRAVELLER tm with references to High Guard and the Journal.



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BULLETIN

TO: ALL PARTIES UNDERTAKING THE HALKYON VENTURE
FROM: PROTECTORATE INFORMATIONAL COMPUTER CENTER

Due to cataclysmic interruption, data on planet Dagan is incomplete and may be partially incorrect. In the following booklet we make available for your use such information as we were able to obtain before interruption. No data is available as to location of Ivo production center. The possibility exists that it may have been a subaquatic facility. If this is the case, we urge you to exercise extreme caution as some survivors may still exist within. A partial floor plan for a manufactory of some sort is included, but whether or not it is the facility in question is unknown.

Land Animals - The land animals on the planet Dagan are all 1 meter or less in height, herbivorous and non-aggressive. None of their pelts or hides are of any great value and they serve mainly as a food source for the Halkyons.

Flora - The majority of the plants on the planet Dagan are deciduous perennials. A few epiphytes are found in Moine-Ruadh. Evergreens are located only in mountainous regions, particularly in Messana. There is one type of carnivorous plant which grows in the unpopulated regions of Aird-Sgainne and Fermosus. This plant is protected by law as it is not a menace to creatures larger than 5 decimeters and it helps control the population of the smaller land animals.

Ivo - The substance Ivo is mined in its raw state from deposits under the ocean floor. It is heat resistant, nonconductive, corrosion resistant and extremely durable once it is processed. It is slightly heavier than lithium, but is much more useful due to its other properties.

PRE-CATACLYSM UPC X187589C
POST-CATACLYSM UPC X18A0000

Judges Notes

Although underwater exploration is similar to deep space in many respects, there are some important differences of which a judge should be aware.

Pressure: Hydrospace exerts pressure at a rate of 15 lbs per square inch for every 10 meters of depth.

The incoming jet of water from a hole of constant diameter or a diameter which is greater on the water side at great depth has the effect of a high velocity bullet. The jet from a hole which has a lesser diameter on the water side is reduced to a weak spray or trickle.

Light: The red spectrum disappears at 30 meters.
The yellow-green spectrum disappears at 90 meters.
The blue spectrum disappears at 240 meters.
Artificial light is needed below 240 meters.

Physical Properties of Hydrospace:

- Under-surface waves
- Currents of varying speeds & temperatures (which can flow under or above each other in diametrically opposed directions)
- Indeterminate turbulence
- Cold-Core eddys or whirlpools*
- Inversion layers (beds of cold temperatures sandwiched between beds of warm temperatures)
- Clouds
- Avalanches
- Geysers
- Deserts where there is no plant life or animal life

* one of these was believed to have been the cause of the loss of the nuclear sub "Thresher" in 196-.

Communication: Unimpeded sound travels through sea water at 1.6 kilometers per second.

Sound can be impeded, refracted or disbursed completely by any of the following conditions:

- Warm water
- Geophysical obstructions (rocks, mountains, etc.)
- Plankton & similar organisms in large groups
- Clouds
- Cross-currents
- High mineral concentrations

- Radar and radio waves do not penetrate sea water, although VLF signals can be used between undersea vehicles at short distances.
- Standard laser weapons cannot be used in Hydrospace due to diffusion.

Description of the City of Hembree

Hembree, the capital city of Halkyon, is located in the Feor-Naess province, southwest of the Ballu Strait, on the east side of the Morgana Beach area. The street layout, which is prescribed by law, is a seven trident design consisting of a large major trident intercepted by six minor tridents. At the base of the major trident is the government building, the Owerp Kemaz, which is designed as a five pointed star. The mayor of Hembree lives and has his offices within the dome of this building.

The community is divided into trade groups by the six minor tridents. For example, all learning institutions and teachers are housed along the Leicyzcua Agord; all religious institutions, holymen, etc. are found along Rotsap Agord. Along the shaft of the major trident are seven parks which contain the ambassadorial residences. The city population is limited to 2,000. When the population exceeds this number, individuals are chosen for relocation by lottery. Hembree currently has a population of 1507. Relocates may be assigned to any of the small agriculturally and aquaculturally oriented communities on the continent. Although Hembree is currently the only major city on the continent, the government has authorized construction of a second large metropolis at the site of the village of Nave in the Heald province.

The Protectorate

The Protectorate is a conglomerate of diverse planets which have joined together for the purpose of mutual trade agreements, galactic information coordination, and protection against invaders and poachers. It is governed by a body of representatives who "meet" via stereoscopic video systems at established periodic intervals. Contact with "aliens" (those not of the Protectorate) is managed by a funnel system based on Karpos, the Guardian Planet. All merchandise and materials destined for alien planets are accumulated at Karpos and shipped from there. All merchandise and materials from alien planets and destined for Protectorate members are disembarked and dispersed from Karpos. Although no aliens are allowed on any Protectorate planet without unanimous approval from the council, persons or beings from member planets are at liberty to travel as they wish, provided they do not engage in trade. The penalty for illicit trade is remarkably unpleasant, eventually resulting in the demise of the transgressor.

The Protectorate maintains a superb explorational fleet and a highly efficient information-gathering system. It was through the machinations of this system that the planet Dagan rose from an obscure, wet, little rock to a position as a desirable and valuable addition to the Protectorial family.

Primary surveillance by alien investigative forces had shown Dagan to be a very small, unexceptional planet with only one land mass and no evidence of technological advancement. The populace appeared to be purely agrarian without even defenses as antiquated as catapults. Reports concluded that no notice need be taken of the planet for at least 1,000 (and possibly 2,000) years unless one was looking for a good place to fish. However, one of the investigative operation's more perspicacious agents upon returning from a reconnaissance mission a little ahead of schedule, decided to make a small detour and visually confirm the previous mechanical assessment of Dagan's lack of importance. Landing on the planet under the pretext of instrument difficulties, the agent's suspicions were immediately aroused by the total lack of astonishment displayed by the Daganites at the sight of the spacecraft. With the aid of her on board computer, communication was established. The hosts treated their visitors very graciously, explaining that their land was called Halkyon. They appeared to be quite candid and unsuspecting toward the visitors.

Everywhere about the ship were objects composed of a metallic-appearing substance which was unfamiliar to the agent. When questioned about it the hosts explained that it was an alloy which they found very useful. It was virtually indestructible when subjected to heat, water, and most corrosive elements, yet easily worked (if one knew how) and weighs very little. They called it Ivo and insinuated that the strangers was probably familiar with it under another name. The agent did not dispute this notion, but watched carefully for an opportunity to slip a sample of it into her pocket for testing at the Protectorate laboratories.

Unfortunately, her hosts were so solicitous of tending to her every need that this opportunity failed to present itself. She was forced to complete her "repairs" and depart to avoid arousing suspicion. She returned to her base and entered her report in the Galactic Informational Log.

Thus the misconception which had hitherto been accepted as established fact was corrected - casting the major corporations within the Protectorate into an avaricious frenzy. Great pressure was brought to bear upon the council members to devise a way by which the Halkyons might be brought into the Protectorate without arousing their suspicions as to the actual reasons. As one corpulent corporate official succinctly remarked, "If the alloy proves to be genuine we would make a fortune, and if it turns out to be false we have lost nothing but some paper and a little time agreeing to defend a planet that no one would bother to attack."

So, with great pomp and circumstance, a delegation was dispatched to persuade the Halkyons of Dagan's pressing need for inclusion in the Protectorial roster.

The Halkyons

The Halkyons are a strange humanoid race whose appearance gives striking evidence of their aquatic antecedents. They are built on long, slender lines with no trace of angularity. Their skin, a smooth, grey-white without visible pores, exudes an intangible aura of unctuousness. They have round, protruding lidless eyes devoid of expression, which are set on either side of a globular, fleshy nose. Their mouths are wide with heavy down-curved lips reaching almost to the neck. Their necks are broad and thick, flowing down into their shoulders in such a manner that it is difficult to ascertain where the neck stops and the shoulders commence. Their hands and feet are large and spatulate, the digits long and supple with remnants of webbing still observable.

Not an overly emotional group, their lives are based on aquagrarian and agricultural pursuits especially scientific studies in land reclamation. Whatever aggressive tendencies they may have, appear to be directed solely at their planetary hydrospace. In fact they found it difficult to comprehend the main stated reason regarding the necessity for their inclusion in the Protectorate. It was not until the scientific advantages were propounded that their disinterest began to waver. When it was benevolently granted that they could use Ivo as barter at a set rate of exchange for the latest in aqua-technics and agri-technics, the last shred of resistance crumbled (although they were still somewhat puzzled by the Protectorates' posture of rampant altruism).

MEANWHILE BACK AT THE RANCH.....

(The Dagan Disaster)

On the day of the Official-Treaty-Signing-And-Ambassadorial-Exchange, all corporate video screens were tuned to the transmission from Hembree the primary metropolis in Halkyon on the planet Dagan. Corporate officials gathered in wolfish packs to witness the momentous occasion. Within the bowels of each organization, computers frantically probed the available markets for the most recent technological equipment in aquaculture and agriculture.

Without warning the images on the screens blurred momentarily; the audio quailed under violent static. Then the screens went blank. The sound stuttered to a halt leaving a sea of incredulous faces staring at nothing...listening to silence...

Some time later a scout/explorer filed this brief report:

HAVE ASCERTAINED THAT PLANET DAGAN WAS STRUCK BY ROGUE ASTEROID
OF TREMENDOUS SIZE APPROXIMATELY 100 KILOMETERS FROM EASTERN
SHORE OF HALKYON CAUSING A POLAR SHIFT STOP NO LAND MASS APPAR-
ANT STOP NO APPARANT SURVIVORS STOP REQUEST INSTRUCTIONS STOP.

A hasty conference was called to determine whether the Protectorate would pool its resources and descend upon Dagan to try to locate a major supply of Ivo and the formula for it with each planet getting a share of the profits, or to leave the field open to free competition by the corporations, winner-takes-all. When the decision was finally reached, the participants thundered into action.

<u>Grey Spykells</u>	CLASS	TYPE	WGT.	HITS	WOUNDS	WEAPONS	ARMOR	SPEED
(Pelja Pelagos)	Herb.	Grazer	2 kg.	1D/1D	-2D	Blade	Mesh	Dbl.

The Spykells are a group of small sea creatures which inhabit all levels of Hydrospace, feeding on minute marine plants. Grey Spykells are ball shaped, about 4 centimeters in diameter with a spiny exoskeleton. Each spine in the exoskeleton is actually a hollow excurrent siphon which the Spykells use for mobility and protection. When threatened, a red ink is injected into the siphon tube and ejected with the waterflow to form a red "cloud" in the water behind which the Spykells escape. The Spykell's solitary, multi-directional eye dangles 5 centimeters below the body on a thin elastic muscle fibre. The Spykell's eye appears to descend from the center of the suctorial proboscis which is located on the underside. In moments of danger the Spykell's eye is withdrawn through the proboscis into the body cavity and the Spykell "see's" through its auditory organs. These auditory organs take the form of a ring of cysts which surround the proboscis. Beneath their spiny exterior the Spykells have a very tasty, tender flesh much enjoyed by the Halkyons. They were cultivated as a food crop in the bay areas of Halkyon and their ink was used in dyeing fabrics and cosmetics. They are usually worth 20 Credits each.

<u>Quickmud Spykells</u>	CLASS	TYPE	WGT.	HITS	WOUNDS	WEAPONS	ARMOR	SPEED
(Javil Pelagos)	Herb.	Grazer	2 kg.	1D/1D	-2D	Red Glue	Mesh	Dbl.

These creatures are practically identical in appearance and habits to the Grey Spykells but they are quite inedible as their flesh is highly toxic. In addition, their red "cloud" ejection is extremely heavy, thick and gluey, adhering to all surfaces encountered. This sticky substance clogs the orifices of an enemy, weighs him down and effectively glues him to everything he touches. Eventually the enemy either sinks to the bottom and asphyxiates or becomes permanently attached to some immovable object. The "glue" loses its properties in about a week, but by that time most predators have either suffocated or starved to death. The Quickmud Spykells can be identified by the fact that their auditory cysts are fluorescent orange, but if one is in a position to observe the auditory cysts it is probably too late to take evasive action. All Spykells travel in large groups sometimes as much as a kilometer in width and 12 meters in depth.

<u>Pearlspinners</u>	CLASS	TYPE	WGT.	HITS	WOUNDS	WEAPONS	ARMOR	SPEED
(Hydrachnids)	Omni.	Trapper	5 kg.	2D/1D	-2D	Radulate Tongue	Cloth	Tri.

The Pearlspinners are relatively small (1 meter long), arthropodic creatures which inhabit Levels 1 & 2. Their bodies are ectoskeletal with five opalescent white, spherical sections joined by a slender neurochord. Attached to each section are two pairs of long, thin, segmented limbs. The Pearlspinner's head which is slightly larger than the other body segments is decorated with feathery feelers. There is no apparent jaw, but rather an oral cavity equipped with a radulate tongue. The Pearlspinners manufacture a clear, sticky substance within their bodies which is extruded through orifices in their feet. From this substance the Pearlspinners create a web-like trap across a current, attaching the upper edges to floating debris. The Pearlspinners merely ride the web either eating or discarding whatever becomes entangled. Although Pearlspinners are natural hermits, their webs are usually followed by a large number of predators and scavengers looking for an easy meal. Pearlspinners are asexual. Their eggs are fertilized only at the moment of death. The young develop and live in the parental corpse during the larval stage, then "hatch"; breaking open the body cavity upon reaching the veliger stage.

<u>Quagmoles</u>	CLASS TYPE	WGT.	HITS	WOUNDS	WEAPONS	ARMOR	SPEED
(Oendign Poulos)	Scav. Carrion Eater	10 kg.	2D/2D	-1D	Teeth	Cloth	Ord.

The Quagmole is a mid-water, subterranean scavenger which lives in the soft earth or sand on the ocean floor of Levels 2 & 3. Ranging in size from 1-2 decimeters, these innocuous vertebrates spend their time burrowing vast tunnels in the ocean bottom in search of decaying animal and vegetable matter, their food-stuffs. Their extensive tunnels create vast quagmires and sink holes on the ocean floor in which heavier marine creatures are occasionally trapped. The Quagmoles usually have no interest in these creatures until they begin to decay as the Quagmole is incapable of eating anything with a consistency firmer than jelly. The Quagmole has no eyes or ears but is able to ascertain direction through an otocyst in the dorsal ridge. The body of the Quagmole is vaguely rectangular with concave flippers at each "corner". The body is covered with minute placoid scales oddly set at a 45 degree angle. The extreme angle of the scales gives the creature a deceptive "furry" appearance. In reality, the scales are very hard and are used in burrowing much like a burr-head drill bit. The creature rotates its body within the mud or sand, pushing itself forward with the hind flippers and using the front flippers and pointed snout to push small obstacles aside. The Quagmole is a favorite food for many large predators, but its peculiar taste usually renders it unappealing to flesh-eaters with discriminating taste sensors such as humanoids and Pearlsplinters.

<u>Tertimodus</u>	CLASS TYPE	WGT.	HITS	WOUNDS	WEAPONS	ARMOR	SPEED
(Triphal Mobil)	Carn. Killer	1 kg.	1D/1D	+1D	Teeth	NONE	Tri.

The petty Tertimodus is one of the few subaquatic creatures which hunts in schools for the pure joy of killing. Individually the creatures weigh only 1 kg, but travelling in schools of several thousand they will attack a Blagosettin or a Python Fish as readily as a Doria. Tertimodus are generally followed (from a reasonable distance) by a horde of salivating scavengers looking for an easy meal. The petty Tertimodus is equipped with four appendages, two of which are attached to a dorsal membrane which allows the triphibious creature to become airborne usually for short distances. This membrane can reach a length of 1 meter when distended. It allows the Tertimodus to actually fly rather than simply glide, but they are seldom seen to do so except during the mating season. The other two appendages are quadra-finned flippers which account for the high speeds at which the creatures are able to travel. The most impressive feature about these little savages is their disproportionately large teeth. These teeth which protrude from the gaping mouth are alternately convex and concave. Each has a barbed tip for more effective ripping. The Tertimodus has a smooth, fragile skin which is a pale ivory color tinged with grey. They hunt mainly by sound, as their eyesight is not strong, and seldom stray beyond the reaches of the continental shelf.

<u>Blagosettin</u>	CLASS TYPE	WGT.	HITS	WOUNDS	WEAPONS	ARMOR	SPEED
(Treth Blagosettin)	Omni. Eater	900 kg.	7D/3D	+4D	Claws	Mesh	Tri.

Blagosettin is a gargantuan eater which swims at an incredible speed. It has no eyes, olfactory sensors or taste discrimination; locating likely feeding grounds by audial receptors. The body shape is similar to an elongate pear with the mouth located on the larger end. Horizontal striping in varying shades of khaki, tan, black and dark brown run the length of the body. The audial receptors are located in the dorsal ridge which is a dull slate color. The Blagosettin has five appendages of graduated length which project from the hind area. Each appendage is equipped with a scoop-shaped claw which can be used to create a strong current flowing toward the mouth. If the current is insufficient, the claws can be used to spear an unwilling dinner and stuff it into the mouth where the huge grinders make short work of it. The Blagosettin operate mostly

in Level 2 where the food supply is most plentiful, but they avoid areas where rocks, hills and whimsical currents can distort their sound reception.

<u>Death Candles</u>	CLASS	TYPE	WGT.	HITS	WOUNDS	WEAPONS	ARMOR	SPEED
(Zorbicore)	Omni.	Grazer	.0001 kg.	¼ hit	-	Poison	1D Cloth	Ord.

These creatures are not visible under conditions where light is greater than 10 Cp; nor are their photophores activated until they have established themselves within a host organism. Death Candles live in all Levels of Hydrospace and may enter a submarine or submarine equipment through any available orifice in search of a viable host. Once established, they proceed to breed at which time the photophores are activated. The parasites excrete a toxin which attacks the central nervous system of the host. However, the difference between the amount of toxin which has no effect and the amount that kills is quite minute. The first intimation a victim may have of his infestation is when he begins to glow in the dark. By this time the parasite colony is so large that he is past help and dies in a blaze of glory. Others who have not yet displayed symptoms can be injected with Enfripulin over a period of days which eventually kills the parasite. This treatment is not given unless it is certain that there is an infestation as the patient is rendered quite ill and unfit for duty while undergoing the treatment.

<u>Sunset Fish</u>	CLASS	TYPE	WGT.	HITS	WOUNDS	WEAPONS	ARMOR	SPEED
(Beulah Rubrens)	NONE	NONE	10 kg.	2D/2D	-2D	NONE	Jack	Tri.

These exotic fish are about 1 meter long and .75 meters wide. They have a thick, leathery skin, multi-hued in indistinct patterns of blues, purples and greens with gold flecks, which were highly prized by the Halkyons as a decorative material for apparel and furnishings. When properly worked, the skin retains its coloring and acquires a velvet softness which belies its durability. The meat of the Sunset Fish is very succulent and was in much demand as gourmet fare. A single Sunset Fish can bring as much as 200 Credits if it is in prime condition. Various experiments demonstrated that the Sunset Fish could not be raised in captivity, partly because its food source has never been determined and partly because it refuses to spawn in the captive state. The Sunset Fish has no apparent natural home ground, each individual fish seems to wander an aimless path through the marine world in a solitary state. The Sunset Fish avoids capture and predators by its incredible swimming speed which can reach 50 knots when the fish is alarmed.

<u>Lightening Pie</u>	CLASS	TYPE	WGT.	HITS	WOUNDS	WEAPONS	ARMOR	SPEED
(Kijentii Scanthit)	Carn.	Pouncer	100 kg.	5D/2D	-	2D Shock	Jack	Ord.

The Lightening Pie is a bioluminescent invertebrate ranging, when mature, from 3-5 meters in diameter and 1-2 decimeters thick. It inhabits Level 4. The circular body is composed entirely of muscle fiber covered with a flexible, porous mantle of photophores which emit an eerie, blue glow. This glowing mass is topped by two great, golden eyes on 1.5 decimeter stalks. Between the two eyes lies a specialized proboscis of equal with the body radius. This proboscis is equipped with three orifices: one for the incurrent siphon, one for the excurrent siphon and the third for the ejection of a high voltage, electrical charge which it manufactures within its body. This electrical charge can stun or kill prey at a distance of 20 meters. The charge is accompanied by a bright flash of light, hence the creature's name. After the prey has been stunned or killed, the muscle-body enfolds the prey and crushes it to a liquid pulp by a combination of contraction and friction. The liquid is then absorbed through the mantle. The creature must eat and rest before it can build up another electrical charge.

<u>Mineral Nodes</u>	CLASS TYPE	WGT.	HITS	WOUNDS	WEAPONS	ARMOR	SPEED
(Awlate Radulata)	Scav. Reducer	.5 kg.	1/2D/OD	Attack	Metal Only	Mesh	Dbl.

These creatures live in all levels of Hydrospace. They are ball-shaped, about 9 centimeters in diameter with a red coloring which ranges from flamboyant scarlet in the young ones to rich mahogany in the very old. They travel in schools of 20 to 100, grazing on mineral objects with high ore content. An object which has been grazed upon shows a honeycomb pattern of severe structural decay. The Mineral Nodes are equipped with large eyes which are well adapted for vision at low light levels. They propel and maneuver through the use of a single row of long, slightly spatulate cilia which are arranged along the polar meridian of their bodies. When a food source is discovered, each Node spews out a thin byssus tuft which effectively affixes them to the object. After the circular lip has encompassed an area, the inner radula is moved forward until it can begin to flake the metal with a rasping action. Mineral Nodes do not care if their food source is a rock, a submarine hull or someone's air tank.

<u>Meredydd</u>	CLASS TYPE	WGT.	HITS	WOUNDS	WEAPONS	ARMOR	SPEED
(Meredydd Gargan)	Carn. Chaser	900 kg.	7D/4D	+3D	Claws/Teeth	Jack	Dbl.

The Meredydd is a large, deepwater vertebrate with a highly developed olfactory system and a penchant for fresh meat. It has smooth skin of a repugnant puce hue, ornamented with olive blotches at random intervals upon the underbelly. A long, slender neck supports a triangular head with a flattened visage. The eyes, four filmy, grey-white globules which bulge from the cranial region, give it an appearance of sightlessness. The vicious display of pointed teeth which project upward from its protuberant lower jaw quickly dispels any desire to test the Meredydd's optical capacity. Actually it can see quite clearly, as many Halkyons will never get to attest. The Meredydd ranges from 10-20 meters in length. It's four sinuous limbs terminate in webbed, seven digit graspers; each equipped with a dual-headed, oppositionally curved claw. Meredydds travel in packs of 6-10, using their sensitive olfactory organs to track and surround large prey. They are not averse to cannibalism and appear to find their young quite delectable. This helps to control the population, as Meredydds have few natural enemies.

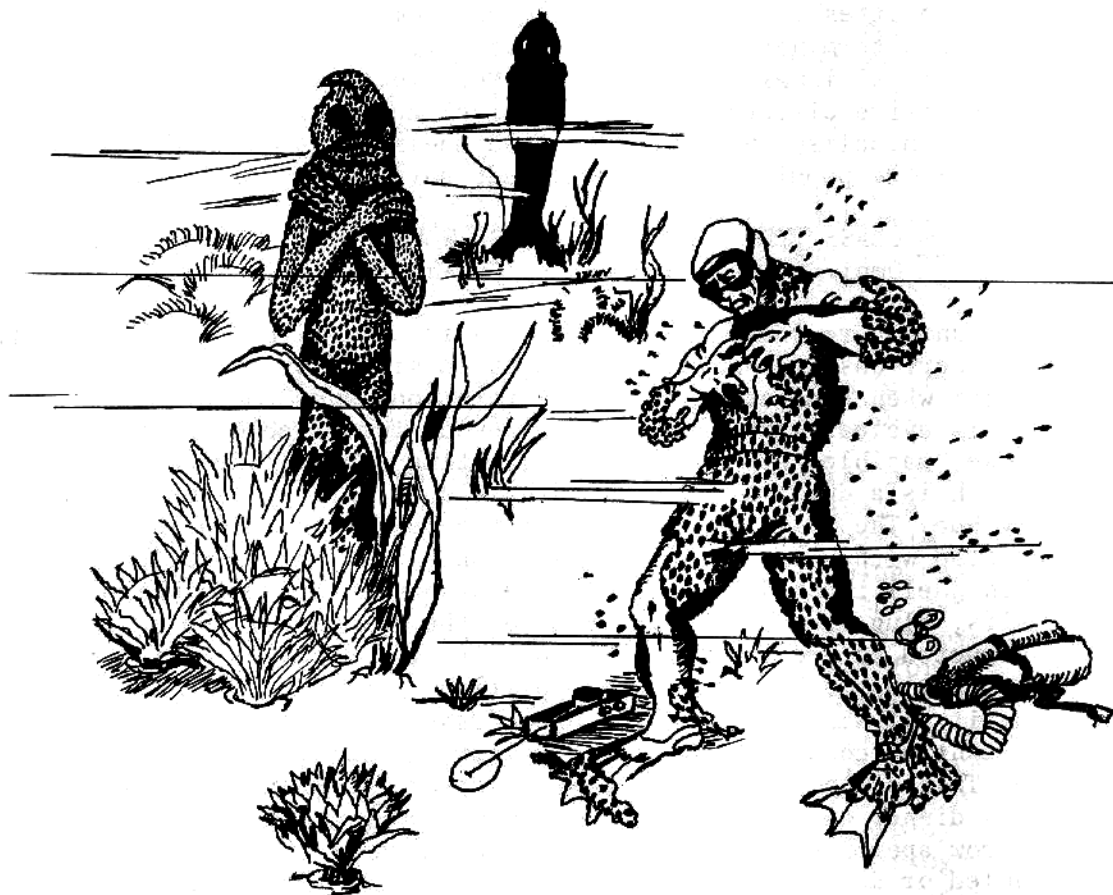
<u>Trapper Slimeworm</u>	CLASS TYPE	WGT.	HITS	WOUNDS	WEAPONS	ARMOR	SPEED
(Colupheus)	Omni. Filter	1600 kg.	8D/3D	+4D	Thrasher	Jack	NONE

This gargantuan resident of Levels 3 & 4 is a carnivorous Lurker/Trapper of formidable proportions and habits. It ranges in size from 100 meters long and 10 meters diameter when contracted, to 400 meters long and 2 meters diameter extended. The head is eyeless with a protuberant snout fortified by bony plates. Both upper and lower manibles are moveable, presenting a bell-like appearance when open. Its flesh is a dull yellow-brown overlaid by an iridescent slime coating of a silvery hue. The posterior section of the body is encased in a turbanoid shell ornamented with vertical spines in a concentric configuration at the nether end. This shell is used in drilling the U-shaped burrow in which the creature lives. It sits, plug-like on the exterior of the far end of the burrow. The burrow is constructed to precisely correspond with the diameter of the head with the mouth open. Starting from a contracted position, the worm opens its mouth and elongates until all water and air has been pushed from the burrow. It then snaps back to the contracted position, slightly lifting its shell in the manner of a valve-cover. This causes a powerful down draft of intruding water which brings the creature's dinner directly to its maw. Submarines which are too large to fit into the burrow aperture are held fast at the entrance by the vacuum action and can be disabled or destroyed by the Slimeworm's forceful attempts to clear the "clog" by butting at the keel with its snout. Smaller craft can escape only if the player throws 7+ on 2 6-sided dice (modifiers apply).

<u>Coral Suckers</u>	CLASS TYPE	WGT.	HITS	WOUNDS	WEAPONS	ARMOR	SPEED
(Rigidia Remnans)	Omni. Reducer	.001 kg.	½ hit	-	Poison	1D Cloth	Db1.

Coral Suckers live in Level 2, traveling in vast schools. Due to the minute size of the creatures they are not visible individually to the human eye. Vast concentrations of them appear as a slightly cloudy area in the water. Under magnification the Coral Suckers appear as a gelatinous, globular shape with a long tubular appendage upon the forward end. This appendage is equipped with a suction cup at the end by which they attach themselves to their prey. They then begin to feed voraciously, sucking the victim's tissues through their systems and excreting it in the form of a mineral deposit which rapidly renders the victim immobile. The creatures eat until there is nothing left. This takes anywhere from a few seconds to several months, depending upon the size of the victim. A man can be rendered immobile in about ½ hour but may live as long as a week if he has oxygen. Unfortunately, a solution caustic enough to dissolve the creatures and their excrement would cause such severe burns that the victim could not survive. The kindest thing the friends of a victim caught thus can do is to kill him themselves in the most humane way possible, bearing in mind that their own living flesh may attract unattached Coral Suckers in the vicinity. When all available tissue has been consumed, the Coral Suckers deposit their eggs and die, leaving behind a solid, coralline shell whose contours exactly correspond to the form of the victim when he was rendered immobile.

NOTE: These creatures were used extensively in the funeral business. The recently deceased would be immersed in a vat containing the creatures. After the eggs had hatched, the "statue" was withdrawn and placed in one of the underwater "Eternal Life" grounds with all due pomp and ceremony.



<u>Doria</u>	CLASS	TYPE	WGT.	HITS	WOUNDS	WEAPONS	ARMOR	SPEED
(Doria Magnus)	Omni.	Siren	2.5 kg.	1D/1D	-2D	Poison	1D Mesh	Ord.

The Doria is a free floating multicolored creature which lives in Levels 1 & 2. It is about 1 meter across, roughly oval with a scaly flesh. It exudes a highly caustic mucous stream which in medium concentration is capable of dissolving softer substances such as cloth, plastics and flesh. In high concentrations it dissolves limestone, coral and lighter metals. Doria eats Coral Suckers (which are attracted to it by the Doria's color and odor) and other small marine creatures by engulfing them in its caustic mucous, dissolving them and drawing the mucous containing the victim into a toothless orifice. It then recirculates the mucous after filtering the food-value into the system. It is not actively hostile to man, but the caustic properties of the mucous remain in the water for several hours after it has passed and can cause severe burns and equipment damage. It is debatable whether Doria is a valuable ally because of eating, or a pestiferous enemy because of the damage it can do.

Doria



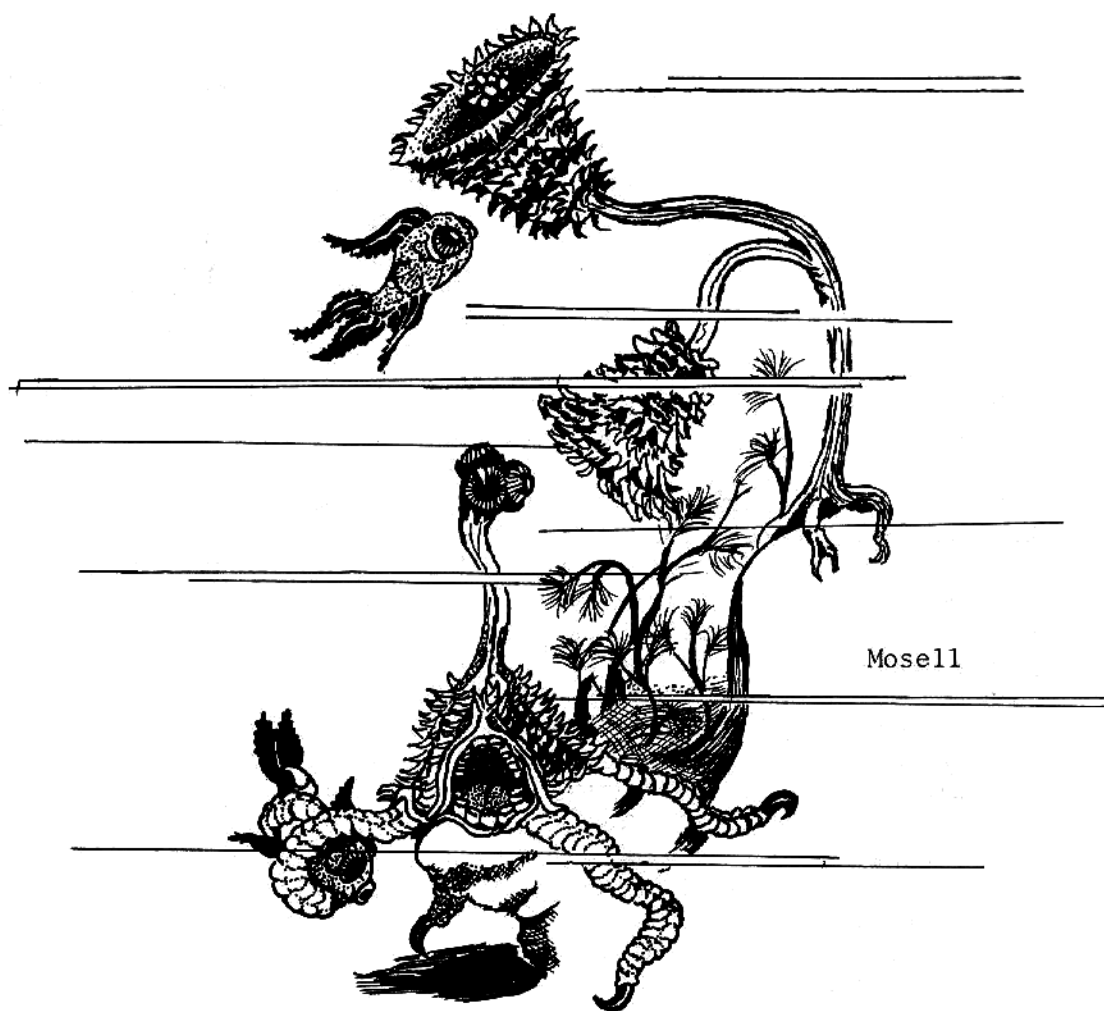
<u>Luminacht</u>	CLASS	TYPE	WGT.	HITS	WOUNDS	WEAPONS	ARMOR	SPEED
(Imelehtrab)	Omni.	Hunter	600 kg.	6D/4D	+4D	1D Shock Jack	Ord.	

Luminacht is an omnivorous amphibian. Weighing in at 600 kg, it would be a formidable opponet under any circumstances. However, the Luminacht is not content with mere size as an advantage. In addition, it has two powerful appendages equipped with suction cups for capturing prey. Each suction cup has a central spine which can deliver a violent electrical shock rendering the hapless victim insensate. A cunning hunter, the Luminacht has acute visual, audial and olfactory senses at its command and may track an unually delectable "dinner" for great distances. This appears to be mere sport. The Luminacht is not a picky eater, frequently devouring a carrion-eater, the carrion-eater's mouldy repast, the clump of vegetation the eater was hiding in and the rotten plank the repast reposed upon without appearing to notice any difference. The creature has a double row of grinders which eliminate most textural differences in meals. The Luminacht is the only known creature which will voluntarily eat a Twitfish. Fortunately for the ocean populace, it moves slowly and rests frequently. It has a spiny, dark green carapace which covers two thirds of the body with only the head, arms, and belly exposed. These are bioluminescent, a fact which works to the Luminacht's disadvantage when tracking a wary prey, but is very helpful in discovering breakfast on the ocean floor. The Luminacht has the intelligence to recognize an er-

ror when one is made (such as nibbling on a Meredydd's grasper) and is equipped with a caustic ink which conceals the direction of its departure. If the ink flows through the gills of a persuer, it causes the pursuer to suffer considerable pain which distracts it from further pursuit.

<u>Mosell</u>	CLASS	TYPE	WGT.	HITS	WOUNDS	WEAPONS	ARMOR	SPEED
(Naida Mosell)	Carn.	Siren	200 kg.	5D/3D +1D		Claws/Teeth	Cloth	Ord.

The Mosell is an amphibious carnivore of medium size which is equipped with a veritable armory of weapons and defenses. The body is somewhat pyramidal in shape and sports 5 heavily muscled appendages, one at each "corner" and one at the top. The lower appendages are clawed constrictors for capturing prey. The upper appendage also has constriction capabilities but is seldom used as such since it supports and maneuvers the optical triad. The body is covered with short, multi-direction spines which the Mosell can cause to lay flat or bristle at will, depending on which posture best blends with the surrounding terrain type. In addition, the Mosell has the ability to change its color to match its current habitat. The Mosell does not waste energy chasing or hunting its food. Instead the creature makes a series of low frequency sounds which attract possible sustenance to the lair. If a dangerous predator is attracted, the Mosell vomits the remnants of its latest meal surrounded by an opaque acid liquid which distracts the predator and allows the Mosell to escape. The Mosell inhabits Levels 3 & 4 of the mountainous and hilly regions of Hydrospace, avoiding wide open spaces such as are found in the plains.



<u>Twitfish</u>	CLASS	TYPE	WGT.	HITS	WOUNDS	WEAPONS	ARMOR	SPEED
(Catatonis Dolores)	Omni.	Filter	.5kg.	1/2D/0D	-2D	NONE	NONE	Ord.

The Twitfish is an extremely timorous resident of Levels 2 & 3. Sluggish swimmers, they travel in slow moving schools of tremendous size; each fish voraciously devouring anything it can fit its jaws around. As they are only about 5 centimeters long with fragile, bloated bodies like overblown balloons, humans have little to fear from them in that area. These fish are completely useless in any capacity. Their flesh, while not toxic, has such a vile taste that few predators will bite them more than once. They haven't the spirit of game fish, they manufacture no useful substances and they strip vast areas of foodstuffs which could better be used in feeding more valuable marine life. However, their most irritating quality is their danger response. Twitfish can be frightened by a mere shadow. When frightened, they blanch from a pale chartreuse color to a whitish green. They become totally paralyzed and "play dead", belly up. No amount of clever maneuvering can steer a submarine or submersible around the Twitfish inert forms. The carnage which results is incredible and brings salvaging flesheaters to the scene posthaste. Discovering that the anticipated meal is Twitfish is a disappointment which usually doubles the savagery of the normal predator. A diver caught in a school of Twitfish is best advised to sit very quietly and hope the fish don't decide to "die". The vast size of Twitfish schools will severely hamper and distort communications which depend on any wavelength frequency.

NOTE: Special die roll for predator attracted with 2x savagery.

<u>Python Fish</u>	CLASS	TYPE	WGT.	HITS	WOUNDS	WEAPONS	ARMOR	SPEED
(Pulveria)	Carn.	Trapper	2700 kg.	20D/10D	x7	Teeth	Battle Dress	Dbl.

This is a thick skinned, elongated fish with a suction cup apparatus at the back of the neck which is used to anchor itself under ledges. It usually locates among tall marine plant life where its protective coloring renders the Python Fish almost invisible. After anchoring under a likely ledge, it unfurls its tail toward the surface where it waves gently to and fro searching for food. The olfactory sensors, which are extremely acute, are located along the edges of the tail. When prey is located, the tail is curled around the victim, rolling it inexorably downward toward the mouth while slowly crushing it with constricting loops. The mouth of the Python Fish is large with an extremely powerful jaw which masticates the victim to a creamy pulp before digesting it. The skin is remarkably tough, requiring a tool with the power equivalent of a Laser Cutter to penetrate it. Frequently groups of these creatures coagulate on particularly profitable ledges causing a problem not only for individuals but for submarines as well. Although they will not eat a submarine, 3 or more will halt it completely until divers can cut it free, at the risk of becoming victims themselves. The creatures range in size from 20-50 meters long and 1-2 meters in diameter. They are found as far down as 400 feet.

The Vassalva

The Vassalva has a conventional type of nuclear power plant designed for submersibles. She was built three years ago and has been used in twenty previous missions. Like the Larch, it has two forward probe arms for salvage operations. Her power plant is capable of generating fifty knots when underway at ideal conditions. She has a standard five hundred ton hull that can take twenty atmospheres pressure which allows her to dive to one thousand-two hundred fifty meters safely. The crew of the Vassalva have a few more faults and a few more abilities than the crew of the Larch. The Vassalva has one, one-man sub and one, two-man sub. The armament is one Torpedo Launcher equipped with high explosive Torpedoes (which can kill all animals 50 kg. or larger).

Capt. Bruno von Gerhardt 899A8C Age:31 Branch: Navy, 3 terms Cr 200,000
Administration 1, Vacc Suit 2, Laser Rifle 1, Computer 2, Submarine 2 Submarine

Bruno is a steely-eyed slave driver who demands perfection and gets it. His thick light brown hair is mere camouflage for the encyclopedia of naval knowledge which is lodged behind his pale blue eyes. He is 1.77 meters tall and weighs 103 kilograms. Gerhardt is interested solely in making money and has a penchant for get-rich-quick schemes that never quite pan out.

First Mate Pagna Drinjevitch B69894 Age:28 Branch: Navy, 3 terms Cr 10,000
Vacc Suit 2, Pilot 1, Ships' Boat 1, Dagger 1, Rifle 1

First Mate Drinjevitch is 1.53 meters tall with thick medium-blond hair and ice-blue eyes. Although his lack of stature has never affected his performance he is sensitive about it. His disposition is volatile, bordering on schizophrenic; particularly when under the influence of liquor. Drinjevitch prefers small groups of people, large vats of liquor (the man will drink almost anything) and huge sums of money, not necessarily in that order. He wears a money vest full of rare coins under his clothes at all times valued at 17,000 Credits.

Engineer Ishmael Kane 9868AB Age:27 Branch: Navy, 3 terms Cr 40,000
Engineering 2, Electronics 2, Vacc Suit 1, Computer 1, Mechanics 1

Engineer Kane is a burly individual who stands 1.85 meters tall and weighs 110.25 kilograms. He is bald on the left side of his head and wears his thin, wavy copper hair in a long braid. His sea-green eyes are almond-shaped and close set under heavy, arched eyebrows. He is dark complected with a triangular face bearing a perpetual look of smugness which irritates most of his peers. Kane enjoys annoying his fellow crewmates in subtle ways. He is constantly quoting from the works of Gesuth, whom he considers to be all-wise when he condescends to speak to anyone. He is a secret nyctophobic and has undergone extensive psychiatric treatment to control the problem. Ishmael Kane is ambitious, treacherous and crafty. His fellow crew members tend to avoid him whenever possible.

Navigator Shimchat Lysintz A99898 Age:24 Branch: Navy, 2 terms Cr 21,000
Navigation 2, Vacc Suit 1, Pilot 1

Navigator Shimchat Lysintz is extremely tall and beautiful in an exotic, feline way. She wears her thin, strawberry-blond hair long and coiffed in curls ala Russe with the aid of a hairpiece. Her long, slanted amber eyes tilt down at the corners and are somewhat close set. She has a small, square face,

a pugnacious chin and a picturesque sprinkling of freckles across her dainty nose. She is absolutely fearless, enjoying tactical-type competitions and deliberately seeking out dangerous situations. To a lesser degree she enjoys gourmet cooking, multi-party mental competitions and spectator sports. She has few friends as she is a total narcissist which makes her obnoxious. She holds the amateur champion title in the demanding and dangerous sport of Puer-es-Fris.

Medic Fuen Oq AB7897 Age:29 Branch: Navy, 2 terms

Cr 110,000

Medic 2, Vacc Suit 1, Dagger 1

Medic Fuen Oq is a gaunt insomniac with the look of an anxious rabbit. He stands 2.19 meters tall but weighs only 58.5 kilograms. His sallow complexion lends credence to the suspicion that his unusual interest in narcotic flora is not merely horticultural. He ingests many of the plants he raises. He enjoys card games and board games but claims his nerves can't handle gambling for large sums. His shipmates tend to doubt if his nerves are as frail as he claims since his unfortunate habit of talking to himself has revealed his previous secret smuggling operations. His hair is congenitally silver-gray, thick and wavy but Fuen usually has it shaved off. He wears long mutton-chop sideburns and sports a gray mustache with a blond beard. The beard and mustache are false but Oq insists on wearing them to cover the dimple in his chin which he considers to be a terrible defect. Over his thinly lashed, sapphire-blue eyes are a set of mismatched eyebrows. One eyebrow is thin and arched, the other heavy and straight. He has lost one of his front teeth and has replaced it with a sturdy luminescent cell which he considers to be quite attractive and makes him very useful during power failures.

Probes Operator Android K-155-Y AAABB4

The female android controls engineer was built by Serbot Inc. four years ago. It is programmed for the following: Electronics 3, Engineering 3, Navigation 1, Forward Observer 4, Domestic 3, Computer 4 and Vacc Suit 1. The android is known to the crew as "Kissyface" and well liked by all but Captain Gerhardt (who doesn't like anyone) and Navigator Lysintz who frankly despises the android for its extremely effeminate ways. Kissyface seems to have been designed by a romantic historical regressionist, as it resembles what was considered to be the "ideal woman" in the long dead past. Kissyface is beautiful in the extreme. The figure is voluptuous, yet delicate as a wraith. The android has enormous violet eyes fringed in long black lashes. The hair hangs in a shimmering cascade of dusky curls. When not needed in the Probes Control Room the android is subservient, cooking gourmet delicacies and handing them out to all who will accept them. The android also gives backrubs; listens with unflagging interest to tales retold hundreds of times; dishes out compliments and praise to one and all regardless of merit. Navigator Lysintz thinks Kissyface is disgusting and derides the android. Luckily, personal sensitivity is not in Kissyface's programming. The android acknowledges Lysintz's right to an opinion and continues to behave as programmed. It is fortunate for the android that its skills are vital to the operation of the sub or it would probably have been discovered mysteriously missing long ago. It requires recharging every 72 hours. Any electrical power source is efficient.

Javos Vorple 668887 Age:22 Branch: Navy, 2 terms

Cr 31,000

Vacc Suit 1, Gunnery 2, Forward Observer 1

Javos Vorple is a former "pretty boy" who met with a serious accident while in his teens which left him orphaned and hostile with a nervous tic

in his right eye and a face riddled with scars. All that remains of his former good looks are his pearly white teeth and the dimple in his cleft chin. His eyes are ice-blue and wide set. His formerly angelic-looking, round face appears sour. He is a spiteful pessimist with a caustic wit and a penchant for telling secrets that would be best left undivulged. He is also a devotee of Gesuth and can give as good as he gets when Kane starts the quoting game. Vorple likes dancing and card games and is interested in architectural design. He is 1.95 meters tall and weighs 90 kilograms.

Compartment # 1 Bridge

This is the Bridge of the Vassalva. The wall facing the forward outer hull contains a large observation porthole. In the middle of the room is located the captain's duty station consisting of a large, plush-lined swivel chair with on board communications system built into its right arm rest. This allows the captain to be in contact with all personnel at one time. The video monitors for outboard cameras are located in front of the captain's station in a clockwise manner, right to left, giving an entire 360 degree view around the sub. On the portside of the Bridge is the navigator's station, a panel and desk with the sub's navigation computer built in. Above the console is a plexi-grid screen that visually displays the sub's true location after proper input by the navigator. To the left of the navigational screen is a small screen used to show the topography of the ocean floor up to 1 km completely around the sub. Any floor feature can be approximately measured and a graphic display of height, depth or mass obtained by proper computer sequence.

Compartment # 2 Probes Control Room

The massive probes on the Vassalva are controlled from the Probes Control Room. View screens showing different angles on and around the probes cover the walls and ceiling. The actual controls are mounted on pedestals in the center of the compartment. The view screens cast a bluish light that gives the room an eerie glow.

Compartment # 3 Captain's Quarters

Bruno von Gerhardt's cabin is boring. It contains nothing which is not standard Navy issue. A row of dated ledgers which rest upon his desk reduces his every move into terms of profit or loss. Gerhardt's simple naval lockbox contains 15,000 Credits and several I.O.U.s - one which states "I.O.U. my life" and is signed by one Bolpry Dnar who will be astonished when Gerhardt decides to redeem it.

Compartment # 4 Android Storage Area

This narrow room is the storage area for the android K-155Y. A huge closet to the bow contains hundreds of stunning costumes, designed to bring pleasure to the crew's drab existence. In the center of the cabin is a transparent, recharging chamber. The two prongs at the base fit into the receptacles on the soles of the android's feet. A third prong descends the top of the chamber to connect with the receptacle located at the crown of the head. The room is bare and usually pitch black except for the dull glow of lighting from the recharging chamber.

Compartment # 5 Crew's Quarters

The area which Drinjevitch and Oq share is invested with a delightful and extremely soothing aroma which has its source at the far end of the room in the tiered rows of plants which Oq nurtures. Beneath Oq's bed is the small processing machine that he uses to reform the plant's substances into "jewelry" which he smuggles to his black market connections. His strong box contains a book of puns, 2,000 credits and five new "necklaces".

On Drinjevitch's desk are 3 partially empty bottles of a thick, rose-colored liquer and a delicately etched silver tankard with Drinjevitch's lucky Jenpir's fang at the bottom of it. A set of well used body building equipment lies on his bed. Under the pillow is a small sack containing 4,200 credits and a potent tussie-mussie which Oq made to keep him calm during bouts of excessive libation.

Compartment # 6 Sickbay

The Sickbay contains one examination table and four recuperating cubicles. All drugs, vaccines, etc. are stored in a transparent cabinet secured with a handprint lock. The lock will only respond to Capt. von Gerhart and Medic Oq.

Compartment # 7 Mess

The huge, cold storage unit to the starboard contains eight months rations of frozen meals stacked on trays. To the bow is a standard sized meal processor. Next to that is a disintegrater. A table and benches are fastened to the floor near the center of the Mess.

Compartment # 8 One-Man Mini-Sub

This is the ship's One-Man Mini-Sub. It is powered by a rechargeable, electric motor which can deliver a maximum thrust of 30 kph through ideal conditions. The Mini-Sub has a maximum range of two kilometers. Life support systems in the Mini-Sub will provide oxygen for only four hours maximum.

Compartment # 9 Airlock

The Airlock of the Vassalva allows access to the outside. Stored about the room are a variety of balloons, ropes, tanks and other items including four complete sets of underwater life support gear.

Compartment #10 Ship's Stores

The Ship's Stores contains the supplies used to maintain the Vassalva as well as samples that have been collected. The Ship's Stores holds the following: 2 tons of electronic repair parts; 4 tons mechanical repair parts; 4½ tons storage chests, bolted down; and 2 tanks for live samples. The live tanks are 2mX2mX4m and can reproduce any water conditions programmed into their brains.

Compartment #11 Crew's Quarters

Shimchat Lysintz's cabin is a sensual fantasyland, the walls are hung with cutains of black satin to which small, glittering mirrors have been affixed at

random intervals. Two corner columns, which appear to be filled with fiery lava, supply the light source. The floor is littered with large, soft pillows covered in dark, silky fabrics which serve as both bed and chairs. Between the two columns is a pearl inlaid brazier. A long, low chest, intricately carved from a single blue-black stone graces one wall. The chest contains several merit awards, the Puer-Es-fris champion belt, four cookbooks and 1,500 credits. The compartment beneath the false bottom in the chest contains a miniature printing press, 50,000 credits in counterfeit bills, a folder of alien pornography and a book of spells, potions and incantations which was banned by the Protectorate. A partially completed clay figurine of Bruno Gerhardt lies atop the book.

Compartment #12 One-Man Mini-Sub

See Compartment # 8

Compartment #13 Armory

The most dangerous devices carried aboard the Vassalva are kept in the Armory. These devices include: 30 kilos of explosives (2 grams of which equals a Tech Level 7 Assault Grenade); 2 Submachine Guns with 5 clips each; 6 Aqua-Assault Rifles (the rifles function like Assault Rifles and are able to function underwater); 72 magazines for the Aqua-Assault Rifles.

Compartment #14 Crew's Quarters

This cabin is extremely lavish since Vorple and Kane are both tireless in their efforts to outshine each other. Not one shred of the original naval equipment remains. Since neither man is blessed with the smallest iota of taste, the room resembles an Ali Babain cathouse more than anything. Vorple's side of the room contains a revolving, carved bookcase displaying the bejeweled covers of an unique, first edition printing of Gesuth's works, priceless flasks made of rare minerals and carved by a lost alien race. In these flasks Vorple keeps the medication he takes for insomnia. There is also a fully operational scale model of a huge and extremely bizarre residence which Vorple hopes to build when he retires. The bookcase also contains a cleverly concealed safe which holds a deck of infallible and undetectable gaming cards and papers which reveal Vorple's true identity and real name. The walls of Kane's area are littered with valuable ceremonial masks interspersed with portraits of Kane done by sundry famous artists. Kane's security system involves a visible light complex which cannot be turned off. This serves a dual purpose in protecting his valuables and preventing the room from ever being dark. Behind one of his portraits is a wall safe containing 12,000 credits, the remnants of the first installment of his inheritance.

Compartment #15 Engineering Section

The Engineering Section contains a fission reactor as the power plant. The fission reactor is more primitive but easier to maintain on backward planets. Electricity is directly produced from the reactor and is routed to the drive motors also located in the Engineering Section. The rest of the

Vassalva receives its power from the reactor with a bank of storage cells for emergencies. The sub can operate for 3 hours at full power or will support life for 12 hours from these batteries.

Compartment #16 & 17 Probes

Major underwater projects are carried out by the Vassalva's Probes. These electro-mechanical marvels can perform a large number of tasks; ranging from heavy construction and mining to delicate underwater repair.

Compartment #18 & 19 Ballast Tanks

The Ballast Tanks on the Vassalva are filled and emptied with the massive valves at the top and bottom of the Ballast Tanks.

Compartment #20 & 21 Ailerons

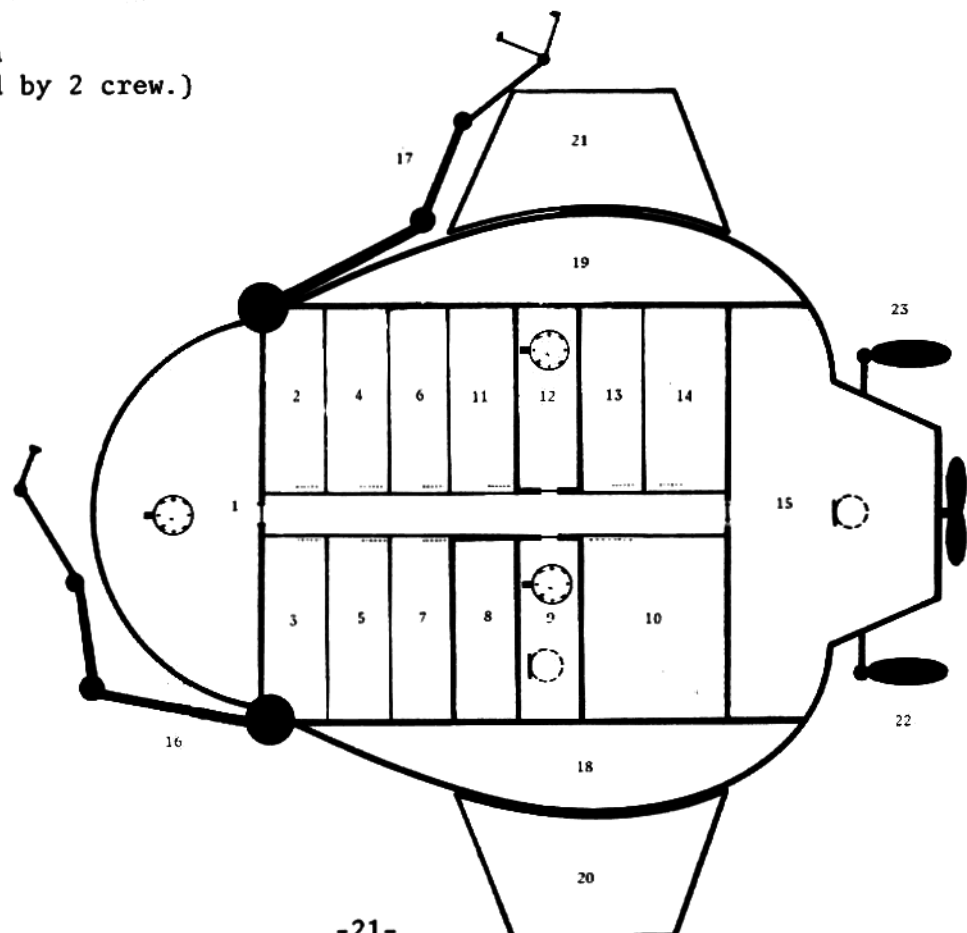
The Ailerons on the Vassalva control the attitude of the sub; they are driven by powerful servomotors.

Compartment #22 & 23 Rudders

The Rudders control the direction of the sub; they are powered by servomotors.

AP 2011 - (Nuclear) Power Plant
Dive: To 240 meters Standard Hull Pressure
Limit of Dive: 240 meters
Crew: 6
Speed: 60 kph
(Can be operated by 2 crew.)

THE VASSALVA



LARCH

It has been approximately two years since the Larch completed her eight month long maiden voyage. She ranks among the top ten submarines in the new Explorer Class. Prior to her launching, the Larch was under construction for three years by Aqua Ten Submersibles Corp. She has not only a unique hull design, but also the most advanced power plant system available as well as many other technical advancements. The new Hode III Power Plant runs by molecular manipulators which break the basic water molecules (H₂O) into their rare elements, two hydrogen molecules to one oxygen molecule. This is done by sucking water through input ducts to the molecule manipulators. After molecular disruption, the hydrogen molecules are fed to the power plant. The oxygen molecules are used to produce fresh, breathable air and for ballast. All other free molecules are ejected as waste or forced through sludge jets in the sub's probe arms to clear sludge, silt and debris from an object. Although a clear observation bubble is located in the forward bridge section, the exterior is totally monitored by the use of video cameras and high intensity flood lights. The input from these video cameras is fed into a visual processing computer and displayed on a large screen. This screen covers the entire wall in front of the bridge. The images seen by the cameras are matted together to give a 360 degree, cinematographic result. This allows the captain to sit in his electronic swivel-chair (located in the middle of the bridge) and see completely around the sub in any given direction. Video cameras are also mounted on the sub's probe arms. The video monitors for these are located on small, meter wide screens on the bridge and in the sub probe arms' control room in the manual control console. The sub has a basic crew of six, 5 men and 1 robot probe arm controller. However, it can be operated completely, if need be, with just 2 crew members and a probe arm control robot. Other features include: armament of 1 torpedo tube with the latest computer-controlled torpedos and 2 one-man subs for individual use in Hydrospace. The Larch has a hull of 500 tons displacement and a top speed of 50 kilometers per hour. Her dive depth capacity is 1,500 feet.

Crew

Capt. Zeek Tevas 977887 Age:40 Branch: Navy, 4 terms Cr 370,000
Mechanical 3, Submarine 2, Computer 2, Vacc Suit 2 Submarine

Tevas, after proving himself to be an excellent submariner during his previous naval term, was given the position of captain of the Larch by recommendation from the Naval Commission to Aqua Ten, Inc. He is a tall, medium built man with green eyes and thin, black hair that has streaks of gray at the temples. Tevas wears standard gray-blue submariner fatigues with a flak vest. His one hobby is making scale models of famous submarines.

Navigator Ravi Hanple 975895 Age:35 Branch: Navy, 3 terms Cr 27,000
Electronics 2, Computer 2, Submarine 1, Vacc Suit 1

Hanple is an alert and somewhat nervous navigator who performs best when under strain (this is an asset for a submarine navigator). He is short and thin with blonde hair and blue eyes. His hobby is marine biology. Hanple has discovered many new marine animal species, naming them as he pleases.

Medic/First Mate Richard Servitti 877886 Age:32 Branch: Navy, 2 terms Cr 23,000
Medical 2, Submarine 1, Vacc Suit 1

Servitti serves as the sub's doctor as well as its First Mate. His medical training was specialized in marine animal wounds, treatment and poisons. He is a

tall man with brown hair and black eyes who loves to smoke his pipe using his own special blend of tobaccos. His hobbies include chess, poker and spades; he plays to win and is a sore loser.

Torpedo Man James Trapper 977876 Age:40 Branch: Navy, 4 terms Cr 12,000
Mechanical 2, Computer 1, Gunnery 2, Electronics 1, Submarine 1, Vacc Suit 1

Trapper is a man of few words who keeps pretty much to himself. He is of medium build with gray eyes and prematurely gray hair. He is very good with mechanical problems and can usually come up with a gadget that will make a job easier or solve a problem. He drinks too much but is the best torpedo man available at present.

Engineer Sam Szargos 877974 Age:41 Branch: Navy, 4 terms Cr 19,000
Mechanical 2, Engineering 3, Vacc Suit 1, Submarine 3, Jack-O-T 1

Szargos is a homely person who stands 1.95 meters tall and weighs 80.1 kilograms. His thick, blonde hair which he wears long and loose is streaked with white and his protruding blue eyes are accented by heavy arched brows. His unattractive physiognomy is spattered with freckles and moles and he has a small burn on his chin. He usually attempts to conceal these defects with body paint or a mask from his extensive collection. Szargos is actually a very long-tempered, patient person who enjoys many interesting vices such as cards, racing, gambling and drinking. He would probably be well-liked but; besides his unappealing appearance, he is also afflicted with an extremely offensive body odor. He also has a tendency to complain incessantly in a loud, bass voice. He knows every nut and bolt in the Larch having assisted Aqua Ten in the construction of the h20 power plant and in the hull design.

Zebak Karore 877665 Age:36 Branch: Navy, 3 terms Cr 33,000
Mechanical 1, Gunnery 2, Vacc Suit 3, Submarine 1, Demolitions 1

Karore is the ship's expert on the use of Vacc Suits in Hydrospace. He is 1.97 meters tall with blonde hair and sports a short mustache. His gunnery skills are basically those of weapons used in Hydrospace. His hobbies include skin diving and culinary skills in the preparation of various seafood delicacies. He has been with the Larch since her maiden voyage.

Probes Operator Z2R4 (Robot)

Probes Operator Z2R4 has a program capacity of 3 but is currently using only two programs. These are: (1) Mechanical operation of the submarine's exterior probe arms and jets (2) Operation and repair of sensors in probe arm grabbers through cable linkage. Z2R4 has a Type II chassis weighing 8 kg. Its sensors include 1/1 enhanced night vision, 1/1 ultrasonic auto, 10/2 light. It contains a Voder/Vocoder and a direct instrument interface which allows data from the robot's in-probe sensors to feed into its computer and instigate visual reception via a large screen on the bridge. The robot has a total power output of 20 and weighs 64 kg. The robot is maintained as the sub's Probe Control Operator due to the precise and exacting nature of this particular job. The slightest error could be disastrous. Z2R4 can be disconnected and replaced by a humanoid but this rarely happens. James Trapper has the skills required to manually operate the probe arms in an emergency. He also possesses the knowledge required to program and maintain Z2R4's mechanicals and circuits.

Compartment # 1 Bridge

The Bridge of the Larch consists of the various telemonitors and computer-control monitors of the sub's vital functions. One wall consists entirely of a large screen that gives a cinematographic (360degree) view of the area immediately around the sub. Through computer controlled link-up, the image can be magnified 10x, or 50x. Visability depends on the light level at the sub's depth and on the light transmission. The Bridge is usually occupied by Captain Tevas and Navigator Hanple. The Navigator's Station is located at a console on one wall. From this console radar, sonar and various other navigational devices are monitored. Course and speed are set accordingly. Captain Tevas occupies a Command Station in the middle of the room and monitors all vital functions and communications.

Compartment # 2 Quarters

The Quarters which Navigator Hanple and Medic/First Mate Servitti share is a tribute to their similarity of tastes. It is cluttered with transparent containers displaying the mortal remains of marine fauna and flora from all corners of the galaxy. A few are in a somewhat disreputable state due to their having begun to decompose before Hanple recalled having stuffed them in his desk. On Hanple's desk is a tray of preserving solution and a partially dissected Triphoblia. The Triphoblia is so large that its limp form dangles from either side of the desk. Hanple's footlocker contains only a few tools and books. He has 3,000 Credits and some small valuable artifacts which he has concealed inside some of his specimens, but even he is not sure which ones hold the 2,100 Credits worth of artifacts. Servitti's desk is a hodgepodge of books and bottles. A small ornate cabinet which contains rare antidotal substances is perched precariously atop a stack of medical periodicals. In the right-hand drawer of the desk is a partially completed thesis on marine ecosystems. Servitti's footlocker is on a chair. The lock is coated with a contact poison (Roll 1 6-sided die to determine if the victim can find the antidote and take it 1-3 antidote taken, 4-6 antidote not taken; take 12D damage if no antidote was taken, if antidote taken, no effect). The footlocker contains 5,000 Credits and 12 unique poisons in a small blue bag (which Hanple created from a Jephon's stomach).

Compartment # 3 Sick Bay

The Sick Bay compartment on the Larch consists of one medium sized room. Within are two bunks for patients and a large examination table. The table is equipped with a body scanner and body probe input jacks for monitoring patients through the use of a medical computer. The computer contains the updated medical history of each member of the Larch's crew along with a very large volume of general medical information. Servitti has one special program tape on the various marine animal poisons he has studied. The walls are a soft green and blue and are lined with shelves of many different chemicals and medicinals. The compartment is pressurized and has its own environmental unit whos purpose is to keep the room and all within completely sterilized. In one cabinet in a corner of the room there are various machined flexible limbs and joints used to replace limbs that are amputated.

Compartment # 4 Quarters

Captain Tevas' room reflects its occupier in that it is neat and very precise. The furnishings consist of a water bunk, a large trunk and a stereo-music audio-modulator. The water bunk is made of a durable vinyl. It has a heating unit and a vibrating unit. The large trunk contains a family album with Tevas' ex-wife's picture along with his two sons, Zeek Jr. and Terry. Also within are the graduation fatigues Zeek wore when he graduated from submarine training school. Along the wall above his bunk is a long shelf with five scale-model platinum subs that Captain Tevas built. Their raw metallic value is 10,000 Credits. In his leisure time Captain Tevas listens to stereo music from his audio-modulator. Its musical program tape consists of 5,000 songs arranged by type. The modulator is worth 1000 Credits.

Compartment # 5 Probe Control Room

The Probes Control Room consists of the various computers and controls for the mechanical probe arms. It seems packed with electronic and computer gear. In the center of the room is the robot seat module where Z2R4 is plugged in and generally located at. At one end of the room is a console desk and chair. This console contains the controls for human mechanical operation of the probe arms.

Compartment # 6 Armory

This compartment is the Larch's Armory. The computer controlled steel door can only be opened by the insertion of a properly coded, plastic card. Captain Tevas and First Mate Servitti are the holders of the only existing cards. The sub's Armory contains ten gas-powered carbines which can fire either exploding bullets or high voltage bullets. The exploding type enter a mass and then a charge is exploded within the mass. The high voltage bullets have varying penetration capacity, but are effective in that once they have made contact a high voltage shock is emitted from them. In most cases of life forms weighing 100 kg. or smaller the weapons are fatal. In larger life forms they bring on unconsciousness or stun the victim. The Armory also holds 500 round cases of both the explosive and high voltage bullets for the gas-powered carbines.

Compartment # 7 Galley/Mess

The Galley/Mess is a long room which is partitioned by decorative screens into two parts. The acquisition-area walls are lined with automated vending devices which dispense consumer-ready foodstuffs ranging from alien ethnic dishes to interstellar gourmet fare. It is decorated in warm subtle hues of golds, browns and oranges. The eating area consists of a sizable group area which is subdivided into smaller cubicles along one wall. The group area is furnished with several substantial tables each of which is trimmed with a gutter which prevents excessive spillage due to pitch and roll. The smaller cubicles are for those who require more privacy. The cubicles accommodate only two beings. They are decorated tastefully in a wide variety of styles ranging from baroque to ultra-modern.

Compartment # 8 Storage Dock Chamber/Air Lock Launch Room "Pocobarco"

This chamber contains little but the 1-man submarine, Pocobarco. In the center of the room is the plug-in outlet which recharges the Pocobarco's bat-

teries. After the Pocobarco has docked, the pressure is equilized and the chamber's contents sterilized before the chamber is opened. All creatures except amphibians and bacteria from Levels 1-3 are killed by this process. A die roll of 8+ (2D) kills amphibians; 6+ kills bacteria.

Compartment # 8a "Pocobarco"

This 1-man sub is completely self-contained and can be operated safely to depths of 180 meters. Propulsion is by electronic motors. The Pocobarco has a radio link-up to the Larch on an U.L.F. band which is viable to 300 meters in calm areas with no large obstructions or debris clouds. The Pocobarco is also equipped with sonar video/sound equipment, two spare personal oxygen tanks, a clear bubble top and a forward bank of exterior floodlights. The 1-man sub is capable of 15 knots per hour provided there are no adverse currents. When not in use, the Pocobarco's batteries are recharged through the plug-in outlet located in its storage dock chamber.

Compartment # 9 Storage Dock Chamber/Air Lock Launch Room "Kleinmowe"

Compartment # 9a "Kleinmowe"

1-man sub Kleinmowe same as #8a.

Compartment # 10 Diver's Air Lock Room

The Diver's Air Lock is used by the crew of the Larch for changing into and out of Vacc Suits before passing to or from the exterior of the Larch. The Diver's Air Lock Room can accommodate four persons at one time. The air pressure and sterility status of the room can be monitored from either side of the door which separates the Diver's Air Lock Room from the Larch's central corridor. The inter-connecting door between the central corridor and the Air Lock Room contains a transparent observation panel and an inter-com to facilitate communication. As in the 1-man sub Storage Docks, this room is completely sterilized during the pressure equilization process; before it is opened to the Larch. Usually any marine fauna within the chamber will expire during these processes due to asphyxiation.

Compartment # 11 Ship's Stores

The Ship's Stores area contains (among other things): nets, cables, buoys, radio beacon buoys, subaquatic welding units, subaquatic cutting units, portable searchlights, tool kits, 4 man inflatable rafts, a portable metal-milling machine (for spare parts manufacturing), crates of dehydrated foodstuffs, spare computer hardware, electronic analysis devices, portable survival shelters, flare guns, subaquatic flares, high visibility disaster and signal flares, batteries of all sizes and shapes, chemicals, medical supplies, high intensity lamps, probe arm parts, lubricant, vacc suits, oxygen tanks, portable geophysical scanning computers and communications equipment. These are kept in banks of storage cabinets which are arranged along four port-to-starboard aisles. The cabinet drawers are computer operated using a numerical locator system. When an item is needed, its number is punched into the Store's computer system by the authorized operator. This de-activates the automatic drawer lock on the drawer which contains the item. A tone signal and a light on the drawer indicates which drawer is unlocked. This assists in locating the desired drawer. The tone signal and light remain on until all drawers are relocked.

Compartment # 12 Quarters

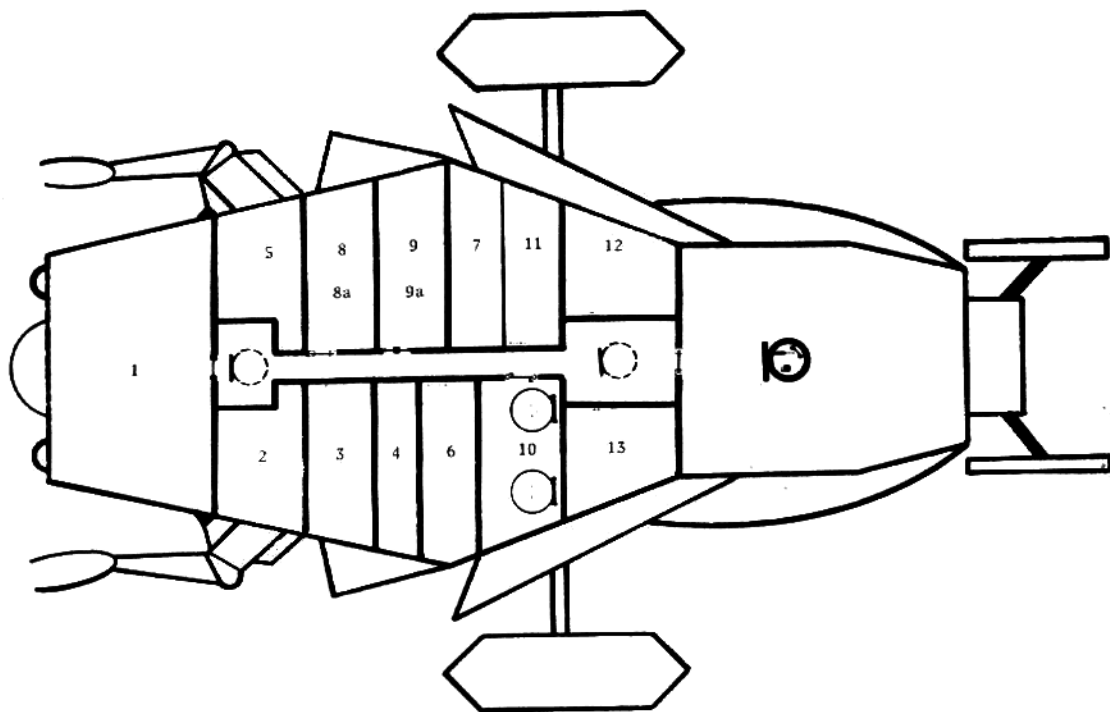
Karore and Trapper share a room but that is all. Trapper's area is tidy with a mathematical neatness that gives it an unoccupied air. In Trapper's footlocker are several mysterious keys, each labeled in code and arranged according to size. Beneath what appears to be a miniature computer terminal are 500 Credits and a master key. Trapper maintains a secret army of miniature robots which he keeps in a tall, metal cabinet. These robots are currently programmed to keep his quarters immaculate. Karore's area is blue and is maintained with a studied nonchalance that is quite as uninviting as Trapper's precision. A shimmering turquoise cloth is draped over the desk. On the cloth is a set of grey-blue, titanium cooking utensils with royal blue handles. A powder blue marble bust of Karore gazes fixedly at these instruments from the right-hand corner of the desk. In Karore's footlocker (which he has decorated with blue glass mirrors) is a sky-blue leather pouch with a steel-blue combination lock. The pouch holds a collection of sapphires, aquamarines, turquoises and other blue stones totalling 15,000 Credits. A baby-blue, custom made Vacc Suit with matching accessories hangs over the bed.

Compartment # 13 Quarters

Sam Szargos has a room all to himself and needs it. His room resembles a miniature ship's stores room, replete with every conceivable bit of hardware; with a place for everything and everything in its place. His bunk is not visible as he has installed storage drawers in its reverse side and reconstructed it to fold flat against the wall and do duty as a storage cabinet when he is not sleeping in it. One of these drawers holds 3,000 Credits, two letters of commendation and the starter-switch from his one true love who perished 6 years previously at the hands of an incompetent navigator.

(H2O/Hydrogen) Power Plant
Dive: To 240 meters Standard Hull Pressure
240-300 meters requires Double Hull Pressure & Helium Enriched Atmosphere
Crew: 6
Speed: 40 kph
(Can be operated by only 2 crew.)

THE LARCH



The Underwater Mineral Node Mine And Processing Plant

This is the underwater mineral node mine and processing complex. The complex is manned by eighty-five Halkyons and several robot miners in the node mine beneath the oceans floor. The complex is completely inclosed by a steel-glass dome and is situated so that it rests over a high concentration of mineral node ore. Fresh air is fed to the complex below by huge air stacks that rise to an elevation of two hundred meters above the oceans' surface. The stacks have a computer-controlled airlock system that gradually compresses the atmospheres in each consecutive airlock on its way down to the complex. When the air from above enters the domed complex, it does so at a pressure slightly higher than the outside pressure exerted on the dome at this depth, thus it helps to support the dome and provides fresh air. Exhaust stacks measuring the the same height as the intake stacks, filter out pollutants and slowly release the used air to the surface.

The complex is located two hundred kilometers from the nearest shore and can be reached only by ship. Floating docks are set in place to facilitate loading of ore barges and the unloading of equipment, personnel, and their various needs. Mineral ore is shipped to the surface loading docks by a huge escalator. The transfer of personnel and equipment is carried out by two elevators that are protected by airlocks also. The loading docks can handle up to ten one-hundred ton barges at one time. Power to operate the complex is generated by large solar panels that that are connected to several anchored towers. The solar panels are set on a pivot mounting and driven by motors that are computer controlled to track the sun. Set beneath the panels, and connected to the towers, is a one-hundred thousand liter capacity water tank, along with a distilling unit that provides fresh water and hot water for the complex's use.

The Domed Complex

Within the domed complex there are several buildings, the major ones being: the power station, the mine operations and storage building (both of which are airlocked from the rest of the complex), the workers barracks, the dining building, and the salon/entertainment-hall building. Most manual labor is carried out by robots that are specially designed and programed to do their specific job. (For further information on robot design and generation see issues No.'s 2,3&4 of the Journal of the Traveller's Aid Society). All monitoring and maintenance of computers, robots, loading dock controls, as well as environmental systems is carried out by the current Halkyons manning the complex.

BUILDING A

The Mine Operations and Storage Area

This building contains a total of six separately roomed areas. The various rooms are: the power station center which monitors and receives converted electrical power for the complex, the complex's computer control center, the robot maintenance and repair center, the spare equipment and tool storage warehouse, the cure mineral node ore processing room, the elevator for the transport of equipment and personnel to the mine below, the crude ore receiving es-

calator and the processed ore (to loading dock) escalator, and the airlocked dome-passage pressurization chamber. The buildings walls are a pressurized hull type composed of Ivo, (pressurized to support themselves at this ocean depth). This building is completely sealed from the rest, and access to and from it, to the rest of the domed complex, is through a pressurized chamber.

Room 1 - This room is the complex's computer monitor and command center. It is used to monitor the various computers in the complex. These include all robots programming. The walls are covered with video monitors and the computer circuit testing equipment necessary to maintain the computerized mining and processing equipment. One wall is covered with monitoring equipment to check robot inmode program functions.

Room 2 - This is the robot and computer maintenance room. It contains ten work stations, with the equipment and tools needed to maintain and repair robots and computers. Along the east wall are large filing cabinets that hold various spare electrical, computer, and mechanical parts. Along the south wall are located seven work benches, set-up to repair computers of various types.

Room 3 - This is the elevator that carries non-functioning robots and equipment from the mine area to the repair center. It is also used to deliver robots machinery and supplies to the mine below. The elevator has a rated load capacity of fifteen metric tons.

Room 4 - This room is the pressurized passage chamber. The room is airlocked, having computerized iris valves on each of the doors located on both ends of the chamber. When the traveller enters one end of the chamber the door from which he entered automatically seals and locks behind him. At this point the traveller pushes a button to designate his exit. The pressure within the chamber is then equalized to that outside the existing door. If at any point the chamber pressure is lost, or fails to equalize properly, a distress siren is sounded and the doors to the chamber will remain closed until proper maintenance personnel can eliminate the trouble.

Room 5 - This room contains the power station that monitors and feeds electrical power and fresh water to the complex. Solar panel orientation and back-up kinetic-wave generator systems are maintained here. After receiving and converting electricity to a specific wave-length, the electrical input is then fed by cables to Building B.

Room 6 - This is the mineral-node ore processing plant. It receives raw ore from the mine by escalator, processes it to a 99% pure form and delivers it to the loading docks above by a second airlocked ore escalator. After being received by escalator from the mine, raw ore is directed by belt-conveyor to the plasma-injected atom/particle accelerator chamber. In the accelerator chamber, the molecular structure of the raw ore is disrupted and the impure molecules are disinfused from the ore. The impurities are pulled free of the pure matter by computerized fusion units which fuse the impure compounds together and pass them on to a conveyor that sends them back to the mine to fill in excavation shafts and tunnels. The pure metal ore is then passed on by laser to the secondary particle accelerator and fusion units. Here the pure alloy is fused to preset size for loading and handling purposes and shipped to the loading dock above by a second escalator. The ore handling and processing capacity of the plant is ten thousand tons of ore per twenty-four hour period.

BUILDING B

This is the complex's power-receiving and conversion station. The station receives electrical input from the solar shield panels erected on the surface, and from the kinetic/electrical power from the under surface kinetic wave generators. The electrical voltage thus produced supplies power for the entire complex, including the mine area and docks shuttle-loading arms. The station is manned by a team of robot assistants. The solar panels are set on pivots, and their solar orientation is maintained by visual monitors mounted on the pivots. Controls for the panels' drive motors and the orientation for the kinetic-wave generators is controlled within the building so that maximum efficiency is obtained. (For wave-generators, see desc. 40-A)

BUILDING C

Building C is the building that serves as the Halkyon complex's living area. It has two main rooms.

Room 1 - Room one is a large barracks room that contains one hundred cots and bed-side furnishings for employees use. As most of the employees only spend every other month at the complex, the living quarters are kept quite simple and functional.

Room 2 - Room two is the hygiene maintenance chamber where employees are cleaned automatically by ion-inorganic pullers. Then the employees are disinfected with a shower of a disinfectant that kills all germs that might exist upon them.

BUILDING D

This building contains the complex's recreation center and salon. It has a plush decor which is altered periodically to conform to the prevailing mode in luxury. Currently the deep-pile carpeting in the central relaxation area bears a labyrinthine design of varying shades of purple and lavender. Free-form relaxation couches and audio-visual modules are scattered at random intervals about the area. Each couch is equipped with a programmable audio-modulator that allows the user to listen to tapes of fine music or instructional materials from the extensive library computer. The audio-visual modules are completely enclosed and allow the user to see as well as hear the tapes without distraction. The western wall of the building is a transparent bow-window permitting a soothing, panoramic view of the ocean floor and its inhabitants. Across the room from the bow-window, steps gently descend to a small amphitheater which is used for impromptu productions. The steps are heavily carpeted and are used for seating as well as descent and ascent.

MINE ROBOTS

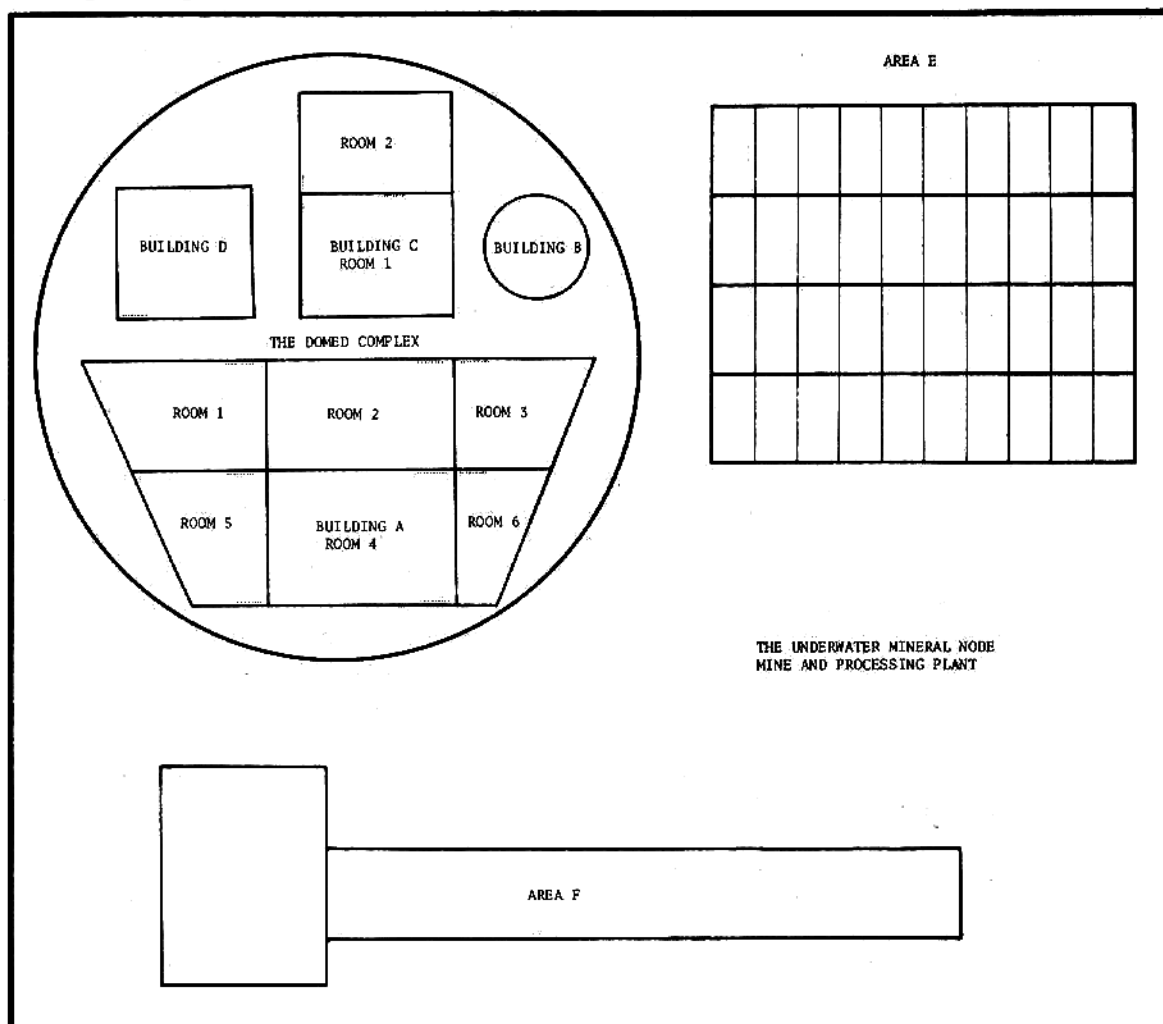
The mine utilizes sixty robots of various types that perform specific programmed functions. At the bottom of the main shaft is the robot recharge center. The robots, when off-shift, are charged and cleaned, this includes an inspection to detect any mechanical defects. The robots are divided into two main work forces, one group functioning as diggers, and the other group as movers. An elite top-line of robots supervises the others and reports any damaged parts or malfunctions to the computer control room within the ore processing plant. The robots have the capacity to extract and transfer ten thousands metric tons of ore per twenty-four hour shift.

AREA E

These are the huge solar panels that generate electricity and furnish the complex with super-hot water and distilled drinking water. The panels have an exposure area of two square kilometers. They are supported by floating, twenty meter tall towers anchored to the ocean floor. On a floating platform in the middle of the array of solar panels, is a five hundred cubic ton hot water tank that supplies the complex below with pressurized hot water and drinking water via flexible cable tubing. Insulated electric conducting lines run down each of the anchoring lines to the ocean floor, then underground to the complex's power plant.

AREA F

This is the ship docking and loading complex. The dock floats on the surface and has several anchoring lines that are embedded in the ocean floor. The deep water berths of the dock are capable of servicing ten barges or ships at any one time. The pure metal ore bars, when coming off the secondary escalator, are sorted and dropped in loading clips by robot. The loading clips are then locked into place on the loading machine. The loading machine is computer controlled and has eight mechanical loading arms which shoot the ore bars into place in the barge or ships' hold. It is capable of loading a one hundred ton vessel in approximately two hours time with the exact amount of bars to match the ships' capacity.



THE CITY OF HEMBREE

1. Ylam Terko - This is the dock for small and medium sized vessels. Farmers bringing their produce to market, gemstone importers, software distributors and pleasure boats are the most plentiful vessels. As this is not a peak time for marketing, there are only five vessels currently anchored here.
 - 1-A This is the Ships Registry and Petty Customs Office. No unregistered ship may dock at Ylam Terko. The Registry Office maintains a towbarge for removal of unauthorized vessels. The Petty Customs Office keeps the inventory of all incoming and outgoing cargos and collects the appropriate taxes and duties when a vessel arrives at or leaves Ylam Terko. The vault in the Customs Office has a combination lock with a voice sensor mechanism. Within the vault are two crates of platinum which are worth 10,000 Credits each and a small sack of fluoronite chips which is worth 500 Credits.
 - 1-B This is the Registry Offices' Towbarge. In the cabin is a small vocorder containing a recording of the chief of Petty Custom's voice. This recording is used to obtain admittance to the vault when the chief of Petty Customs is absent.
 - 1-C This ship is a fertilizer scow. It contains Twitfish carcasses, ready for processing, which are valued at 617 Credits. The scow has an Ivo rudder and keel.
 - 1-D This is a sub-aquatic exploration and identification vessel used for locating mineral deposits. In the storage area are three cabinets containing mineral samples with coded location marks on them. The mineral samples are worth 1,000 Credits.
 - 1-E This is a solar-powered pleasure craft. In the master cabin is a set of six goblets, made from Pearls spinner crystal, valued at 240 Credits. A wrap of Sunset leather valued at 500 Credits is hanging from a peg by the porthole.
 - 1-F This is a farming vessel styled similarly to a manche. Its hold contains several baskets of grain and 20 carcasses ready for market.
2. Kemaz Terko - The central dock, Kemaz Terko, is reserved for state vessels, visiting dignitaries and ships with special privileges such as the land reclamation vessels.
 - 2-A This is the Kemaz Zrahcuk Pavillion. It contains a gourmet restaurant, the Passport and Registry Desk and a small gift shop featuring potted plants from the Feor-naess area. In the restaurant are 60 engraved dinner plates made of Ivo. A 1 meter high trident carved from a single aquamarine adorns the central fountain.
 - 2-B This is a land reclamation vessel. It is empty except for a few notebooks and miscellaneous papers as it is inport awaiting an overhaul in the drydock area.
3. Ytagob Terko - The Ytagob Terko is the dock used by large ships hauling heavy cargo, and those not authorized to dock at Ylam or Kemaz Terkos. Smaller craft use this dock at their own risk, and pay the same berthing fees as the largest freighters and tankers.
 - 3-A This is the Ships Registry and Customs Office for large vessels. Application can be made here for permission to use one of the other docks. The registry for this dock does not collect berthing fees from registered vessels, instead it merely tallys each ship's fees and submits a yearly bill to the ship's owner. The fees are paid directly to the Hembree City Anzak (Treasury). The walls are lined with tally ledgers in this office.

- 3-B This is an excavation ship carrying a load of earth for use in the land reclamation project at Nave.
- 3-C This is a freighter hauling 37,000 casks of unprocessed lithium. All personnel are aboard because the ship has been quarantined due to an infestation of Zorbicore bacteria (or Death Candles).
- 3-D This is a personal unregistered luxury liner belonging to a wealthy citizen from Moreabh. The ship is new and for the most part undecorated except for a gold lighting fixture worth 600 Credits.

- 4. Kyamk Agord - This street is made of pebble-sized rocks set in a cement-like medium which forms a rough but level surface. The Kyamk Agord is lined with warehouses which are used to store small cargos, such as produce, finished goods, software and gemstones.
- 4-A 'Natsirp Dalks is a cold storage warehouse which contains fresh produce, frozen aquatic foodstuffs and wild game carcasses. Space is rented by vendors on a yearly basis. The desk in the office contains several accounting books and 25 marking styluses made of steel. On the desk a Python Fish's tooth is being used as a paper weight.
- 4-B Kitchsvotpo Dalks is a storehouse complex used for temporary storage of finished goods. Space in the complex can be rented for no longer than one month. The smaller, secondary area to the east is used exclusively for the storage of small, expensive items such as gems, antiques and vials of rare chemical compounds. This smaller area is protected by an electrified vault door which is concealed behind a sliding stone facade operated by a hidden switch. The central area of the complex contains bolts of homespun fabric in an assortment of colors and 40 boxes of educational toys. The southern area contains 3 chairs and a divan covered in artificial Sunset leather and 12 crates of newly published books. The northern area is empty as it is under repair for a weak section of the floor. The larger eastern area contains 14 crates of beauty products and personal grooming items, a gross of marking styluses and 15 sculptor's chisels. The small cabinet contains 12 sapphire rings valued at 50 Credits each, 2 prehistoric stone statues valued at 100 Credits each and a tray of amethysts valued at 500 Credits.

- 5. Kemaz Agord - The Kemaz Agord is the major road in Hembree. It runs from the government building, Owerp Kemaz, to the official reception area, Kemaz Zrahcuk Pavillion. Along its course are the seven ambassadorial parks and residences. Each park is made to resemble the area which it represents.
- 5-A Residence of Moine-Ruadh's Ambassador, Kyzcmada. The park is mainly swamp with great, dark ferns, moss-hung trees and snaky vines hovering broodingly over the murky red morass. Small paths of stepping stones lace the terrain for the convenience of those who wish to stroll about. The residence sits on a small rise. It is domed-shaped, made of blood red stone and ornamented with half-timbering black wood. An exotic stained glass porthole window worth 1,000 Credits glitters like an evil ruby eye from the center of the door. The interior is furnished in heavily carved black wood and wrought iron. An onyx platter worth 700 Credits rests on a table in the mastersuite. Also located here is a circular, titanium alloy security safe built into the floor. It contains Ambassador Kyzcmada's personal papers, passport and expense ledgers.

- 5-B This is the residence and park of Heald's Ambassador Nibul. The park is cluttered with small hills, monolithic rocks, deep pools and shallow caves. The ambassadorial residence is subterranean, situated in the side of a hill. All that is visible is the great slab of granite which is the door. The interior of the residence is lighted by Myriad (small bio-luminescent aquatic fauna) in tubular tanks which delineate the ceilings. The floor is moss carpeted dirt. Huge, sturdy mushrooms which have been hybridized for the purpose serve as the furnishings. Upon the central table, which is a rare species of Flataupe with dual stems, is a priceless ancient scroll of Hrycges leafpaper inscribed with ink from the Doria Pektus which has been extinct for hundreds of years. In one of the side rooms is an elegant lavender triplex mushroom which serves as a cabinet for Ambassador Nibul's private papers. The cabinet is ornamented with 5 flawless natural amethysts worth 5,000 Credits. The cabinet is surrounded by 25 carnivorous plants in dendrite pots worth 50 Credits each.
- 5-C The park of Fermosus is a beautiful greensward with flowering plants running riot under graceful deciduous trees. A small, clear stream dances through this pastoral scene and into a sandy-bottomed pool. The residence of Ambassador Iksnilez sits in a grove of trees. It is a low, rambling, flat-topped building of light green wood, replete with lattice-work, trellises and gates. The front door is a small Pearl Spinner's web encased in a sturdy transparent film. The web's prismatic sections shower the interior of the building with hundreds of miniature rainbows. Each room contains a large skylight which provides daytime illumination. In the mastersuite is a delicate nightstand of silver filigree worth 600 Credits. A coverlet of Sunset leather worth 450 Credits covers the waterbed. In the solarium, 25 dainty, handpainted bisque statuettes of mythological figures worth 15 Credits each are displayed among the potted plants.
- 5-D This is the park and residence of Messina's Ambassador Iksnok. It has a very stark, severe appearance which is heightened by the angularity of the giant non-deciduous trees, the spiny, prickly clumps of foliage and lack of color. The bleak ambassadorial domicile perches precariously on a sheer cliff which juts out over a moat. Entry to the residence is somewhat tedious. Using the dinghy, which is beached on the outward side of the moat when the ambassador is available to the public, one must row across the moat and into a small cave which degenerates into a rock-lined tunnel. At the end of the tunnel is a minuscule landing where one disembarks. At the western edge of the landing is a steep, narrow stairway hewn out of the rock. After trudging up some 300 dank, slippery steps in total darkness (unless one has had the foresight to bring some means of illumination) one emerges onto the black marble floor of the reception area. This area is very dim as there is but one window which harbors a stained glass pane of a rich purple hue. The walls appear nondescript in the gloom but closer inspection reveals they are actually an intricate pattern of black marble and grey slate inlaid with a fantastic mosaic of a great, gaunt evergreen which contains some 300 jade, onyx and amethyst tiles. Each tile is worth 10 Credits. The furnishings in this residence are angular, simplistic and not built for comfort, being made from various types of stone with granite predominating. The entire place is so dark that one could easily fail to observe the small black marble footstool

in the corner of the bedroom. The footstool has a secret compartment which contains Ambassador Iksnok's private papers and a carved hematite box with 24 flawless amethysts and a contraband antique silver pistol inside. The amethysts are worth 100 Credits each. The pistol is priceless.

- 5-E The Aird-Sgainne Ambassadorial Park is relatively level, dotted with small dunes and sparse but colorful foliage. Here and there shimmering expanses of white sand break through the long, coarse grass. The low-growing trees are gnarled and twisted into surrealistic postures and armies of rainbow-hued Sand Lillies run amok across the landscape. The Ambassadorial Residence is set near the rear of the park. This residence is a sphere, supported 7 meters above the ground by dual-pillared archways which form a circular courtyard 10 meters in diameter. From the center of the courtyard a curved stairway leads up to the central receiving area. Although the building is actually made of simple steel, it is completely covered by a facade of goldstone and quartzite which causes it to glitter like a captive sun. The interior of the building runs the gamut of the yellow spectrum with emphasis on golds and oranges. On the sideboard in the dining area is an ornate brass tea set decorated with topaz chips worth 150 Credits. There are no doors in the building. Instead, fine tapestries richly woven in gold and brown are draped across the archways. At the rear of the sleeping quarters is a long, narrow room containing a statue about 2 meters tall. In the base of the statue is a compartment which holds the ambassador's papers. Access to this room can only be gained through the sleeping quarters. The floor of the room appears to be brownish sand but is actually artificial quicksand which conceals the secret pathway.
- 5-F The park and residence of Hul-Dene's Ambassador Znow appears inviting and unimposing. The grounds are tidy with simple gardens, a few sloping hills, a small stream and a diminutive lake. The residence is long and low, curved around two circular courtyards in an "S" shape which permits access to the central receiving area from opposite directions. Each door is set between two spiral columns and contains a triangular window of opaque milkglass. In the receiving area, the floors are covered with natural fur throw rugs and the walls contain alternate panels of Sunset leather and brushed suede of a cinnamon hue. In the far corner, a dark leather covered cabinet displays an array of vicious looking fangs and molars from various native fauna. From the ceiling hangs a stuffed Quickmud Spykell with a light in its ocular appendage. Similar examples of the taxidermists' art are used for illumination in the other thirteen rooms. The furnishings are all low set and the primary seating facilities are twenty stools with legs carved to resemble the Python Fish. The legs of the stools are made from Python Fish molars. Each stool is valued at 50 Credits. They are bolted to the floor by eight inset Ivo bolts which are covered with a highly acidic glue. This acid will do 2D damage to any who touch it and will melt all substances less sturdy than Ivo.
- 5-G The park and residence of Feor-Haess' Ambassador Adobows is a tribute to the elegance of simplicity. The lawn is neatly trimmed with well-planned, symmetrical gardens and tidy walkways of lavender brick. The trees are a balanced composite of deciduous and evergreen. The main pathway is lined with graceful shrubs clipped into the trident design. The residence is

two-storied, painted periwinkle blue with white trim. The central receiving area is star-shaped and has a lavender stone floor. In the center of the room, rare turquoise and silver fish swim in a small pool graced by a delicate silver fountain. Nine meters above the pool is a star-shaped skylight of royal blue stained glass and crystal, set in a platinum frame. Intact, the skylight is worth 800 Credits and the frame is worth 100 Credits in scrape form. The sleeping quarters of Ambassador Adobows are quite plain except for the mirrored walls which are 6 meters tall. The safe, a simple affair with a padlocked double door, contains the ambassador's personal papers, a unique Dagger with a ruby handle valued at 400 Credits and a religious obelisk of roselite appraised at 300 Credits. The safe appears to stand on the floor at the right of the sleeping couch. This is due to an optical illusion created by the mirrors. The safe is actually attached to the ceiling 8 meters to the left of the couch.

- 5-H The governmental building (Owerp Kemaz) is a bi-level, pentagonally, star-shaped structure with a two story central dome. It contains the offices of all the provincial ambassadors, a lounge, a rotunda/assembly area and the home and office of the city mayor. A set of ornate, wrought iron gates 2½ meters tall separates the Kemaz Agord from the building's approachway. Within the building, three doors in the entry foyer permit access to the east hallway, the west hallway, or the central rotunda/assembly area. Most of the tri-lateral segments of the building contain two ambassadorial offices. The second story of the dome contains the mayoral suite which is reached via a stairway in the south wall of the lounge area.
- (A) The initial entryway is extremely stark. It has a polished hardwood floor and is illuminated by a row of porthole windows; each 20 cm in diameter and located 30 cm from the ceiling. In the center of the room stands a green jade pillar ornamented with a bronze plate which explains the layout of the building and the various office locations. On the north side of the room are three archways. The central arch is somewhat recessed and leads to the rotunda/assembly area. The archway to the right permits access to the east hall. The archway to the left permits access to the west hall.
- (B) The east hall is curved, traversing the area between the entry foyer and the lounge. It is decorated in feldspar of various pale brown hues and has a high vaulted ceiling. Access to the office of Ambassador Iksnilez of Fermosus as well as the offices of Ambassador Yeksal of Aird-Sgainne and Ambassador Adobows of Feor-Naess is achieved via this hall.
- (C) The office of Ambassador Iksnilez of Fermosus is decorated in shades of green. The northwest wall is lined with simple puce-colored metal filing cabinets containing uninteresting papers and charts. The Ambassador's desk is located in the narrow east end of the room. It is a sea green enamelled metal affair with three deep drawers on the right hand side containing more charts and papers. A small black button near the top of the central drawer causes an invisible force field to emanate from the desk top, sealing off the north and east confluence of the room and separating the Ambassador from any unfriendly visitors. On top of the desk is a large padded green blotter and an Ivo pen set inlaid with emeralds (worth 250 credits). Behind the desk a heavy velvet curtain of forest green velvet shot with gold threads and edged in gold satin fringe covers a portrait of Ambassador Iksnilez's favorite tree. The curtain is worth 75 credits. The portrait is worth 50 credits.

- (D) Ambassador Yeksal of Aird-Sgainne maintains the interest of the province from this office. The walls are covered with Luminacht hide and the heads from two extra large specimens are mounted on the walls opposite each other. In one of the heads are gems worth 5,000 credits.
- (E) Feor-Naess' office is run by Ambassador Adobows who has carried the decoration of it to extremes. Besides the lavishly carved bone furniture worth 15,000 credits off-planet; there are 17 various works of art worth 50,000 credits off-planet. This artwork is in the three popular mediums of the planet and every color in the rainbow.
- (F) The lounge used by everyone in the building provides refreshments and relaxation of every type on the planet. There is a preperation center in the corner and long, padded pallets and tables scattered through the room.
- (G) The west hall is similar to the east hall in size and shape. However, it is decorated with grey polished granite and leads to different rooms. One meter statues of famous mayors line the walls of the hall.
- (H) Ambassador Kyzcmada represents the province of Moine-Ruadh from this office. The desk is made from the skull of a Python Fish and the six matching chairs are carved from the large bones of the fish. They are worth 11,00 credits off-planet. The walls are colored light blue and there is a large storage cabinet filled with documents and 15,000 credits in gems. The office is protected with a poison gas trap, evade 6+, 2D (modifiers allowed) or take 4D damage.
- (I) This is the office of Ambassador Nibul of Heald. It contains a large, green jade desk and the chair is manufactured of mushroom material. Directly in front of the desk is positioned two plushly lined, mushroom lounge chairs. Hanging on the walls are artistically presented hill scenes from the Heald province.
- (J) This room is the office of the representative from the province Messana, Ambassador Iksnok. The office contains a black onyx desk with matching office chairs and couch. The wall directly behind the desk is entirely taken up with a deep purple tapestry that presents a map of the Messana province and contains mounted amethyst gems highlighting points of interest (worth 900 credits). A large picture window opposite the desk is made entirely of purple stained glass.
- (K) This is the office of Ambassador Znow of Hul-dene. His large desk has a top that contains inlaid, glass encased animal entrails taken from various specimens that add a colorful touch to the Mosell skin desk and chair coverings. Along one wall are hung the mounted heads of twenty-two various sea animals. A safe is hidden behind one of these. Entrance to it is obtained by pulling an animal horn off and pushing a button. The safe contains various gems (worth 1,000 credits) and three small ornamental pipes made of Ivo.
- (L) This is the rotunda/assembly area. The center of the floor contains an elevated, circular blue marble podium. Around this central podium are located concentric circles of plush red chairs. The rotunda is used to issue official proclamations and directives to the populace via telecasts. The walls along the rotunda contain marble statues of past government leaders and celebrities. The center of the rotunda ceiling has a large skylight. The rest of the rotunda ceiling contains a painted mural that depicts historic scenes from the Halkyon's aquatic roots to the present.
- (M) These stairs lead up to the mayor's office and suite.

- (N) This balcony overlooks the rotunda. Visitors can stand here and oversee the proceedings.
 - (O) This is the mayoral office and this is where he is usually found. Dark green carpet covers the floors. A huge desk sits in the middle of the room with a padded chair pushed in behind it. Two smaller padded chairs face the front of the desk. Filing cabinets stand to the left of the desk. To the right of the desk is a marble statue which stands 1 meter tall. The statue is of a past mayor and worth 1,300 credits.
 - (P) This is the mayoral residence. This small apartment is presented to the mayor rent free on the day of his election. As you enter the room you are in the living area. Sofa, two chairs and a large bookcase adorn this area. The floor is covered with thick blue carpeting. Several plants are hanging from the ceiling. A small kitchen is to the right of the living area and contains the usual appliances and utensils. Next to the kitchen is a restroom. Then there are the sleeping quarters. A huge oval bed is in the middle of the room. A dresser is to the left of the bed. Many colorful tapestries hang from the walls.
6. Ozalez Agord - This street is made of reinforced iron sheeting overlaid with an industrial diamond-concrete mixture for added durability. It is used by heavy equipment for the transportation of massive materials whose weight might cause less durable surfaces to break up.
 - 6-A The Zurg Dalks building is a large storehouse for cargo from the vessels which patronize the Ytagob Terko. It contains a single room of immense proportions which has been marked into aisles by painted lines upon the floor. Along these aisles are wooden pallets stacked high with materials minerals, rocks, timber, sheets of metal, huge sacks of fertilizer, drums of lubricant, consignments of metal ore, spools of rope and wire and vats of chemical compounds. The "office" consists of a small desk stationed at the front door. The desk has a computer scanner screen which gives a continuous readout of the inventory. The three drawers of the desk are stuffed with computer cards.
 - 6-B The Stepuk Dalks building is the storage area for bulk cargos of software and dry goods from ships using the Ytagob Terko. It is a tri-level complex consisting of a large, central, covered loading dock and two storage silos. A fleet of 20 transportation vehicles for moving goods from the Ytagob Terko to Stepuk Dalks is maintained in the loading/unloading area. A short concrete ramp leads from the dock area to the first silo. The first silo is empty as the normal contents have been consigned to the new warehouse at Nave in the Heald Province. A long ramp parallel to a currently immobile conveyor belt ascends to the third level in the second silo. This third level is also empty except for a small scaffold perched in front of a perpetually moving vertical step conveyor belt which revolves through a 1 meter square hole in the floor. It is used to transport workers and goods to the other levels of the second silo. The second level of the second silo contains bolts of fabric destined for the local clothiers and 40 casks of spiced Quagmole meat. The first level of the second silo contains crates of unsorted cabochons of iolite, prase, sardonyx, peridot and opal divided into weight-lots of 20 kg. for wholesale auction.
 7. Kinzez Agord - This is a small cobblestone street which runs north and south and contains the only butcher shop in the city.
 - 7-A Kinzez Citaynaz is the only butcher shop in Hembree. The general populace can either come here and select the carcass of their choice from the large selection in the subterranean cold storage locker, or they can bring their foodbeast for custom butchering. The shop is small, display-

ing only a few neatly rendered carcasses to give an idea of the day's selection. Behind the wooden counter is a large gilt frame which holds the certificate of special legal dispensation that allows the butcher to keep otherwise outlawed weaponry such as knives, cudgels and a single Laser Pistol for the purpose of his trade.

8. Cwezs Agord - This is a small cobblestone street which runs north and south and contains the only footwear emporium in Hembree.
- 8-A Cwezs Citaynaz is the solitary cobblers shop which supplies all the footwear for the citizens of Hembree and outlying areas. It is a spacious emporium with many comfortable chairs and a sprinkling of foot mirrors. At the western end of the building is a small platform upon which the latest styles of footwear are constantly modelled during business hours. Along the walls footwear is manufactured to exact comfort. Specifications are fed into a computer controlled device located under the modeling platform.
9. Dtolz Agord - This is a small cobbled street which runs north and south and contains the establishments which deal in common and precious metal goods.
- 9-A Ondus Stevadorp is an unimposing wooden structure that houses a vast array of metal goods from mantuamakers' pins to sterling silver tea sets. This motley collection is held in transparent bins; arranged in alphabetical order according to contents: argentite artifacts, baling wire, bevels, conduits, copper wire, ducts, epergnes, fans, faucets, gauges, harp strings, hinges, induction coils, jackscrews, knives, ladles, lanterns, medallions, masun sheeting, nails, odometers, pins, pipes, quoits, rivets, screws, sequins, spoons, tea trays, tuning forks, unicycles, valves, wires, xylophones, yard slings, zarfs and zithers. Beside the entrance/exit is a shuttered window. Before leaving the buyer places the item to be purchased and his identity card in this window. If the purchaser does not have sufficient credit, only the identity card appears at the shuttered window on the exterior of the building. No one can get into or out of the building without their identity card being passed through the purchase window.
- 9-B Dtolz Citaynaz is the boutique which deals in fine metal wares such as gold neck chains, tiaras with silver filigree and platinum signet rings. Elegant brass candlabrum and dainty copper bells are presented on discreet pedestals draped with sumptuous, dark-hued fabrics. A thick, soft, silver grey carpet muffles the tread of assiduous clerks as they glide from customer to customer. In the southwestern corner of the room a graceful, life-sized sculpture of the mayor of Hembree cast in bronze, with watchful copper eyes, presides over a collection of engraved gold goblets.
10. Lawok Agord - This is a short, wide street running north and south. It is paved with grey brick. The major metal-working shop of the city is located on the east side of its northern end.
- 10-A The Lawok Citaynaz building is a solid structure made of the same grey brick as the street which runs in front of it. The interior of the building is divided into manifold small cubicles which contain diverse molding and casting machinery.

11. Eczipdor Agord - This grey brick street runs north and south. The population control center is located on this street.
- 11-A The Eczipdor Aynjomat is an imposing building, sturdily constructed of natural stone with a distinctive bloodstone portico. The circular foyer of this building contains a registration desk ornately carved of pale, blonde wood behind a plaid carpet runner of puce and mauve. Opposite the entryway are two doors filled with opaque, green glass. The door on the left leads to the parental-acceptability testing laboratory. The door on the right leads to the sterilization chambers. The parental-acceptability testing laboratory is a small room containing nothing other than the three testing booths and a blonde wood curule seat with a mauve and puce pattern for the attendant. The sterilization chamber contains two sections; one for the temporary sterilization of untested individuals and another for permanent sterilization of unacceptable specimens or those who have already fulfilled their obligation to society. The temporary sterilization section contains a small filing cabinet of records, two metal benches and a shelf with various surgical laser tools. The permanent sterilization section contains a small filing cabinet of records and a small chamber in which the sterilization process is performed.
12. Oward Agord - This short, grey brick street houses the detention and punishment center which serves the province.
- 12-A The Eyinajredaz building is the detention and punishment center. There are only 6 cells as the crime rate is very low. Punishment for serious crimes are extremely harsh with little leniency for first time offenders. In the discipline administering area are two large tanks of Coral Suckers (*Rigidia Remmans*) used to punish thieves. First offenders have one limb immersed in one of these tanks. Second offenders go in whole. The forms thus created are pulverized and used in the fertilizer and land reclamation industries.
13. Zrahcuk Agord - This is the street upon which the two main public dining facilities are located. The street itself is an unusual thoroughfare of basalt, yellow sphalerite and red slate tiles laid out in an interlocking trident design.
- 13-A Zrahcuk-Anzak Aistaroproc is made of plain, black staurolite block. The exterior of this building does not advertise the popularity of its cuisine. Instead of windows, there is a row of frosted glass bricks between the flat roof and the walls to let in outside light. Over the door a small, discreet sign proclaims the edifice's name but not its purpose. Once over the threshold it becomes evident that this is no common "greasy spoon". Obsequious attendants, garbed in pumpkin-colored liveries, scurry hither and to across the amber shag carpets, fetching tempting viands to the clientele. The chairs clustered around each table are convertible, recliner-wing chairs upholstered with tangerine, crushed velvet. The menus which are covered in white satin embossed with gold, are 71 pages long (not including the beverage list which is a separate volume). They list everything from Grey Spykell Ala Mode to Twitfish Au Gratin. In the walls are vast banks of aquariums which not only provide the customer with an interesting view but also ensure that the Blagosettin

Coq Au Vin (or whatever) is absolutely fresh. In the center of the room is an immense honey-colored dolomite crystal weighing several thousand kg. This sculpted item resembles a tree and is ornamented with citrine, topaz, olivine and chrysolite pebbles carved to simulate familiar fruits.

- 13-B Kayrom Zrahcuk is a gaudy red and gold brick building. It is a cafeteria-style restaurant frequented by sailors and Halkyons of scouse. The decor appears opulent: glittering wall sconces are displayed over each of the tables; the table coverings are in Sunset leather patterns. If these articles were genuine, the sconces would be valued at 100 credits each, the table coverings at 300 credits each. Unfortunately, all the decorations here are cheap imitations. The sconces are valued at 3 credits each and the table coverings at 1 credit each. Even the poker-faced sentinel standing by the entrance as if to guard these treasures is merely a cleverly executed wax mannequin with only a few moveable parts. The sentinel is valued at 20 credits.

14. Anutrof Agord - This is an east-west street on the southwest end of the the Yzsarts Agord. The Anutrof Agord is paved in blue slate chips and passes in front of the city's major financial institutions.

- 14-A Anzak 'G 'Ned is a dark green stucco building. It is the city mint and houses all the machinery for printing paper currency. There is no coinage on Halkyon as transactions are carried out by barter augmented with paper currency. This building containing the mint holds only paper and ink supplies and the necessary large printing equipment.

- 14-B The Ig 'Ned Konyr is a graceful oblong building of white brick. Each business within the city has a direct line to the transaction computer which is in this building. All personal accounts are automatically recorded, credited or debited by the computer; eliminating such obsolete items as paychecks, credit cards and most currency. The building has a small lobby with a polished hardwood floor. At the far end of the lobby is a decorative balustrade of malachite pillars that separates the lobby from the computer area which takes up the majority of the building. In front of the balustrade is a small desk where a combination guard and teller sits and handles whatever personal contacts are necessary. On the desk is a computer readout panel, a number of dials and switches, a keyboard and a small vase of dark green carved torbernite.

- 14-C This ramshackle wooden structure called Anutrof Citaynaz can best be described as a gambling den. It is only one story tall and ornamented with miniature turrets, spires and battlements. The interior is divided into four rooms and a foyer. The rooms are all very much alike; crammed with rickety tables, decrepit chairs and minute fragments of paper litter. On some of the tables, ragged decks of cards or greasy-looking sets of purple dice are randomly cast. In the southeast corner of the foyer is a pneumatic tube device which carries items to the lost and found department located in the far north wing of the building. This department currently contains a water credit plate issued to Spiewak Szkolnik, a Sunset leather glove size 2, a niccolite lip-clamp with a gld hinge and a heart-shaped tsavorite on it, and a miniature nose pick of aquamarine.

15. Kabyr Agord - This is a short, east-west side street of crushed dolomite pebbles. It is rarely used as the only major enterprise located on it is the government fish hatchery which is located at its far east end.

- 15-A The Kabyr Anzak is a long, low arched building with a glittering facade of azurite geode sections. Inside, twenty-one water filled troughs divided by narrow, stone gangways fill the building. The troughs contain various types of foodfish which are the staples of the Halkyon diet. The twenty-first trough contains 3 Beulah Rubrens (Sunset Fish) which have been recently captured and will soon be auctioned off to some lucky gourmets.
16. Zranyramo Agord - The Zranyramo Agord is a long, east-west street paved with honey-colored, crushed dolomite. Although there are many small buildings and open-air bazaars along this thoroughfare, only two structures are deemed worthy to be noted on the map.
- 16-A The Dohkorap Dalks is the major source of navigational supplies. The customer area at the front of the store is stocked with rope, netting, fishing hooks and electronic lures, lines of fine to heavy gauge, tarpaulins, scuba equipment and sailcloth among other necessities of the fishing trade. A narrow door at the north end of the building leads to the captains area where sophisticated navigational equipment is displayed by appointment to accredited purchasers.
- 16-B The Akhchop Einejolirp is an oval, domed building of dark brown tektite which bears a vague resemblance to a porcupine due to the hundreds of narrow, copper steam pipes which project from its surface. The Akhchop Einejolirp is the public mineral bath and sauna. It contains three large pools of mineral waters and ten individual saunas. On the east side of the building is the changing room. There is a meter tall stack of fluffy, green towels by the door of the changing room and a long wooden bench is in front of the open storage compartments which cover the northeast wall.
17. Wilsym Agord - The Wilsym Agord is a short, east west street paved in caramel-colored, crushed dolomite pebbles.
- 17-A The Wilsym Konyr is a small but substantial building of red brick. There is a "V" shaped payment island of dark wood with a polished, black marble top in the center of the room. To the left of the counter are bales of furs, hides and pelts from wild and domesticated, non-aquatic animals. To the right of the counter are refrigerator and freezer compartments containing the very expensive meat which these animals also provide. Hanging above the door in a large, gilt frame is the governmental arms and weapons waiver which allows the shop owner to bear specified weapons for the purpose of providing food for the populace in amounts not to exceed average consumption.
18. Aroks Agord - Same as 17.
- 18-A The Aroks Relkam is a squat, "L" shaped building of brown stucco with a line of lozenge-shaped windows decorating the walls. It is divided into two rooms. The northern room contains wholesale leather goods, stitched suede, pressed hides and unworked leather pieces in their natural colors. The southern room contains dyed and tanned leathers in both bolts and pieces, leather thongs and laces, tooled leather belts, decorations and leather working instruments. A particularly fine Beulah Rubrens' skin worth 300 credits is mounted on a slab of chrysolite (100 credits) on the far south wall.

19. Hcamg Agord - The Hcamg Agord is a long, east west street. The shops on this street are so popular that the government was forced to pave it with carmel-colored brick as the crushed dolomite was found to be insufficient.
- 19-A The Outsehcak Hcamg Emporium is a plum-colored building of matched agate tiles over concrete. This is the place where the wealthy and well-to-do come to purchase their yardgoods. The interior of the building is decorated in cream and buff with sedate touches of rose and mauve here and there. The display area is a miracle of color and texture, with hand tat-ted lace interworked with pearls overlapping bolts of Sunset leather suede and serpentine gauze. At the western side of the building are three computerized, holographic projectors which allow the prospective purchaser to "see" how any of the available fabrics would look on a chair or as curtains or whatever.
- 19-B The Akdiks Hcamg is a commodious building of pink brick. It is designed to resemble the Outsehcak Hcamg (19-A) but the resemblance is purely superficial, extending only to the fact that the interior is painted in the same colors in reverse order. The walls are mauve, the accents buff. The fabrics here are cheap imitations of the delights of Outsehcak Hcamg and could only be mistaken for them by someone who was nearly blind and had lost most of the feeling in both hands. This shop does a great deal of business because most Halkyoni cannot afford the prices of the other Emporium. The Akdiks Hcamg does not have holographic projectors.
20. Teikaz Agord - The Teikaz Agord is the east west intermediary street between Cwezs Agord and Dtolz Agord. It is paved in carmel-colored, crushed dolomite pebbles.
- 20-A The Teikaz Stevadorp is an unusual key-shaped building of multicolored cobblestones in dark green mortar. It is the primary clothing store in the city. Although somewhat small, it is lavishly appointed and well designed with no wasted space. The far north room is the "fitting room" where the customers' measurements are taken by sonar beams and transmitted electronically to the cutting machine computer to insure a perfect fit (there are very few ready made cloths here). Four designer-graphics modules, covered in azurite veneer with latticed doors line the west wall of the south room. Seated at a console within the module, the customer may design his or her apparel from the available materials and observe a pictographic animated reproduction of themself attired in the creation on the graphic screen. When the pictorial vestment has been modified to the customer's conception of perfection, the "purchase" button is pushed and the item manufactured to specifications within minutes by the tailoring machine. The east wall of the south room contains the materials storage compartments. Therein are bolts of printed vegetable fibre in coarse to fine weave. These compartments cannot be opened from the shop/sales area. The tailoring machine group contains an automatic sorting bin which receives all storable goods and distributes them to their proper compartments. A long glass display case, which doubles as a counter, runs parallel to the storage bins. Within this counter are displayed buttons of olivine, mother-of-pearl, staurolite and tourmaline; decorations of chrysolite, opal, citrine and corundum and trifles of rhodochrisite, oligoclase and jet.
21. Tonjelk Agord - Same as 16.

- 21-A The Tonjelk Kithchsvotpo is a rambling wooden structure surrounded by sorted piles of rocks. This is the outlet for all types of uncut, unpolished, precious, semi-precious and worthless stones and gems. The interior of the building is an instant replay of the yard. Gemstones of great potential value are piled willy-nilly among heaps of road gravel and slabs of marble. There is a sealed vault at the back of the shop. Inside the vault in individually sealed containers are minerals which exude toxic fumes. Unless protective gear is worn, characters receive 4D damage per turn.
- 21-B The Trips Itsihc Stepuk is the only commercial source of alcoholic beverages in the entire province. It is a simple, rectangular building of light grey stone blocks with small, shuttered windows. The interior is cool, dim and divided into eight parallel, dead-end aisles by the racks of liquors. The rarest wines are behind the counter which bars the aisles at the north end of the room. Concealed behind a map of the province is a small wall cabinet containing two small bottles of green, aphrodisiacal wine (whose manufacture is no longer allowed), and one bottle of a blue liquid that causes sleep for 24 hours and half a bottle of hair tonic.
- 21-C The Tonjelk Anzak, originally one of the oldest buildings in the city, has been recently rebuilt into a streamlined structure of Ivo and chrome. The black wrought iron gate with its fanciful spirals and curls is a refugee from the original building and looks out of place in front of the stark, silver doors of this new establishment. Inside, the austerity continues in the somber charcoal grey of the short napped carpets. The glittering gems and cabochons sit in orderly, disciplined rows in their steel cases, segregated by dividers into type and color. In the center of the room a revolving case displays a delicately woven collar of knotted copper-lace set with pink topaz at each knot. The collar is valued at 600 credits.

22. Csok Agord

- 22-A The Ailbarok Stepuk (beauty parlor) is a hexagonal building of stabilized realgar blocks surrounded by a ground level loggia decorated with quartz prisms. The building is divided into six triangular rooms, five of which are devoted to the task of beautification and one which serves as the reception and waiting room. The reception room is furnished comfortably, if not lavishly, with overstuffed chairs of no particular style. There are a few potted plants in earthenware pots; four board games currently in vogue and a vast quantity of reading materials, some old, some new. The reception desk stands parallel to the northeast wall. Behind it is a row of five brass hooks. When not in use, a silver key hangs from each hook. The keys permit access to each of the beautification chambers. In clockwise order, starting from the reception area, the rooms are as follows: 1. skin room, 2. surgical alterations, 3. ocular, olfactory & dental, 4. digit maintenance and hair preparation, 5. counseling. In the "skin" room are several hundred bottles of transparent pigment in colors from royal purple to snow white which can be injected beneath the skin to temporarily change its color. There are also several vials of pore filler and abrasive compounds to aid those Halkyoni not blessed with a satiny skin. In the surgical alterations room is a metal cabinet containing numerous scalpels, clamps, braces and needles. There is a long, steel cot with a head clamp in the

center of the room. A display case in the far corner of the room contains wax busts of some of the more exotic implantations and renovations. Along the southwest wall is the "spare parts" bank with jars of artificial irises and complete eyes, ears, hair follicles, noses and the special compound used for forming artificial bone. In the O.O. & D. room is a kidney-shaped table with a three-way mirror on it. The top shelf of the three tiered cabinet which lies on the south wall of this room is filled with various creams, dyes and paints for beautification of the eyes. The second shelf holds tooth caps in rainbow colors, florescents or with small scenes embossed on them. The third shelf contains lip clamps, lip weights, nostril expanders and an assortment of false eyelashes. In the far corner of the room, behind an opaque screen, is the automatic nose-picker for those cursed with nose moss. Room four, the D.M. & H.P. room is wallpapered with pictures of the available hairstyles over a row of foot mirrors seven decimeters tall. There are three table-carts on which various clippers, oils, unguents and cleansers are laid out. The short brass cabinet at the back of the room is locked. It contains sets of fingernail and toenail covers of gold aventurine, azurite, erubescite, uvarovite and schorl. The counciling room is covered with mirrors. It contains a large chrome desk, two very hard chairs and the customer records file. All conversations within this room are recorded and entered in the customers' file.

23. Ylam-Ceipolhc Agord - This is a short east-west street paved in green tinted asphalt, as the traffic upon it is frequently of a ponderous nature.

23-A The Lawok Ayaksretsam is a metal working shop in a yellow brick building with a mansard roof. The major area of the building is taken up by a large, complex machine which can turn out a steel I-beam or a brass goblet with equal ease. All it requires are the proper materials and one good operator. In his spare time the operator devises intricate metal toys which are displayed for sale in the large front window of the building. The current collection includes a small four-wheeled copper cart with Ivo axels, a gold "mystery" box decorated with delicate silver flowers which conceal the spring-latch of a hidden compartment and a set of brass spillikens sporting highly detailed platinum animal heads.

24. Alseic Agord - This is a long, east-west street paved in green slate tiles. The portion between the Kemaz Agord (5.) and the Lawok Agord (10.) is currently being repaved.

24-A The Alseic Ayaksretsam is a plain, wooden building. Its only ornament is a huge bas-relief of a saw and chisel on the door. Inside, examples of the carpenters' art and building tools are arranged in an orderly fashion. Of particular interest is a two meter wood sculpture of a winged toad with a bird in its mouth, destined for the reception room of the ambassadorial manse of Moine-Ruadh. The toad's head conceals a hidden camera which will allow the ambassador to view all visitors before being presented to them.

25. Zrakurd Agord - This is an intermediary street which runs east and west and is paved with green slate tiles.

25-A 'Tavaderep-Letahculop Einejolirp is the government-owned telecommunications center. The building is a domed structure, twenty meters wide and fifteen meters tall. Operations are performed by government programmed robots which were originally programmed to kill intruders. The robots are two meters tall, constructed of a special metal alloy, with four jointed arms, ball-bearing caster pads, and a large red electronic eye centered in the upper portion of their bodies. They are armed with Assault Rifles and take 8D damage to destroy. They are unable to tell friend from foe due to

a design defect. They cannot be reprogrammed, and have been confined to the telecommunications center to prevent them from wrecking havoc upon the community. The robots maintain the vast array of broadcasting transmitters and computers. Station-to-station communications are carried out with a laser fiber-optic system which has an audio, as well as a visual frequency.

- 25-B The Zracurd Nizagam is a warehouse that contains reams of paper, bindery supplies, vats of dyes and inks, and sundry small trade items of no particular value. In the small vault beneath the floor are three tightly capped liters of Grey Spykell ink which is used for ambassadorial seals. The ink is valued at 50 credits per liter.
26. Leicyzcua Agord - This is a long, east-west avenue paved in green slate tiles.
- 26-A The Leicycua Ayaksretsam is the educational center for the province. It is a vast repository for all knowledge, old and new, and contains an immense library of video-taped programs to aid in the education of the citizenry. There is a small recording studio in the south section of the building. All information contained in the Ayaksretsam is available to the public, free of charge, and the building is never locked or secured in any way.
27. Rotsap Agord - The Rotsap Agord is a short, east-west street paved in green slate tiles.
- 27-A The Rotsap Ayaksretsam, the center of religious practices, is a beautiful building of smokey and rose quartz prisms. The interior furnishings are white, allowing the prismatic rainbows to add the color. There is no altar, but a silver fire-fountain in the center of the main sanctuary, oozes what appears to be red hot lava (and an occasional blue flame) into a white marble brazier. At the entryway, a contribution chest of carved chalcedony receives donations from the faithful. The chest currently contains 500 credits and a gold ring worth 100 credits.
28. Aizdes Agord - Same as 27.
- 28-A The Aizdes Ayaksretsam is a grey stone building with an imposing obelisk of black granite, symbol of justice, in the central rotunda. As there are few criminal cases to occupy the panel of judges, most of the rooms in the building are closed off and empty. To the south of the obelisk are two locked doors. The east door leads to the recorder's room, where files are kept of past cases. The west door leads to the judging chambers, where not only criminal cases are judged but also literary works, scientific contributions, artistic creations, and gourmet fare. In a black cabinet, at the rear of the judgement chamber, is a blue velvet box containing 13 intricately detailed medallions on Ivo chains for the winners of various contests.
29. Eizdul Agord
- 29-A The Ynzelobzeb Eitairpderp is a shabby-looking building of gaudy, multi-colored stones which houses the city's amusement parlor. Inside is a mirror maze which requires great effort, 10+ on 2D, modifiers allowed, to overcome. A large tank of Coral Suckers and a selection of oddly shaped edible items are provided at the entry for fun-seekers wishing to make their own statues.

- 29-B The Ailbarok-Einesaps Anzak is the museum of ancient artifacts. In a corner case is the original beryl crown worn by the Logothete of Feor-Naess before the social rebellion instituted the current form of government. The crown is worth 25,000 credits and is protected by a force field which emanates from the pedestal upon which the crown sits. Imitations of the crown are available in the lobby at a cost of 25 credits each. Thefts from the museum are deterred by 4 Automatic Laser Rifles concealed in each of the doorframes. The rifles are triggered by a sensor device set to detect the special markings on all museum property. The marks are chemically obliterated by museum personel after an item has been purchased.
30. Ynwor Agord - Same as 28.
- 30-A The Eoksrom Nizagam is the provincial aquarium. It is a very sturdy building faced in transparent, light blue stones over dark blue concrete. There are no external windows, and the doors on this building are vault-like in design to prevent the escape of amphibious and triphibious creatures in the event of tank wall failure. The pride of the aquarium staff is a huge tank containing seven Python Fish.
31. Zyzrk Agord - This long, east-west road is paved in multicolored stone chips of muted hues. There are no permanent buildings on it as it is used for a free-trading bazaar route on market days.
32. Riwz Agord - The Riwez Agord is a northeast-southwest pathway devised solely for convenience, despite the fact that it is contrary to accepted street layout. It is covered with loose small grain gravel.
- 32-A The Oksiwru Kinzezz is the principal workshop for the stonemasons and sculptors which abound in Halkyon. It is a hodge-podge of lapidary work and statuary, each artist having contributed something to its ornamentation. The short walkway is delineated by a double row of tiny mythological beasts, individually hand sculpted from opaque, translucent and transparent red stones. The door is attended by a fat, pink Twitfish carved from a single alexandrite. Inside, figures, busts, pillars and knick-knacks jam every available space.
33. Lats Agord - Same as 31., but reinforced with steel to support more ponderous traffic.
34. Suda Reshnie Agord - This is the "Road of Judgement"; the Farewell Processional road which leads to the eternal life area. It is an attractively landscaped pathway which has a soft, spongy but extremely durable surface. This special synthetic coating is designed to prevent breakage or disfigurement to the funeral statue on its final journey.
- 34-A This is the funeral parlor. The exterior is overlaid in a delicate lace-work pattern of carved stone designed to resemble the material which the funeral statues are made. There is only one doorway and there are no windows. A massive set of reinforced, double doors bars entry to the uninvited. Inside is a vast, circular chamber in which the final rites are performed. This chamber is encompassed by twenty-one carved doors alternated with twenty-one waterfalls. Behind each waterfall is a recessed blue or green light which illuminates the area. Behind each door is a small room with a preperation tank for the deceased, which may contain Rigidia Remmans (Coral Suckers). The main chamber is equipped with randomly placed carved stone

benches for the comfort of the farewell entourage. In the southeast quadrant of the chamber is a grillework door covered with a shimmering sea green tapestry. Behind this door is a short hallway which leads first to the director's office and then to the special burial pool chamber. The director's office contains several large glass cabinets with display models of the most popular burial poses and attire. A bookshelf at the left side of the room contains three hundred large volumes with photographic reproductions of every interment performed and its accompanying corte'ge. On the right side of the room is a large vault of sardonyx embellished with aculephans at the cornices. The vault contains five gold bars used for plating the embossed epigrams on the statue bases; twenty-five skippets of varying sizes; five of rose quartz; five of jade; seven of turquoise, two of prase; four of iolite and one of aventurine; and a small (2 cm X 6 cm) tungsten plate upon which a series of enigmatic scrollwork designs is embossed. The special burial chamber which is apparently quite empty, is hexagonal in design. Its floor appears to be composed of six-sided, granite slabs, each 2 meters in diameter, set in titanium grid. Each of these slabs is actually a trapdoor above a burial plot. The doors to those plots which are available can only be opened by a specific high frequency sound wave transmitted by the government house computer. A door will remain open for ten minutes, then close; and permanently seal automatically. Doors can only be opened once; after they have permasealed even the government computer cannot reopen them. The central slab in the room is the trapdoor to the viewing tunnels and is riddled with small, random slots. It is opened by properly inserting the aforementioned tungsten plate into the appropriate slot. Improper insertion (7+, 2D modifiers apply) results in an electrical shock causing 2D damage. A warning to this effect is inscribed on the slab. The first three steps down to the viewing area are pressure sensitive to weights of ten kg or more. Pressure of less than ten kg causes the trapdoor to close. It is reopened by the parlor director every ten minutes until all visitors have departed. The viewing area tunnels are glass tubes, three meters high and three meters wide, which meander in an aimless fashion through the vast aquatic burial grounds thus allowing the reverent (and the merely curious) to view the burial statues and wealth of Feor-Naess' greatest statesmen, inventors, etc... Mere wealth is not enough to commend one to burial in this elite grounds, although many of the deceased were indeed wealthy; as is evident from the size of the skippets and chests containing the worldly goods of some of the dear departed, and from the ropes of precious and semiprecious gems hanging in cascades from the immortal remains. In Halkyon, you not only can take it with you, you are required by law to do so. Each Halkyonian must make his or her own way in the world, as all possible inheritance is interred with its owner upon that owner's demise.

35. Suda Reshnie Terko - The Suda Reshnie Terko is the small dock at the Eternal Life Lagoon. Only the special burial-yacht is allowed to dock here.
- 35-A The Suda Reshnie Ondus is the special burial-yacht and transport boat which conveys the funerary statues to their final resting place. The vessel is provided with a transparent hull, and when not otherwise engaged, is available to anyone wishing to view the lagoon's contents.
36. Eternal Life Lagoon - This lagoon is the burial grounds for the citizens who are not fortunate enough to be interred at the funeral parlor. Although the waters are quite deep, they are kept crystal clear by a series of filters under the banks, so that the funerary statues can be viewed from the

transport yacht. Here too, the rule of non-inheritance applies, and each statue stands surrounded by the chests, caskets, skippets and boxes which contain the goods accumulated during a lifetime. The most noteworthy statue stands ten meters from the western shore. Besides being almost unrecognizable, (due to the hundreds of gem ropes, chains, bracelets and decorations, draped over it); it is apparently being accompanied on its journey into eternity by a miniature zoo. A parade of creatures sculpted from various gemstones surrounds the statue three rows deep. A small Pearl Spinner, carved from a single diamond, follows a ruby serpent. A rare species of fanged water-rabbit cut from a bloodstone follows a sapphire Tertimodus. Although the Morgana Beach is very near, no one ever goes into the water in the lagoon as the chances of running into a swarm of hungry Coral Suckers is 100 times greater here than in the open sea (Coral Suckers are present on 1 die roll of 1-4). The funeral director acquires his stock of Rigidia Remmans (Coral Suckers) from this area.

37. Morgana Beach - The public beach of Morgana is an attractive expanse of chartreuse sand overlooking the sea. It is dotted here and there with picturesque wooden pavillions and refreshment stands. One half of a kilometer into the bay is a mesh screen which encloses the beach area preventing the encroachments of sea creatures such as Coral Suckers and Python Fish in the swimming area. The screen extends from the sea floor to a height of 20 meters above sea level, and is supported at five meter intervals by sturdy posts. There is no paved road from the metropolis to the beach, and the encircling screen prevents access by boat.
38. 'Lbarok Einejolirp - This is the dry dock and shipyards for large ships. There are currently only two ships occupying the area; a gaydiang which is being repaired, owned by a stone shipper from Rames Eg; and an oversized manche which is under construction for a firm from the Shinzu area of Hul-Dene.
- 38-A 'Lbarok Einejolirp Eitaynaz is the shipyard office. It contains 27 cabinets of microfilmed business records, a steel desk, and a hassock of cheap leather.
39. Ondus Einjolirp - This is the shipyards and drydock for small vessels. There are currently no small vessels in the drydock, but several are under construction in the shipyards. These include a lugger which will be auctioned at the next bazaar as its intended owner is unable to pay for it, and an xebec with intricately carved masts.
- 39-A The Ondus Einjolirp Eitaynaz is the business office of the Ondus Einjolirp. It contains disorganized stacks of paper on rusty metal shelves, a rickety table with three mismatched chairs, and a great deal of dust. Behind a stack of paid invoice ledgers is a small wall safe containing hallucinogenic plant extracts confiscated from an elderly female from Fer-mosus who was found sleeping in the xebec.
40. This is the path to the power plant complex. It is not paved or covered in any way and is almost useless during damp weather.
- 40-A This building contains the city's power plant complex. It manufactures power in the form of electricity. This electrical power is generated by a system of offshore kinetic wave generators that convert ocean current to electrical power. The generators extend two kilometers from the shore and are located on the ocean floor. Electrical power thus generated is distributed throughout the city by a system of underground cables. The distribution system is computer monitored at each outlet and the information is constantly being sent back to the power plant's main computer. This

is constantly being sent back to the power plant's main computer. This allows the power plant to maintain output exactly equal to demand, thus eliminating power waste due to excessive generation. The power plant requires two computer operators and a crew of fire maintenance personnel to operate it. A remote generator station is located on the end of the main wave generator, at surface level, two kilometers out to sea. It has a computer link-up with the main power plant computer.

- 40-B This is the freshwater generating building. It generates drinkable and industrial water for the city and out-lying areas. Covering an area of one square kilometer, it contains two-hundred and fifty large capacity centrifuges used to clean the ocean water by step-processing. Water is pumped from the ocean to a large settling vat, siphoned off, and pumped through the first set of fifty centrifuges. The water is sent through nine sets of centrifuges before being pure enough to drink. Water for industrial use is passed through only eight centrifuges before being pumped. Purified water is a scarce commodity and the government regulates water use strictly. Government-owned computers control water usage in each household. Residential dwellers are issued a coded card that is inserted in a computer terminal at each outlet before water can be obtained. It should be noted that water computer terminal cards are usable at public water facilities.

CITY OF HEMBREE

