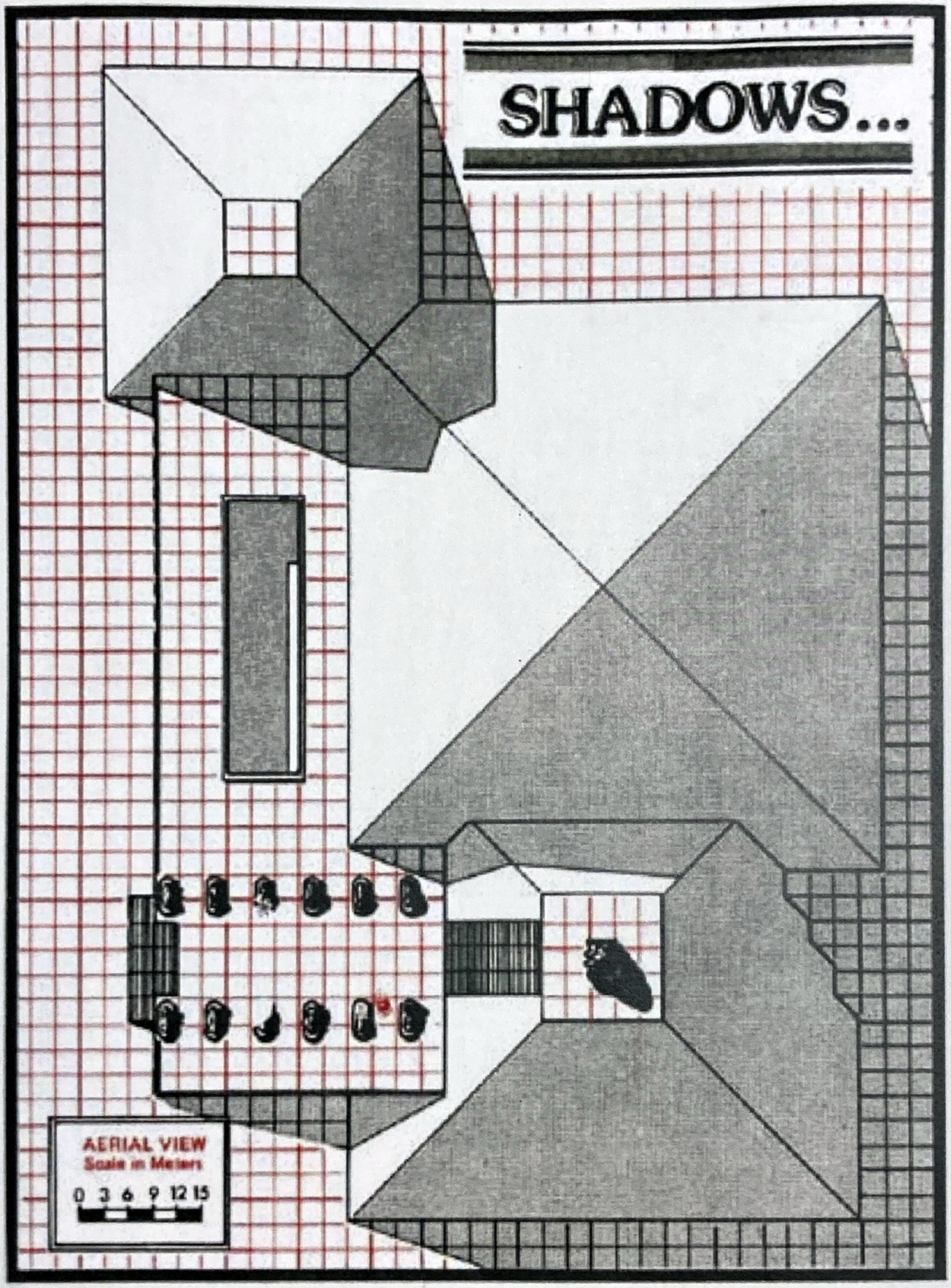
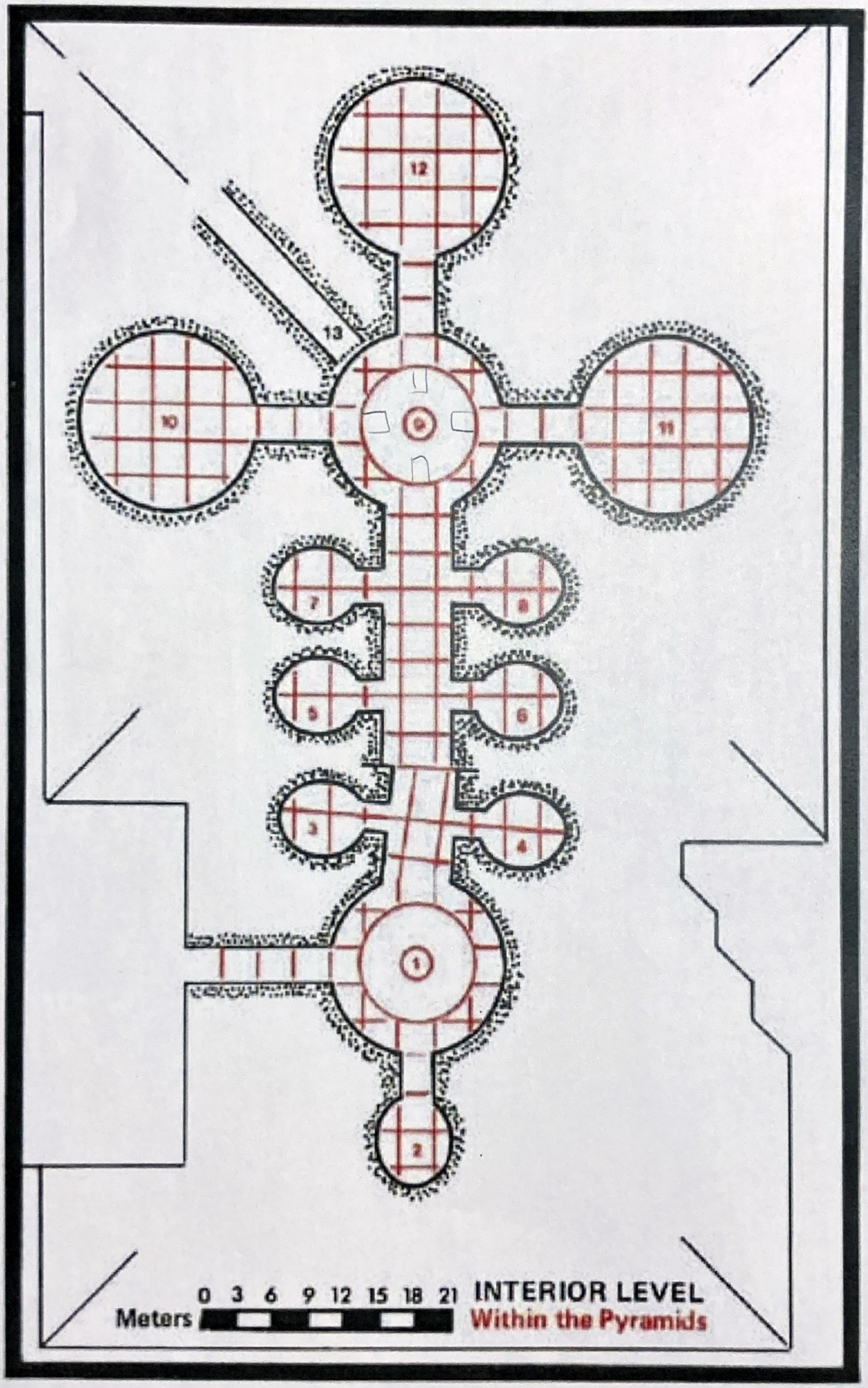
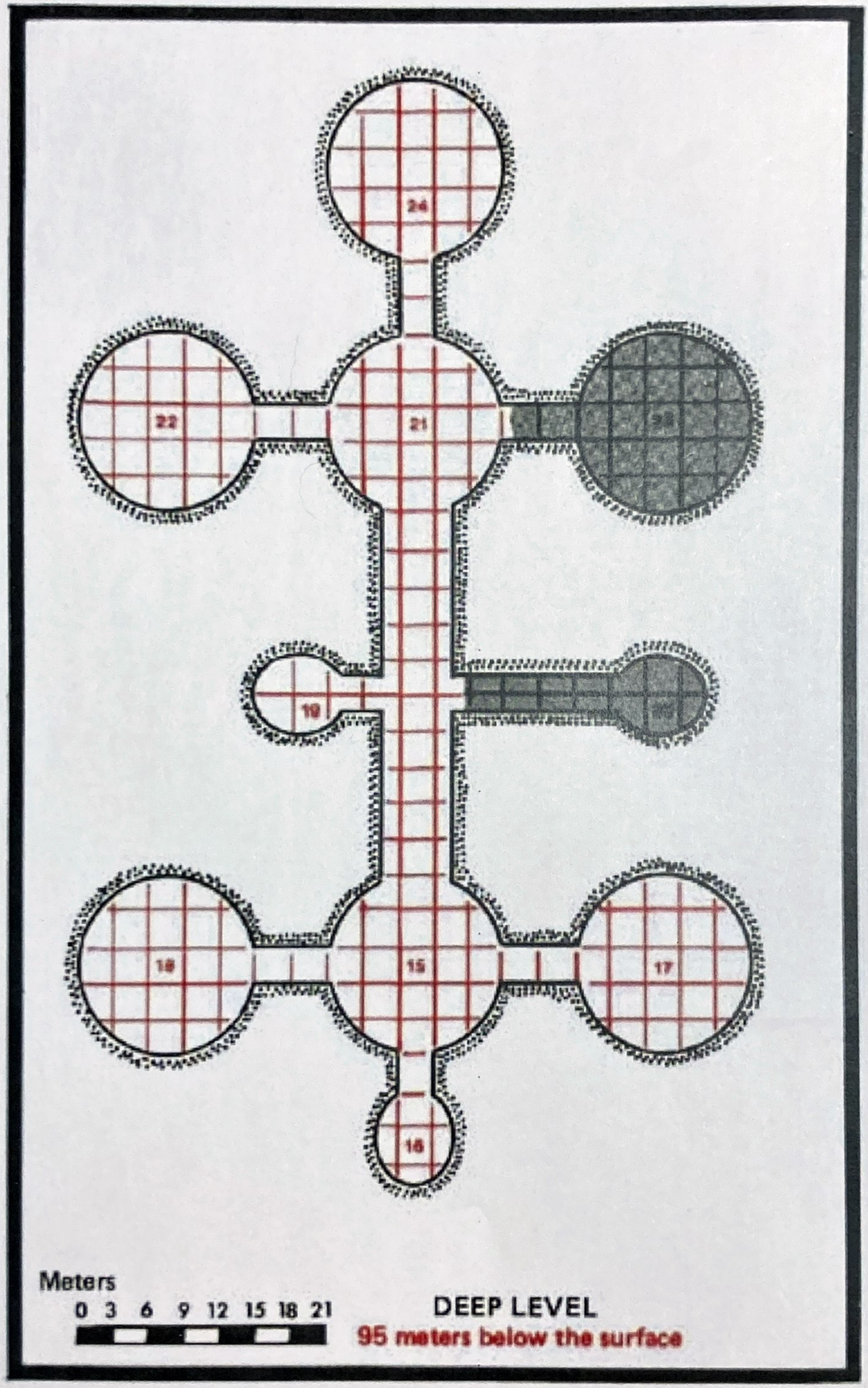

SHADOWS...
AERIAL VIEW
Scale in Meters
0 3 6 9 12 15


12
13
10
11
7
8
5
6
3
4
1
2
0 3 6 9 12 15 18 21
Meters
INTERIOR LEVEL
Within the Pyramids


24
22
21
23
19
18
15
17
16
Meters
0 3 6 9 12 15 18 21
DEEP LEVEL
95 meters below the surface

1. It must be mentioned and described in Book 1 or Book 3 of **Traveller**, or in the available equipment table below.

2. The item must be paid for. Since the only assets available are the balances above, some items (ie, battle dress) are precluded because of expense.

Scout Ship Equipment: In addition, the scout/courier has an air/raft on board, and has a single pulse laser installed in its turret.

AVAILABLE EQUIPMENT TABLE

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

2. **Revolver Shotshells**— cartridges for revolvers loaded with shot instead of normal bullets. In use, these shells allow the character to use the group hits by shotguns rule (Book 1, page 39) when firing the revolver. Wounding per round is 1D, and such a weapon may not fire at long range. Not available for automatic pistols. Price: six cartridges cost Cr10.

3. **Target Pistol**— a high quality pistol with custom grips and special attention paid to accuracy. It weighs, and fires, as an automatic pistol with +1 to hit. Only one such pistol is available. Price: Cr500.

4. **Automatic Pistol Snail Drum Magazine**— a drum magazine designed to hold 45 rounds. The drum extends beyond the butt of the pistol. Three such magazines are available. Loaded magazine weighs 750 grams. Price: Cr25.

5. **Atmosphere Tester**— a solid-state device with read-outs indicating the atmospheric percentages of elements present. In addition, a red light glows if the atmosphere is not breathable, and a green light glows if the atmosphere is breathable. Three are available, serial numbers 1099-5768-3, 1099-5769-3, and 1099-4792-2. Weight: 1 kilogram. Price: Cr150.

The referee should allow no more than ten minutes for the purchase of equipment before the adventure begins.

REFEREE'S NOTE

The information in this adventure is intended for the use of the referee. Only certain specific items of information should be made available to the players.

Introductory Material: The data on pages 1 through 3 should be made available to the players through the referee, rather than allowing them to read it directly.

Shadows: The material on pages 4 and 5 should be read aloud at the start of the adventure. It should be available (on request) throughout the adventure.

The Pyramids and Animal Encounters: The information in these sections (pages 6 through 20) is for the use of the referee alone, and should not be divulged to the players except as called for in the course of the adventure.

Library Data: All library data for this adventure and for the Annic Nova adventure has been consolidated in one section with the Annic Nova data. Library data should be revealed to the players when they consult library or computer facilities on a specific topic.

Referee's Data: The section on referee's data is intended to provide background for the referee, to increase his or her understanding of the adventure. It should never be revealed directly.