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ORDEAL BY ESHAAR

An Adventure for TRAVELLER by

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Based on a concept by
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Table of Contents

INTRODUCTION	1
Standards and Assumptions.....	1
Referee's Checklist.....	2
Referee's Table of Contents.....	2
OUT OF THE FRYING PAN	4
PLANETARY DATA	5
A Note on Planetary Conditions.....	10
Security Briefing.....	11
Information.....	12
THE EMBASSY ENCLAVE	13
The Imperial Embassy.....	17
Equipment.....	18
The Zhodani Embassy.....	19
The Vargr Embassy.....	21
THE DIPLOMATIC SITUATION	22
The Vargr Contact.....	25
Weekly Activity Checklist.....	28
THE SURVEY MISSION	29
Vehicles.....	31
MAP OF Vah Ifiss (Lowlands)	34
ORDEAL BY ESHAAR	35
OUTDOOR ENCOUNTERS	37
Explanation of Encounters.....	39
Breached Suits.....	42
REFEREE'S NOTES	43

Sample file

Introduction

This booklet, entitled *Ordeal by Eshaar*, is a comprehensive adventure designed for use with GDW's TRAVELLER. Set in the Taemerlyk subsector of the Far Frontiers sector, it revolves around a diplomatic mission on a dangerous world.

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

**Requires only
Basic Traveller**

Although not required in order to play this adventure, certain other TRAVELLER materials may enhance the enjoyment of the situation considerably. Book 4, *Mercenary*, Book 5, *High Guard*, Supplement 1, *1001 Characters*, and Supplement 4, *Citizens of the Imperium*, can all be used in connection with *Ordeal by Eshaar*. The latter supplement also provides character generation tables for characters in the Diplomatic Service; should players be interested in using such individuals in this situation. Of course, other TRAVELLER books, supplements, and games may be useful as well.

STANDARDS AND ASSUMPTIONS

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

Dates: All dates herein correspond to the Imperial calendar. The initial date for this situation is 190-1107; 190 (i); the current day (the 190th day of the standard 365-day year) while 1107 is the current year of the Imperium. Once the adventure begins, time should flow normally. If necessary, change the date to correspond to a local situation; however, this adventure is designed to be set against the backdrop of *The Fifth Frontier War*.

Date: 190-1107

Place: This adventure takes place on Eshaar (0206-E6C4839-3) in the Taemerlyk subsector of the Far Frontiers sector. Eshaar is a small planet, some 10,600 kilometers in diameter, with an insidious atmosphere and a temperature ranging from 100° to 150° Centigrade. A native sentient race on the world has secrets desired by both the Imperium and the Zhodani Consulate; hence both powers maintain diplomatic missions on the world. Fears that open conflict would offend native sensibilities have forced them into an uneasy truce.

Place: Eshaar
Taemerlyk Subsector
Far Frontiers Sector
Beyond the Imperium