



The Adventure is designed for characters of virtually any background in the employ of a merchant company based in the Reavers' Deep sector. Characters should possess a mix of skills spanning many fields.

Approved For Use With

TRAVELLER[®]

The text and context of this folio are primarily devoted to background information designed to set the stage for an adventuring session. The referee may find it advisable to prepare various encounter tables, NPC descriptions, and other material of a procedural nature before setting out to run this adventure, unless he is skilled in extemporizing such information during the course of play. Almost any of the many booklets and modules available for **Traveller** may prove useful in resolving this situation. The referee should especially refer to Book 4 (**Mercenary**), Alien Module 1 (**Aslan**), and the folio adventure **Trading Team** published by Marischal Adventures and available from **SEEKER**.



Credits For ESCAPE

Written by J. Andrew Keith.

Art by William H. Keith, Jr.

Maps and Lay out by S.R. Greene.

Universal Task Profile courtesy of Digest Group Publications.

TAS Form 6, for **Traveller**® courtesy of Game Designers' Workshop.

Copyright © 1987 by SEEKER.

All rights reserved.

Printed in the United States of America.

1 2 3 4 5 6 7 8 9 10

No part of this material or accompanying drawings may be reproduced in any form, or by any means without written permission from the publisher.

Traveller® is a registered trademark of Game Designers' Workshop. The trademark is used under license.

Legend

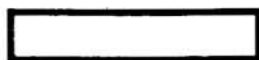
Sliding Doors



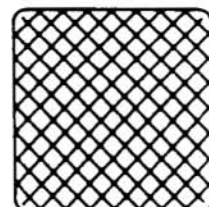
Airlock Doors



Standard Doors



Ventilator grate



ESCAPE

by J. Andrew Keith

PLAYERS' INFORMATION

In the folio Trading Team, a group of adventurers employed by Caledon Ventures were dispatched to the planet Htalrea (Ea 0905 E 76710-0) to open trade with the primitive natives of that world. Htalrea is home to the risth, a 200 kg pouncer, prized for its scent glands. The human-owned trading company was anxious to open trade with the natives vaguely humanoid bipeds in the process of establishing stable agricultural villages built around small families of tribes -- and so break the monopoly on ristscent perfumes enjoyed for several decades by the large Aslan mercantile concern, Tlasayerlaahel.

Thanks to the trade pioneer team aboard the merchant ship Scotian Huntress, Htalrea was opened to human trade in 1109. Because trade routes to the Principality of Caledon (via the Confederacy of Duncinae, a Caledonian ally of long standing), were much shorter than the equivalent links in the Aslan commercial chain, the humans prospered. By 1113, a permanent trading post, was in place on Htalrea's North continent, and survey work was proceeding apace both on the planet and in other parts of the Htalrea star system. The adventurers were hired by Caledon Ventures as part of the permanent staff of the 20-man trading post, which includes merchants, scientists, guards, and other specialists. The year is 1114, and Reavers' Deep seems poised on the brink of an uncertain, troubled future, as recent news reports from the Principality show.

ADVENTURE BACKGROUND

Adventure background: Htlarea has proved to be a key profit center for Caledon ventures: since opening the world to trade, the company has been able to make major inroads in the markets of other nearby worlds. Ristscent is not only popular for the human perfume industry; it is even more highly prized by the Aslan settlers on Laroaetea, Earlo, Roakhoi, and Ea, and has even been well-accepted by the non-human J'aadje of Gaajpudje. Trade with Htalrea has thus opened up markets for products as diverse as J'andje glassware, Roakhoian tlaospice, and the foodstuffs of several nearby agricultural centers. The impact of this ring of new markets in the Ea subsector has been enormous, permitting Caledon Ventures to build a sizable corporate power base within the Principality of Caledon.

As the adventure opens, Caledon Ventures has dispatched a new survey team to the Htalrea system to explore two other worlds, both inhospitable, but potentially rich in industrial-grade crystals and other raw materials. After depositing supplies and replacement personnel at the trading post, the ship moves on. It will not be returning. After completing the survey work, it is scheduled to travel to Dunciane and then on back to the Principality.

The arrival of the ship, the first in three months, was a major event for Htalrea's tiny human population. All of the science parties investigating the planet returned for the visit and helped load up accumulated cargo and mail. Thus, everyone was there

to see the ship off . . . They were still together two days later when a second ship, unexpected and hostile, descended on the trading post from orbit.

Prisoners

The outpost was never intended to deal with anything more violent than a rogue rish or a dissatisfied Htalrea native. No one had anticipated the arrival of a 1,000 ton warship with a contingent of 60 crewmen and marines, and sufficient heavy weapons to make all resistance futile, even suicidal. The hand weapons and fixed defenses of the station are no match for the attack, and the entire station is quickly subdued. Those people not killed in the first moments of the attack are soon captured and disarmed, prisoners of the newcomers.

The attackers are Aslan, a small but elite strike team aboard a warship of Hierate design and manufacture. Their appearance here suggests that real trouble has broken out in the area, as the warrior race at last retaliates for the encroachment of Caledonian traders in a subsector previously dominated by their own merchants and explorers. And an attack on Htalrea can only be the prelude for further operations in the Ea subsector which could cripple Caledon Ventures and draw the Principality into a confrontation of dangerous proportions.

The Adventures

By the time the Aslan attackers have occupied the trading post, only 12 humans remain alive. This includes all of the player characters, plus any NPC's needed to fill out the full number. Each character and NPC should have 1D-3 rolled to determine the number of dice of damage taken away during the attack. No injury, however,

should be fatal, and the referee may want to alter results to keep any of the characters from being critically injured.

The actual adventure begins after the attack is over, when the human prisoners are herded into one of the post's prefab huts and locked up. In essence, the group's object at this time is escape, after which they can either try to contact help, attempt to seize an Aslan vessel, or try to run before their assailants can recapture them. The opportunities for a successful



escape are there -- if the characters can see and take advantage of them.

Referee's Information

The map included with this folio shows the layout of the trading station. Details of the situation are presented below. This information should only be revealed to the players as their characters would reasonably have a chance to discover specific items.

1. Control Dome: This dome contains communications equipment, security monitors, tracking gear, and the post's

Model 1/4 computer complex. Two armed Aslan guards are posted outside the door, with a third inside. There are also six Aslan technicians working inside during daylight hours (two of them armed), while one armed technician stands guard at night.

2. Vehicle Garage: This building contains



the post's vehicles: one G-Carrier, one tracked ATV, and two air/rafts. There are also mechanical and electronic tool kits in the building, and one survival kit (complete with lightweight rifle) in each vehicle. All sliding doors are closed and padlocked; the two standard doors are locked and guarded by a single armed sentry.

3. Equipment Storage Hut: This building contains a series of floor-to-ceiling racks where tools, equipment, and other gear are stowed. All weaponry has been removed into the Aslan cutter. Other equipment remains in place, including a wide range of electronics, survival gear, and other items of the referee's choice. The sliding door is padlocked; the other door is locked, but unguarded.

4. Medical center: This building has a

small medical facility for station members. When not in use, the facility is used to conduct tests and study the wildlife on the planet.

5. Dormitory Hut: There were accommodations for ten station members here. This building has been taken over as quarters for Aslan soldiers and technicians. Six Aslan will be inside during the day, or 15 at night. A gun rack stores one rifle and one pistol per Aslan currently present in the building. One guard stands on duty at the door at all times.

6. Dormitory Hut: This building is being used to confine the human prisoners. The door is kept locked and guarded at all times by an Aslan sentry. One meal is brought in, and no knives are included with the food. The door is clearly visible to the Aslan sentries at the doors of Buildings, 1, 2, and 5.

Like all the buildings in the post, this hut has no windows. There is a large ventilator grate (see map legend) which could allow any character with a strength of 7 or less to escape if it can be detached. This would require tools (such as a spoon or fork stolen from a meal tray) and six successive rolls of Dexterity or less (DM-JOT or Lockpick skill) by one character assigned to open the grate. Rolls can be made 2D minutes apart; a failed roll will make enough noise to interest the guard outside on a 9+. Other than as noted above, the prisoners are generally left alone. They have no weapons or equipment aside from ordinary workclothes.

7. Mess Hut: This hut contains three long tables, a galley area, and facilities for storing food. A variety of kitchen and

eating utensils are stored inside. The hut is used for its original purpose by the Aslan. Its door is generally open, and there is a chance (7+ by day, 11+ by night) that 1D Aslan may be inside eating or drinking at any given time.

8. Warehouse: This warehouse was empty at the time of the attack. The sliding door is padlocked but unguarded.

9. Warehouse: This warehouse has a full stack of trade goods, mostly metal weapons and simple tools. The door is padlocked but unguarded.

10. Warehouse: This warehouse hut is empty, padlocked, and unguarded.

11. Cutter: Within an hour of securing the trading post, the Aslan cruiser lifts off. A landing craft, however, is left behind. This 50-ton small craft contains quarters for 15 troopers and technicians, although no more than a handful are occupied at any given time. A watchstander is present on the bridge at all times. Each airlock is guarded by an Aslan sentry and watched by a monitor tied in to the bridge of the cutter. The craft has a radio, and is fully crewed.

12. Airlock Doors: Double iris valves giving access to the cutter. They can be opened using controls mounted at each door, but activating any door alerts the watchstander on the bridge.

13. Sliding Doors: These are manual sliding metal doors. There is an 8+ chance that opening such a door will alert nearby guards. Padlocks on sliding doors must be cut or shot off; keys are kept inside the control dome.

14. Standard Doors: These are simple manual doors opened by a lever-type handle. Locks must be broken, or keys are available in the control dome. A locked door can also be forced (automatically alerting any guards in the compound) by rolling 2D and adding the strength of up to three characters trying to force it. A result of 25+ breaks down the door.

Ventilator grates: These may be opened (from either side) as described earlier.



ESCAPING

The choice of when and how to make an escape attempt is up to the players. Obvious targets are the control dome (to contact help), the cutter, the garage, or the tall grass. The referee should resolve the adventure according to the plan adopted and the logical flow of the action thereafter.

Aslan guards have the following general stats (which can be varied as desired).

968797 Age 30 3 terms
Autorifle-3, Pistol-2, Vehicle -1, Tactics-1,
Leader -1. Autorifle, Pistol.

If the referee wishes, other weapons

If the referee wishes, other weapons can be substituted, including guns from other Traveller products.

The Aslan

Referees who do not have access to Alien Module 1 (**ASLAN**) or other material describing this alien race may use the short sections that follows as a basic guideline to these warrior carnivores. Counted as one of the six major races, the Aslan are upright bipeds descended from carnivore pouncer stock from the planet Kusyu. They stand 2 meters tall and mass around 110 kg. Early Terran explorers perceived them as "lion-like," and the simile, though not very apt, has stuck ever since.

Their most notable physiological traits are an increased strength and endurance, and a decreased dexterity in relation to humans, the capability of achieving short bursts of high speed, and the presence of a highly specialized claw which folds back under the base of each thumb. In game terms, this claw is treated as a Blade.

The Aslan have two sexes, male and female. The Males are warriors, and those of higher social classes are ill-adapted to functioning outside the narrow confines of a warrior society. Females tend to be superior administrators, often managing far-flung commercial concerns, as well as the financial affairs of the males they mate. Their culture has some superficial similarities to that of the Samurai class of Feudal Japan. The Aslan are a fiercely independent race dominated by ties of family and clan, though they control a vast area of space, the Hierate, there is very little in the way of a central government. Families and clans often act entirely on their own, although concerted action is

possible between groups when there is sufficient need.

The adventure ends when the characters make good their escape from the trading post, whether on foot, by vehicle, or in the cutter. Note that they cannot remain at the post even if they have sent out a radio call for help, since the Aslan will outnumber them badly and have the resources of the cruiser to call upon. An escape into the jungle surrounding the camp is essential for the group's ultimate survival.

Look for the next adventure folio in this campaign: **Rendezvous With Danger.**

SEEKER

P.O. Box 337
Finley, ND. 58230

COMPANY NEWS SERVICE:

Available to the characters at the start of this adventure.

'Gaajpadje/Ea 0304 048-1114: An agreement with the leaders of the militaristic K'Tring state of Gaajpadje's Eastern Continent was finally signed by representatives of Caledon ventures last week. Tension between the human K'Tring and the alien J'aadje has been high for the past six years, since the crew of the Caledon ventures ship Scotian Huntress helped the J'aadje foil an invasion by the K'Tring. The agreement places the K'Tring/J'aadje disputes in the hands of Company mediators, and provides for trade between the K'Tring and the J'aadje through Company middlemen.

'Marlheim/Ea 0304 029-1114: The Grand Duke of Marlheim has closed the Duch's borders to all shipping from the Confederacy of Duncinae following the riots on Mirak late last year. A court of the Duchy has found the officers and crew of the confederate Trader MacBeth guilty of seventeen counts of customs violations, unauthorized trade, public disturbance, and assault on Ducal Security forces. The official Ducal position is that the MacBeth crew triggered these riots by actions in violation of local law. Company investigators have turned up evidence suggesting that the riot was sparked by citizens defending the MacBeth crew from police harrassment, but this is in direct conflict with official government statements from Marlheim. The MacBeth has been impounded, and its crew imprisoned on Mirak.

'Dunmarrow/Ea 0101 364-1113: All Company personnel in the Ea and Scotian Deep sectors are warned that Aslan mercantile activity in these areas can be expected to increase in the next two years. Reports from the Keiar subsector indicate that Tlasayerlaahel, the Aslan merchant company, is preparing to take vigorous action to regain markets lost to Caledon ventures over recent years. Company policy is to maintain

current markets and continue the search for new prospects without promoting direct competition with rival operations, but the safeguarding of Company business is a prime concern that should not be sacrificed under any circumstances.

'Stirling/Scotian Depp 0605 332-1113: The final amalgamation of Caledon Ventures and the Scotian Deep Trading Company was announced yesterday by officials of the two companies. The Scotian Deep Trading Company, long plagued by problems stemming from the revolt of Rejhappur in 1108, agreed to the buyout proposed by Caledon ventures. The amalgamation combines the resources and holdings of the two entities under the Caledon Ventures banner, with officers of both companies assuming positions of responsibility in the reorganized business. It is expected that government forces on Rejhappur will now be withdrawn as Caledon Ventures is able to mobilize colonial troops to garrison the planet and reopen export of jaihe to the Principality and beyond.

Duncinae/Ea 0804 038-1114: The election of the new President of the Confederacy, Roger Vane, was announced yesterday. Vane, noted for his eight-year tenure as Ambassador to Marlheim, is expected to take a much stronger stance than his predecessor with regard to relations between the Grand Duchy and the Confederacy. These have been strained lately by several incidents, most notably the MacBeth affair.

The Ea Subsector

THE EA SUBSECTOR HISTORY

First explored by Aslan mercantile interests, the Ea subsector was long regarded as a Hierate trading preserve. A few worlds, notably Hrou, Earlo, Laroaetea, Ea, and Roakhoi, were settled by Ihatei, landless second sons of Aslan clans who ventured to these new frontiers in search of holdings they could never win at home. For the most part, though, the Aslan in the Ea subsector came as traders, not as colonists.

During the heyday of the human Reaver Warlords a thousand years ago, mankind came to the Ea subsector to stay. Many suitable planets were settled by Reavers, either as bases for their warlike enterprises or as permanent colonies when raiding grew unprofitable. Inevitably, the Reavers came into conflict with the Aslan, but Ea was far from the Hierate, the clans were rarely capable of prolonged cooperation, and other markets beckoned; the Aslan found it more practical to ignore the humans than to exterminate them. Such wars as were fought here were short and limited in nature. When the Reavers eventually disappeared there were human worlds and interstellar states left behind, as well as Aslan colonists and traders who had weathered the storm to maintain their race's interest in the area.

Two minor alien races have been discovered in the subsector. The J'aadje, native to Gaajpadge, are upright bipeds with small (average of 60 kg), agile bodies, golden-hued skin, and long, dextrous fingers with two fully opposable thumbs on each hand. Peaceful, friendly, and courteous, they are noted for their arts and crafts, but a long-standing rivalry with a human lost colony, the K'tring, has hampered their development. (See GDW Double Adventures 6, Night of Conquest/Divine Intervention, for more details.)

The other race is a primitive hunter/gatherer society found in Htalrea. Massive bipeds with prominent external ears, a single large eye, and powerful bodies, the Polyphemes of Htalrea were only recently contacted by human traders, and are still only poorly understood. Neither non-human race has attained much in the way of technology, although both are becoming accustomed to contact with off-worlders.

The two interstellar states in the area are both controlled by human cultures. The Confederacy of Duncinae was founded by refugees from an

early civil war in the Principality of Caledon to Coreward. It has since re-established close relations with the mother nation and enjoys cultural and economic ties which benefit both. The Confederacy is ruled as a loose hegemony of states where individual freedoms are highly valued (where conditions permit) and local governments enjoy considerable independence. The Grand Duchy of Marlheim, on the other hand, is a restrictive totalitarian state which traces its origins to one of the last successful Warlords. Tightly controlled and avowedly expansionistic, Marlheim has conquered a number of worlds in the Ea and Eakoi subsectors.

Reakhoi is a planet of some interest to sociologists, due to the unusual blend of cultures found there. Both Aslan and human settlers occupied the planet at various stages of its history, and it has become an unusually cosmopolitan world where the two societies have merged to form a rich but totally unique new structure. It is primitive, but slowly absorbing outside technology from traders.

A final world of interest is Dunmarrow, a planet settled by Caledonian colonists. It serves as an outpost of the Principality's trading empire, and supports a scout base run jointly by Caledon ventures and the Caledon Royal Mail.

Ea Subsector Statistics

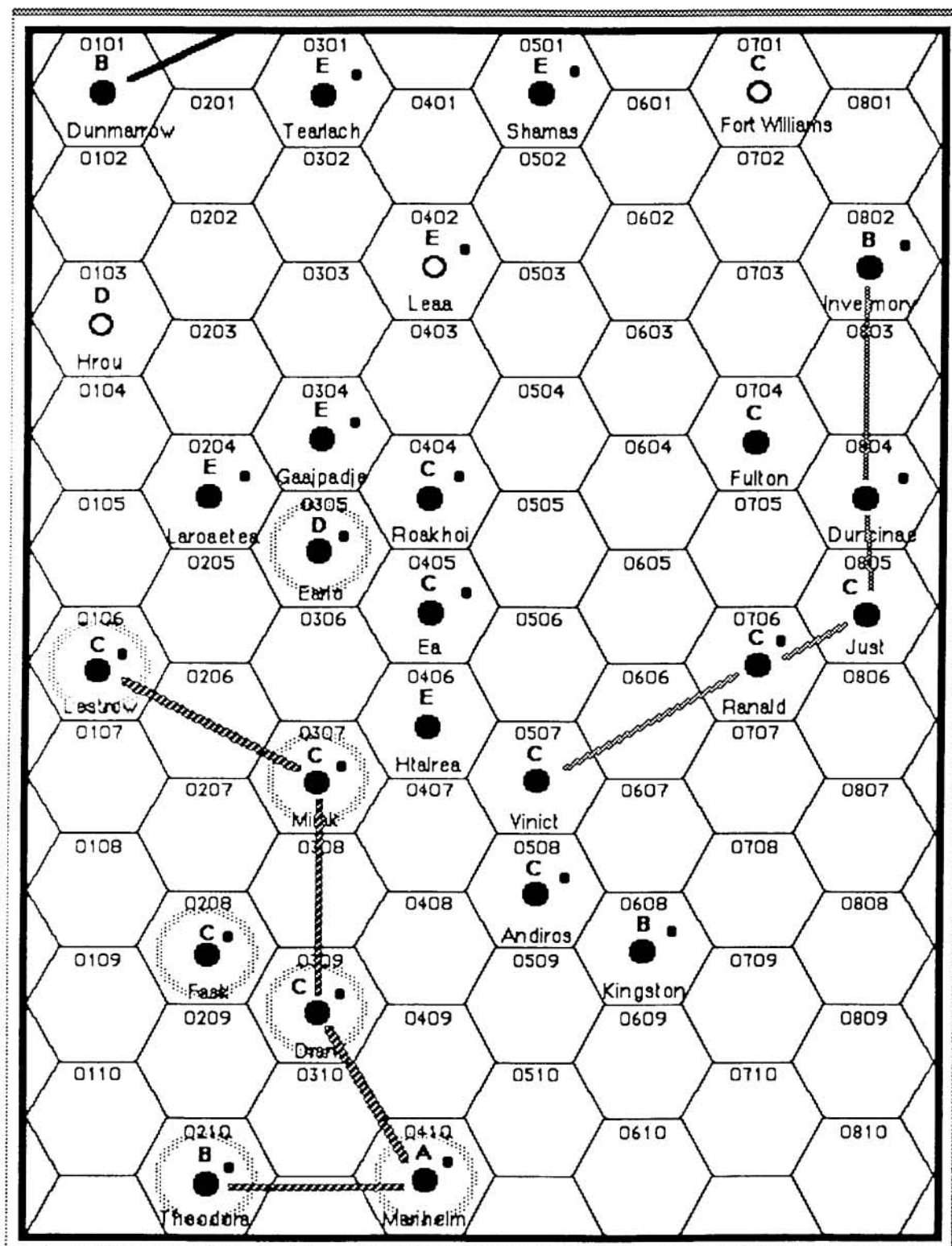
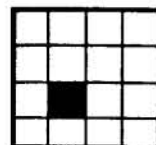
Name	Hex	Statistics		Remarks	
Dunmarrow	0101	B444653-A	S	Agricultural. Non-industrial.	
Hrou	0103	D200579-8		Non-industrial. Vacuum world	
Lestrow	0106	C798764-8		Agricultural.	A G
Laroaetea	0204	E556555-6		Agricultural. Non-industrial.	G
Fask	0208	C9868AA-8			A G
Theodora	0210	B857563-A	A	Agricultural. Non-industrial.	A G
Tearlach	0301	E569749-8		Rich.	G
Gaajpadje	0304	E667874-4		Rich.	G
Earlo	0305	D242102-7		Non-industrial. Poor.	G
Mirak	0307	C766763-A	N	Agricultural. Rich.	A G
Dran	0309	C451566-9		Non-industrial.	A G
Leaa	0402	E100488-9		Vacuum World.	G
Roikhoi	0404	C969543-4		Non-industrial.	G
Ea	0405	C7586AA-7		Agricultural. Non-industrial.	G
Htalrea	0406	E767610-0		Agricultural. Non-industrial.	
Marlheim	0410	A5759A8-B	N	Industrial. Grand Duchy Capital.	A G
Shamas	0501	E456305-6		Non-industrial.	G
Vincit	0507	C8987A9-8	N	Agricultural.	
Andiros	0508	C799566-8		Non-industrial.	G
Kingston	0608	B764994-C	N		G
Fort William	0701	C240467-A		Non-industrial. Poor. Desert World.	
Fulton	0704	C98A788-9		Rich. Water world.	
Ranaid	0706	C456544-9		Agricultural. Non-industrial.	G
Invermory	0802	B484789-A	N	Agricultural. Rich.	G
Duncinae	0804	A686648-8	A	Agricultural. Non-industrial. Rich.	
				Confederacy Capital.	G
Just	0805	C7487AA-5	S	Agricultural.	

The Ea Subsector contains 26 worlds with a total population of 7.78899 billion. The highest population is 3.7 billion, at **Marhiem**; the highest tech level is C, at **Kingston**.

SUBSECTOR MAP GRID

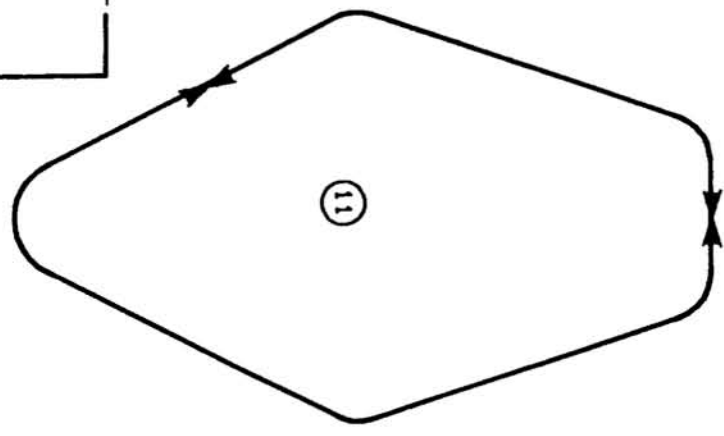
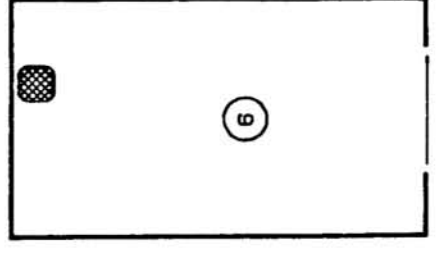
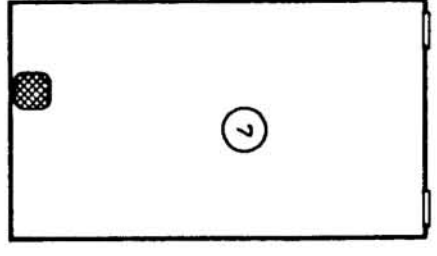
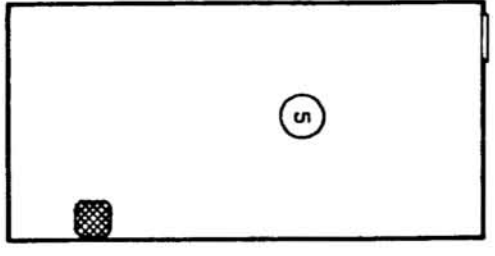
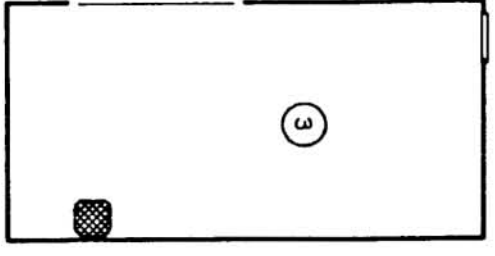
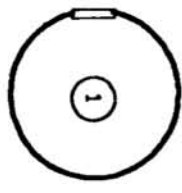
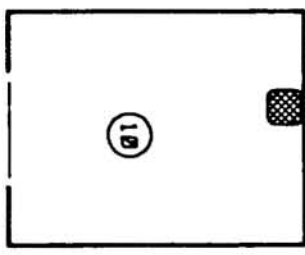
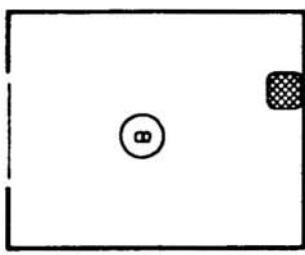
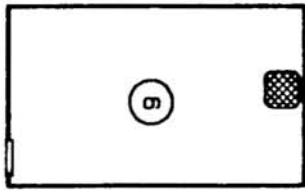
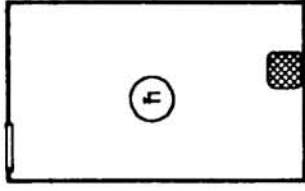
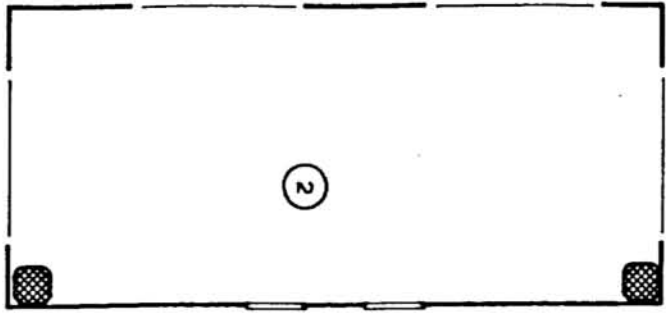
1. Subsector Name

Ea



BASE CAMP

1.5 METERS



ESCAPE

SITUATION: HOPELESS!

Alone on an untamed world..... imprisoned by warrior Aslan the human expedition on Htalrea faces impossible odds as they strive to win free from their alien captors. It will take every bit of skill and luck the adventurers can muster to out fox the Aslan warriors and *ESCAPE*.

Escape! is a folio adventure approved for use with Traveller, GWD's original role-playing game of Science-Fiction adventure in the far future. Written by J. Andrew Keith, *Escape* picks up where his earlier folio Trading Team (published by Marschal adventures) left off..... and launches a new line of SEEKER folios that link together to form an ongoing *Traveller* campaign.

SEEKER

P.O. Box 337, Finley, ND 58230

Copyright © 1987 by SEEKER. All rights reserved. No part of this material may be reproduced in any form or by any means without permission from the publisher. Printed in the USA. *Traveller*® is a registered trademark of Game Designers' Workshop. The trademark is used under license.