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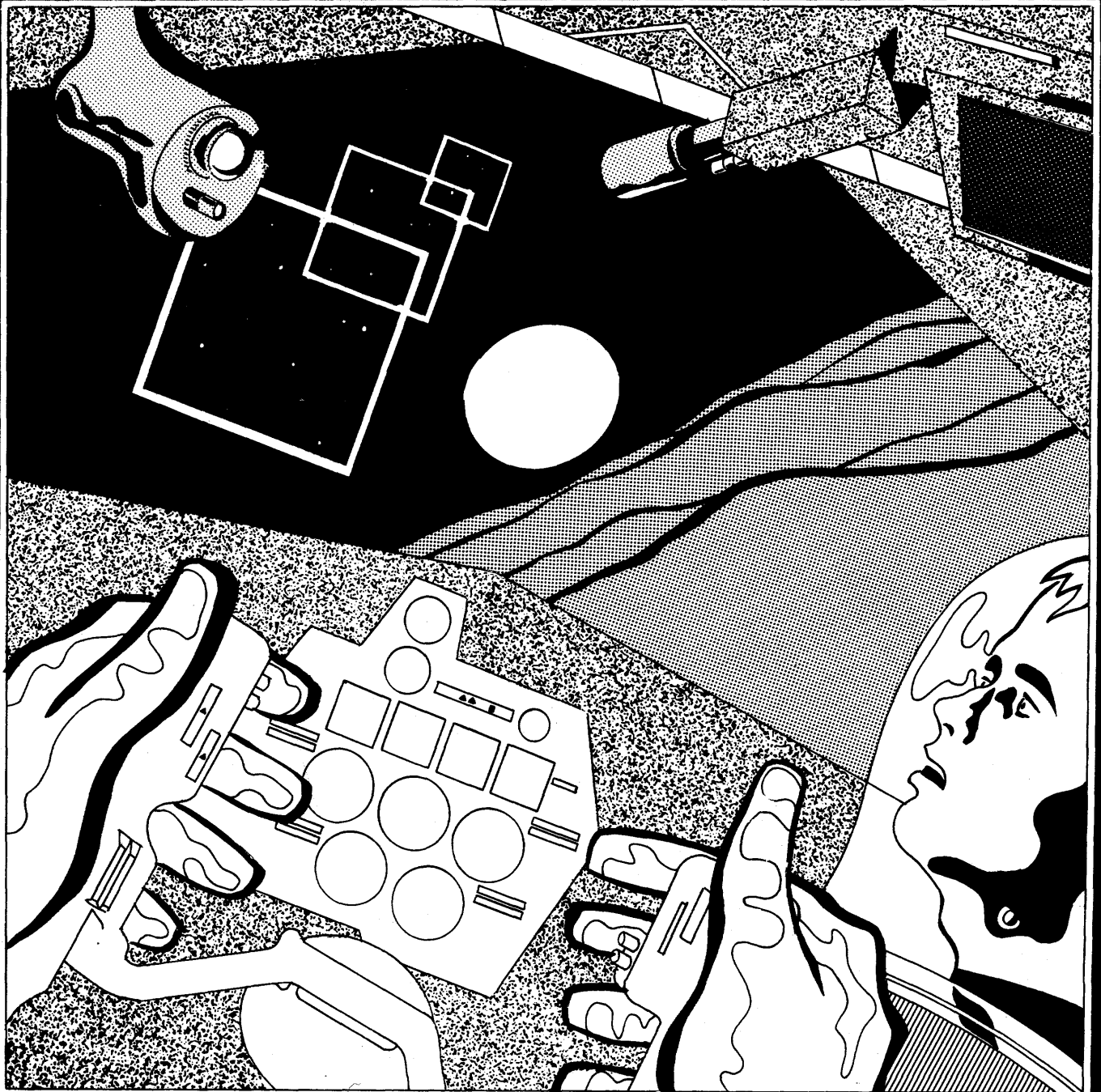
Dragon

CANARD

A Traveller adventure

by Roberto Camino

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CANARD

A Traveller adventure

You are in the shuttle Tempest, speeding from Windsor/Glisten (0305-C783511-9) bound towards Canard (C630000-0), the next planet in towards the sun, at the request of the retired trader Roland Whittington (age 78, 564A89). Twenty years ago some of his closest companions departed Windsor in a new free trader to Canard in hopes of finding mineral deposits their home world was deficient in. They were never heard from again. The trader has told you the coordinates of their landing spot and what little is known of your destination.

It is a medium-sized world, possessing a very thin atmosphere, no standing water, and no life. With an extremely slight axial tilt, its surface temperature remains nearly constant at 30°C year round.

Upon determining the cause of the demise of Whittington's friends and relaying it to him, the papers for the shuttle will revert to your party.

The information which follows is intended solely for the use of the Traveller referee until the adventure has been completely exhausted by player characters in Traveller. If you are a player, do yourself a favor and don't read what follows until after you have fully run through the adventure with your referee. Plan scale is compatible with Snapshot, which will allow close combat to be conducted easily.

REFeree'S INFORMATION

Worlds suitable for the Ancients were rare and far apart (just as is the case for humans, since they inhabit roughly the same worlds), and became even scarcer as the strife between the Ancients claimed entire planets as victims. Thus, when an arid, practically airless world was found, but one with a temperate climate and pockets of liquids and gases trapped beneath the surface, one faction ventured to terraform it. This would be accomplished in two stages.

First a core tap would be sunk. With a shaft reaching to the molten core, its power plant, using the temperature difference between the core and surface, would supply energy to allow the complex to manage the world's seismic and volcanic activity. In this manner, the pockets containing water and air (among other resources) could be forced to the surface to provide the atmosphere and oceans which an inhabitable world desperately needs. By directing the mantle's convection currents, the metal-poor soil could be replenished with minerals and radioactives.

Housed in the complex would be a directional gravity-wave generator using a quantum black hole to manipulate sunspots by tidal forces, thereby controlling weather in the newly formed atmosphere.

In the second phase, an automated manufacturing combine would convert the raw materials brought up directly by the shaft into the masses of vital necessities the first wave of settlers would require.

The second phase was never reached. The mechanism for the first phase was completed, put on standby, and not disturbed until 300,000 years later, when Roland's comrades found the core tap complex and were killed by its anti-intruder defense system.

Thermal readings and Whittington's information will lead the explorers directly to the core-tap complex. From above ground, the living, command, and auxiliary modules appear as three disks each 36 meters in diameter, 180 meters apart, occupying the corners of an equilateral triangle. Evidently made of stone, they extend about half a meter above the flat, sun-baked plain. They also project about six meters below the ground, connected by tunnels about three meters deep. Also not visible are the shaft and power plant. The outlines of a small round hatch and a large rectangular one are clearly visible on the tops of two of the structures. On the third disk is a much larger single circular hatch. All these hatches slide open incredibly easy (from outside and inside), since their contact edges are coated with a friction-neutralizing film. They provide direct access into the modules.

The complex's life support system (air, lights, water, and power) is on. Since the players are aware that the last party never returned, their characters are presumably heavily armed and maintaining vacc suit (or equivalent) discipline. Thus, they will be a bit clumsy, so impose a -2 DM on any weapon if its user is in vacc suit, and the individual does not have vacc suit skill. Reduce personal dexterity by 2 also. The air is breathable, but the referee should not influence the decision whether or not to discard vacc suits (and weapons).

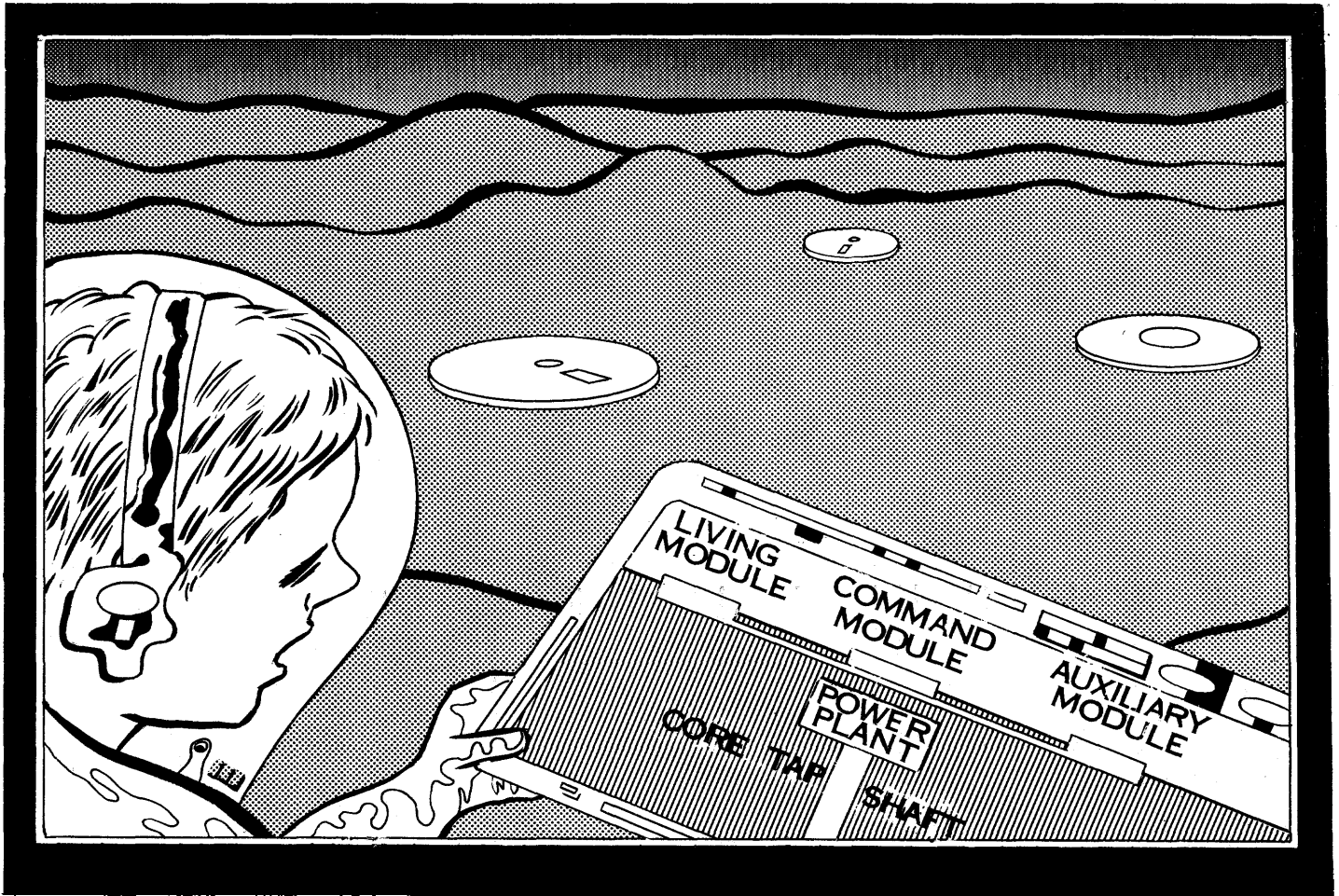
Construction: The complex is made of local stone, but finely cut. Walls, floors, and ceilings are built of thick slabs of stone. Doors and hatches are made of thinner sections and, like the entrance hatches, are coated with a friction-neutralizing film in certain parts to allow ease of operation.

Machinery: The machinery throughout the complex is solid-state and very dependable. It is difficult to learn much about the equipment from the exterior, and achievement of access into interior portions generally results in the device's destruction. Note that the power plant and shaft are inaccessible. The extent of technological secrets discovered by the adventurers is entirely up to the referee, keeping in mind that extensive infusion of advanced technology will have a dramatic influence on his universe.

Size: Though by and large the proportions of the complex are generous, most humans (strength 7 or more) will be uncomfortable in some furniture and with personal objects found, and the humans' size will make them clumsy in many situations, since the Ancients were less than 1.5 meters tall.

Lift Shafts: These are the major means of vertical movement in the complex. They are lined by an iridescent, smooth material which has recessed handholds. Objects are simply raised or lowered by a black anti-gravity band which appears on the shaft sides at the foot of the object. The controls, a set located at each level, consist of two buttons, red for up, violet for down. Each level has a sliding hatch to seal off the opening if need be. There is an automatic safeguard to prevent crushing an individual against a hatch. The shafts have no limits on capacity, except for space considerations. They are 1.5 meters in diameter. The entrance hatches and the portion of the lift shafts (also the cargo lifts) adjoining them have an airlock capability.

Subway: The modules are connected at their second levels by a simple pneumatic subway. The tunnels are three meters in diameter, 180 meters long. Each tunnel has its own



small car, with amorphous benches fore and aft, and a center space for cargo. The cars enter the designated area in each module to load and unload. There is a mechanism to remove the car from the tunnel. On the wall near the loading area is a red circle. It will light up when the car is approaching.

The car in the tunnel connecting the command and living modules has blood stains in it.

Anti-Intruder Defense System: When the previous explorers entered the complex, they activated the anti-intruder defense system. When they were recognized as unauthorized entities by the defense computer, it dispatched chameleon beasts which, as soon as they were grown to maturity, promptly slew the intruders.

Once entry is made by the adventurers, the computer will set the operation in motion again. Chameleon beasts will be grown from base cells (fully developed in 12 hours), one beast for each intruder. New ones will be started to maintain that ratio if more intruders enter or any beasts are killed. The only way this process can be terminated is for the adventurers to destroy the intruder defense computer or the chameleon beasts' hatchery (located in the biological center), or failing that, leave. The computer can open hatches, doors, and operate the subway to aid the beasts.

As their name implies, the beasts have the power to change their coloring at will, making them extremely difficult to detect. Their skins can become mirror-like, giving the protection equivalent of reflect against lasers. They can also control their thermal signature somewhat.

The first attack by the chameleon beasts will have sur-

prise. Later attacks may also have surprise, if the adventurers are not extremely alert, or if they are fatigued. The beasts will always attack and will fight to the death.

Since the beasts are programmed to drag any corpses (including other beasts) to the refuse room once all intruders have been killed, the only remaining traces of the first party are dried blood and weapons.

Animal	Weight	Hits	Armor	Wounds & Weapons
Chameleon Beast	50kg	10/6	mesh (reflec)	2 as pike

Free Trader Excalibur: Located prominently near the complex is the ship the first party arrived in. The jump drive is ruined for lack of maintenance, but except for that, the free trader (type A) can be made spaceworthy in a few days. The programs in its computer are: jump 1, navigation, maneuver, target, gunner interact, and auto evade. The Excalibur has one double pulse laser turret. In the cargo hold is a modified PGMP-12 of Windsorian construction. It is wheeled, quite heavy (20kg), bulky, and therefore clumsy to use.

Excalibur is registered at Windsor, and completely paid off. The probability is high that the adventurers will be awarded ownership by right of salvage.

Starting: Once entry has been achieved, the players will want to investigate the interior of the complex, in search of its identity, its crew, the key to its operations, and any other information they can think of. Guide them through this process by describing what they encounter in each module.

The following sections of the text cover the major details of the complex, and are keyed to the floor plans.

COMMAND MODULE

Upper Level:

1. Core Tap Control Room. Through this room's transparent plastic floor the weather control room (described in its own section) can be seen below. Together these two rooms serve as the command center of the complex.

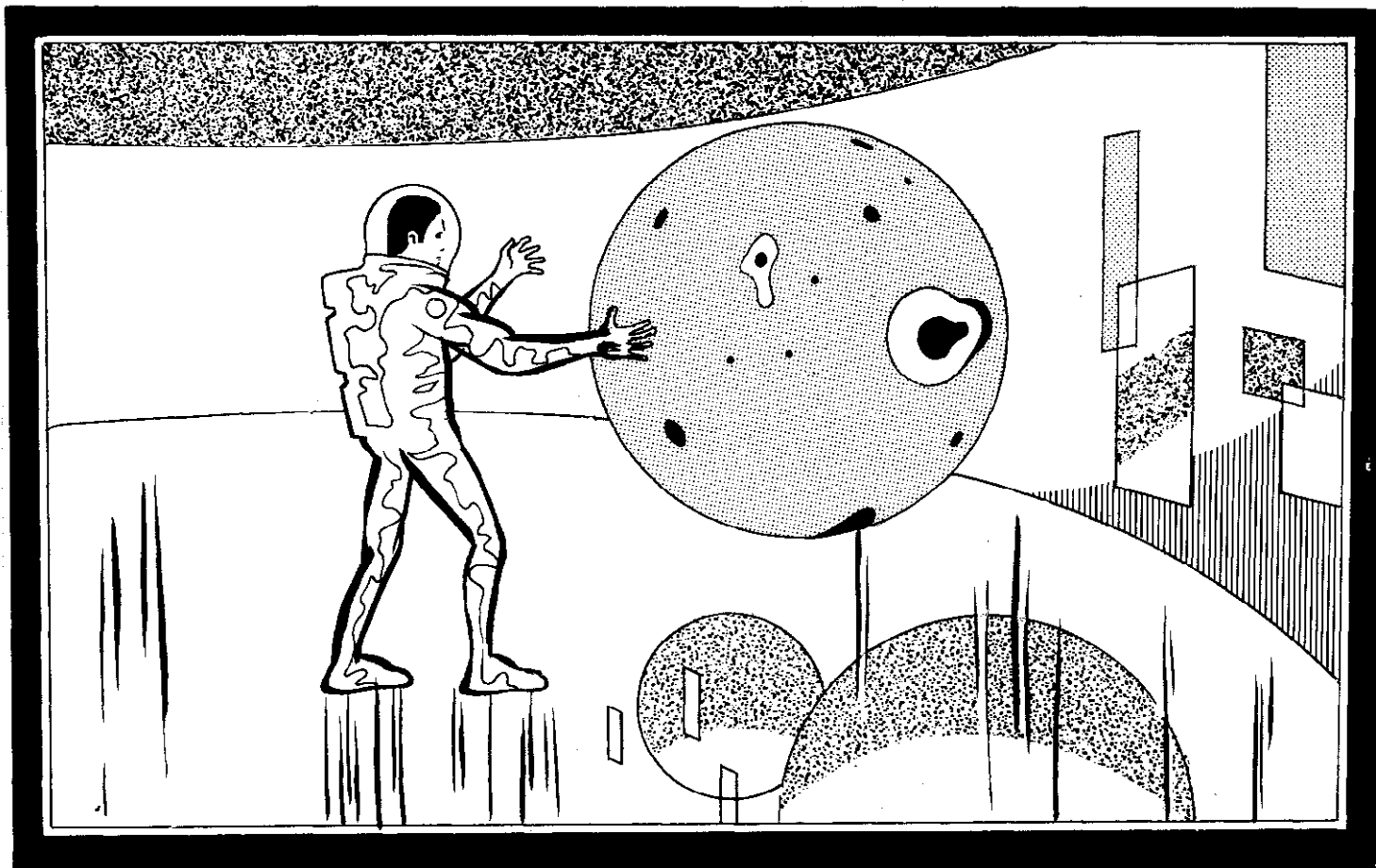
The prominent feature of the core tap control room is a transparent relief globe of Canard measuring 2 meters in diameter. Besides showing the features of the world at a 1:3,000,000 scale, it can display Canard's internal details—from the molten core, to convection currents in the mantle, to the pockets of gases and liquids below the crust. Red dots of varying size and brightness can be projected on the surface of the globe, though not within a distance (in scale) of 500 km of

electronic, mechanical, and jack of all trades skill possessed by the group.

The furniture in this room consists of roughly hewed stone tables and amorphous mounds that yield slightly when sat on, but otherwise serve as respectable benches. One cluster of tables and benches is set apart on a slightly higher platform, giving an impression of being a place of authority. These benches are splattered with dried blood (human). A trail of blood leads from here into the open area (9), and then to the lift shaft there.

There are lift shafts here also, at the far ends of the room, that descend to the weather control room below.

2. Core Tap Computer Room. The computers dedicated to the operation of the core tap are located here. They are



the complex. Observation by explorers outside the complex will reveal, after a delay of a few hours, violent volcanic and seismic behavior on the surface of Canard corresponding to the location of the red dots on the globe. The extent and intensity of the activity are proportional to the size and brightness, respectively, of the dots.

Other graphic displays include viewscreens on the curving wall giving: computer-generated images, temperature, pressure, magnetic flux, spectrograph analysis, and other vital information on any point on or in Canard. (All readings are, of course, in alien figures.)

The controls for the globe and its attendant displays are not immediately comprehended. To understand them sufficiently to achieve operational mastery of the core tap requires a basic roll of 12+ by the investigating party, rolling every four hours of study. Allow a DM of +1 for each level of computer,

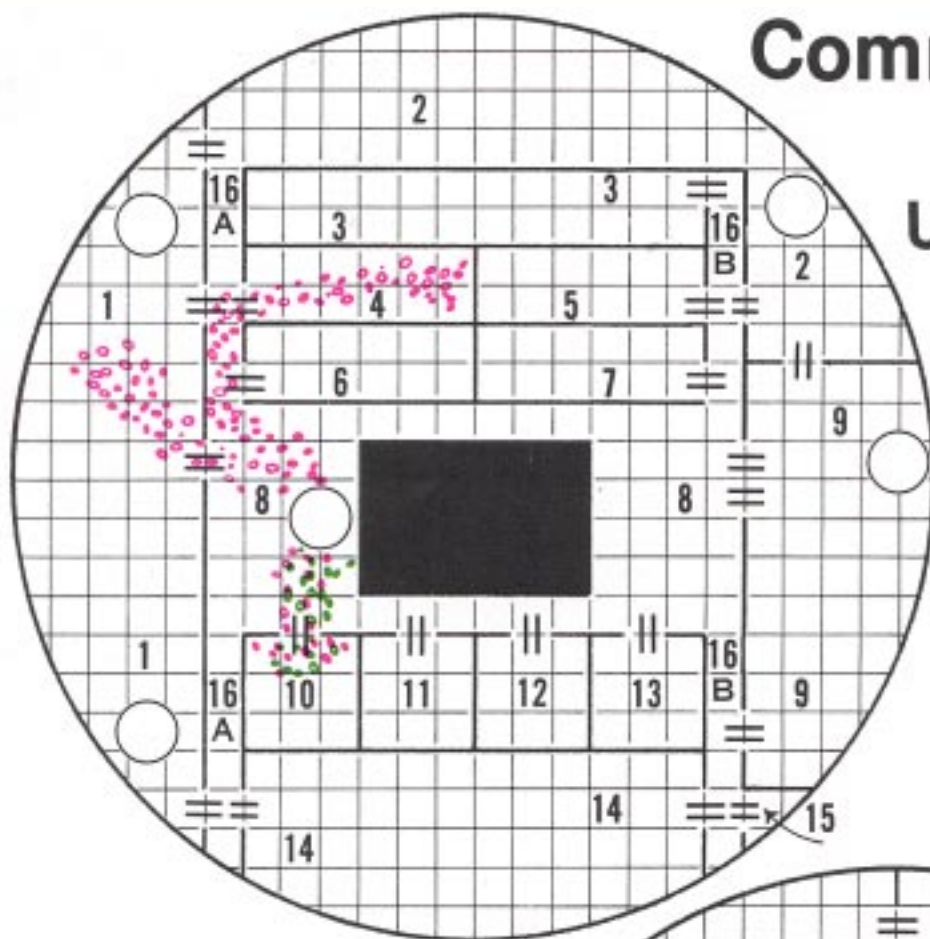
heavily shielded, immune to all but the most intense radiation. The reason for their great bulk is that the makers of the complex had difficulty acquiring advanced compact computers and had to settle for these. They are roughly equivalent to three model 7's, but cannot be reprogrammed. These computers' circuits are permanently impressed with their programs, so they cannot be dumped. Like most of the machinery in the complex, determined investigation of them results only in their destruction.

Scattered throughout the room are the ubiquitous tables and mound benches (as though the technicians remained here for long stretches of time). There is a lift shaft to the storage room below in the narrow part of the room.

3. Communications Room. This has been strongly reinforced to become a vault room. It may be opened only by

Command Module

Upper level



Scale: 1 square = 1.5 meters

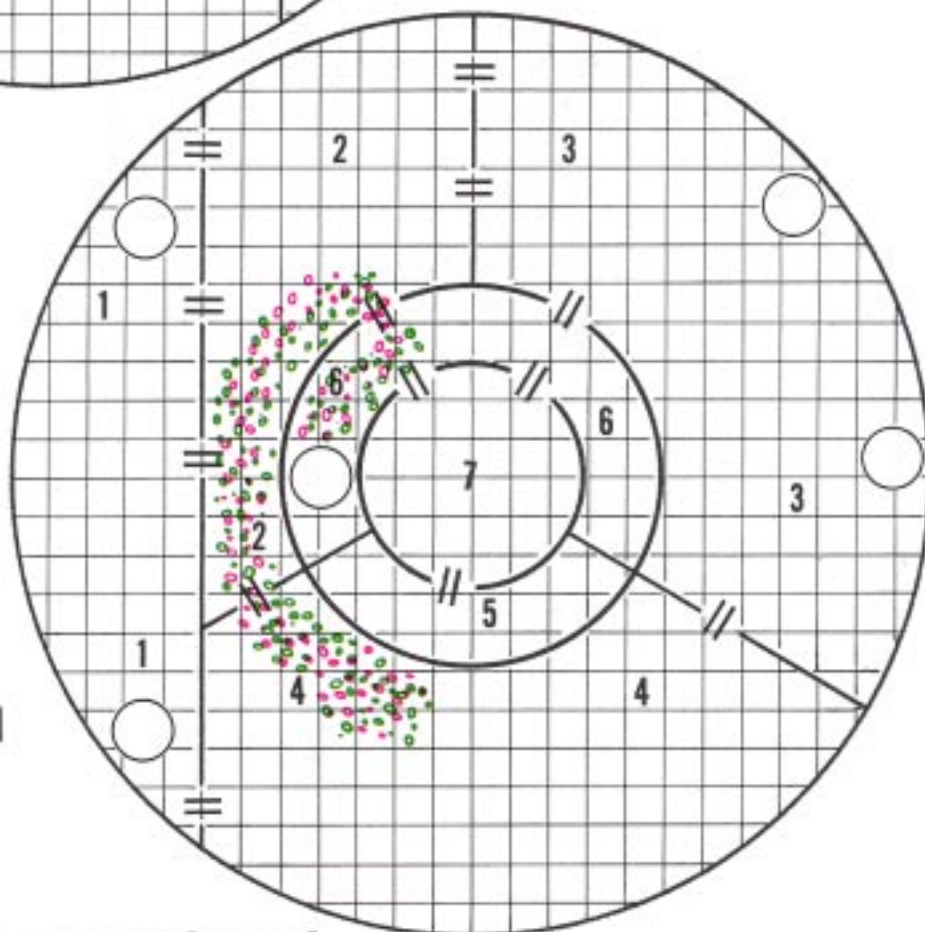
—|||— Door

○ Lift shaft

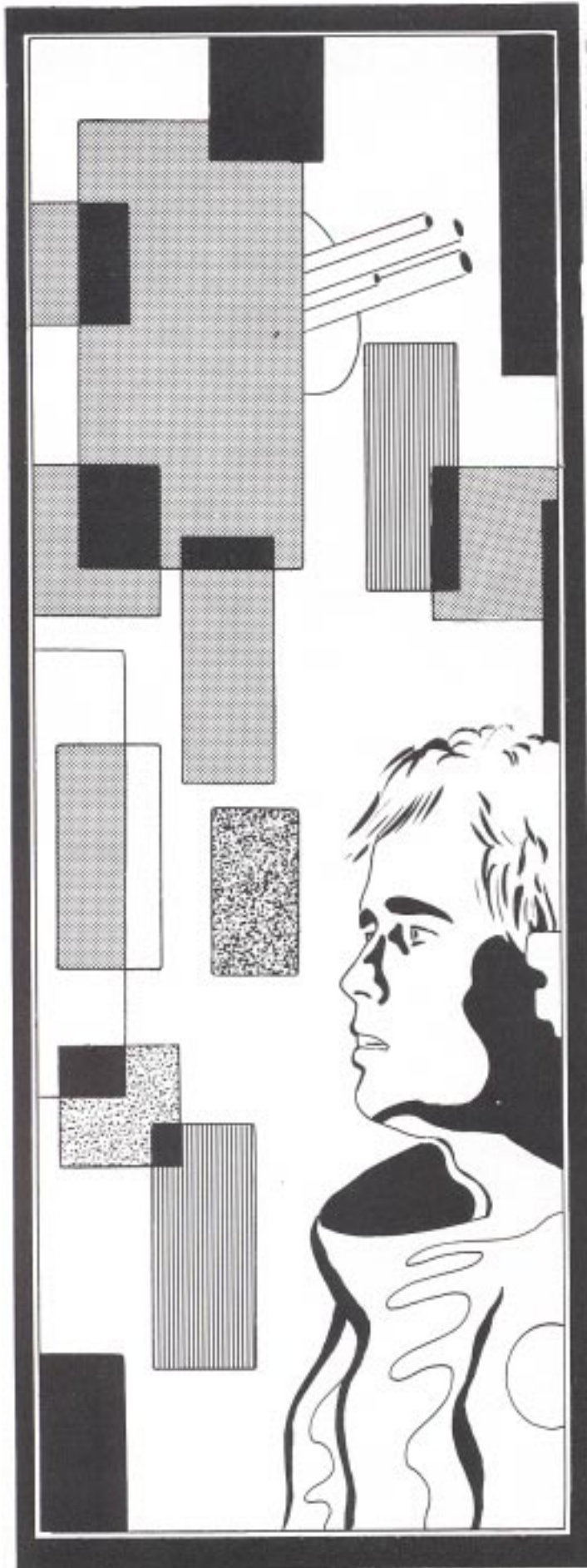
—|—|— Wall

■ Cargo lift

••• Trails of blood



Lower level



correctly touching a combination on its massive front door, or with a signal from the commander's cabin or the intruder defense computer. All sensory and communication gear for interaction with the outside is located here. In addition to office furnishings, there are viewscreens, holographic projection equipment, and several computer terminals. In the middle of the room is a powerful communication laser perched atop a telescoping boom. The ceiling slides open to allow the boom to extend up 100 meters above the ground. The sliding hatch is not detectable from the outside.

4 through 7. Offices. They contain tables, benches, computer terminals and other miscellaneous items.

In 4 there is a great deal of dried human blood on the back wall, some on the floor (continuing into corridor 16a on to open area 8, and to the lift shaft there), and a drained laser carbine (human-made) at the foot of the wall. The weapon's optical sights have been jarred out of alignment.

In 7, in a drawer of a desk arrangement, is a small crystalline bar which can be easily held in one hand, with some characters engraved on it. It is a combination lock. When placed over a flat surface with a break in it, like the break between the door and frame of a safe, it will affix itself. The only way to remove it then, besides destroying it (and it's as strong as diamond), is to touch the characters in a specific sequence. By placing the bar in a slot of a computer terminal, the current combination will be shown on the viewscreen, and a new one up to ten characters long may be programmed in by simply using the terminal's keyboard.

8. Open area. This open chamber is a major passageway. A lift shaft reaching to the surface and to 6 below, and a cargo lift to the surface, are located here. The cargo lift is identical to the lift shafts, except that it is much larger and rectangular in shape.

Trails of blood from 1 and 4, and one from 10, of blood and a green substance (chameleon beast blood), pass through here and enter the lift shaft. By the lift shaft is a dagger stained with green blood.

9. Storage. Extra parts for all machinery and computers on this level are stored here. These spare parts are in black boxes and are as difficult to examine as their parent machinery. Since the room is extremely crowded, the lift shaft against the wall may be overlooked.

10 through 13. Offices. These are offices similar to 4 through 7, but smaller.

In 10, a barricade of light furniture is by the door. There is evidence of an extensive fight having taken place here. Damage from lasers and bullets is substantial. An automatic pistol and a laser rifle (human-made), both spent, are on the floor. An unmarked box of a dozen grenades, ripped open, is by them. The grenades consist of four smoke, two tear gas, and four anti-laser aerosol grenades. Remnants of two tear gas grenades are by the barricade. The tear gas is non-persisting, so the explorers will not be molested. There is quite a bit of dried green and red blood, especially on and near the barricade. A path of mixed blood leads into the passageway and on to the lift shaft there.

14. Lounge. This spartan but agreeable room has numerous tables and amorphous benches.

In a rack by the wall are rods, each with a lens in one end. Turn the lower half of a rod clockwise till it clicks and infrared light will be emitted; counterclockwise, ultraviolet. If the infrared light is shined on an amorphous bench, it will deform under slight pressure, making a bed, for instance, until the ultraviolet light is played upon it, when it will stop deforming except for its natural "give."

There are, some heating and freezing consoles in the corners against the curving wall. The entire front wall is a viewscreen.

15. This is a lavatory of exceedingly alien design.

16a and 16b. Corridors. Cutting across 16a from 1 to 8 is a trail of human blood. A similar trail from 4 merges with 16a for a short distance and then continues into 8.

Lower Level:

1. Weather Control Room. This room is laid out similar to the core tap control room, which can be seen through the transparent ceiling.

There is a holographic globe projection of Canard's surface and atmosphere. Slaved to it are screens with meteorological data. This entire graphics package can show Canard's present condition or a computer-generated construction of the planet fully terraformed.

A setup analogous to the one for Canard in the core tap control room, but this one for the sun, is also here. It is geared towards the study of sunspots.

This passive display of conditions on Canard and the sun is rather straightforward. To understand the controls sufficiently to be able to vary the degree of detail and the location of investigation takes a basic roll of 8+ by the party, rolling every four hours of study. Allow a DM of + 1 for each level of computer, mechanical, electronic, and jack of all trades skill possessed by the party.

However, this room controls the directional gravity-wave generator (located in the lower level of the auxiliary module), and thus can influence sunspots and manipulate Canard's (also Windsor's) weather. Assume players have no chance of learning this until they have explored both this room and the gravity-wave generator room. To understand the controls sufficiently to control weather then takes a basic roll of 15+, rolling every four hours of study. Allow DM's as above.

In the process of investigating the controls, the adventurers (unwittingly) could easily disturb drastically the weather of Canard or Windsor. The last would trigger intervention by Windsor's self-defense forces.

There are lift shafts in the corner of this room.

2. Weather Control Computer Room. The contents of this room are identical to those of the core tap computer room, but are for weather control. Blood paths from 6 pass through here and go on into 4.

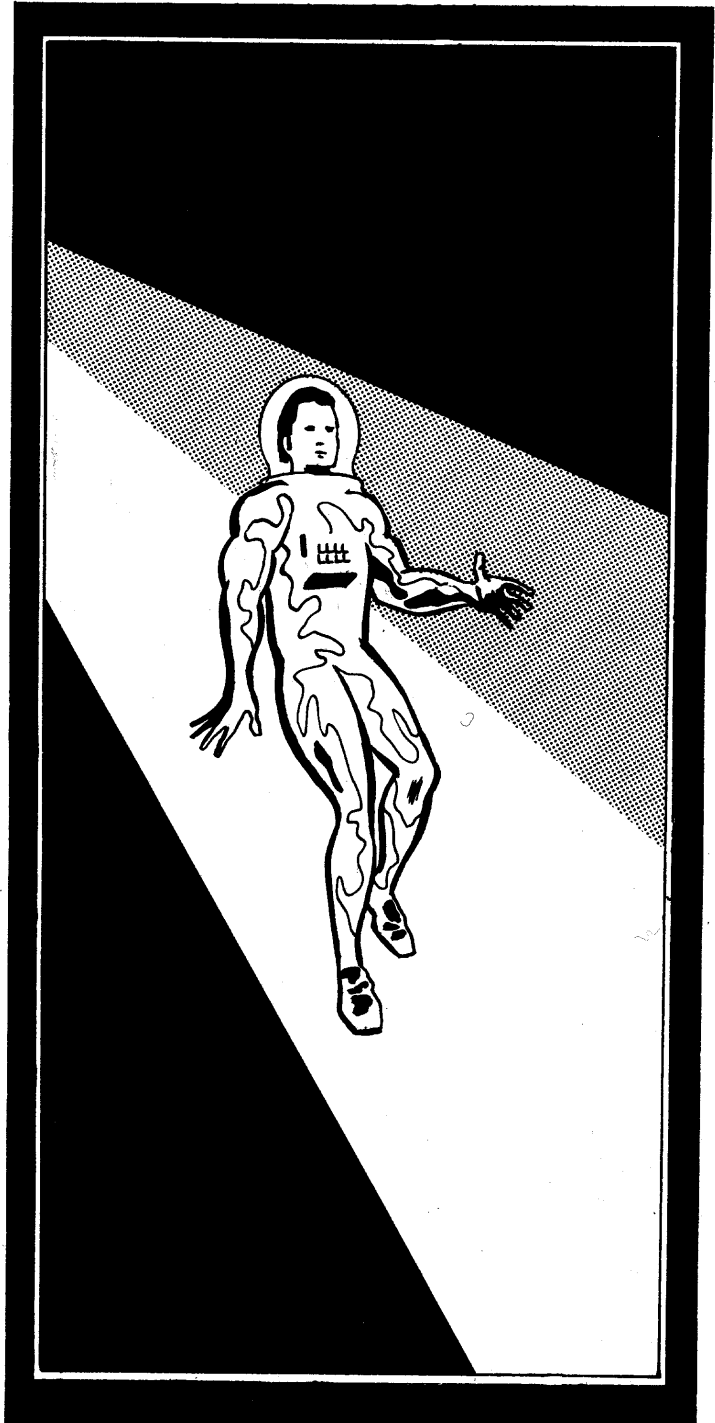
3. Storage. This room is about half filled with spare parts for the equipment on this level. The rest of the room is empty except for some water tanks, and two lift shafts against the outer wall.

4. Subway Station Chamber. Trails of blood from 2 enter here and proceed into the subway car.

5. Intruder Defense Computer Room. The only access to this room is the door leading from 7. The door will not readily open, and must be blasted open with about 2000 hits from energy weapons or explosives. There is a red circle above the door. The room itself has no internal defenses.

6. Life Support. This room contains life support machinery for this module. The lift shaft here has red and green blood trails leading out of it, through 2 into 4.

7. Conference Room. The tables located here are concentric rings with three walkways cut through them. The tables have computer terminals and other devices built in. There are various forms of seating. The complexity of the tables' equipment, and the degree of luxury of the seating arrangements, increases toward the center of the room.



LIVING MODULE

Upper Level (Upper Castes' Quarters):

1. Common Room and Recreation Area. A lounge which can be converted into a theater takes up about half the room. The other portion is a recreation center with various games, a swimming pool in the form of a grotto (currently dry), some open area, etc.

2. Upper Castes' Dining Hall. At the end by 1 there is a very delicate-looking glass abstract sculpture garden mounted on a vibration-absorbing base.

At the opposite end is an alcove divided into two sections by a transparent plastic sheet. For all intents and purposes it appears to be a torture chamber. When two individuals are inside it, they will be simultaneously exposed to all manner of unpleasanties: electric shocks, high pressure, extreme temperatures, sonics, and so on. These effects will not go beyond a certain point (the damage thresholds of the Ancients). A person can turn off the current discomfort by touching a prominent violet disk. Then a new distress replaces the old. When this is done, one of ten violet dots on a tally board in the opposite half of the alcove will light up.

The middle of the room has numerous tables placed end to end to form one long dining table.

3. Galley. This serves the dining hall. There is a lift shaft to the technicians' mess below.

4. Second in Command's Cabin. An anteroom, used as a reception room, has been created for this cabin with a thin partition. The entire cabin is plushly appointed. The shapeless lump that passes for a bed is covered with dried human blood. The bloodstains continue out the door into corridor 17b and from there to the lift shaft in 10.

In one of the drawers of the numerous storage units is a plastic cone 40 cm long, 18 cm in diameter at its base, lying on its side. Placing it upright, so that its axis is roughly aligned with the direction of gravity, will activate a transparent hemispherical field 3 meters in radius. This field will not pass through walls. Gases are the only matter that can enter the field; anything can leave it freely.

5 through 8. Elder Upper Castes' Quarters. These are smaller, more modest versions of the previous cabins, without the anteroom.

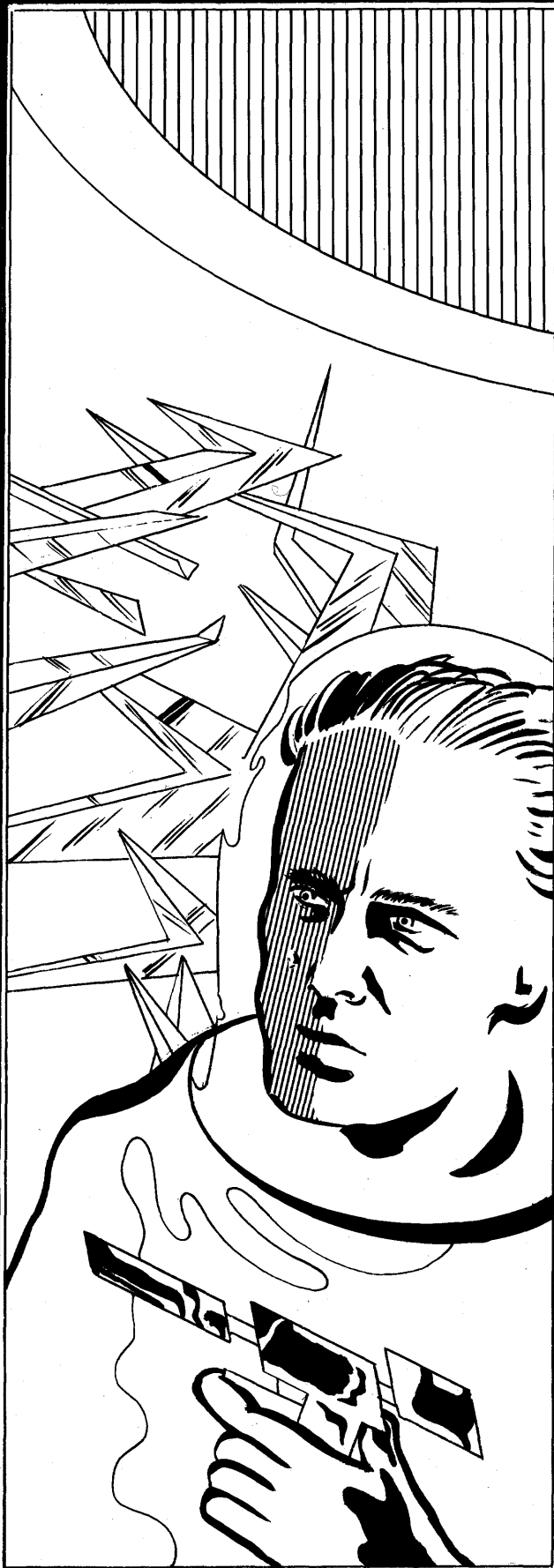
In a closet in 5 are a pair of harnesses. These are similar to grav belts, but will only fit humans of strength 6 or less, which is just as well, since it is doubtful they could lift anyone of large size.

Lying on the floor in 8 is a harpoon, its point covered with green blood. The ornamental mounting for it is on the wall. It is roughly equivalent to a pike. The blood trail leads into corridor 17b and there merges with the path from 4.

9. Open. This open space is identical to the one on the command module's upper level.

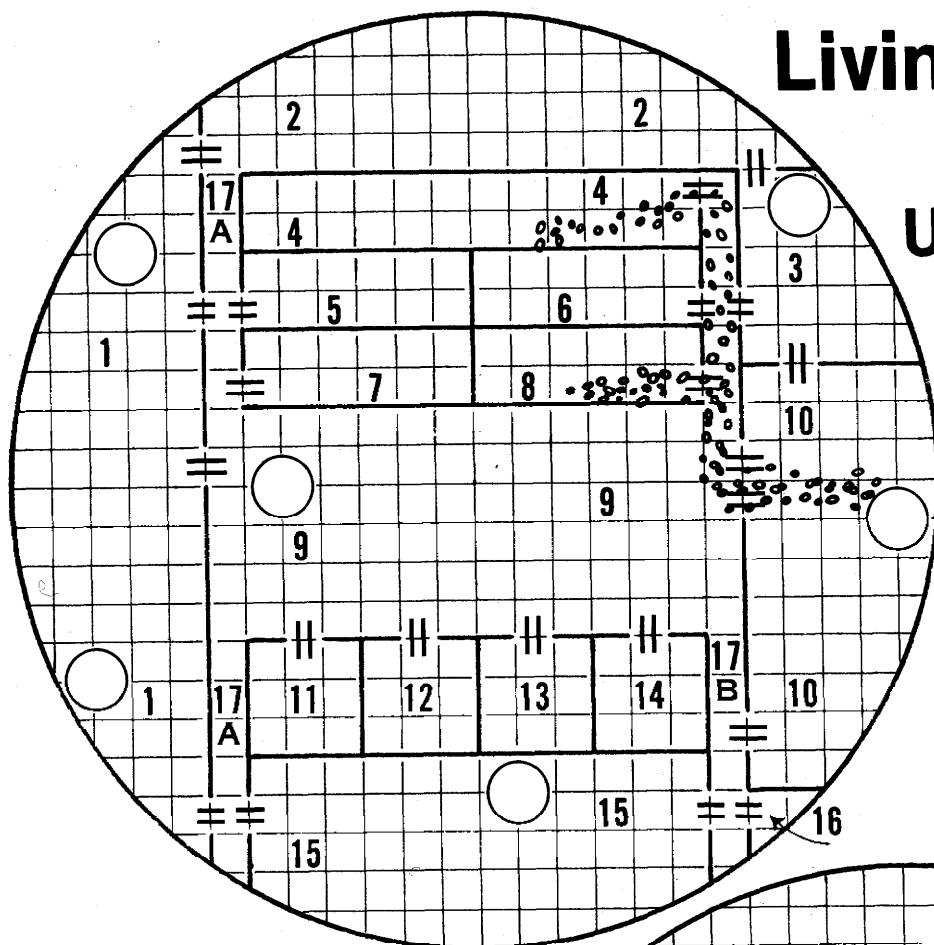
10. Storage. This area serves as a pantry and general storeroom for utensils, spare furniture and the like.

11 through 14. Immature Upper Castes' Quarters. In contrast to the previous quarters, these are stoic in their furnishings.



Living Module

Upper level



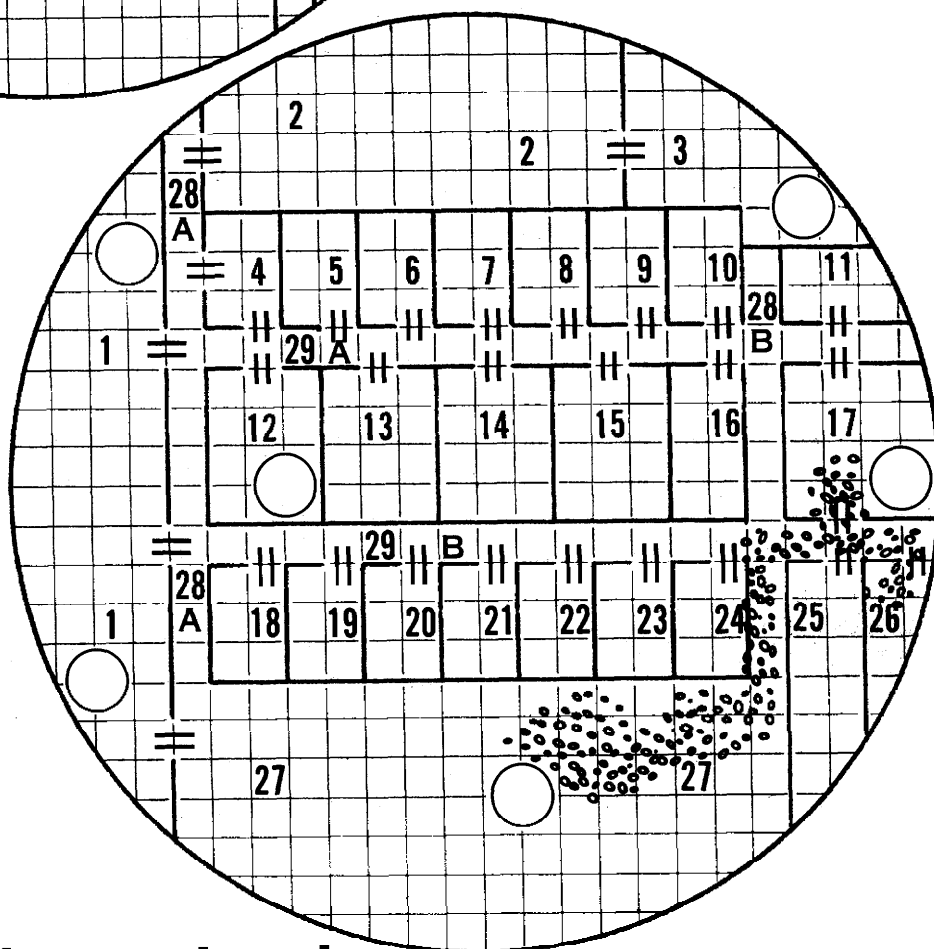
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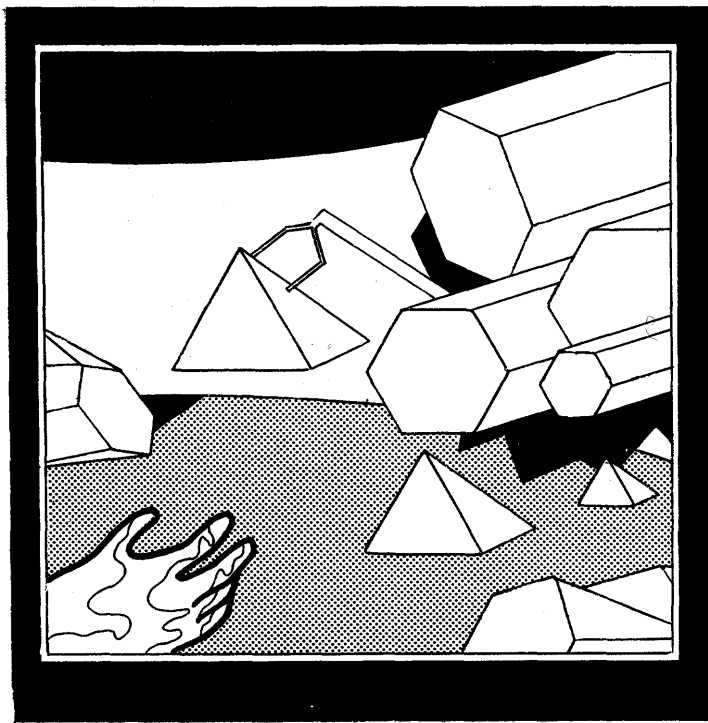
○ Lift shaft

—||— Wall

... Trails of blood



Lower level



In 12 an alcove, perhaps for meditation or other religious purposes, has been made with purple curtains.

In 14, behind a false partition in a drawer, is a ruby about the size of an egg. Its case has a stylized etching of a space battle and three lines of written characters on it. By the case is a net, 2 by 3 meters, made of a strong synthetic mesh.

15. Commander's Cabin. This room has reception, office, living, dining, sleeping, and fresher areas, all lavishly outfitted.

In the office section is a traditional globe of Canard as it would appear terraformed: a blue-white paradise. From the viewscreen of the computer terminal here, the entire complex can be inspected. Currently, the gravity generator room is featured. If by chance a person should cause the communications room to appear on the screen, a yellow button will light up. Pressing that button will open the door to that room.

The fresher is quite cold. Its bath is more like a small pool. It is about half filled with water. If it is in the process of being emptied, a hatch will be visible in the center. Through it a lift shaft leads to the subway station underneath. The hatch will not open if any appreciable amount of water is in the pool.

16. Galley. This is a small galley that supplies the commander's table on occasion.

17a and 17b. Corridors. 17a is a featureless hallway. 17b has trails of red and green blood leading into rooms 4, 8 and 10.

Lower Level (Technicians' Quarters):

1. Technicians' Lounge. This area is densely strewn with tables and mound benches. In storage bins are games and other amusements; of note are two solid puzzles made of brightly colored plastic.

One puzzle is either an illustration of the probability density distribution of the electrons of (most likely) mendelevium or a dissertation of the big bang theory. Excalibur's computer will not be able to say which with a certainty greater than 60%.

The other puzzle seems to involve the solution of the equations of motion of a stellar system's major celestial bodies by successive approximations. Additional pieces can be added to include more bodies, or model different stellar systems.

2. Technicians' Mess. The tables are arranged quite orderly for dining. One wall has a large viewscreen so the room can be used as a theater and lecture room.

3. Kitchen. This room is the kitchen that serves the technicians' mess.

4 through 11. Junior Technicians' Quarters. These rooms have frugal living accommodations for two. Like all other quarters, one human will find them comfortable. Room 11 has arrangements for three.

In 10 is a small plastic band. If fastened around some part of an animal, it will render the creature immobile, allowing it only to breathe.

12 through 15. Senior Technicians' Quarters. Larger, more luxurious, and for single occupancy, these are otherwise the same as the junior techs' rooms.

12 has a lift shaft to 9 above.

In 13, on a desk, is a model of the complex showing modules, subway tunnels, shaft, and powerplant.

16. Storeroom. This is a storeroom for use by the senior technicians.

17. Life Support. This room holds the life support machinery for this module. A trail of green and red blood comes from the lift shaft, crosses corridor 29b, and continues on to room 26.

18 through 24. More Junior Technicians' Quarters. 20 is a charred shambles, looking as though an explosion took place there. Under debris in 23 is a box with high-quality lenses and precision optical tools.

25. Biological Center. The machinery here will not appear greatly different to the adventurers from any other machinery in the complex. The chameleon beasts are created here. If a party does not actually see a beast emerge from the hatchery equipment, members will have a 1/3 chance of destroying the hatchery with a random shot into the room's machinery, with their chances improving as more equipment is destroyed.

26. Refuse Disposal Room. When the door to this room is opened, a red circle above it will light up. If anything remains on the floor when the door is completely closed, the floor will slide away. The contents then drop through a tunnel (not shown) to the core tap shaft below and the awaiting lava. Paths of blood from 17 and 26 terminate here.

27. Subway Station Chamber. A path of red and green blood goes through 28b to 29b and then to 26. There is a lift shaft that connects to the Commander's cabin here.

28a, 28b, 29a, and 29b. Corridors. In the vicinities of rooms 17, 26 and 27, 28b & 29b are stained with green and red blood.

AUXILIARY MODULE

Upper Level:

1. Air/Raft Dock. In the open space near the center of the module are three air/rafts of Ancient design; they enter and leave through a large, round hatch in the ceiling. They weigh 18 tons each, can carry up to 10 tons, and have a top speed of 200 km/h. They have a pressurized cabin which humans will find cramped. Due to this space shortage, the controls are difficult to operate, though easy to learn. After a few hours of travel, the referee should impose fatigue penalties.

These air/rafts do not consist of four identical modules, but the forward section can be detached from the rest of the air/raft. (The remainder will operate normally.) This forward section then becomes two small pressurized one-man (strength 6 or less) units with a top speed of 500 km/h.

2. Air/Raft Garage. This curving room has three recesses in which the air/rafts fit snugly. An air/raft placed in a recess will be automatically examined and repaired.

3. Generator Room Extension. This area is closed off by transparent plastic sheets. The gravity wave generator extends into this space. The rest of the generator room can be seen from the periphery of this area.

4. Cargo Hold. This region is used as a cargo hold (empty now), and to house additional small vehicles if need be. It merges with the air/raft dock. There are two lift shafts.

Lower Level:

1. Subway Station Chamber.

2. Directional Gravity Wave Generator Room. In the center, dominating the room, is a massive contraption jutting through an opening above it in the ceiling, leading to the upper level. It's a huge, double-ended hammer, mounted on a ponderous pedestal so it can swivel and elevate. A mass detector aimed at it will display incredibly high readings. This is a directional gravity wave generator. Its heart is a quantum black hole restrained and controlled by an electromagnetic field. It can be directed from the cramped facilities lining the walls, or from the weather control room in the command module.

Its intended purpose was to control Canard's weather, once a suitable atmosphere was created, by suppressing and producing sunspots by means of the tidal effects of the gravity waves. The climate of Windsor may be influenced similarly.

Given proper fire control (as from the Excalibur), it can be used as a weapon against spacecraft; causing massive tidal forces over their hulls, ripping ships in two, or at least rupturing structural integrity. Note: Drive coils are especially sensitive to this.

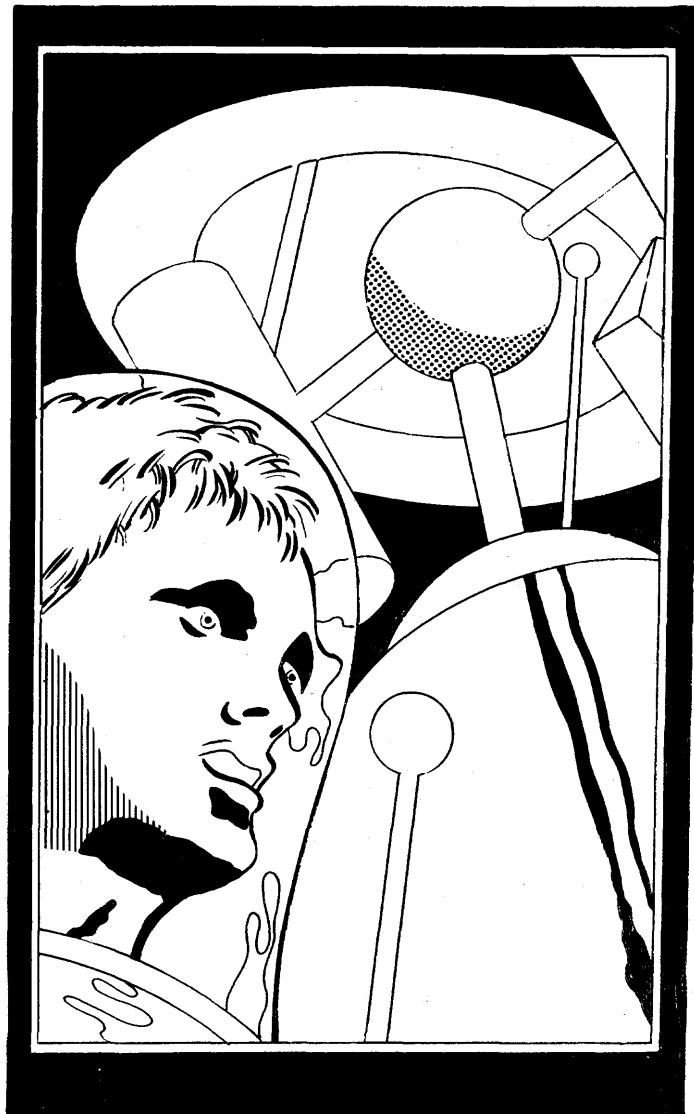
There are safeguards against shutting off the electromagnetic field and releasing the quantum black hole. Should the electromagnetic field be in danger of imminent termination, or if someone starts disassembling the device, it and everything within two meters of it will be engulfed by a stasis field. No time will pass for anything within the stasis field. In effect, that volume of space has been cut off from the rest of the universe.

3. Storage. Here the spare parts for the module's machinery are stowed. A lift shaft in the center goes up to 4 above.

4. Life Support. A lift shaft here reaches to 4 above.

5. Sick Bay. This is a small but well-outfitted medical facility. However, it is not designed to handle humans. The referee should use his discretion judiciously regarding adventurers taking advantage of this room.

6. Geology Laboratory. Here samples from the core tap shaft are brought up by a tunnel (not shown) to be analyzed. It is unlikely that the adventurers will have the skills to utilize this lab.

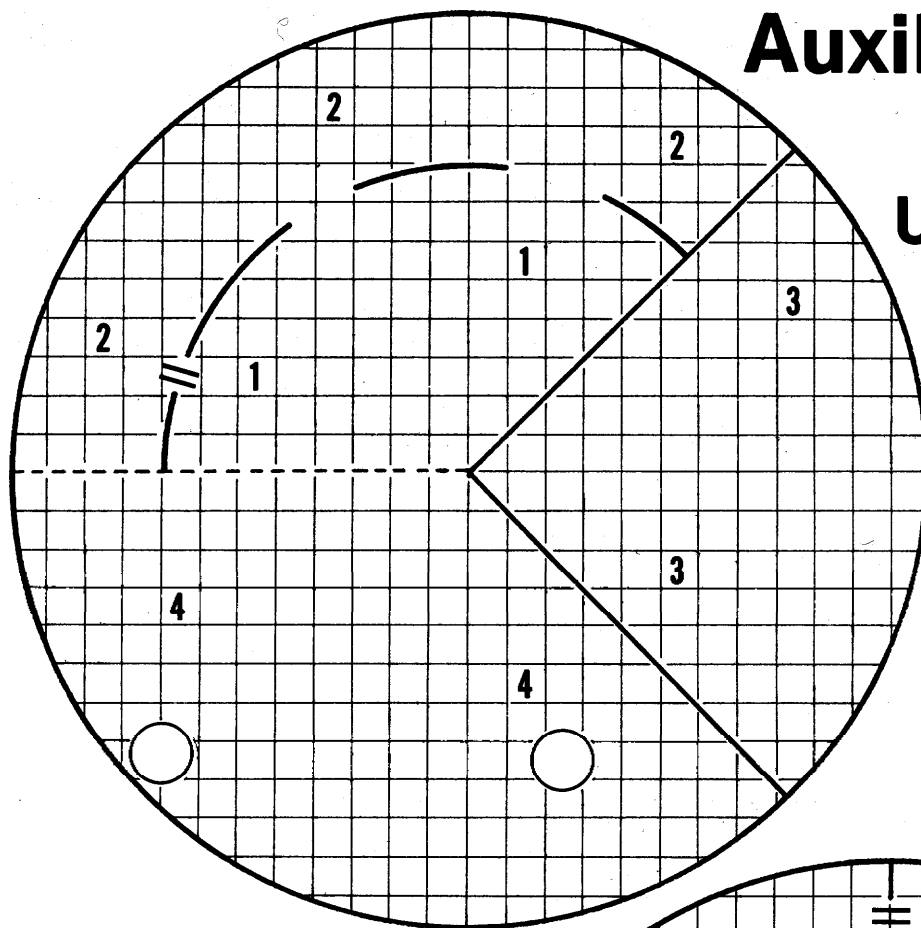


7. Electromagnetic Accelerator Room. The EMA's for the centrifuge chamber are located here.

8. Centrifuge Chamber. This room is a centrifuge chamber. Unlike the rest of the complex, it is made of an ultra-high-strength alloy. This, combined with the frictionless film it is coated with, and its electromagnetic accelerators, allows an extremely high rotational speed. It is used to prepare samples for the geology lab.

Auxiliary Module

Upper level



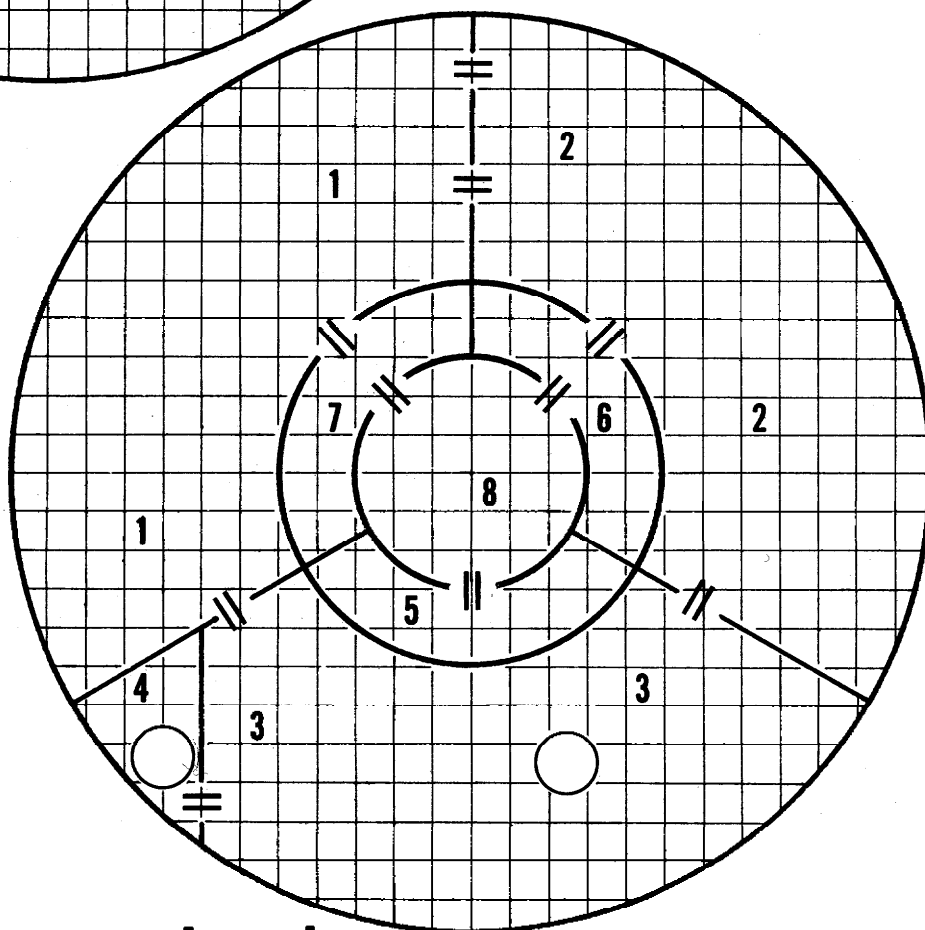
Scale: 1 square = 1.5 meters

—||— Door

○ Lift shaft

----- Area boundary

—||— Wall



Lower level