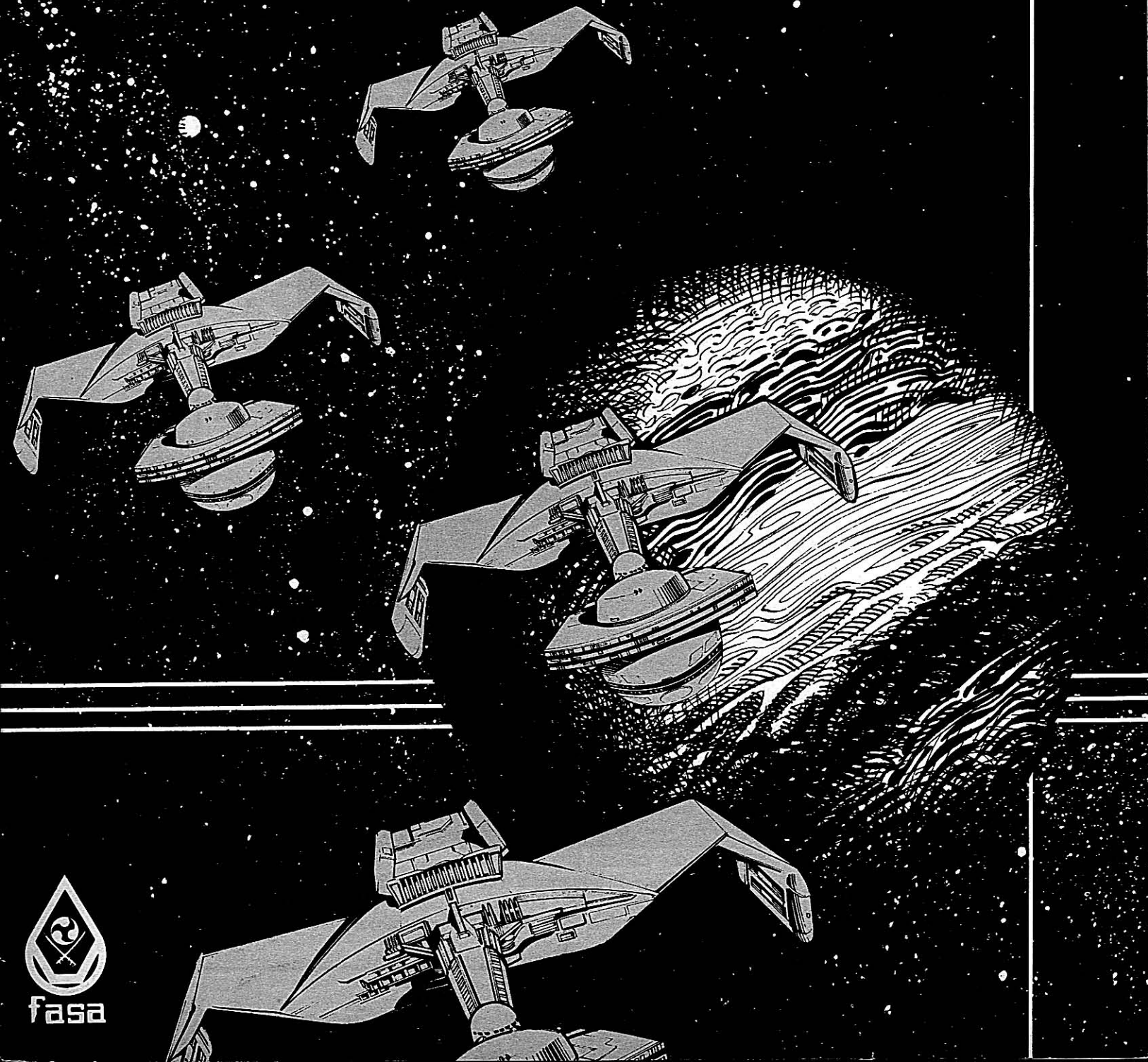


The Natural Order

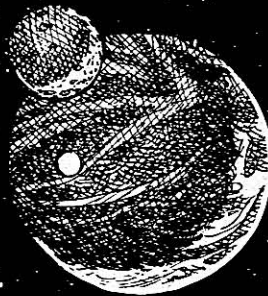


The Natural Order

INTRODUCTION

This adventure is designed to be played using Klingon player characters with STAR TREK: THE ROLE PLAYING GAME and *The Klingon Empire* supplementary set. Adventurers are assumed herein to be officers aboard a D-7 class battlecruiser, but any major Klingon Imperial Fleet vessel can be used as the basis for this scenario.

The patrol area for the ship in question is assumed to be within the boundaries of the Empire itself, not in areas disputed by the UFP or Romulan Confederation, nor under the protection of the Organian Treaty. If the adventure is part of a larger campaign not set in such an area, the players' ship can be ordered detached for special duty, due to their immediate availability (and, perhaps, a shortage of experienced commanders nearer the problem area). Gamemasters should feel free to rework details of the assignment procedure to allow the adventure to mesh with the continuity of their current campaign.



THE NATURAL ORDER

A Klingon Empire adventure scenario for STAR TREK: THE ROLE PLAYING GAME

by Guy W. McLimore, Jr., Fantasimulations Associates

Imperial Assignment

The player's ship receives a message in code, marked for the Captain's eyes only. The message would be received by the communications officer on duty. (If there is a player character in the communications position, it comes in on that player's shift.) The Captain is not on the bridge at the time the message arrives.

The code used is one supposedly known only to the Captain, and it is not in the computer used for normal decoding. It is possible, if the gamemaster so determines, that the communications officer in question has already obtained this code through subterfuge at some time in the past. If (and only if) the communications officer states an intention to decode the message before giving it to the Captain, the gamemaster may use the following method to determine the comm officer's access to the code:

If the communications officer has a Surveillance skill level HIGHER than the Captain's, secretly attempt a saving roll first on that skill, then on the INT attribute, for the comm officer. If BOTH are successful, the Captain's secret code is not as secret as he thought! If either roll fails, or if the Captain's Surveillance skill is equal to or greater than the comm officer's, the code remains a secret.

(The comm officer is allowed to take the message to another officer with a higher Surveillance skill level and let THAT officer try, but is taking a risk by taking the other officer into his/her confidence. Gamemasters should gauge the second officer's reactions by his/her past history in the campaign, if the second officer consulted is a non-player. There is a basic 50% chance the comm officer will be blackmailed or turned in by a non-player officer, with the gamemaster adjusting the chances depending on how the officer in question feels about the Captain...)

If the comm officer wishes to simply turn over the message, the Captain can be called to the bridge or it can be taken to his cabin on a computer cart. His reactions will be controlled by the player (if the Captain is a player character), or by the Gamemaster (if the Captain is a non-player character).

The message must be printed out in coded form, then decoded by hand from a small book in the possession of the Captain (probably in his safe or on his person). It will take about 20 minutes to decode the message in this manner. The use of this type of coding should tell the Captain (or the Gamemaster should tell him privately, if he doesn't catch on) that the message is potentially politically sensitive. The decoded text is as follows:

FROM: Imperial High Command
Area KZL-1456
Admiral Klen zantai-Rvellin
Bureau of Agricolony Security

SECURITY RATING ALEPH-ZED BLUE — PRIORITY ONE

Your vessel is hereby ordered to divert immediately to Imperial Agricolony LGXT-455M (native nomenclature: Delleren V) and investigate Imperial Security reports of native unrest. Vessel's commander will inform local Governor that a routine spot inspection is being made. In actuality, though the pretense of a spot agricultural inspection is to be maintained, commander or representatives of ship security are to meet with Imperial Security agent Avarn vestai-Levest, operating undercover.

Agent will seek out commander or security personnel in capital city marketplace 1030 hours second day of visit, with usual identification papers. Investigate agent's claims clandestinely, and — if situation warrants — replace local Governor as temporary Military Governor, act to preserve order, and report situation. Further orders will then be issued.

Commander is advised to protect the interests of the Empire in this matter, proceeding with discretion and decisiveness. Discussion of current situation with top officers left to discretion of commander.

MESSAGE TERMINATES

Of course, as is usual in the Empire, what the message says is not as important as what it implies. A simple replacement of a local Governor would not require the use of a top-secret code, nor the diversion of a ship-of-the-line from important patrol duties. If the situation were still developing, the Governor would be quietly replaced at first opportunity with no fuss. On the other hand, if the natives actually threatened revolt, the Imperial Marines would be landed in greater force than your own ship can muster. There must, therefore, be something unusual about this particular situation.

The Captain will see the difference immediately (the gamemaster will tell him, if he's a player character) if he checks the records to see who is the current Governor of Delleren V. The position has been held for the past nine years by Aluz zantai-Larrax. The Lerrax line is an old and distinguished one, and Aluz himself a respected veteran of many native-affairs positions. After many successes, however, his last Governorship was a disastrous failure, ending when Imperial Marines had to quell an uprising on a mining planet after Lerrax allowed a trade-union movement to gain too much of a toehold.

According to Lerrax' dossier, only his family connections and exemplary record saved him from severe disciplinary action after the mining planet disaster. He returned to his family stronghold on Klinzhai for a time, but the Council (pressured by his line) finally assigned him to Delleren V — considered a "safe" world unlikely to have trouble. The move was seen by many as "putting Aluz out to pasture". He is past 40 and not in excellent health anymore.

If the files on Delleren V are consulted, it can be seen that it is an agricultural world with a native population known as the Dellri. The Dellri are a semi-Klingonoid race. (That is, they walk upright on two legs, have two arms and a head, and somewhat resemble Klingons, humans, Vulcans, etc.) They are tall (average 7 feet) and thin, with loose bluish-white skin and deep-set dark eyes. The Dellri are a perfect example of a kuve race. They are vegetarian, non-violent, and mostly unconcerned about the Mlingon occupation of their planet. Simple farmers and growers, they had only loose local governments and very little technology before the Klingon annexation over thirty years ago. Most natives have proved somewhat trainable with more modern cultivation methods, and productivity is fairly high at this time. Overall, Delleren V seems an unlikely place for an uprising.

If the Captain is a non-player character, he will consult the above information, then order the ship diverted to Delleren V. He will then call in his top officers (including the player characters who fit this description) and explain the whole thing, including the entire message and what it means. Such candor will seem uncharacteristic until he hands the whole problem over to the highest ranking player character present, making that character responsible for overseeing the operation! This may be a shrewd move on the Captain's part, as he can take credit if the job is done well, and shift blame if it is not. Most likely, the Captain will drop the matter in the Security Officer's lap (if he is a player character), while ordering the Science Officer to take charge of the agricultural inspection that is the "cover" for the ship's visit.

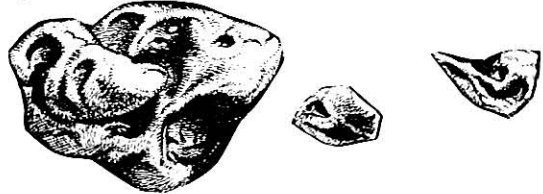
If the Captain is a player character, it is up to him to decide how much to tell his top officers, and when to tell them. The gamemaster should make secret Surveillance rolls for the Security Officer and the Science Officer, however, if the Captain consults the files on Delleren V and Governor zantai-Lerrax. If the rolls are successful, the Security Officer and/or Science Officer happen to check the library computer log, and should be secretly told WHICH files the Captain consulted, which may give them a clue as to their mission — if they check the same files.

The trip to Delleren V will take about three days at Warp 5, giving the players time to research and plan. One possible area to check is on the agent Avarn vestai-Levest. The gamemaster should not suggest such research, but the following information is available in the ship's library computers if anyone bothers to check.

The Levest line is not particularly old or distinguished, but there has never been any scandal connected with it, nor any hint of animosity between their line and the Rvellin line. The line is, however, quite wealthy — mining interests owned by the family have prospered. Avarn himself is a young man of about 22 — more an administrator than a security field agent. He had earlier overseen his family's holdings on some of their mining worlds before he managed to get the more prestigious security job. His assignment to this

safe post is in keeping with his semi-military background and Delleren's reputation as a quiet world. Despite his lack of military status, Avarn is an ambitious man. Even so, his efforts to better himself have often been frustrated when military types have used information Avarn has gathered to grab power for themselves. Thus, it could be implied that Avarn will be somewhat sympathetic to the civilian Klingon administration in power, and antagonistic toward a military takeover. On the other hand, it is information he provided that caused his superiors to suggest sending a military vessel to investigate.

Delleren V itself can also be researched further, revealing the following data on the world and its people:



DELLEREN STAR SYSTEM

14 planets (One class "M" - - number 5)

DELLEREN V

No natural satellites
 Surface gravity .85
 Planetary diameter 11,000 km
 Rotation period (local day) 28 hours
 Atmospheric density NORMAL
 Land surface 46%
 General climate TEMPERATE - WARM
 Mineral content: Normal metals - 33%
 Special Minerals - 18%
 Radioactives - 3%
 Gemstones - 14%
 Industrial crystals - 17%
 Native intelligent cultures 1

DELLRI

Mammalian Klingonoid (humanoid)
 Average statistics:
 STR 45 END 35 DEX 65 INT 25 LUC 30 PSI 10
 Of omnivorous stock, now vegetarian
 Physical description:
 Tall (avg. 7 feet), hairless and gangly, with loose wrinkled bluish-white skin.
 Technological/sociological index at first contact:
 3 - 212231
 Servitor status confirmed by Imperial Council as agricultural workers.
 Military occupation unopposed by natives.
 Military government replaced by civilian administration after three years. Natives deemed unsuited for self-government under native leaders at this time.
 Chief crop: Qala fruit, with 80% of crop going to wine production.

Arrival - Delleren V

The small communications/sensor station at Delleren's capital city (known imaginatively as "Capital") acknowledges your ship's presence when you slow to sublight within the system, and requests to know the nature of your visit. When told about the routine agricultural inspection, the Delleren station communications officer seems relieved and directs your ship into a standard orbit and give you beam-down coordinates for the Governor's Palace receiving room. This minor agricultural world has only the most rudimentary defenses, all ground based.

The sensor equipment is no doubt also composed of just the absolute necessities, therefore no one is likely to detect other clandestine transporter uses. Even so, coordinates for the city marketplace will have to be determined by on-site inspection sometime before direct beaming to that area can be accomplished. The marketplace rendezvous is not to take place until the next day, so there should be plenty of time for someone from the ship to sneak away from the palace and get coordinates for a safe, empty, and unseen target spot, if one is desired. (The Captain's personal transport officer will, of course, check the Palace coordinates before allowing the Captain to beam down.)

Protocol demands the vessel's Captain (and any officers he wishes to take along) present himself at the Governor's palace within a reasonable time to pay his respects. To do less would be an insult to the Governor's position and distinguished family. Of course, a small group of Marine guards (no more than 4) should be beamed down first as the Captain's honor guard and to establish *his* status. The Governor, because of his position, has a bit of an edge, status-wise, over the Captain — but not much, since the Governor is only a civilian administrator and the Captain is a Naval officer on official duties. Thus, the Captain must show deference, but not be *too* humble. It is a good idea if the Captain remains respectful — perhaps giving the administrator more deference than he deserves to allay his suspicions. (After all, the cover purpose of a simple agricultural inspection should be maintained, and such an inspection would be boring routine for a Naval Captain.)

Upon beamdown, the ship's officers will be met by Governor zantai-Lerrax himself and four members of his personal guard. The Governor himself is no longer young, but is in better shape than one would expect for his age. He is of the Imperial Race, as his status might indicate, but he shows no trace of sub-racial prejudice toward any Fusion Race Klingons among the ship's officers. In fact, he will greet the Captain and his entourage warmly, and invite them to stay for dinner. The characters should probably accept, both to allay his suspicions and to avoid giving insult. The invitation, of course, is extended only to top officers, though guards will be fed separately — as is the usual custom — so they will be free during the meal to

watch over the ship's officers. The Governor introduces the chief of his personal Marine guard detachment, Major Maik vestai-Vhord, but — as might be expected — does not make a point of introducing the other guards. The meal will be ready almost immediately after beamdown.

DINNER PARTY

The palace dining area is austere and decorated in the height of Klingon style. Ancient weapons and artist's depictions of great battles line the walls. If asked, the Governor will explain that all of the displayed weapons were captured in the depicted battles by prominent members of his line. Despite his age, the Governor is not the senior member of the Lerrax line, but he seems justly proud of his heritage. This might raise the question in player characters' minds of why Aluz — the Governor — is in civilian administrative service instead of the military, like most of his family. Of course, to ask such a question would be a deadly insult.

(In truth, Aluz would prefer to be a military man — his failure to follow that path prevents him from having any hope of heading his line. He was turned to the administrative path at an early age by his family, who answered an Imperial request when the Empire saw the need for more competent administrators developing in the future. Line loyalty kept him on this path, and his line has returned his loyalty by using influence to get him choice assignments — until the mining planet disaster, where line influence at least kept him from being disciplined. Aluz thus envies military officers, and is sometimes reluctant to turn a problem over to the military, since doing so is an admission of their greater prestige in the Empire.)

Joining the Governor and ship's officers at the meal will be Aluz's agricultural assistant Anto vestai-Kallor, a youngish Imperial Race Klingon, and native affairs assistant Arz sutai-Tlan. The latter is of middle years and his linename-prefix indicates he is probably well-thought-of, leading one to wonder why he is in this nowhere assignment. (Actually, Arz has been Aluz' closest advisor and friend for a number of years, choosing to stay with him when Aluz was reassigned. The players can easily find this out if they check Arz's service record later.) No other members of the gubernatorial staff are present at the meal. In fact, there are only a few others of any consequence — the planetary delegation has never needed to be large. There are only 240 Klingons on the entire planet, including the 10 gubernatorial guards and the 100 Marines quartered in the capital city as a peacekeeping force.

Also at the meal, standing discreetly behind the Governor's chair, will be several of his personal Marine guard (including Major vestai-Vhord) — exactly the same number as the ship's company has with them

as Captain's Guard. This fact is unusual enough to be brought to the player's attention by the gamemaster, as Aluz's status as governor — under Klingon protocol — entitles him to have one more guard present than the ship's company brings. Few Klingons would miss the chance to establish their greater status in this fashion, but the Governor has — purposely, no doubt — chosen to pay a compliment to his guests instead.

The meal itself is robust but not overly fancy — a change from what the ship's officers may have experienced dining with other well-placed civilian governors. Obviously, Aluz has not allowed his position of power to soften or spoil him.

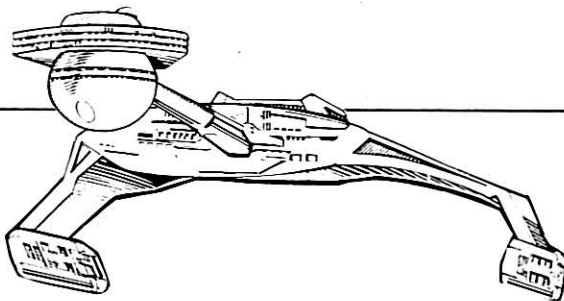
The ship's officers will also get their first look at native Dellri during the meal, as all household servants are — of course — members of this servitor race. At first, the towering, preternaturally thin servants with no hair and folds of loose skin may be a bit unnerving (though no respectable Klingon would dare show it), but the service is efficient and quiet. In fact, no Dellri speaks at all during the meal, though they seem to understand *Klingonaase* quite well. If asked, the Governor will explain that the Dellri rarely speak in company, communicating by subtle gesture and body language. The Dellri have a spoken language, but it is reserved mostly for religious ceremony or very personal conversation — as between husband and wife. They would find it especially embarrassing to speak before members of the "respected race", as they refer to the Klingons. The Governor will object sternly if any ship's officer tries to insist on making a servant speak.

Conversation at the meal will be guided by the Governor, who will insist on hearing about the latest exploits of the ship's company first. When he does get around to talking about his own assigned planet, he will speak in glowing terms of increased agricultural production and exceeding assigned quotas every month since his assignment here. He does not grab all the credit, surprisingly, giving much to his agricultural and native affairs assistants, and to the Dellri themselves. "They are actually quite remarkable examples of a *kuve* culture," he will tell the ship's officers. "The Dellri fit perfectly into the natural order — service to the Empire."

The agricultural assistant is full of figures and agricultural jargon — most of which bores the ship's officers to tears, although their mission requires they listen politely and look interested. He seems perfectly suited for his role — concerned with facts and figures to the exclusion of all else.

The native affairs assistant speaks little, except to back up the Governor's observations with examples and specifics. He seems to admire and respect the Governor greatly, and will be somewhat defensive if any negative comments are made.

Neither the Governor, nor his staff, will bring up the subject of trouble with the natives. In fact, if the subject is broached, the native affairs assistant will deny there is ANY organized resistance to the Klingon presence. "The Dellri are quite happy, as *kuve* should be," he will insist. "Our technology and efficient methods have improved their standard of living and given them a feeling of continuity and stability."



Three-quarters of the way through the meal, a Dellri servant brings a written message to the native affairs assistant. Arz looks concerned, shows the note to the Governor, then abruptly leaves, taking the note with him. The Governor, if pressed for explanation, says only that Arz had business elsewhere, and was called away. He will say nothing more, and the Captain cannot really afford to press him too hard at this point.

After the meal, the Governor will offer to allow the ship's officers to spend the night in the palace's best accommodations if they desire. The players are under no protocol obligations to accept, but may if the Captain so desires. If so, ship's guards will be relieved, and a guard automatically kept on all ship's officers on planet, with two for the Captain. The players may be a bit disappointed with the Palace's best rooms — none are even as plushly appointed as the Captain's cabin aboard ship. Still, all are comfortable and secure.

Any player characters who decide to slip out and explore a bit that evening will of course have no trouble getting past their own guards. If they leave the wing reserved for visitors, however, they will be stopped by two guards who will very, very politely (but firmly) explain that their orders are to keep the ship's officers safe through the night, and to do so they must remain in the Visitor's wing. If the player's make an issue of it, the guards will — again politely — apologize for inconveniencing the visitors, and will offer to summon their commander to help the visitors. If the players continue to pull rank and attempt to leave, Major vestai-Vhord will indeed be summoned (both guards have communicators), and he will arrive in a very few moments, dressed in full uniform and accompanied by another guard. He will gladly take them anywhere in the Palace they wish to go, but he insists that they must not wander at night unaccompanied. "My men are quite efficient," he will tell the visitors in a slightly strained voice. "They might mistake you for someone attempting to do the Governor harm."

In fact, Major vestai-Vhord is within his authority on this point. If the players continue to push it, or even shoot it out with the guards, they will seriously violate protocol. In such an instance, the Governor will get things settled down as quickly as possible, and will somewhat coldly insist the Captain and his officers and guards return to their ship immediately, conducting their inspection from there. He will also file protest with the Imperial Council, which will do nothing good for the Captain's reputation. (It will be worse if a guard is killed. The Governor will then insist on the prompt execution of the person involved! If the Captain is present for the melee, the Governor may throw the whole lot off-planet, and threaten to call in the city Marines to back it up!) If the player characters return to their rooms when told to do so, however, the evening will pass without incident.

Of course, while top officers are at the Governor's Palace, it is perfectly permissible for other officers and even crewmen to beam down for inspection duties or even for "shore leave" if the Captain so declares. (If the Captain is a non-player, he will do just that to cover the activities of anyone checking out the marketplace.)

The city is not modern, but there are quite a few buildings of Klingon architecture, and the Klingon influence is seen even in the native's own constructions. The marketplace itself is filled with natives, and also with Klingons — men and women — making purchases of food and native textiles. The only voices, however, are Klingons speaking *klingonaase*. The natives communicate among themselves with a complex set of gestures and positional signals too subtle for most Klingons to follow. The native merchants are quite happy to trade with Klingons, however, and most understand *klingonaase*. They are quite deferential to all Klingons, especially to those in military uniform. Most exchanges with the natives seem to be in familiar Klingon coinage,

As might be expected, there are numerous alleys and cul-de-sacs. It should be easy to find a quiet, shadowed spot for a clandestine beam-down later, if desired. The ship can obtain a solid lock on such a spot if any crew member simply contacts the ship by communicator while standing in such a place. It should quickly become evident from the lack of security outside the Palace — there are few armed Marines in the city itself — that it probably is not necessary to be very careful beaming down people tomorrow to contact the agent Avarn vestai-Levest. One could simply beam in anywhere outside the Palace and walk into town without creating much suspicion. Still, if the players wish to be careful, they can find a conveniently hidden beam-in point easily.

The largest structures in the city, aside from the Palace itself, are the agricultural storage and processing center and the barracks of the Marine peacekeeping force. The agricultural building has two Marines with disruptor rifles outside its only entrance, and a gubernatorial pass is required to go inside. If players watch for awhile, they will find that two more guards, similarly armed, circle the building at regular intervals. Everyone who comes or goes, Klingon or Dellri, shows a pass which is carefully checked.

The Marine barracks is also guarded, but any Marine personnel from the ship who want to visit may do so. (Navy personnel wouldn't be caught dead in a Marine barracks...) The local commander is Force Leader Mavo vestai-Helestra, and he will give them a grand tour of the place, which isn't much — accommodations for Marines are better aboard ship, for the most part. Any visitors here will find that there are only 30 or so Marines currently billeted on the premises. If asked, the commander will explain that the missing men are "on assignment" elsewhere. He will not discuss the matter more specifically. Force Leader Mavo seems rather unimpressed with Delleren V in general.

This is understandable, as it is a backwater assignment with little opportunity for advancement or glory.

If the subject of the Governor's personal guard comes up, it will become obvious that vestai-Helestra is not very fond of them, mostly because the Governor has taken them from under the Force Leader's direct authority and made them answerable only to the Governor himself.

DAY TWO - THE GOVERNOR'S PALACE

Assuming there has been no trouble last night, the Governor will have breakfast served in the main dining room early, and offer to provide all assistance possible with the agricultural inspection. He suggests your inspectors (probably the Science Officer and subordinates) will want to see a storage and processing facility in action. (The Governor is quite aware that the Captain, himself, would not bother to do such work.) There are three such facilities, but the nearest is right in the capital city, and he says he has assigned a driver to take the inspection team there this morning. They will be accompanied by the Governor's agricultural assistant, who the players met last night at dinner.

If the players insist on seeing one of the other plants instead, the Governor will wave aside the idea in a friendly manner. "The others are much too far," he will explain. "It would be an eight-hour trip by grav car — besides, one plant's much like another." He will mention that the city plant is in full production now and will yield the most useful information. If the ship's officers insist, he will finally explain that the other two plants are shut down at this time for off-season repairs. He will find some excuse not to go there, no matter what the player characters say. The prudent Captain will not press the matter until he has heard from the agent in the city, but the action is up to the player-character Captain, if there is one.

Once the matter of the inspection is settled and breakfast is over, he will turn the inspection team over to the agricultural assistant, Anto, and will excuse himself. Any characters not going on the inspection tour are free to go where they wish.

DAY TWO - THE MARKETPLACE

It is assumed that the ship's captain has made some sort of arrangements for a contact team to be wandering the marketplace the morning of the second day. At exactly 1030 hours, the ranking ship's officer present will be approached by a youngish Klingon dressed in garb of a junior administrator. The Klingon will politely inquire if the "distinguished officers" are from off-world, and say that perhaps they would like to know where the best bargains in the marketplace can be found. He will hand the officer a small card, which has a short note in *klingonaase* script: "I am Avarn, your contact. Come with me."

The young Klingon will lead the ship's officers down a side street and into a shadowed alley. He will approach a wooden door and rap on it three times, pause, then twice more. The door opens to reveal a

small back room and an older Dellri servant. The Dellri nods deferentially to the Klingons and departs as Avarn ushers in his companions and closes the door.

The security agent will then show the officers a legitimate Imperial Security ID card and introduces himself formally as Avarn vestai-Levest. He apologizes for the secrecy, but explains that he must maintain his anonymity. Avarn is publicly known as a junior administrative assistant in the agriculture department, but is actually an undercover Imperial Security agent assigned to keep an eye on the Delleren V delegation. (Nothing unusual about that, really. It's common procedure in the Empire to watch even the most trusted Klingons.)

Avarn will explain that he sent a secret message to his superiors a few weeks back when a mysterious explosion occurred at one of the remote agricultural storage and processing plants. The official explanation from the agricultural department was equipment failure, resulting in a steam pressure backup and resulting explosion. The plant was closed and repairs are proceeding. No Klingons were injured in the incident, though a couple of Dellri workers were hurt and one was killed.

Avarn became suspicious when he was kept away from the site by other work suddenly piled on him by his superior, agricultural assistant Anto vestai-Kallor, but he passed it off at first as understandable caution by a superior toward a subordinate who was fairly new and not yet trusted. But Avarn later learned (through bribery of some other Klingons in his department) that the native affairs assistant, Arz sutai-Tilan, was heavily involved in the investigation.

Avarn pulls a metal box from a hidden niche, taking from it some papers, then returning it. The papers are copies of laboratory reports made at the scene of the explosion, and they show that residue of an industrial explosive was found at the plant. The explosive in question, Avarn explains, is used to remove boulders and other obstructions when clearing new farmland. Many native workers would have opportunities to steal some of the substance and conceal it. Avarn suspects the explosion was deliberate sabotage, and that the Governor has ordered the facts concealed to avoid recall, with a military governor being assigned by the Imperial Council in his place.

Avarn seems to tell the whole story reluctantly. He frankly admits that he delayed reporting as long as possible, hoping that he was wrong. Avarn claims he admires the current governor, and feels his last failure was due mostly to "a few bad breaks". Still, he knows he must do his duty for the Empire. In fact, Avarn says sadly, it seems he may have called in military help too late.

When the players ask what he means by that, Avarn will seem surprised that they do not already know. "I am astonished that the Governor did not tell you," Avarn will say. "Last night there was another explosion, this one at the other remote plant. Two Klingons and several Dellri were killed and the plant is shut down!" Avarn has not had time to get out to the site, but he hears rumors that the evidence is overwhelming for deliberate sabotage, despite the fact that

Marine guard detachments from the city were sent to the plant and quartered there right after the first explosion.

Avarn says he has obtained forged credentials which will allow him access to the damaged plant, which is six hours away by grav car. (He gets these papers out of the same hidden box, but does not show them unless asked. Of the players ask to look at them, he will comply. The papers look quite genuine, consisting of passes and authorizations apparently signed by the Agricultural Assistant to the Governor himself. If a member of the party who has Forgery skill looks at the papers, the gamemaster should make a secret saving roll on that skill level. If the roll succeeds, the player notices that the documents are on a special "safety paper" almost impossible to duplicate, and that the signature is embossed with the Agricultural Assistant's personal seal, which would be very difficult to fake.)

Avarn offers to take up to two of the ship's officers along on a trip to the plant and show them the evidence. The players may suggest beaming up to the ship, then back down to the plant, but Avarn advises against it, saying such an action might raise the Governor's suspicions and cause him to call the plant and have vital evidence destroyed. If pushed, he will frankly refuse to travel in this manner, because doing so would involve too many people on the ship and risk a security breach. If the player characters are to accompany Avarn, they must leave immediately. The grav car (with official Agriculture Department markings and a Dellri driver) is nearby. Avarn will go, even if the players will not go with him. The players may call the ship, however, to let them know of their whereabouts.

INSPECTION - CITY AGRICULTURAL PROCESSING PLANT

The inspection team will consist of the agricultural assistant Anto vestai-Kallor, two city Marine guards armed with hand disruptors (Mark II), and whatever sciences team is sent from the ship. Up to two ship's guards may also go along, if desired. They may be armed similarly to the city Marines.

The first thing noticeable about the city plant as the inspection team arrives is the security. There are now *four* Marine guards outside, and they check and double-check IDs thoroughly. Once inside, the team finds itself in a receiving hall, with a couple more guards separating out the Dellri workers who enter and herding them off into a side room. If a player character sneaks a peek into the side room (while Anto is extolling the virtues of Delleren V as an agriculturalist paradise), he will find that all Dellri who enter are being subjected to a strip search before being allowed into the plant. Anyone who comments on this, or other security procedures in the plant, will be told by Anto that the precautions are "strictly routine", but Anto's nervousness when answering the question belies his answer.

Once in the plant, there seem to be armed Marines every thirty feet. Everyone is nervous except the Dellri, who go about their jobs without complaint.

Most of the tour is boring and routine until the party gets to the main processing room. Two Dellri foremen join the tour at this point, with Anto not bothering to introduce them except as "two of our best men, who oversee this whole section of the plant." This room is two stories tall and *huge*, with catwalks above great vats of boiling fruit mixture, being processed for long-term storage and transport to other Klingon worlds. Anto claims that fruit from Delleren often finds its way to the Emperor's own tables, and that wines made from Delleren fruit are favored all over the Empire. He will lead the way onto the main catwalk over the central vat, explaining how the contents ("Smell that wonderful aroma, warriors!") will soon be flashfrozen dry and shipped out all over the Empire. He will rush forward as the others follow, full of excitement over the huge plant and the sound of his own voice. (NOTE: Gamemasters MUST take care to rattle off the description of this action rather matter-of-factly, not calling overt attention to it or otherwise raising the players' suspicions overmuch.)

Suddenly, just as Anto exits the far end of the catwalk, there is a loud explosion behind the inspection group. The rear end of the catwalk suddenly sags several feet, throwing about.

Both Dellri foremen lose their footing entirely and slide off the tilting catwalk, screaming, into the hot vat below. A standard DEX saving roll must be made for every other person on the walk (including Anto's guards, the ships' guards, and the entire inspection party) to avoid falling into the vat. The gamemaster should give a 10-point DEX bonus to anyone with above 30 in the Zero-G Operations skill area, since people with Zero-G training tend to be capable of quicker response to a sudden loss of footing. Those who save successfully manage to grab a handhold and hang on desperately. Anyone who fails the save, however, falls or rolls off the catwalk into the vat below.

Aluz and the remaining guards act quickly, with the timely assistance of nearby Dellri workers. They throw improvised cables to the people still trapped on the sagging catwalk and help them to safety.

Those who fell in the vat are dragged out by natives, using nearby pieces of stirring equipment and cables. The Klingons who fell (if there are any) are badly burned. Roll percentile dice plus 20 to determine how much damage each victim takes. There is a Klingon medic in the plant (Klingon Medicine skill level 58) with a medical pouch who can treat the victims immediately. They can also be moved to the Governor's personal medical facility, which is only 10 minutes away. (Treat as if it were a Federation sick bay, for purposes of making saving rolls. The senior physician present has a Klingon Medicine skill level of 77.) Use standard emergency first aid saving rolls — based on available treatment — to see who lives and dies. Both Dellri foremen are certainly dead (possibly because they were rescued AFTER all Klingons are out of the vat).

Things will be chaotic after the accident, but security procedures will hold up. Anto will order the plant sealed immediately, and all Dellri and Klingons present to remain on the premises. He will not object if one



of the ship's officers calls the ship and orders down shipboard security people or Marines to make sure the plant is closed up tight and all present are interrogated. (In fact, if by some bad luck ALL ship's officers present are killed, Anto will immediately call the Governor, who will report the accident to the Captain and SUGGEST he send his own security people to help out.)

Any group sent with agent Avarn to the site of last night's explosion will not know about the incident until called by the ship. If ordered to return, Avarn will argue that the new incident makes it all the more vital to complete their inspection of the earlier incident before evidence is covered up. If the Captain or the other officers insist the group should return, Avarn will allow them to beam back to the ship, but he insists on completing his mission. He promises to contact the Captain or other ship's officers as soon as he is finished, and to lend a hand with investigating the tragedy in the city.

The immediate reaction of the player characters may be to attempt a takeover of the local situation immediately. Certainly the ship's captain has the option to relieve the local Governor and establish himself as temporary military governor — the orders received make this clear. However, to do so without convincing evidence that the former Governor is indeed guilty of incompetence or other offenses would be dangerous, as there is bound to be pressure applied by the Governor's powerful family line. Anto will suggest evidence be gathered first, but will stress that time is of the essence.

If the Captain is a non-player character, he will insist that the Governor declare martial law in the city until the investigation is completed. He will then assign ship's Marines to help out the city's force (and to keep an eye on the Governor and his aides). One or more player characters may be assigned to this task as well, as the gamemaster sees fit.

If the Captain is a player character, he may act as he sees fit. The gamemaster should make the Captain aware of the consequences of hasty actions that turn out to be wrong. Should the Governor indeed be told his position is being usurped, he will strongly protest, but will not use military action to hold power. He will, however, see to it that a secret message is sent to the heads of his family line by subspace communication. It is, however, likely to be days before the message is received at this distance. If relieved, he will withdraw to his personal wing of the Palace with his personal guard and closest aides. He will not aid or hinder further actions by the new military government unless forced to do so.

Investigations

REMOTE PROCESSING SITE

Assuming that at least one ship's officer accompanies agent Avarn vestai-Levest after the news about the city plant tragedy is heard, Avarn will proceed by gravcar to the remote site where the explosion was reported the previous night. Upon arrival, Avarn will present his forged papers to the guard in charge, and exchange a few words with him that the ship's officers present do not overhear. The group will then immediately be given access to the plant, each member being provided a red and gold badge by the guard.

Proceeding inside, Avarn will lead the group directly to the main processing room. On the way he will not be stopped by guards, but several Klingon technicians and/or administrators will question him in the hall. Each time, Avarn shows his papers and the administrators look them over, then pass the party on. There are no Dellri seen in the halls at all.

This processing facility is smaller than the one described for the city site (though these players have not seen that site themselves), with access to the tops of tanks being provided by individual ladders and platforms, not overhead catwalks. One fruit tank has a huge hole near its base on one side. The floor and walls nearby are blackened in spots and stained with fruit all over. Again, a Klingon overseer questions Avarn's presence, but gives him leave to proceed when his papers are shown.

Avarn will suggest that the ship's officers, particularly scientists, scan the tank and nearby area for foreign substances. (If none of the players have thought to bring along detection instruments and sampling equipment, Avarn will have one of the guards nearby fetch materials for the party.) Sure enough, one of the ship's company will find bits of a plastic putty-like material near the base of the damaged tank. Avarn will have the bits of plastic bagged up and suggest the players take it back to the ship for analysis later.

If the players question any of the administrators, technicians or guards, they will be told the same basic story. The plant was operating its night shift when an explosion occurred at the base of Tank #3. The explosion killed one Klingon overseer outright, and a second Klingon, plus some Dellri, died of burns suffered when the boiling fruit mixture cascaded out of the broken tank and scalded them. The bodies are available on premises if anyone wants to look at them. (If anyone does, nothing useful will be found out. An autopsy would take several hours and reveal that the first overseer died of a massive head wound, inflicted by a piece of broken tank wall, while the others died of burns and complications from burn shock.)

Avarn will attempt to keep control of the direction of the investigation, but he may not be totally suc-

cessful in keeping party members from talking to witnesses out of Avarn's presence, depending on the player's cleverness. Not much of use can be found out from anyone present, however. The subject of explosives may come up, but no one at this plant is trained in such things, and no one here knows much about them. (Neither does Avarn, for that matter.) If asked, one of the technicians or administrators may suggest that if they are used in clearing farmland, that someone in that field out on one of the new farms, or someone at the agricultural ministry in the city, may be able to help.

The players will spend a minimum of two hours at this site before returning to the city. All in all, they will be gone all day (and much of the evening as well, if they dawdle around with an autopsy or lots of questioning). It may, however, occur to someone to suggest beaming up to the ship and directly back to the city to save time. Avarn won't see the sense in it, but will not object if the players wish to do so, and will actually accompany them if this is what they decide. (He will get indignant if not allowed to beam up with the players, and will threaten to put their lack of cooperation into his report to Imperial Security.) If the players beam back, they can get back to the city by mid-afternoon. (They will probably want to drop off samples, etc. at the ship for analysis.)

INVESTIGATIONS - CAPITAL CITY PROCESSING SITE

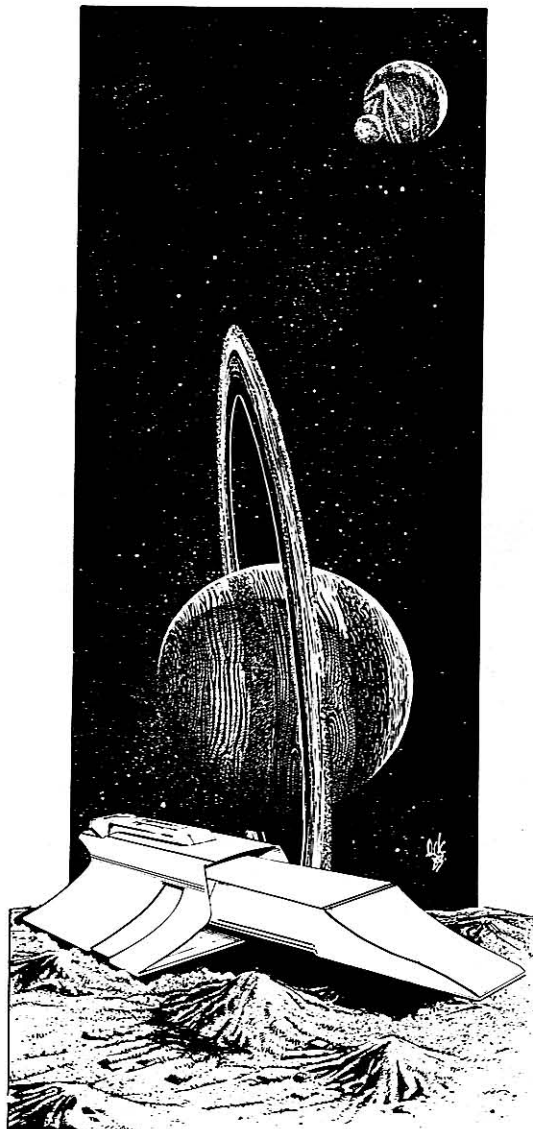
If the player characters conduct their own investigation of the capital city site tragedy, they will spend several hours sorting through the wreckage of the damaged catwalk and interviewing witnesses. According to the administrators in charge, the plant was operating only two shifts currently, but a third was to go into operation tonight. Even though the plant was not operating the night before, it was well guarded by Marines from the city detachment. No one could have gotten in or out without being stopped. The guards, for their part, report no intrusions the night before.

It is barely possible that a small bomb could have been planted after the plant opened that morning, according to overseers and guards. Lots of Dellri were around the plant, of course, and the catwalk is heavily used. No one can say for sure if someone was dawdling around the catwalk area or not — everyone was just too busy to notice.

Witnesses to the actual incident will tell of the explosion and rescue efforts. No guard questioned will mention Agriculture Assistant Anto's lucky escape from harm, but administrators questioned may mention (on a roll of 1 or 2 on a ten-sided die, made secretly by the gamemaster) that it sure was lucky Anto had just stepped off the catwalk when the bomb went off. Most everyone does remember that Anto acted quick-

ly to help the people trapped on the sagging section. The phrase, "I never knew Anto was so resourceful" should crop up somewhere. (As it turns out, Anto is not noted as a man-of-action...)

Inspection of the catwalk itself will reveal small bits of a plastic-like putty clinging to the metal on the severed section. This is easy to find, and no saving roll is necessary to gather a small sample. The gamemaster should, however, secretly make a save (with a built-in 20-point penalty) against the INT attribute of any player character searching in this area. The first person to make such a save successfully will find a small piece of regularly-shaped black plastic, inscribed with the *klingonaase* word "Tethan", which translates literally to "passage of time". No other evidence can be found.



Decisions

It will be late afternoon before the observations and investigations at the city plant can be completed. By that time, the group from the remote processing location may have decided to beam back to the ship rather than come back to the city by gravcar. If not, their evidence will not be in until evening. It will take about 5 hours after evidence is brought in to analyze it with ship's facilities. (Data on these analyses will be provided in the next section.) In the meantime, Security Agent Avarn will press the Captain to take control of the Governorship before morning, lest the Governor take steps to hold his position through military force by recalling the Marines from the remote plant investigations. Thus, if Avarn is to be satisfied by a decision, the Captain cannot afford to wait until late arriving evidence from the remote location is processed.

If the Captain is a non-player character, he will "pass the buck" to the player character assigned earlier to take charge of the investigation. (If that player character was killed or incapacitated in the city plant incident, the Captain will name the ranking player character as his successor. If the responsible character, on the other hand, is still in transit back from the remote site, the Captain will call him and insist he beam back aboard immediately.) The decision will be left to the responsible player character, and the Captain will make it clear that that player will be made to take the blame if the decision turns out to be wrong.

The next section will present the evidence as analyzed by the ship's sciences personnel, and the following section — for the gamemaster's use only — will outline the truth of the matter and detail some of the clues that have been planted for the players to discover.

EVIDENCE AND ANALYSIS

If player characters are doing the analysis of evidence gathered personally, give them a standard saving roll on the appropriate sciences skills. If the roll succeeds, they can reduce the time required for analysis by half. If the roll fails, or if the analysis is done by non-players, it will take 5 hours to get results on the plastic putty samples.

The samples prove to be bits of a powerful plastic explosive, commonly used by the Klingon civilian population and the military. Its major utility is as an agricultural land-clearing aid and in certain types of mining operation. The bits recovered show evidence of being remnants from an explosion. (If the pieces had been planted AFTER the blast, they would still contain certain volatile chemicals that vaporize when the material is used.)

If the local Agricultural authorities are consulted, they will confirm that this type of explosive is used extensively on Delleren V to clear new farmland. If the Agricultural Assistant, Anto vestai-Kallor, is consulted directly, he will tell the inquiring officers that the stuff

is easily available, and could have been stolen — or even purchased — by just about anyone. Agent Avarn (whose cover identity places him in the junior ranks of this same agency) will confirm this information.

Other information comes out, however, if any OTHER agricultural expert on this planet is consulted (such as another agency functionary, a local explosives handler, a farm overseer, etc.) While basically agreeing with the situation as described by Anto and/or Avarn, they will add that members of the Dellri race have all proved *allergic* to the volatile chemicals present in the undetonated plastic explosive. The chemicals are only dangerous to the Dellri if the material is handled, but the volatile stuff will even penetrate gloves and cling to implements used in handling for a short time. A Dellri who came into contact with the material would soon become very sick and die without advanced medical treatment (which could be provided only by Klingon medics).

A check of all planetary facilities where Dellri could receive treatment from Klingon medical staff will show no cases of such allergic reactions in several months. In fact, it can quickly be determined that all blasting operations are handled by Klingons, and have been for a long time, because too many servitors were lost to this allergic reaction before it was discovered.

If confronted with this news, Anto and/or Avarn will claim that they were aware of the allergy problem, but did not think of it. They will also say that it is possible that the Dellri involved in the incidents were not aware of the allergy and probably died after planting the bombs. (There is no sure way to check this, since the small Klingon occupation force can't possibly keep tabs on the whereabouts of *all* Dellri servitors at all times. No one particularly tries to do so, since the Dellri aren't prone to running away from workplaces, etc.)

The piece of regularly-shaped plastic (if it was found at the scene of the city plant blast) proves to be of a common plastic used for all sorts of commercial items. The engraved word "Tethan" won't mean anything in particular, unless someone decides to cross-index it with the ship's library computers. There it will be identified as a tradename for a very expensive brand of Klingon digital chronometer, manufactured on Klinzhai and several other Klingon worlds. A check of the files on the Tethan Chronometer Works will show that it is a prosperous Imperially-chartered company owned by the Levest line/family. The plastic piece could have come from a wrist chronometer housing.

Agent Avarn vestai-Levest *does* wear a Tethan chronometer on his left wrist (though players will have to look to be sure — none are likely to remember such an unimportant detail. If asked about his chronometer, he will confirm that he indeed owns several, and offer to show them to anyone who wants to see them. They are kept in his quarters (in an administrative

housing unit near the Palace). Avarn gets out a jewelry case and shows it contains three more Tethan timepieces, all different. None are damaged or missing pieces of the casing. Avarn explains that he has a relative who designs such devices for a family-owned company, and this relative occasionally sends Avarn a sample of a new model. If the players have followed up this lead this far, Avarn will be getting a little nervous, but will conceal it fairly well. Only a character with a Klingon psychology skill level of over 20 will notice any concern at all.

The timepieces in question, according to the computer files, are expensive extravagances. No one else around here could be expected to own one, except perhaps the Governor himself. Subsequent investigations would be time consuming and difficult (especially checking out the Governor's timepieces), but if the players go to the trouble they will find that the Governor owns no Tethan chronometers. In fact, he never wears a wrist chronometer at all! (After all, he has lackies to tell him what time it is and to see to it he misses no appointments!) Both Anto vestai-Kallor (the Agricultural Assistant) and Marine Force Leader Mavo vestai-Helestra wear Tethans, however. (One would have to approach these men and look at their chronometers to find this out.) Anto claims his was a Year Day gift from someone in his department. (Avarn, of course, who confirms it.) The Force Leader claims he bought it with bonus money after his last combat assignment. (This is an obvious lie if his record is checked, as his last combat assignment ended before the chronometer in question was manufactured.) It is unlikely the players will take things this far, but the information is there if they have time or inclination to pursue it. Gamemasters should make them work for it, though. Also, any mention of Tethan chronometers to Avarn will tip him off that this piece of evidence has been found and figured out, and he will take action to prevent it from being used against him.

GAMEMASTER INFO. ONLY! TRUTH, CONSPIRACY AND POWER

The Governor of Delleren V, Aluz zantai-Lerrax, may be a bit over the hill and not suspicious enough, but there in fact is no native uprising or native-led sabotage attempts. The sabotages have been planned by Security Agent Avarn vestai-Levest, in collaboration with the Governor's Agricultural Assistant Anto vestai-Kallor and Marine Force Leader Mavo vestai-Helestra.

Avarn's "forged" passes and authority documents are not forged at all — they are all genuine and have been issued by Anto himself to further the plan. Force Leader Mavo has aided by paying off his own men (with Avarn's line's considerable funding) to allow Avarn free access to guarded areas at any time. For this reason, the Marines are unlikely to question anything Avarn does. (The Governor's personal guard, however, is loyal to the Governor alone...)

Avarn has promised both men things they dearly want in exchange for their help. In Anto's case, Avarn

has indicated that he will help get him a better position on a more important world once the Governor is replaced. Force Leader Mavo has been promised a good recommendation that will also get him a more important post elsewhere. Money is involved as well. Avarn would probably be in a good position to do things for both men if the Governor were replaced because of Avarn's spying.

For his part, Avarn has no intention of helping either man. Instead, they are the scapegoats in his overall plan. He has convinced each man to also help him gather damaging information on the other, linking him with the Governor's failure. This information is stored in Avarn's hidden metal box in his back street hideaway, for use when the Governor is replaced.

Avarn is waiting for the ship's Captain to replace the Governor and set up a temporary military government. Once this is done and reported to the Imperial Council, Avarn will report HIS information on the Force Leader and Agricultural Assistant. He expects (with good reason) that the Captain's failure to pick up on the other two's complicity will get HIM reassigned as well, leaving Avarn — twice a hero — with a good shot at the Governorship himself.

It is a complex plan, but a good one overall if Avarn had been a better Security Agent. He is, however, primarily an administrator who used family influence and money to get his current job, and he's not very good at it. He used extra Tethan timepieces he had around to make detonator timers for his homemade bombs. Of course, he knew how to handle explosives from his experience as a mining supervisor on his family's holdings.

The death or injury of ship's personnel in the city plant was unintentional. Anto was supposed to get the inspection team off the catwalk just before it blew, but he got carried away talking and lost track of time. He saw how late it was and panicked, getting off just in time himself, then made a sincere effort to save the others trapped on the sagging walk.

RESTORING THE NATURAL ORDER

Now that the players have had opportunity to gather evidence, they must come to a decision about a course of action. Naturally, the best action is to arrest Avarn and his co-conspirators, but the players will need evidence. The evidence has been right under their noses all along.

The evidence against Avarn's co-conspirators (and the remains of the chronometer Avarn broke and had to replace on the catwalk bomb) are in Avarn's little metal box in his hideaway. If Avarn is confronted with the chronometer evidence, he will try to talk his way out of it. If he can do so long enough to get back to his hideout alone, he will retrieve the box, destroy the broken timepiece and hide the evidence elsewhere with the help of his loyal Dellri servant who guards that location when Avarn isn't there. In such a case, the players will NEVER find the evidence unless they can "convince" Avarn or his Dellri servant, under interrogation, to reveal its location.

On the other hand, the characters who went to

Avarn's hideaway know where the box is kept. if they go there, they will have to kill the servant to get the box. (His statistics are: STR 35

The characters had better be careful when confronting or arresting Force Leader Mavo. He never goes anywhere without two Marine aides, and all three will be armed with hand disruptors, Mark II. Mavo will not be taken alive, and will take as many people with him as possible. His character statistics are provided with this adventure.

It is possible, however, that the players may make the wrong decision (as Avarn hopes) and depose the Governor. The Governor will step down without a fight, though his personal guard would be quite willing to die for him. He will go into seclusion if allowed, but will allow himself to be arrested if the players (that is, the Captain) insist. His native affairs assistant will be indignant, and will immediately resign. He will also see to it that a protest is sent through the Governor's line/family to the Imperial Council. (If he is somehow prevented from doing so, the message will be secretly sent by Major vestai-Vhord of the Governor's personal guards.)

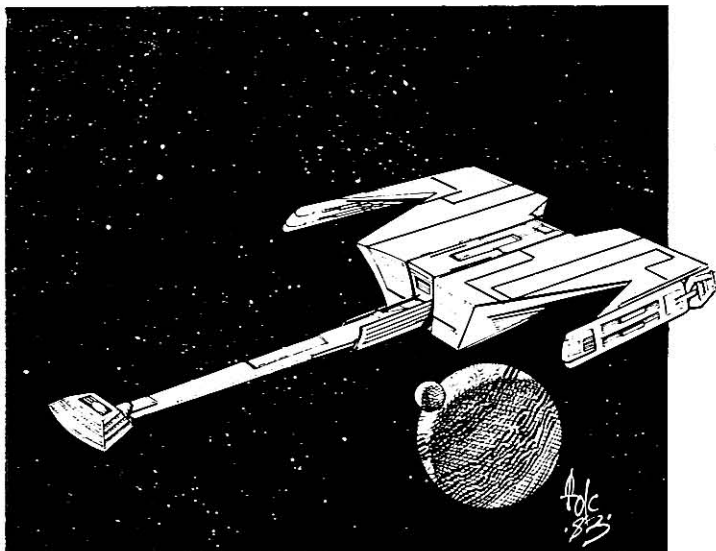
If the player characters indeed decide to execute the Governor on their own authority (a very dangerous move), the Governor's personal guard — led by Major vestai-Vhord — will indeed make some sort of valiant effort to rescue him. The major and his men are very competent and resourceful combat veterans, and it is conceivable that they might develop a plan that would enable them to rescue the Governor, even from a detention cell aboard ship! The gamemaster is encouraged to preserve the life of the Governor if at all possible, by any means necessary.

If the Governor is rescued, he and his guards will hide out somewhere on the planet. There are plenty of loyal Dellri servitors who will help them, and there is no way the players will find them until they are ready to be found.

It will take two weeks or so for the Council to sort out claims and counter-claims. A few days after the Captain takes the temporary Governorship and reports to his superiors, agent Avarn will send a coded message, including his trumped-up evidence against Anto and Force Leader Mavo, to *his* superiors, along with a report that implies that the Captain did not make a through investigation and is not competent to root out the corruption on Delleren V. If these claims go unchallenged, the Captain will receive orders to turn the Governorship over to Avarn and return with his ship to the nearest Imperial base for debriefing.

If the players decide to give up at this point and return to base, they will get a hearing before an Imperial Court of Inquiry. They will largely be found blameless, since they did nothing overtly wrong. Nonetheless, Avarn has made them look bad, and they can expect no really juicy assignments or special favors from Imperial Star Command for some time.

On the other hand, the players could still pull out a victory of sorts, but doing so would be risky. The orders recalling them and putting Avarn in the Palace will arrive through Imperial Navy channels to the Cap-



tain two days before Avarn gets his own notice through Imperial Security (though a convenient communications foul-up). This gives the players two days to sort out what has happened and try to get evidence from Avarn. They could, of course, use the temporary Governor's authority to have Avarn arrested and interrogated, but if he doesn't break (and they can't be sure he will), they will be in a lot of trouble when two days later the local Klingons (including the Marine force) find out the Captain's been interrogating his replacement!

A safer course would be to track down and interrogate Avarn's Dellri servant. Most of the local merchants know him, and a successful Surveillance save after a day's search in the marketplace would turn him up easily. If the servant can be arrested *without Avarn's knowledge* and interrogated, he will break easily. If Avarn gets to him first, however, he will kill the servant to protect his secret. The servant can lead the players to Avarn's metal box (now hidden in a different part of the city) which contains enough evidence to hang Avarn for treason (along with Anto and Mavo).

The gamemaster may have to improvise if things do not go as planned near the end. If Avarn is revealed as a traitor, the old Governor, Aluz zantai-Lerrax will be reinstated. He will not hold a grudge against the Captain and his officers, even if they earlier had him arrested. However, if they support him from the first, his powerful family will owe the Captain a favor — and that might come in very handy someday!

Under most conceivable circumstances, the ship Captain will not be able to retain the Governorship except on a very temporary basis. (This is alright, though, since Governors very rarely have adventures anyway!) Even so, if players come up with some unique way to secure the Governorship that — in the estimation of the Gamemaster — deserves to succeed, so be it! The new Governor's character will retire from the game, rank and position aboard ship will probably be reshuffled (which may entail some maneuvering in the *komerex zha* (the great game) in itself), and the player can start a new character to fill whatever hole is left over in the ship's complement of officers!

Character Data

The following character data is provided for the major non-player characters presented in this adventure, and is designed to reflect the capabilities they show in the adventure itself. These do not necessarily reflect ALL their skills — just the ones that affect the adventure directly.

The specific information presented here would NOT be available in Imperial records, except in a general sense. For instance, someone reading Avarn vestai-Levest's dossier would find out he had experience with mining as overseer for his family's mining holdings, but would not discover he had a certain skill level in Mining or Industrial Demolitions.

An explanation of certain special purpose skills presented below will be included at the end of this section.

Avarn vestai-Levest

Junior administrative assistant — Agriculture department Delleren V agricolony
(Undercover field agent — Imperial Security — Delleren V)

Imperial Race Klingon — Age 28

STR 75 END 65 INT 90 DEX 65
CHA 45 LUC 20 PSI 01

Significant skills: Administration 57
Botany 25
Clandestine Operations 22
Electronics Technology 66
Ground Vehicle Operation 71
Industrial Demolitions 45
Interrogation 16
Leadership 52
Marksmanship (modern) 31
Mining 68
Personal Combat (unarmed) 35
Streetwise 40

Known armament: None (Undercover, he can't carry any ...)

Aluz zanatai-Lerrax

Imperial Governor — Delleren V agricolony

Imperial Race Klingon — Age 44

STR 45 END 40 INT 70 DEX 42
CHA 60 LUC 24 PSI 01

Significant skills: Administration 78
Botany 31
Klingon History 56
Klingon Law 71
Languages (Galacta) 39
Leadership 63
Marksmanship (modern) 25
Negotiation/Diplomacy 47
Personal Combat (unarmed) 20
Psychology (Klingon) 19
Known armament: None (Mark II disruptor pistol in locked drawer of bedroom.)

An to vestai-Kallor

Governor's Agricultural Assistant — Delleren V agricolony

Imperial Race — Klingon — Age 29

STR 60 END 65 INT 69 DEX 45
CHA 13 LUC 32 PSI 11

Significant skills: Administration 66
Botany 93
Carousing 50
Leadership 31
Marksmanship (modern) 17
Personal Combat (unarmed) 19
Planetary Ecology 76
Streetwise 02

Known armament: None

Arz sutai-Tilan

Governor's Native Affairs Assistant — Delleren V agricolony

Imperial Race Klingon — Age 366

STR 45 END 71 INT 59 DEX 35
CHA 60 LUC 19 PSI

Significant skills: Administration 88
Comparative Archeology (Dellri) 32
Klingon History 55
Klingon Law 77
Languages (Dellri - spoken) 29
Languages (Dellri - gesture) 96
Leadership 78
Marksmanship (modern) 30
Negotiation/Diplomacy 72
Personal Combat (unarmed) 20
Psychology (Klingon) 39
Psychology (Dellri) 44
Streetwise 59

Mavo vestai-Helestra

Force Leader — Imperial Marine Detachment — Delleren V

Imperial Race Klingon — Age 32

STR 80 END 70 INT 32 DEX 71
CHA 20 LUC 12 PSI 01

Significant skills: Carousing 61
Interrogation 35
Leadership 77
Marksmanship (modern) 73
Personal Combat (unarmed) 81
Personal Weapons Technology 42
Small Unit Tactics 61
Streetwise 55
Zero-G Operations 34

Known armament: Mark II hand disruptor
Access to disruptor rifles in Marine barracks weapons lockers

Typical Delleren V Marine guard

Imperial Race Klingon — Age 21

STR 80 END 65 INT 35 DEX 70
CHA 15 LUC 10 PSI 01

Significant skills: Marksmanship (modern) 45
Personal Combat (unarmed) 55

Maik vestai-Vhord

Imperial Race Klingon — Age 31

STR 87 END 75 INT 70 DEX 75
CHA 30 LUC 35 PSI 01

Significant skills: Gaming 64
Ground Vehicle Operation 53
Interrogation 62
Leadership 77
Marksmanship (modern) 70
Personal Weapons Tech. 40
Personal Combat (unarmed) 70
Planetary Survival 58
Shuttlecraft Pilot 49
Small Unit Tactics 78
Starship Security 62
Streetwise 59
Surveillance 67
Transporter Operation Proc. 44

Typical Governor's Personal Guard

Imperial Race Klingon — Age 25

STR 85 END 75 INT 65 DEX 75
CHA 25 LUC PSI 01

Significant skills: Interrogation 45
Marksmanship (modern) 65
Personal Combat (unarmed) 70
Small Unit Tactics 50
Surveillance 40

SKILL EXPLANATIONS

CLANDESTINE OPERATIONS: This skill area encompasses the techniques used in conducting undercover police work, espionage, or other activity where information must be gained or acts must be performed under identity concealment of some type.

A skill level of at least 10 implies a general familiarity with such techniques to the point of being able to converse intelligently on the subject. Skill levels above 20 would probably come only from experience in the field.

Persons with this skill (at a level over 20) would be able to maintain a "cover" identity without suspicion under normal circumstances, and be able to conceal espionage or other information gathering activities from normal observers (no saving roll required).

Maintaining such concealment of identity or activities under unusual circumstances (under the scrutiny of an already-suspicious individual, or where particularly dangerous acts must be performed, or in bluffing one's way through a situation requiring talents one does not possess) would require a saving roll be made against this skill level. Penalties may be applied by the gamemaster for unusually difficult situations.

This skill can be made available, at gamemaster's option, to Klingon player characters being created with the basic character creation system, if and only if:

- a) the character is in the security specialty area
- b) the character has an INT attribute of 70 or more, and
- c) the character is to enter the campaign as a Lt. or above.

Such Klingon characters may not increase this skill level above 25 points during the academy years or cadet cruise. Rolls for increases in this skill area during pre-game experience may be made if and only if the character spends at least one year assigned to the Imperial Navy or Imperial Klingon Expeditionary Forces. Any character not assigned to such duty during post-academy character generation may not increase this skill as part of rolls resulting from such experience.

INDUSTRIAL DEMOLITIONS: Knowledge and ability in using explosive materials for industrial and demolitions purposes, including theory, handling of explosive materials, construction of timing devices, placement for maximum effect, and safety precautions.

MINING: Knowledge of techniques used in mine operation and tunnelling operations. A skill level of at least 10 implies a general familiarity with such techniques, to the point that a person could converse intelligently on the subject. Skill levels of above 20 imply a level of expertise that would probably only come from experience as a miner or mine engineer.

