

DENIAL OF DESTINY

An Adventure for use with

STAR TREK™
THE ROLE PLAYING GAME



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An adventure scenario for STAR TREK: The Role Playing Game

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Beginning the Adventure

PERSONNEL

This mission is designed for the crew of a Constitution Class Starship, possibly the USS Enterprise. While the adventure was created with the familiar crew of the Enterprise in mind, it is suitable for any well-trained and experienced group of Star Fleet officers.

The adventure will involve both action aboard a Constitution Class Starship, and on the surface of an unfamiliar, though relatively hospitable planet. Everything necessary for conducting the activities of the landing party on the planet's surface can be found in this scenario and in the boxed edition of STAR TREK: The Role Playing Game. In addition, the 15mm scale deck plans of the Enterprise may come in handy during certain sections of the game.

This adventure should be undertaken by a fairly large group of players; the recommended minimum number is four. There will be opportunities for each player to use his/her character's expertise in some part of the adventure. It is a very complex and potentially dangerous situation, and will require both reasoning ability and quick reactions.

INITIAL DISPOSITION

The captain of the USS Enterprise (or of any other Constitution Class Starship) has received a very demanding assignment. He or she has been ordered to supervise an evacuation operation centered on the planet Aleriad, which lies at the extreme forward edge of Federation space. He or she will use a task force composed of a passenger liner, container tugs and converted bulk carriers. At the beginning of play it is assumed that the crew of the Starship has completed the assembly of this armada and that they are nearing the mysterious and little known planet. Play will open with the entry of the starship into the system which contains Aleriad.

STARDATE 7680.9

Star Base 4

Star Fleet Command: Planetary Services Division

TO THE CAPTAIN OF THE USS ENTERPRISE:

You are hereby instructed to take command of a merchant-auxiliary task force now forming at Starbase Four for the purpose of undertaking an evacuation of the planet Aleriad.

Aleriad has been previously barred to Star Fleet and independent vessels, to avoid possible violation of the Prime Directive. However, according to projections made by Star Fleet science personnel, the collision of this world with a cloud of debris formed by the breakup of another planet in the same system could soon destroy the entire population of Aleriad. The General Assembly has therefore authorized the Planetary Services Division to undertake this rescue operation to save as many of the natives of Aleriad from the upcoming collision as possible.

Unfortunately, we have only been budgeted resources enough to save less than one percent of the population. Also, there is no suitable planet in the system on which the population can be temporarily relocated, so you will be completely constrained by the life support capacity of the component vessels of your task force.

You are advised that this region of space has been known in the past to be frequented by Orion privateers. Fleet security must be maintained at all times and all sub-space transmissions must be made in Fleet code to avoid the danger of attracting pirate vessels which could damage and/or board any number of transports before sufficient force could be brought to bear against them.

Assisting you in this operation will be Special Ambassador Robert Fox, of the Federation Diplomatic Service, Special Contact Unit. He will brief you on the inhabitants of Aleriad, and he will conduct negotiations regarding your rescue operation with the government of Aleriad.

Your primary concern should be with maintaining the security of the task force. Because you will be able to move only a fraction of the population there may be some conflict between desperate native Alerians and rescue personnel. It is your duty to see to it that no Federation lives are lost in this operation. Because of the suspicious nature of the natives of Aleriad, you are to keep uncontrolled contact between fleet personnel and those individuals rescued to a minimum unless otherwise instructed.

Following the completion of the rescue operation, you are to proceed with the task force to Starbase Four, where the refugees will be prepared for relocation to a suitable world elsewhere in Federation space.

Commodore Gregory Yuan
Chief Operations Officer
Planetary Services Division
Starbase Four

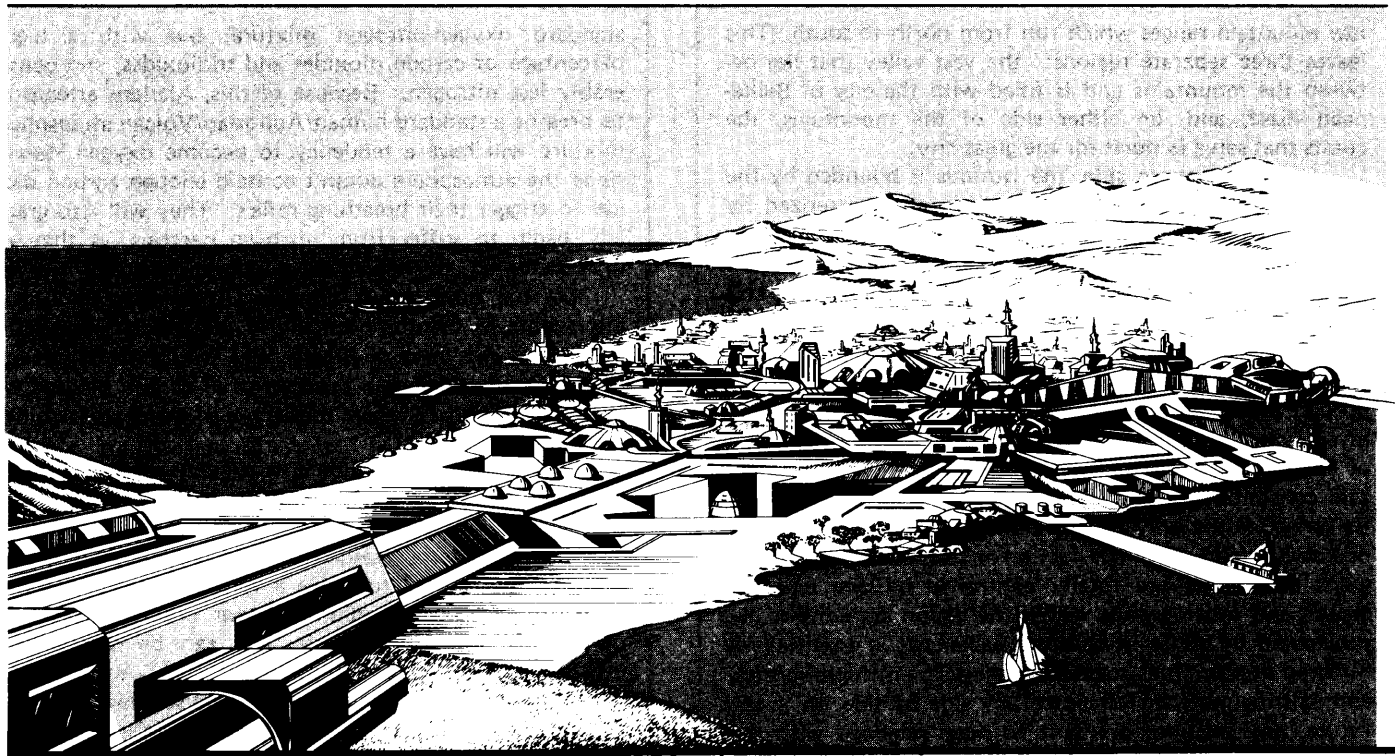
ALERIAD

(The following is the text of a de-sensitized report from the Star Fleet Division of Exploration available to any clearance level aboard the players' starship.)

The planet Aleriad is the fourth world from the star NCG-994, a Magnitude Six star in an extreme forward quadrant of Federation space. It is the only class M world in the system, although the planet Eruna, sixth of eight in the system, shows signs of having once been within the parameters of class M.

There are five other planetary bodies within the system, none of which have any satellites. There was until recently, as indicated above, another world in the system, known as Azheril to the inhabitants of Aleriad. Azheril was torn apart by the gravitational field of Eruna when the two worlds passed within 750,000 kilometers of one another.

The debris from this near miss is moving in a steep elliptical orbit toward NCG-994, and will intersect with Aleriad on its way there. The projected effect of this col-



lision will be the destruction of the majority of the life forms on the planet and a severe alteration of the climate. However, this is not expected to remove Aleriad from class M status.

NCG-994 itself is a star in the later stages of its post-expansion development, and is classified as a red dwarf. According to spectroscopic mass analysis, the star will continue to weaken in its output and in roughly 8.5 million years its reduced production will drop Aleriad below class M level.

Aleriad has a documented history of climatic change, as evidenced by the report of the orbital survey conducted by the personnel of the USS Drake, Stardate 4740. A summary of this report indicates that Aleriad has a variable axial tilt, which causes a high degree of orbital anomaly and therefore creates a wildly fluctuating climate on the planet. Any future authorized down survey team should be prepared for all climatic eventualities.

The following is a verbatim account by Ershan Costello, a detached duty Federation scout, of his experiences and impressions on Aleriad, which he conducted a limited survey of in Stardate 6812:

Aleriad is a startlingly beautiful world, both from space and from the ground. When seen from above it is a frothy mixture of whiteish-orange clouds, deep green seas, and chocolate brown mountain ranges, obviously a planet with a wide variation in climate and geography. The far northern portion of the planet is shrouded in fuzzy gray clouds, and the far south is an empty ocean dotted with drifting fields of ice. The central region of the planet is divided by long mountain ranges which run from north to south, making the planet resemble some sort of giant fruit.

According to my computer, Aleriad scans like this:

Planetary Survey Summary: Aleriad (NCG-994/4)
Single Class M Planet in System NCG-994

Planetary Rotation: 20 hours
Number of Satellites: 0
Gravity: 1.443 g
Land/Ocean %: 48/52
Atmosphere: Thin
Climate: Temperate to hot
Mineral Content: Normal minerals - 64
Special minerals - 65
Radioactives - 96
Gem stones - 76
Industrial crystals - 41

These terse comments and statistics hardly capture Aleriad itself. It is one of the most interesting and beautiful places I've visited in forty-two standard years of scouting; I was tempted to just tell ExDiv to sit on itself when the recall transmit came through.

Rather than concern myself with a general survey of Aleriad's geography, I think it would be wiser to get a close look at one region. I've chosen the Baikanaad Isthmus.

The Baikanaad Isthmus lies between the Delfhano and Reijaani coasts in a bowl formed by mountain ranges that keep the sea from eroding straight through to either side. Climatically, the Baikanaad Isthmus is about as diversified as Aleriad gets. There are definite seasons, moving from wet to dry and from hot to cool. About half the year is as wet and hot as I could possibly stand, and wetter than most of my equipment could take. The rest of the year is pleasantly cool, but very dry, and there is an ever-present danger of fire.

Precipitation during the wet season that I spent there added up to almost 45 inches, which I was told was less than average. In the dry season, the temperature hovered around 40 degrees Fahrenheit, and about 5 inches of snow fell at various times, most of it melting before morning.

The isthmus is divided into three sections by a pair of

low mountain ranges which run from north to south. This leaves three separate regions: the vast valley that lies between the mountains and is filled with the city of Baikanaad itself; and, on either side of the mountains, the coasts that serve as ports for the great city.

On the northern side, the isthmus is bounded by the southern portion of Iniut Lal, a region characterized by large stands of pulp wood and by cleared farm regions. In the south, the two mountain ranges come together and join with the northern end of the Cegheka Range, which is still essentially impassable.

The Baikanaad Isthmus has a population of twenty-two million, of which about seven million live inside the city proper; that is a very, very large number of people to have in any one place, especially on a world with a population of less than one billion. There are a number of reasons for this concentration, but the one that stands out is that Baikanaad is the only free city on the planet, the only one not controlled by a single faction or religious sect. Most regions of Aleriad are totally controlled by one religious group, and other groups within the region are continually persecuted by those in control. Baikanaad is essentially a hundred smaller cities, each controlled by a different group, and existing more or less peacefully side by side. If, in the future, any missions are sent to open relations with the Federation of Aleriad (and I hope there won't be), they had better make Baikanaad their first and last stop. There is no other place on the entire planet where a diplomatic mission would not be killed and, in certain regions, eaten.

This report, and the one preceding it, should be made available to the players; they should answer any questions they might have about the geography of Aleriad.

Obviously, the vast wealth of radioactives and gem stones would make this planet attractive to any spacefaring race or power. Once this becomes clear to the players, they may become a little curious, and show some suspicion . . . after all, it's not too often that a planet with all of the resources that Aleriad has will remain unexploited without vigorous Federation protection, especially in this region of space where the pirates of Orion come and go as they please. The fact that the planet clearly has industrial mineral reserves that could support a civilization ten times as advanced as Aleriad's may also start the players asking questions about the nature of life on the planet. By all means, encourage this! The heart of the first part of this mission is asking questions, some of which may have very confusing answers.

PHYSICAL CHARACTERISTICS OF THE ALERIANS

The dominant species on Aleriad is a humanoid bipedal race exhibiting many of the common characteristics of sentient species native to class M worlds. They average about 1.4 meters in height, and about 70 kilos in weight. They are septadigital, and have two opposable thumbs,

Their skin is a light copper color, with a tendency toward redness in those frequently exposed to the sun. Most observers described them as having similar features to humans, but added that they appeared somehow thinner, or fluted in appearance, with elongated heads and torsos. Their bodies are mostly hairless, but about half of the population have a fine coat of down-like hair on their heads, apparently a regressive genetic trait that is slowly being lost.

The atmosphere which the Alerians breathe is a near

standard oxygen-nitrogen mixture, but with a higher percentage of carbon dioxides and tridioxides, and considerably less nitrogen. Because of this, Alerians attempting to breathe a standard human/Andorian/Vulcan atmospheric mixture will have a tendency to become oxygen starved, since the atmosphere doesn't contain enough carbon dioxide to trigger their breathing reflex. They will also gradually begin to suffer from nitrogen narcosis, as they are unaccustomed to having so much nitrogen in the air.

On the other hand, humans, Andorians, or Vulcans attempting to breathe normally in the Alerian atmosphere will feel a shortness of breath, and will often hyperventilate, since the increased proportion of carbon dioxide will make it difficult for them to dispose of waste gases quickly enough.

Alerian dietary requirements are very similar to Andorian needs, and it will be no trouble to get a food synthesizer to produce palatable food for an Alerian. They are an essentially vegetarian species, with a liking for ovo-lactate supplementation. They have a very high requirement of both potassium and sodium. Other unusual vitamin requirements are unremarkable, and can be met without difficulty.

Despite their lighter build, they are somewhat stronger than humans or Caitians, with a cellular muscle structure similar to the Andorians'. How they are able to maintain this muscle form with a diet that is often low in proteins and complex carbohydrates is something of a mystery to Federation physiologists, who believe that the Alerians exhibit an enzymic process in digestion that is not found in any other similar race.

Alerian reproductive physiology is again something of a mystery, since the Alerians themselves attach a great deal of social importance and secrecy to the process of reproduction. The Alerians have two sexes, which seem to have no easily recognizable physical differences, as both sexes have roughly the same average height, weight, strength and endurance.

Certain elements of Alerian physiology lead us to believe that reproduction is accomplished in a fashion similar to that of the other mammalian humanoids, although whether conception takes place in a cyclic fashion or is randomly determined is as yet unknown. Examples thus far observed indicate that the Alerian gestation period is about 6.5 standard months. Multiple births are unheard of.

No adequate observations have been made, but Alerian males are said to mature at eight years, and females at nine or ten. Standard Alerian lifespan is about fifty years, and unusual individuals live for about sixty years. Child-bearing years for both males and females seem to fall between the ages of twelve and twenty-five. After this period of life has passed, the Alerians undergo a highly visible physical change which involves the skin turning paler, a thinning and lightening of the musculature, and a gradual loss of skin tone. Aging Alerians will tend to suffer from deteriorating vision as well.

Aside from these problems, Alerian physiology is not greatly degraded by aging. Even very elderly Alerians nearing the end of their lives will maintain a high degree of mental alertness, physical activity, and social independence.

Death in Alerians is most often caused by endocrine or renal failure, digestive dysfunction, or violence. Alerian hearts, lungs, and nervous systems seem to go on forever. So, as a species, the Alerians are a very healthy group of beings.

Alerian Psionic Techniques and Their Applications

The people of Aleriad have, after centuries of development, brought their own mental capacities to a point which is unusual in such a relatively unadvanced, non-space faring race. Every Alerian has some psionic capabilities.

To an outside observer the language of the Alerians seems simplistic and lacking in expression, but this is because it is impossible for any translation device to capture the subliminal embellishments of their telepathy, which functions almost unconsciously, like our body language. Likewise, the Alerians have trouble relating to those of us who don't share this ability with them.

If there is no one in the landing party who is psionically adept, then those mental powers may become obvious less by their actual employment than by the absence of what we consider to be many of the standard forms of communication. When one can transmit one's feelings in their undiluted form, why bother with verbal expressions of humor, sarcasm, anger, and love? The Alerians are an expressive and intelligent race but the evidence of this for a foreigner is minimal.

This extra-sensitive mode of communication has led to the splintering of Alerian society into thousands of small groups formed according to a unity of thoughts and values, which outsiders can see in religion, caste, and family life. Each individual has a signature to his mental communication; from listening mentally to a person talk, an Alerian can determine what religious and cultural group he/she is part of.

As centuries have passed, the differences between groups have become accentuated to the point where the thoughts of one group are incomprehensible or offensive to another. In what seem like frivolous and ridiculous grounds for conflict to an outside observer, real and probably non-negotiable differences of thought and attitude exist. To the player characters the Alerians will often seem beyond all reason, since they cannot begin to grasp the significance that the smallest outward act may have in the invisible, inner life of the Alerian mind.

The Alerians have the potential to develop psionic powers not found in many other races. Conflict between different groups (cultural, religious and geographic) keeps them tied to many of their oldest instincts and customs, and prevents them from expanding their abilities. Mental communication has already expanded the world of the individual Alerian to the point where one can remain in contact with a familiar mind up to a mile away. The experience is rather like talking on a telephone or visicom, because the Alerian mind is capable of shielding everything but the most shallow thoughts from casual communication, and it requires a great deal of concentration for an Alerian to read a thought which is not being actively projected by a subject. Trying to get the truth out of an unwilling Alerian is very difficult, because he can keep thinking conflicting thoughts, and it is often impossible to tell which thought is sincere and which is a lie. As could be surmised, Alerians have never learned to merge personalities and memories like other psionic races have, because few of them feel secure enough to have all of their

thoughts and feelings revealed to another person.

The Alerians also have the ability to project a kind of mental interference, something like a loud shout that deafens the mind for a few seconds, and makes the passage of thoughts and impulses difficult. At its mildest, this technique can be used to fill another person's head with something like an electric razor's sounds, effectively preventing their concentration and mental computation. At its most powerful, the effect will be one of near paralysis, as the victim's mind will be so drowned out that even simple movement cannot be accomplished.

This could obviously be a very dangerous ability if used indiscriminately, but it seldom is. An exhausting amount of energy and concentration are required to initiate the attack, so it will usually only be used by an Alerian either when he is in danger of his life or when he needs a sudden burst of energy to stun an assailant or victim, immobilizing his mind for but a moment and preventing him from putting up a fight or calling for assistance while the broadcaster escapes or moves in for the final blow. It is quite possible to perform physical activities while broadcasting in this fashion, as long as they don't require a great deal of thought.

One other talent, the existence of which has not been confirmed by any Federation observers, is a limited precognition, a kind of danger sense. Individuals who have this ability describe it as being able to see something that is about to happen; they will almost involuntarily take whatever action is necessary to avoid it. This sense works only a few seconds before the event occurs, so there is usually no time to warn anyone else about it.

Alerians who exhibit this ability are considered very lucky individuals, special favorites of the Creator. They will often be very superstitious people.





Precognition

In a combat situation, a character with precognitive ability will be aware of certain things that are going to happen to him even before those who are going to do those things will. Once per combat round the character may make a roll versus his PSI. If successful, he may choose one attack in that round and avoid it, but he can't wait until after all the attacks have occurred, unless he wishes to avoid the last one only, which he may do making a LUC saving roll.

Obviously, this won't work against things like explosions or poison gas grenades and the like.

LIFE ON ALERIAD. LIFE IN BAIKANAAD

In analyzing society within Baikanaad, it is important to first study some aspects of Alerian religion.

The religion of Aleriad seems a myriad of mysterious disciplines to outsiders, full of apparent contradictions both in the essential tenets and in the many interpretations made by modern Alerians. It is a religion tied to the planet itself. Alerians believe that the very ground beneath their feet has a life of its own, and that all of the people of Aleriad were once a part of that life.

Aleriad long ago ceased to have any volcanic activity, and seismic action is also at a minimum. Since the planet has no satellites, what little tidal action there is in Aleriad's shallow oceans is caused by the rotation of the planet itself; therefore they have none of the violent changes exhibited by the oceans of some other worlds. Aleriad, although its orbit is erratic and its climate irregular, is a world that exhibits little change.

The Alerians find security in this. Though the heavens may be tumultuous and the sun may grow wan and pale, the good planet they live on stays solid beneath them. The benevolence of their planet is the one thing that they can depend on. Sometimes outside forces will send too much rain, or the rain will not come for five years, but the planet itself never changes. Life removed from the protection of Aleriad, the Creator of all, would be life consigned to the chaos and catastrophes of the skies. It would be an end to existence as the Alerians know it.

Because of this reverence for the natural state of their planet, the Alerians have never developed their civilization to an advanced level. Aleriad has substantial mineral resources and the capacity to support even a starfaring society (a potential which has not gone unnoticed by certain unscrupulous peoples), but to exploit this potential would be to break a bond of faith between the people of Aleriad and their Creator. A bit of surface mining has been done from time to time, but all procured goods are scrupulously recycled; no true exploitation of the planet's resources has ever gone on. Their Technological Index remains in one place, and despite its large population, Aleriad remains essentially the same as it was millions of years ago, before the rise of civilization here.

The Alerians have an admirable reverence for life around them. They are primarily vegetarians; inhabitants of some regions supplement their diets with eggs and other animal by-products. In recent years, there have also been a number of experiments in utilizing zoo- and phyto-planktons from the seas as food. Aside from these uses, animals exist freely throughout much of Aleriad, even in as great a city as Baikanaad. Aleriad stands as an example of a culture developed without unnecessary environmental change or exploitation. To the Alerian mind, failing to live in harmony with the creatures of the world is a failure to live at all.

Unfortunately, this reverence for living things does not extend to the people of Aleriad themselves. Through the centuries, there have been a number of bloody conflicts between cultural groups. Most of these have involved the interpretation of a bewildering variety of prophecies offered in the liturgical doctrines of the early Alerian religious theorists and their interpreters, although some conflicts have been over more mundane issues, such as control of land, food, governmental power, or simply who snubbed who first. Historically, whichever caste or class doesn't have the doctrinal upper hand struggles against whichever one does. Those in control have always tried to rule over and sometimes eradicate the other dissenting and inferior schools of thought. Understanding this historical precedent for conflict is essential to understanding the present state of conflict between the sects of Baikanaad. To each group on Aleriad their own is the right and just way to live. The practices of the other groups are patently and undeniably wrong. As we have already seen, even communicating with members of other sects may be nearly impossible. There can thus be little hope for a reconciliation between conflicting sects. The peoples of Aleriad really are quite different in many ways, and there will always be clear and unforgettable reminders of this fact as long as Alerian society remains intact.

It is impossible to disguise one's origin on Aleriad. Each person has a signature aura particular to himself, his

family, and his sect or caste. It is apparent in the way a person talks, how he thinks and how he looks. No one hides their aura or identity for long; this would be a denial of self, and such a denial would be a very distasteful thing to most Alerians. Also, security guards, priests, teachers and other people in positions of responsibility are taught at an early point in their training how to tell one group from another, and how each should be dealt with according to the values and tenets of their own philosophies. It would be, therefore, very, very difficult for the Federation personnel to in any way disguise themselves as Alerians, even if they could get past the size differential.

The Alerians drew up their national boundaries along doctrinal lines. Some geographical factors were considered, but in general Federation personnel will have some trouble differentiating between one region and another. The only difference between, for example, Tannanmendi and Yevanassi is that those on one side of the border want to be cremated when they die and those on the other side would prefer to be transported to the ocean and tossed in for fish food. It will be very easy for the Federation personnel to make the mistake of trivializing the differences between Alerians.

There is little negotiation between the conflicting parties, and no mercy is shown to those who will not conform to what is clearly the dominant and accepted doctrine. Occasionally, however, an Alerian will claim that the Creator has told him or her to form a new school of thought. If the present regime has a good deal of solid popular support, that individual may be summarily done away with. Alternatively, if the changes suggested are attractive or logical ones a few hardy souls may take those first steps away from the accepted doctrines and join the embryonic cult; over a period of years, decades, even centuries, the loyalty of the people may slowly shift back and forth. Or, there may be a sudden and bloodless change from a repressive or unpopular authority to this new and exciting sect.

Each group considers the others to be unquestionably in the wrong, and to have no place in the Creator's harmonious plan. It is regrettable perhaps that so many stray from the one true way, but what can be done about it? They have been tainted by the chaos that reigns outside of Aleriad and therefore have no place in the stable world that the Alerians revere.

It is important to note that the Federation personnel most certainly fall into the category of chaotic beings, coming from outside of the planet's protected sphere. The people of Aleriad have no obligation to these creatures of chaos. Killing them would not be a crime; in strict terms, their existence is only transitory anyway.

The one place on all Aleriad where this pattern of obligatory intolerance is broken is in the city of Baikanaad. Here, by decree of the first prophet of the ancient great temple of Baikanaad, known as Ghenieal, The Builder of Roads (Guh-hen-ee-awl), all people have the right to worship as they please, to come and go whenever they want, and to be free of the persecutions they may have faced in other lands. As a result of this ancient policy of freedom, the city has swollen to the point where it holds 7% of the entire planet's population. It has become a kind of de facto capitol, as all peoples feel some safety in conducting negotiations here. No one wants to bring any conflict into the one place on Aleriad where they are comparatively safe

from overt persecution or attack.

Baikanaad is the one place on the planet where a landing party of off-worlders may be comparatively safe, and may at least be allowed to live out their first ten minutes on the planet. In other regions, the appearance out of thin air of a thing as profoundly unnatural as a party of off-worlders would be viewed with horror, and would probably not be tolerated for very long. But, in Baikanaad, they would be just another group of Heaefu, visitors.

When the players enter Baikanaad, try to give them an impression of a wide variety of peoples, though we will be limiting them to contact with comparatively few groups. Here is an encapsulated description of those with which we will be concerned.

THE JAHUREKI

The Jahureki are a comparatively small sect, primarily inhabiting Baikanaad itself. Their beliefs are based on the teachings of the prophet Hur, who lived about 700 standard years ago. He preached that the essence of the Creator was not wholly contained in Aleriad itself, but also had a home in the stars as well, and caused the motion of the skies at night. The central prophecy of the cycle is that at some time in the future, the Creator will leave his home on Aleriad altogether to take up permanent residence among the stars, and will send emissaries to bring the people of his planet to safety from the chaos which will follow his departure.

As one could imagine, the majority of Alerians regard this prophecy as a particularly fiendish form of blasphemy and its followers as a great and perfidious menace. Only in Baikanaad can the Jahureki live without fear of persecution. In other parts of the world they would be consigned to the lowest rungs of society: the Ilkhannaara-astii, or Unenlightened. Though accorded the privilege of continuing to live, these outcasts have few other rights. They may inhabit a nation where they don't belong to the prevalent sect, but they can make no claim to their own religion, and they may not mingle with the more acceptable classes of society.

The landing party, with their offer of rescue, could easily be mistaken for emissaries of the Creator, sent to bring the Jahureki to safety for the duration of the crisis. Whether or not the players wish to encourage this misapprehension is up to them, although it is not Federation policy to land on a planet and say, "Behold, I am the Archangel Gabriel", Dr. McCoy's fantasies aside.

The present leader of the Jahureki is Nykhaanar Thyan, a venerable Alerian and a veteran of many years of survival in the city. Even here the Jahureki are not well regarded, and have always been the target of petty attacks and discrimination by the larger sects of the city. It has been Thyan's resourceful leadership that has helped the Jahureki maintain their freedom and identity, even when such groups as the Myakka Isaona have made hatred of the Jahureki one of their main reasons for existence.

Thyan brought his people out of Derhulla province, in the south, almost thirty years ago to join the already large number of Jahureki who had fled persecution to come to Baikanaad. With Thyan as a unifying leader, the Jahureki established themselves as a sect in their own right, and now have their own quarter in the city.

Thyan is tired now, but he fears what may become of the Jahureki if he steps down from his position of responsibility. He suffers from a surfeit of well-meaning but fractious advisors, and there are several young Jahureki itching to take his place. He fears a power struggle.

The Jahureki have no remarkable characteristics that would outwardly separate them from the other residents of Baikanaad. To the player characters they will seem reserved and polite in contrast with the next group we shall deal with, the blustering and powerful Kembali.

THE KEMBALI

Among the great sects of Aleriad, we would be remiss if we failed to list the Kembali. One of the largest, it is estimated that over 8% of the population belongs to the Kembali sect, which makes it second in size to only the unassuming Henaaka tribe.

The Kembali form the backbone of the leadership of Baikanaad, such leadership as there is. They control many of the outlying provinces, and almost all of the great merchant houses which operate on a world-wide scale. The reason for their phenomenal success is their comparative moderation, and the freedom their doctrine allows for personal thought and expression.

They are a materially oriented group, and their production of art objects, luxury items, fine foods and beverages has made them by far the wealthiest people on the planet. It will be natural for them to step forward and make contact with the Federation emissaries, once it is clear that they cannot be convinced to just go away.

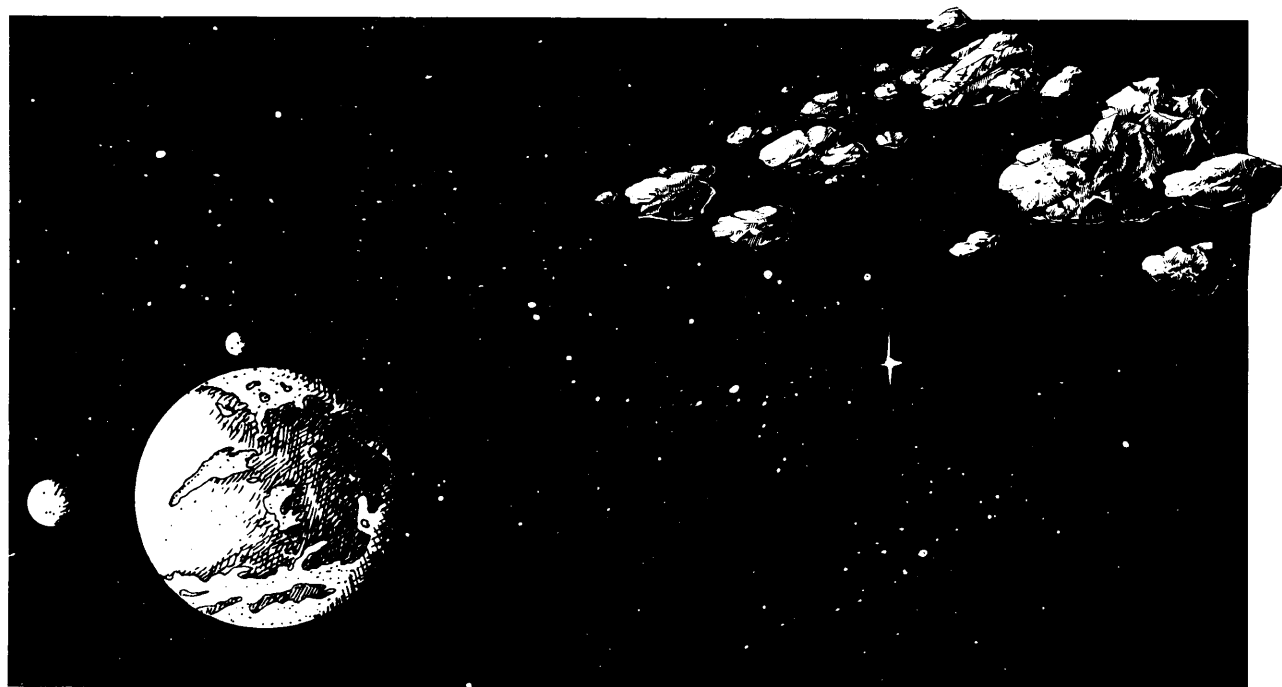
This may turn out to be unfortunate for the Federation, because the Kembali probably more than any other

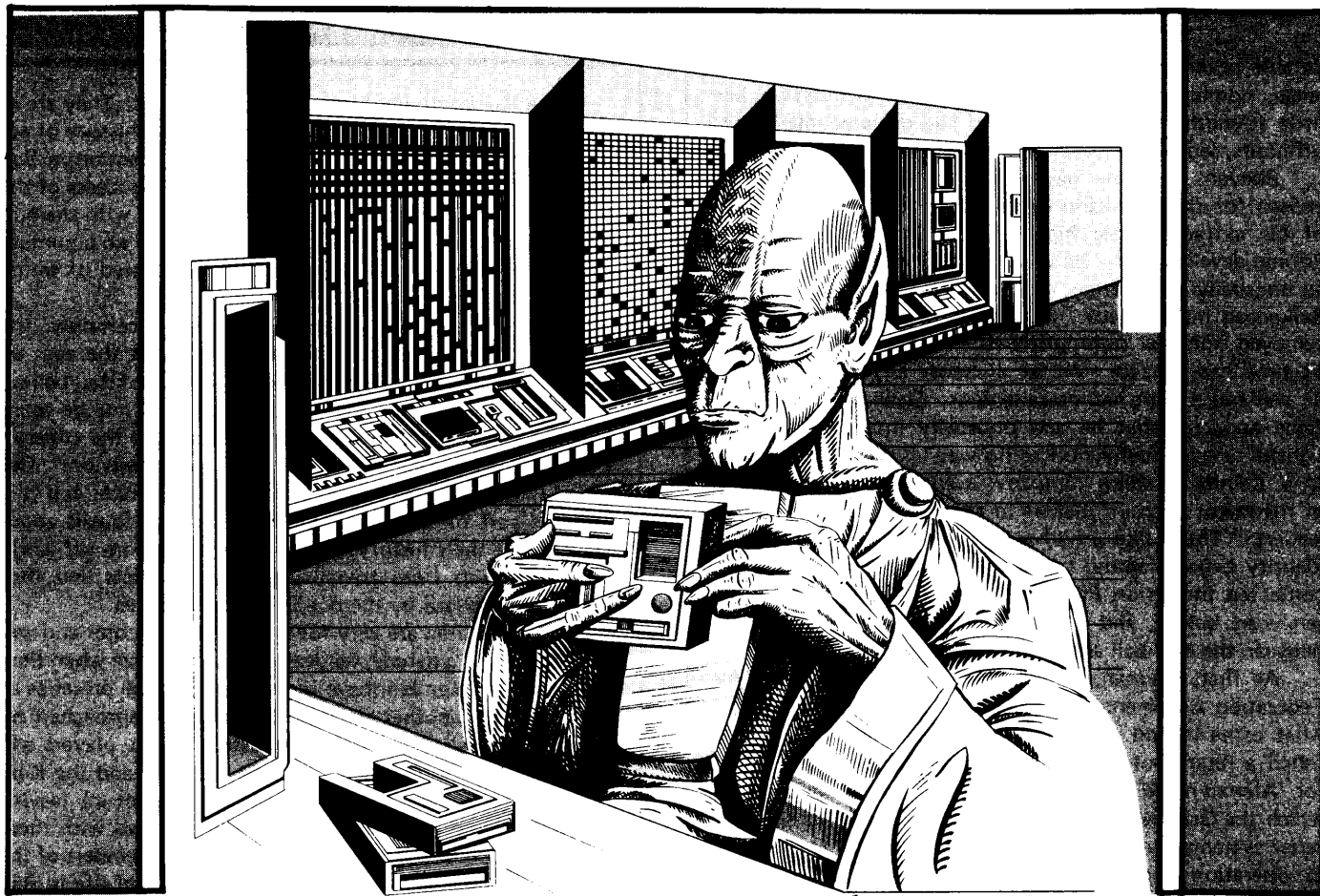
sect feel that they have little to fear from the upcoming catastrophe.

According to the Kembali doctrine, which is really cribbed from the Henakka, this is to be the first in a series of tests which the Creator will subject the people of Aleriad to, in order to determine whether they are worthy of entering the paradise into which he will transform their planet. According to several Kembali prophets, (they are unusually rich in this area as well, with over one hundred prophets and past leaders on their roster), the Creator is going to stand aside and let the chaotic forces from above descend on the people of Aleriad. The survivors, righteous souls every one, will then take the next step on the road to paradise. They therefore have no fear of the impending disaster and will not be very receptive to offers of assistance from the Federation.

It will become apparent to observers from the Federation that the Kembali enjoy a somewhat higher level of technological sophistication than others on the planet. If they are questioned regarding this state of advancement, they will proudly declare that, being Kembali, they can afford to have the finest things from all over the planet, and have imported the items in question from over the seas.

This answer will not satisfy a trained observer. The real explanation is somewhat more complex, and perhaps even a little sinister. The items in question (worked alloys, special crystals, heat resistant ceramics, and perhaps even solid state electronic devices) are beyond the ability of anyone, anywhere, on Aleriad to manufacture. Discovering and confirming this fact will require some careful observation, both of the Kembali and of Aleriad as a whole. The fact is that goods are being brought on to the planet from off-world.





This is a major issue. Aleriad is not supposed to have been approached by anyone, not even Starfleet units on routine surveys. Someone has been smuggling goods into this world, probably in exchange for precious stones, crystals and radioactives, in a clear violation of Federation law. Anyone who is aware of the suspicions outlined by Commodore Yuan in the Captain's Orders for this mission will be quick to suspect Orion activity, and they will, of course, be right. But since the planet is about to be pounded by several million tons of molten rock it would be senseless to pursue this issue. The players will be sorry later for not investigating the situation further, so you should be sure to note whatever they discover while negotiating with the Kembali.

These negotiations with the Kembali won't go anywhere. They will be as condescendingly polite as they can manage in the face of such presumptuous blasphemy, but they will firmly decline any offers of aid from the Federation mission. And, they will become quite cross with anyone who pushes too hard, calls them fools, or tries to convince them that they are committing suicide. This is a very important time to the Kembali; they see it as the natural culmination of Alerian history, and as the payoff, so to speak, for centuries of hardship.

Everyone sees it this way. That is, everyone except Haunan Bheyan, prefect of the very rich Kilananant province of Baikanaad. He will be a great deal more receptive to the Federation's offer of rescue. To understand why, it is necessary to get a closer look at Bheyan himself ...

Bheyan, Haunan

Orion male, age 44 Orion smuggler and agent

STR 80 END 78 INT 88 DEX 77 CHA 96 PSI 70
LUC 56

Hand to hand hit: 74

Modern weapons marksmanship: 77

SIGNIFICANT SKILLS:

Streetwise	86
Bribery	75
Forgery	35
Interrogation	90
Computer Operation	86
Language (Alerian)	90
Language (Vulcan)	12
Leadership	65
Starship Security Sys.	40
Starship Engineering Gen.	35
Starship Helm Ops.	22
Trading and Bartering	77
Alerian History	50

Birthplace: Unknown

Haunan Bheyan is an Orion deep cover agent, placed on Aleriad many years ago for the purpose of establishing and directing Orion smuggling operations there. The Orions somehow gained access to restricted materials, including new planetary survey data, shortly after Aleriad was first surveyed and contacted by the ill-fated survey team of the Drake, and they thus became aware of the planet's consi-

derable potential for trade and exploitation. This knowledge, combined with the fact that the Federation has little strength in the quadrant and had declared the planet off-limits, led to the development of the present operation.

Bheyan (even he has forgotten his real name) was chosen for the operation while still a young man, because of his extraordinarily high (for an Orion) potential for Psionic development. He was surgically altered to resemble an unusually tall Alerian, and was dropped into a crowded Baikanaad marketplace. A number of his memories were removed, for later resumption after a predetermined period of time had passed. As far as he or anyone else knew, he was but a poor half-caste laborer. Soon, though, it became apparent that he was unusually intelligent and insightful. He gradually worked his way up through the ranks of a Kembali trading company, eventually becoming one of the major decision makers in an inner circle of Kembali leaders. Then, like a half-remembered past life, his true identity began floating to the surface of his mind. He re-contacted the Orion Pirate fleet which had left him there ten years before, and he began opening clandestine trade between the Kembali and the Orions.

At first, Haunan, mindful of possible monitoring by Federation Commerce Control vessels, carefully controlled what came in and went out of Alerian space. He established a reserve of goods from his own company to trade for Alerian-made products with an interstellar appeal, which the Orion vessels could then pick up and transport to other systems. In exchange, the leaders of the Orion fleet in operation promised him 10% of everything moved through his company, and the command of his own cruiser when and if he was forced to leave. The Orions never had the illusion that Aleriad could remain outside of the galactic mainstream forever, and were always ready to end their operation if the planet received undue attention.

As years passed, Bheyan's vigilance grew slack and security suffered. He has allowed materials from other worlds to enter the Alerian market, which while excellent for his company's prestige, have lead to some uncomfortable explanations about the origins of his products. He long ago ceased to be unobtrusive.

When the Federation Rescue Fleet enters the system, Bheyan will initially panic, assuming that they have come to break up his smuggling operation. The Orion Fleet will almost certainly come to the same conclusion, and will warp out, leaving Bheyan alone on an alien world he once thought of as his home, with a Federation force of more than fifty ships approaching the planet. It will be impossible for him to try and recontact the Orion fleet, with so many Federation vessels in the area, unarmed though most of them may be. Haunan has lost his escape route.

His only hope now is to get out on one of the Federation vessels and then escape from it at a later date. Or perhaps he could somehow hijack one of the Federation ships, one of the big ones, and rejoin the Orion Fleet. The Orions could have a field day if they were notified of the location of so large a fleet of vessels with so small an escort this far from normal Federation travel routes.

Say, maybe things don't look so bleak for Bheyan after all. Maybe he can salvage something from the last twenty-five years of his life . . .

The Kekkitau are Aleriad's great also-rans. They are at least twice as old as the Kembali, and have a history of advancement that is unequaled by any other faction in Baikanaad. That's why they bitterly resent the success of the Kembali, and are always struggling to keep up with them in financial and social matters. They also differ on a number of doctrinal issues, the most violently contested of which involves diet.

The majority of Alerians, including certainly the Kembali, believe that it is permissible to eat the eggs of fowl and fish, unfertilized of course. The Kekkitau believe that eating eggs is an abomination that will not be tolerated by the Creator, and which will result in the consignment of the egg-eaters' souls to eternal oblivion. Obviously, this is pretty important to the Kekkitau, and it is just the sort of thing that the Alerians have fought about throughout their history. How is anybody from off-world going to keep from trivializing these conflicts and thus offending Alerians by the bunch? I have no idea.

The Kekkitau are very fond of pomp and color and will probably hold a parade, festival, riot, or all three when they hear that the Kembali have been treated to the presence of visitors from another planet. If they are approached regarding evacuation before the catastrophe, the players will find that this is one issue that the Kembali and the Kekkitau agree upon. They will never consent to leaving the planet, and if they are continually harassed with these suggestions they will alert the more visible members of the Myakka Isaona to this threat to the nature of life in Baikanaad.

THE MAYAKKA ISAONA

The Mayakka Isaona are one of the most recent sects to spring up in Baikanaad, and certainly one of the most reactionary. They base many of their beliefs on the words of Isaona Shiment, who was prefect of the Baikanaad United Trade Commission a little over a century ago. Isaona was known for his pithy and rather unpleasant comments about the nature of life, which he spewed forth on almost any occasion.

Isaona felt that many of the problems of the day stemmed from the variety of peoples and principles that existed in Baikanaad during even his time. He believed that the people of Aleriad had lost the way of the Creator many years before, and were just trying to cover up with a lot of unproductive squabbling about eggs and things. Isaona had little regard for anybody, and strived throughout his career to stab and betray as many people as he could, convinced that each and every citizen of Baikanaad was an assassin, a radical, and a traitor to those things which Isaona held in high esteem. Whatever it was that Isaona held in high esteem we shall never know, since his modern followers' manifesto is a hodge-podge of other sects' tenets and practices. The one thing which they clearly have in common with their declared inspirational forebearer is that they have no regard whatsoever for any of the rest of the population of Baikanaad and regard the world with strong and violent paranoia.

This group has traditionally had little impact on the population. Their philosophy keeps them from recruiting as they can't operate for very long without attacking each other to avenge some imagined slight, or without fighting over the leadership of the organization.

Recently, the Myakka Isaona have capitalized on the collision of planets and prophecies to create a general air of repressive paranoia. They have filled their ranks with people abandoning ship from other less stringent sects, in fear of the upcoming testing. These new converts have been counseled to give up their impious ways and return to the simpler teachings of Isaona, none of which can be attributed to him, and to surrender all worldly possessions to the good of the Myakka. The economic and political influence of the Myakka Isaona is growing almost daily; soon they will feel ready to take on their hated enemies, that most impious and addled of sects, the empty-headed, star-gazing Jahureki.

MOVING IN SYSTEM

As they approach Aleriad, the ships of the task force will find themselves entering an asteroid field several hundred thousand miles wide. This is all that remains of the planet Azheril, which has recently broken up under extreme gravitational stress.

Many of the pieces are larger than the Enterprise herself, so careful navigation and a skilled hand at the helm will be crucial. Setting forward shield power at one half of maximum will be sufficient to keep most of the objects from damaging the ship, but for the largest ones only careful maneuvering will do the job.

If you wish, you may allow the helmsman the opportunity to make a number of saving rolls versus his or her Helm skill to determine how many of the asteroids the ship sideswipes. Roll 1D10; this is the number of times that the helmsman must make the saving roll to avoid colliding with a fast moving asteroid. Each time the ship strikes one of these large chunks of rock some minor damage will be suffered by the ship. Roll on the following table to determine what area of the ship has been damaged:

1	Forward
2	Starboard/forward
3-4	Starboard/aft
5-7	Aft
8	Port/forward
9-10	Port/aft

Alternatively, the gamemaster could simply state that a certain amount of incidental, inconvenient, but not life threatening damage was suffered in transit through the field. In any case, certain vessels in the Task Force lacking in adequate shielding will be quite unable to negotiate the asteroid field until a navigation corridor has been cleared.

Toward the end of this adventure, as the field nears the planet, you may find it a convenient device to begin inflicting this sort of trivial but unnerving damage to convince the players that they should move quickly in completing the rescue operation.

ESTABLISHING CONTACT WITH ALERIAD

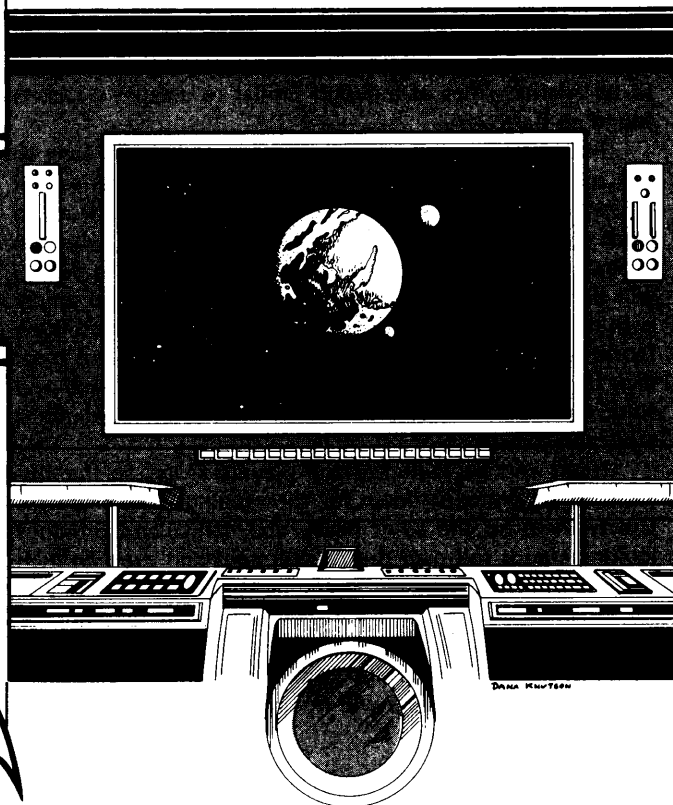
Upon establishing a standard orbit around the planet, the Starship's Communications officer will report that primitive radio communications can be monitored moving between population centers on the planet's surface. The greatest number of transmissions come from a very large city situated on a mountainous isthmus between two major land masses.

Logic should dictate that the crew attempt to contact someone in the largest population center possible. If they do not attempt to contact Baikanaad, the city on the isthmus, there will at first be no response from any other center that they try to contact. As soon as hailing frequencies in translated lingua codes are opened, the radio sources monitored will fall silent, and will remain so for at least twenty-four hours.

Only when the ship attempts to contact the city of Baikanaad will there be a response. After the initial transmission to the city, there will be a pause of about three minutes, followed by a cheerful sounding invitation to "enter the land of Kembali, share our hospitality and our roof while you sojourn in Baikanaad. May the many blessings of Aleriad be upon you."

If there is any further attempt at radio communication by the players (and there probably will be), an adamant but polite statement of their desire for a face to face meeting will follow. It should be stated in such a way that the players have no doubts: they are going to have to beam down to the planet in order to open talks with the Alerians. Even the highly persuasive Ambassador Fox will be unable to convince the voice on the radio of anything different.

Other transmissions emanating from the planet's surface, should anyone wish to monitor them, will be of an apparently religious and musical nature, with certain high band frequencies being used to discuss travel conditions and negotiate trade between planetside agencies.



Beaming Down

After studying this information about Aleriad and the Alerians, the players will have to choose the members of their landing party. This is a command decision, and must be made by the captain of the starship whether he is a player character or an NPC. Ambassador Fox must be included, of course.

Once the composition of the party has been determined, the beam-down point must be chosen. Sensor scanning will reveal that there is a wide, centrally located area in the city which appears to be safe to beam into, and which is less than 100 meters from the point where the radio signal was emanating from. This is the most suitable beamdown point.

The players may also bring along any equipment that they feel is needed, as long as it is normally available from ship's equipment stores. Ambassador Fox will counsel against both showing too much force by going in armed to the teeth, and against appearing too weak and thus unable to back up any claims of rescue capability. Standard landing party equipment (read: not much) should be sufficient to get them through this adventure.

Once the captain says 'energize', the party will reassemble in a wide, flat, paved courtyard outside of a long, low building. They will be alone for a few seconds so that everyone can make the appropriate whining noise with their tricorders, and they will then be greeted by a small party of what are apparently dignitaries of some sort. (Did they remember to bring along a universal translator? If not, they had better get one and fast.)

Three of these Alerians first contacted will be wearing long, flowing black robes, with something similar to red pinstripes running down them. They will have no head coverings and they will introduce themselves as Mennan Belaffi, High Councilor of the Kembali and as Senior Councilors Vassenant Olwinn and Nadorj Sonati. They will be accompanied by two armed guards, carrying what appear to be Alerian rifles of a design similar to ancient weapons found on Earth.

Pleasantries will be exchanged for perhaps as long as five minutes. After that, the three Alerian dignitaries will insist that the players rest, as they must be tired from so great a journey from another planet. The players, who will probably not make a fuss in the interest of being polite, will be taken inside a long, low building furnished nicely with a number of small bed pallets separated by folding fabric screens decorated with pictures of plants and birds and fish (or what at least look like plants and birds and fish). In the center of the building are a round conference table and chairs.

Night will be falling as the players arrive, so the city will soon be shutting down for the evening. The season is late hot/wet so the air is heavy and damp, and ominous looking clouds roll over during the night and drop an inch or more of rain.

This initial period of inactivity, which will not be broken until morning, will give the players a chance to examine their surroundings with their various survey devices. Tricorder readings will not reveal much of anything

out of the ordinary about the city. The party will be able to make visual observations as well, since the back windows of the building open out onto the main market avenue of the Kembali Quarter. There will be a lot for them to see.

The market place is a hub of activity. People are constantly coming and going, even after dark. From their initial observations, the players will be able to confirm a good deal of the technological data provided by previous surveys.

The main mode of transportation in the quarter is the steam powered tractor, pulling a variety of carts and trailers. There are no beasts of burden present although they are used outside the city; they are hard to keep inside the city, and take food from the mouths of Alerians. Also visible will be elaborately geared tricycle-like vehicles on which single drivers will be seen pulling apparently impossible loads. There will also be a few mass porter trains, sometimes holding more than 100 individuals all carrying large bales and packages from place to place.

There is a lot of color around the Kembali Quarter since the Kembali like to have the most garish and opulent looking possessions available. Lots of jewelry, precious stones, and metals will be visible. The individual Kembali costume usually includes a light, bloused tunic in a neutral color, a kilt or skirt-like garment fastened around the waist and colorful stripes of cloth wrapped around the legs like old-style puttees. Most wear sandal-like footwear made of woven wood and plant fibers, and their heads are usually topped with cloths similar to turbans. In the rain, all will wear waterproofed garments similar to ponchos which can be folded up and put away without difficulty.

There will be a curious absence of industrial waste in the air even though the Alerians seem to have a large amount of worked metal around them. This is due to the fact that what manufacturing gets done is dispersed around the city in small shops and forges and does not produce anywhere near as much waste as it would if done on a large scale.

The weapons which the guards carry are uncommon, and are used only by the official Kembali guards. There are a variety of poorly constructed revolvers available, however, with from 3 to 7 cylinders. There are even a few dangerously primitive automatic pistols but that is the extent of firearms on Aleriad. The rifles used are similar to the 1875 model British Martini-Henry single shot rifles used in the Zulu Wars (or so anyone with a Trivia/Ancient Firearms of greater than 20 will be able to say).

The most common weapons are knives, which come in a bewildering variety of sizes and shapes, many balanced for throwing. Most Alerians will use a heavy bladed knife of cheap design for self-defense, possibly backed up by a heavy club. It will be apparent to the players, after some observation of the number of people that walk about armed, that there is a valid need for self-defense among the Alerians of Baikanaad.

During the night, one of the NPC security men, or perhaps a minor character if there are no security men available, will be bitten by a 12-legged arthropod similar to a very nasty tarantula. The bitten individual will be upset, no doubt, and the bitten area will swell up tremendously. There will be a high fever following that and recurring bouts of extreme nausea for about the next 12 to 16 hours. This will be a complete accident, but it should serve to put the players on their guard and start them on the road to paranoia.

IN KEMBALI

The building in which the players are to be housed is the Visitors' House, a facility maintained for visiting dignitaries and negotiators from other Kembali cities and those cities with which the Kembali are on good terms. It is located at the extreme southern end of the main market and trading district of the quarter so that vengeful mobs can easily break in and drag out for public stoning or beheading any individuals who suddenly fall into disfavor. There are always at least two guards on the front door and others are always nearby but they guard only those who Mennan Belaffi tells them to guard. Keep this in mind.

While touring outside the Visitors' House in the streets on the Kembali Quarter, the characters' best interests will be served if they stay close to the south end of the district and in plain sight of their escorts. This is also important because I have only included a map of a very small area of the quarter, so they can't get much farther away. If they do want to wander off on their own, deep into darkest Kembali, have the guards discretely following them gently dissuade them from this course.

When the players do venture out into the market district it'll be your big chance to really role-play a strange new alien race. There is a lot of background information provided on Alerians here, both on the race in general and on specific individuals, but the Alerians will be different to every gamemaster who uses them. By all means, put your own personality in this and every other aspect of this adventure. The merchants of the Kembali Quarter are in some ways like merchants everywhere and in some ways they are like no others. Try to accentuate both what is familiar and what is alien about the Kembali natives the players encounter.

Also, there are no examples of Aleriad's flora and fauna included in this booklet, aside from a few microbes and a few bugs and spiders. If you find that this missing element is one you wish to account for, try your hand at designing alien animals appropriate to Aleriad using the creature design routines available in the basic rule book. Try to fit everything you design into the Alerian environment somehow and the addition of flora and fauna will add a lot to the atmosphere of the adventure.

Such creatures have not been included here as they are not essential to the progression of the adventure. It won't hurt to put them in as long as the thrust of the adventure remains centered on the Alerians and the Federation personnel and the interactions between them.

DAY TWO

The night will pass without any incidents aside from the attack of the multi-legged creature crawling on a crewman's shoulder. There will be no visitation from any of the dignitaries who met the players in the courtyard until mid-morning so they will have ample time to communicate with the starship, setting up conventions for

monitoring the party's status and making available transporter coordinates. The ship's surgeon will no doubt wish to take care of the wounded man in sick bay and there will be enough time to transport the crewman aboard, treat him, and bring him back in time for breakfast.

The food which the Alerians will provide will almost certainly be scanned and tested before the players try to eat any of it. About half of it will be unfit for consumption and half will be alright for at least this limited exposure.

If the players eat anything without bothering to test it first, you are fully justified in afflicting them with muscular parasites or amoebic dysentery or anything else you think is appropriate.

After the players have been cooling their heels for about 18 hours (and Ambassador Fox will insist that the players do so without complaint) the senior officers and Ambassador Fox will be called for by those same robed officials who met the party upon landing. They will ask that their apparent counterparts, the three senior officials of the Federation present (probably Fox, the ship's Captain and the First Officer) accompany them to the Government House where they will discuss the Federation's presence. The other members of the landing party will be asked to do what they want, and tour the rich Kembali Quarter while the senior officials confer.

The senior officers of the mission will be lead to lavishly appointed and furnished building a short walk away, under heavy escort. They will be shown to a large room with a conference table and chairs (which are too small for any of the party to fit in; they will probably end up sitting on the floor or standing), and they will be asked to wait while the three Kembali assemble the other counselors.

The wait will last over an hour. Ambassador Fox will alternate between blustering about protocol and admonishing the player characters to be patient. Finally, the three Kembali will return with two other robed and distinguished looking Alerians. These two new members of the conference are Mhest and Caelphi, apparently the junior officials of the group. In actuality they are Belaffi's bodyguards and they are carrying a variety of knives and instruments of death in case one of the barbarians should attack his person.

At this meeting the conversation will be directed toward the Federation personnel and the nature of the Federation. The Kembali are primarily interested in inspecting the off-worlders carefully to see what affect contact with them will have on Kembali. They will steer the conversation resolutely away from the upcoming catastrophe whenever the subject is brought up and will find it difficult to understand what the players are talking about. This meeting will accomplish nothing from the players' point of view and will go on entirely too long anyway. The Kembali will leave with an unfavorable impression of the Federation's motives, and will not have as yet connected the danger which the players have spoken of with the testing about to be celebrated by all Kembali.

It is important to note that other Kembali than those present in the room will hear the meeting. A number of other officials were secreted behind screens that form one wall of the room before the meeting began and will hear it from beginning to end. Among those summoned to attend will be Haunan Bheyan and at this point he will begin formulating a plan to get onto and seize one of those Federation vessels.

Encounters in the Market

Market is not really the correct term for the long, wide open street that the Visitors' House lies at the southern end of. It is also the center of Kembali's government, which is mostly conducted by a seething mob below the balcony of the house where Mennan Belaffi lives. It is the place where public celebrations are held, events like the spring festival, the fall festival, public executions and so on.

Following are eight incidental encounters that are not crucial to the accomplishment of the players' mission, but are amusing anyway. You should insert them as it pleases you, while the players move through the district making observations on the nature of Alerian culture.

ONE — "You break it - you buy it!"

While passing a stand heavily laden with delicate and beautiful handblown glass ornaments and objects, one of the landing party - ideally a junior officer with a high-pitched Russian accented voice - will knock over and shatter an especially delicate and expensive piece.

The merchant will become quite agitated and will demand immediate restitution for this heinous act. The player will probably agree, but what does he have to pay with? There is little need for currency aboard the Starship. The merchant will quickly demand the player's tricorder, phaser, communicator or some other piece of equipment which the officer is not free to give. If the officer stands his ground and yells right back at this nasty little man they will be getting around to demands for the boots and uniform when a pair of armed guards will catch up with them. They will tell the merchant to stop abusing guests of the High Councilor and would the Federation officers care to have the man beaten? If not, they will go on their way.

Soon after, each member of the shopping party will be given 75 Kopas allowance by the prefect of police and asked to please not break anything else.

TWO — "He is stealing my soul!"

Shortly after that first unfortunate incident, the party will be strolling up and down the street like they have nothing better to do, and will come upon a beggar who appears to have only one leg. Perhaps one of the players will want to put some Kopas into his bowl (Kopas are small brass coins with six sides, worth about two dead caterpillars or 1/16 of a credit) at which the beggar will smile genially.

Some other member of the party will want to carefully scan this fellow, probably the medical or science officer, since they will not have seen any other Alerians who do not seem totally fit.

In any event, whoever is doing the scanning will take out his or her tricorder and it will begin making the characteristic whining noise. The beggar will hear the noise and bellow in mortal terror: "Ayak! Ish Bendanaada ju serada megeni kra kra jhopo!" Which when translated will turn out to mean "Help! This off-world swine is trying to steal my soul!"

The local merchants, who have become quite attached to this fellow as he knows just about the filthiest stories ever heard in Kembali, will come running to his aid and will insist that the party leave him alone. They won't be violent about it since after all he is only a beggar and no one fights over beggars.

By the way the tricorder readings which the officer was able to make before being stopped indicated that the beggar's leg was merely tied up and folded under his body.

THREE — "Badges? We don't need no stinking badges!"

At some point in their travels through the quarter, the players will be accosted by two dirty young men wearing blue kilts and tunics, who will insist that the party have failed to pay their street tax and that they as official government inspectors are here to collect them. If the players object or press the two for some form of identification they will begin savagely and truculently cursing the players and run off into the nearest alley.

If the players pay the five Kopas apiece without complaint, as they might deem wise, the two will look at one another incredulously and disappear into the nearest wine shop laughing crazily.

FOUR "The adventure of the speckled band."

One of the characters, probably one of the female members of the team (Are there no female members in the landing party? Shame on you.) will be attracted by a small stand full of brightly colored stones in various settings. The jeweler will be most helpful, but there will be nothing on the stand which will fit the character's finger, neck or wrist.

The jeweler will grin cleverly and pull a small box out from under the stand. From it he will produce a rainbow iridescent band, of what might be wood and might be metal, but is beautiful nonetheless. It appears to have been designed to go around an Alerian throat, like a torque, but fits around her wrist perfectly. For her, only 12 Kopas.

About ten minutes after the band is put on her wrist it will wake up and bite her. The band is actually a form of millipede which sleeps in a semi-curved position and can do so for months without food or water until something warm and juicy wakes it up. It is a desert animal, usually active a few weeks out of the year, when the rain wakes it up.

The bite is very painful but not poisonous and it will take some effort to dislodge the little brute.

When the players try to find the jeweler, his stand will be long gone and no one will have ever heard of or seen him before.

FIVE — "For you? Only 10 Kopas"

One of the players, preferably not a scientist or an engineer, will have his or her eye caught by a large teardrop-shaped pendant made of some sort of refractive crystal.

He or she will be moved to purchase it, thinking it would look nice hanging on the cabin wall next to a reading lamp. (Do they have reading lamps on the Enterprise? Do they know how to read?)

The crystal is of course Dilithium, but no one will notice this at first. Of course it would be convenient if the crewman remembered it at about the time the engineer is hunting around for a spare later in the adventure, with the ship about to blow up and all.

SIX — "Hey! Where's my phaser?"

One of the officers, perhaps one with a strong interest in armed and unarmed combat, will come upon a circular arena where half-clad Alerians with prominent muscles will be wrestling in a fashion similar to the ancient Japanese sumo style. The object is to knock your opponent out of the ring by any means necessary, and the observing officer will become quite fascinated by this activity.

At some point he will look down at his belt and realize that his phaser is missing. It was picked deftly off his belt while he watched the wrestlers and is probably long gone by now.

As the character and his comrades run about in a panic trying to figure out what could have happened to it, they will hear the sound of a phaser being fired on Disintegrate nearby. A portion of a nearby wall will disappear in a puff of photons and the roof of the building will fall down, destroying the entire stock of a very displeased potter. He will demand restitution from the owner of the phaser, since the thief who stole it dropped it in terror and ran after disintegrating the wall he was next to.

About 50 Kopas should cover the damage (he's a lousy potter anyway). Unfortunately, no amount of money is going to pay off the large crowd that has gathered to stare open-mouthed at the character. No one will bother him for the rest of his stay in Kembali.

SEVEN — "Oh, oh, Effendi - I am so sad for you!"

While perusing some fabric weaving on a wooden rack a crewman, perhaps the same one who had the unfortunate accident in Encounter One, will have his hand half whipped off his arm by a mystic who will insist on telling his fortune, not by the palm of his hand but by the lines on the back instead. He will shake his head and mutter disapprovingly several times, finally saying, "It is not good, not good, sir - you are going to have an accident soon. I would not take any journeys over water if I were you."

As the crewman regains control of his arm and walks away, the fortune teller's partner, who is stationed in an upstairs window, will fling a pan of dirty dishwater on the poor officer in question.

Seeing this disaster, the nearby residents will flock to the fortune teller to have their futures predicted, leaving the no doubt annoyed crewman to pour water out of his boots.

EIGHT — "Take me, I'm yours!"

As the day is drawing to a close, one of the characters, preferably a senior or more experienced officer, will be standing near a large stack of iron kettles outside an iron-

monger's shop. A poor Alerian street sweeper will be quietly working next to the stacks, sweeping up garbage, just as the stack teeters and prepares to fall on this unfortunate individual.

Of course, the player will be able to scoop the Alerian out of the way of the falling objects and save him or her from being squashed. For added interest, make the Alerian of a different sex than the officer doing the good deed.

The Alerian will be very thankful, showering the character with praise and blessings, and will start to follow the character wherever he or she goes. If the obvious questions are asked, such as "Why are you following me?", it will be revealed that by Kembali custom when one saves the life of one in lesser standing than one's self, the rescuer is then obliged to provide for the well-being and situation of that one saved for a year and a day, in exchange for any services the character would have performed. The Alerian will be adamant in this claim and it will be supported by any local constables who are consulted. The character is stuck and will have to take care of this alien urchin.

ON THE WAY HOME

After the senior officers have finished their frustrating negotiations for the day, they will be escorted back to the Visitors' House, shortly before the other characters will be heading back for the evening. Two armed guards will lead them through the crowds.

As they make their way back to the Visitors' House, the senior officers and Ambassador Fox will attract the attention of a half dozen or so Myakka Isaona thugs, inside the Kembali Quarter on a work permit. They will follow the party along the route and will begin shouting insults and imprecations about off-world devils and the like. If the players take no action themselves, the guards will clearly grow annoyed by the harassment and try to get the thugs to push off.

This is the time for the characters to take off. If they stay and try to assist the guards, or avoid showing fear, there will be a knock-down drag-out fight most likely started by the guards. There will be at least six of them and more if the players are particularly good fighters.

If things start going badly for the players, have the crew members who have been touring the quarter arrive on the scene and join in the fun. If the players start to get the upper hand, the Isaonites will turn around and run. They have no desire for a fight to the death and are not heavily armed.

The Kembali officials will later be very apologetic about the whole affair, but there is little that they can do about it after the fact. At the very least, the guardsmen involved will be disciplined and the players will be treated to a lecture on the villainy of the Myakka Isaona.

After this untoward incident, the officials will not disturb the characters until later in the evening when a state dinner will be held in their honor. Much pageantry will be evident here but little business of any kind will be accomplished. One thing the players will be able to do at this function, should they think of it, is question some Kembali about other groups on Aleriad and in Baikanaad both for the sociological data, and for the possibility of hearing about other groups that would consider being rescued.

The players will be heartily commended for having

done battle with the villainous Isaona, in a toast proposed by Haunan Bheyan, who the players will meet now for the first time. He will be full of more questions about who they are, what they are doing, where they are from, etc., (and, incidentally, what is their ship like?).

At this dinner one of the characters, maybe even the Ambassador or the most senior officer present, should contract Alerian Viral Pleurisy, which will begin to run its course as described later. The chief surgeon will become aware of what is happening about eight hours later when the very first signs appear and the infected officer begins to complain of the symptoms.

On the third day, this sudden illness in the ranks (which should not affect too many others; a few security men would suffice) combined with the animosity being shown toward the party by other groups in Baikanaad and the imminence of the catastrophe should begin to make the party sweat; communicate a sense of urgency to them. If this doesn't work, the first event of the third day should convince them that things are not going well.

THE THIRD DAY

The next morning, overpowered by the deceptively powerful Alerian wine; the characters will sleep late and awaken with nasty hangovers. They will be greeted by the sounds of a hostile mob chanting outside the gates of the quarter, easily audible from several hundred yards away.

These will be Kekkitau and Kekkitau hirelings, assembled to bring pressure on the Kembali for harboring the landing party. There is really no connection between the demonstration and the players; the real motivation behind it is political. The Kembali have taken a considerable risk in bringing the landing party down inside the Kembali Quarter because if they should turn out to be here for evil purposes then everyone who has come in contact with them will be avoided and ostracized by the rest of Baikanaad. The Kembali are in a very bad position because, as the most powerful and wealthiest faction in Baikanaad, they were the most logical candidates to have contacted the off-worlders, but in doing so they may have risked their very standing in society.

Despite the fact that it is really the Kembali they want to hang, the crowd will march up and down outside the walls, howling death threats toward the Federation characters for some time.

Eventually the sun will rise too far in the sky and the Kekkitau will get thirsty and go home.

Until then, however, the characters will probably be quite concerned and will try to find out what is going on. They will be told by whatever official they ask that there is nothing for them to fear as long as they are in the Kembali Quarter. This is actually true, as there is a small army of Alerians with primitive yet effective projectile weapons walking along the top of the walls that surround the quarter and the mob has no desire to get shot.

All through the day the officer afflicted with the Viral Pleurisy will be worsening and the medical officer will no doubt wish to evacuate him to the Sick Bay. If it is the captain of the ship who is infected, he will probably want to heroically stay until one more try is made with the Kembali officials. If that's the case, let him, it adds excitement to the adventure. If Ambassador Fox is in-

fectured, he will fold up like a wet paper bag and leave the characters to negotiate on their own. Either one of these situations would be very interesting.

At last, in the early afternoon, the Kembali leaders listed before will have one last meeting with the characters at which they will be allowed to present their case in full. If Ambassador Fox is there he will assume some of the burden of convincing the Kembali, but whether he is or not, let the players say whatever they will in an effort to communicate the gravity of the situation to their hosts.

The Kembali will listen to these impassioned pleas with looks of agitation and concern on their faces. After listening for quite a while without making any reply, the most conservative looking of the three major leaders, Vassenant Olwin, will stand up and demand that they stop their blaspheming.

If they are asked to, the Kembali will explain the prophecy of the collision of the worlds and the testing of Aleriad and how it is to be a good and righteous thing which all shall enjoy and benefit from. Finishing this explanation the Kembali will request that the players return to their quarters to await the wondrous event.

When the players return to the Visitors' House they will find themselves under heavy guard, no longer permitted to move about freely as they could before. If the players begin to grumble about trying to get back to the ship now, do everything you can to stop them; have the Ambassador counsel against it, from his bed in Sick Bay if necessary. The party is in no danger; they can beam back aboard at any time. Fox will exhort the rest of the Federation personnel to try one more time.

At about nightfall, the party will be visited by Haunan Bheyan, who will have heard that the off-worlders are to be confined indefinitely. He will tell the players that they are in great danger in Kembali now that Belaffi has removed his protection from them. He will ask: "Do you swear that you are really from the stars? Can you really save many Alerians from the fall from the sky? Do you swear that these things are true, and not lies out of the void?"

When he is satisfied with the players' honesty and with their image of him as an ignorant, backward coward, he will tell them that they can get to the Jahureki over the border within the next twelve hours, without being stopped at the Kembali gate because his brother-in-law is the watch captain for the evening. After that, it will be very difficult to pass through any gate in the quarter, let alone the one nearest to the Jahureki Quarter.

Once outside the Kembali Quarter, he will take them directly to the Jahureki and introduce the party to Nykhaanar Thyan, leader of all the Jahureki of Baikanaad.

The party must decide then whether they are going to trust Bheyan. If they do not accept his offer, they will be confined until they can either get Bheyan to come back and take them over the border or they can beam back up to the starship. If the players beam back aboard, their only hope for completing the mission will be in trying to re-establish radio contact with the surface and meeting with the Jahureki.

If the players recontact the surface, Bheyan will be waiting for them when they beam into Jahureki and the adventure can be resumed at their entry into the quarter. If the players persist in refusing the offers made by Bheyan to act as an intermediary between them and the Jahureki, they

will never succeed in transporting any large segment of the population before the planet is destroyed and Ambassador Fox will see to it that the careers of those responsible are ruined irreparably.

If the party accepts Bheyan's offer outright he will smuggle them into the back of a Kekkitau-owned steam truck and they will be through the gates by midnight. Bheyan will ride in the front of the vehicle along with the driver who is a Kekkitau that Bheyan has bribed. It is important to recall that since some of the characters have never ridden in a ground vehicle before, or at least not in a long time, the velocity of the truck will seem much greater to them than it actually is. They will be travelling at twenty miles per hour and it will feel like sixty to some who have known no home but a starship where acceleration is not perceptible for many years. For this reason, be sure to make some negative modifiers to the "to hit" numbers while the characters are in the moving vehicle.

CROSSING BAIKANAAD

The characters will be crammed quickly and uncere- moniously into the back of the Kekkitau truck and hidden behind a hanging tarpaulin draped across the middle of the compartment. Obviously these precautions must be taken as there can be no hope of passing off the Federation characters as native Alerians.

There will be no difficulty in getting out of the Kem- bali Quarter but getting to the Jahureki will involve crossing five kilometers of a bad section of town controlled by the Myakka Isaona.

It just so happens that as the party is crossing this district the Isaona constabulary will be combing the streets of the area looking for an escaped killer scheduled for execution by burning in the morning. They will be stop- ping and searching all traffic moving in and out of the area and there is really no way that Bheyan can avoid being searched. There is also little he can do to prevent the players from being found.

There will be four guards stopping the vehicle; two, standing behind a makeshift wire gate, will block the passage of the auto. The other two will open up the back end of the truck to search it. The party will hopefully be ready to deal with this search in some way, but in any event when Bheyan picks up a mental impression of surprise from one of the guards he will mentally command the driver to floor it and crash through the gate hopefully before the surprised guard can communicate the reason for his surprise. The truck will not be stopped again and the guard is the party's problem. He will be armed as a typical Kembali guard would be and all stats given for Kembali guards should be used to simulate them.

The truck will be followed, and will be observed enter- ing the Jahureki Quarter. With a little double checking which can be accomplished without undue difficulty, they will be able to determine who was in that truck and why . .

JAHUREKI

Upon their arrival in the Jahureki Quarter, the party will be taken directly to see the leader of the Jahureki, Nykhaanar Thayan, and his advisors (see sheet on Alerian NPC's). They will listen intently to the player characters'

story and rescue offer, and then will fall to arguing amongst themselves for about twenty minutes. Finally they will decide that the offer is genuine and they will agree to be rescued, but . . . there is one condition! Once this catas- trophe has passed the Jahureki must be returned to Aleriad so that they can try to start a new life again. This is a concession to those who are not in total agreement with the prophecy of aid from the stars; the Jahureki will not agree to leave without it.

They will also insist on determining the procedures for evacuation then and there. If the players arrived at about 4 A.M. after careening around in a steam truck for three hours they will be at least six to eight hours negotiating. Much of the discussion that has to be done involves mainly Jahureki internal affairs and the party will have to simply endure this bickering. After a tentative agreement has been reached, the player characters will be shown to a some- what more spartan area than the one which they enjoyed in Kembali and told to rest until the necessary prepara- tions can be completed for moving the six hundred thou- sand Jahureki to beam-up points.

While the players recover from their eventful journey and from the grilling they have been subjected to, there is one final danger awaiting them.

ASSASSINS

The Myakka Isaona are a very tenacious and deter- mined group of paranoid psychotics once you get them riled up, and the mere presence of the off-world devils is enough to get them going. Add to this the audacity of their crossing the Isaona Quarter in the dead of night and beating up a couple of Myakka Isaona guardsmen in the process, just to collaborate with the empty-headed Jahureki, and serious measures are in order.

There experienced Myakka Isaona assassins will be detailed to infiltrate the repellent, stinking Jahureki Quarter and kill the landing party. They will succeed in getting into the quarter and into the actual building where the players are staying for the moment but the relative success of the attack on the players will depend on what precautions the players have taken before succumbing to their general state of exhaustion. In any event, the assassins will leave a trail of strangled and ventilated Jahureki behind them.

If the party has any sentries on duty, the two most psionically skilled assassins will try to use mental interfer- ence to immobilize them enough to kill or wound them without a struggle. If the players have any non-player security personnel left at this point, you should summarily deal with them here.

After dealing with the sentries, if there are any left to deal with, the rest of the characters should be awakened by some noise and given the opportunity to defend themselves.

You should show some restraint in refereeing this battle, perhaps seriously wounding one or two of the party, maybe even killing a minor character or two but there should be no effort made on your part to kill off the entire party as the assassins have been ordered to do. If you ran these assassins with all the skill they clearly possess, the ad- venturers, in their already weakened and exhausted state, would probably not do very well against them.

You may infect one of the player characters with the

poison on Tenaqa Chior's dagger, the assassin leader's hole card. It is a complex poison which will do 1D10 points of damage to the poisoned character for the next seventy minutes. It is actually not all that complicated a substance, and with the medical facilities available aboard ship the medical officer may be able to synthesize an anti-toxin in time to do some good. Or you may state that the ship is on the other side of the planet and out of communication and transporter arcs, so the medical officer will have to make things do with what he has in a standard medi-kit, if you feel like making things harder.

Finally, the assassins will not allow themselves to be taken alive under any circumstances and will try to escape if things start to get too rough. If it is clear that they cannot escape either, they will fight to the death and kill themselves if necessary.

LEAVING ALERIAD

After the attack on the players by the Myakka Isaona assassins, the Jahureki will be very anxious to get off-world, particularly if any of the assassins happened to escape. If anyone in Baikanaad can remember the prophecies about people coming from the stars and combine that with the details of the players' meeting with the Kembali, there will be a horde of people milling about outside of the Jahureki Quarter wondering what to do about the exodus that is about to occur. The idea of a group of Alerians just pack-

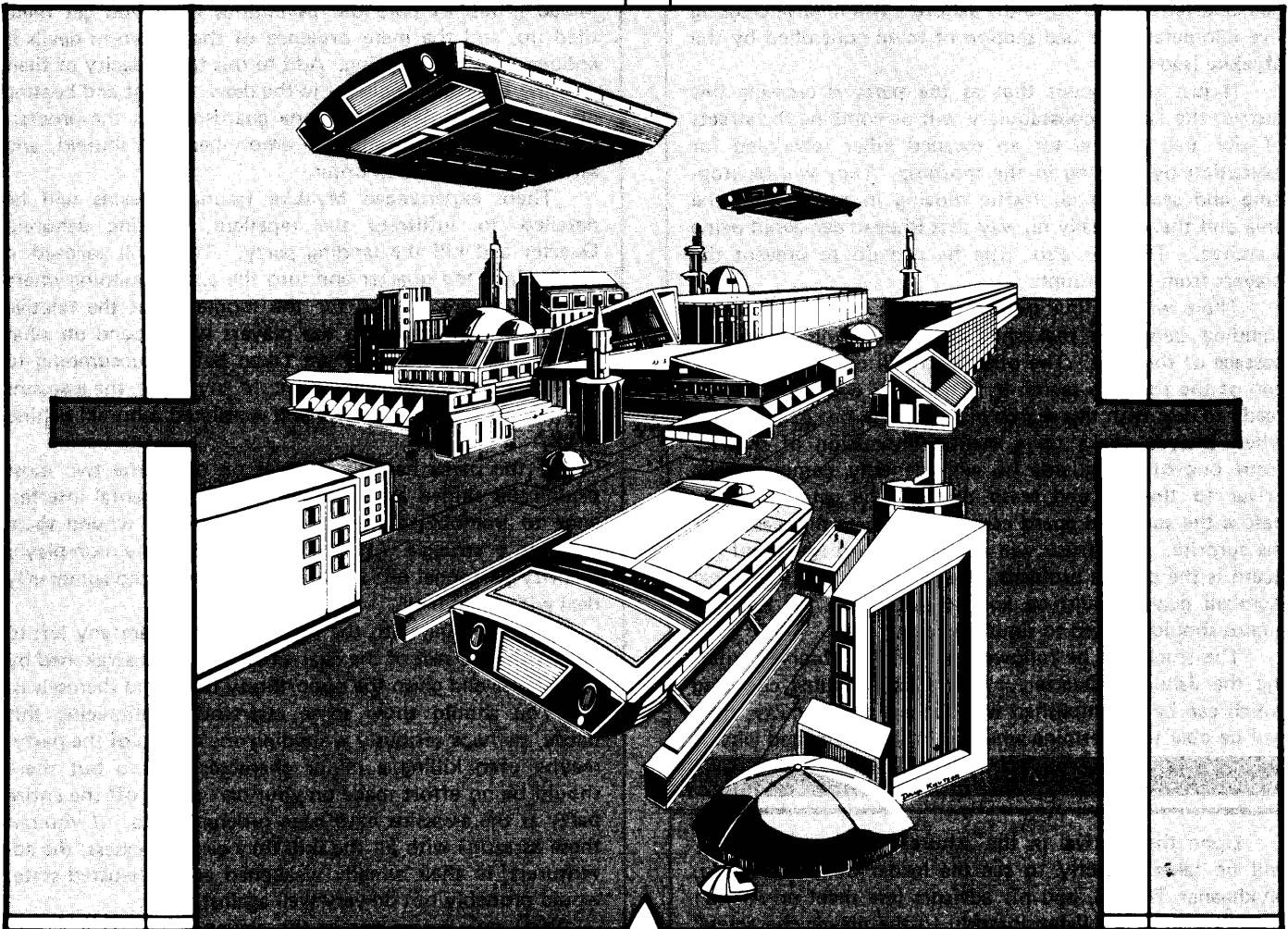
ing up and leaving the planet, particularly when an event of generally accepted religious significance is about to occur, is hard to accept. To the people of Baikanaad it will seem very wrong.

The evacuation of the Jahureki will take between six and eight hours with transporters at maximum effect. The final number of people transported from the Jahureki Quarter will reach a little over one half million, so the roads will be clogged up all over the quarter. However, since Bheyan and Thyan have been negotiating this event for several days the move will be accomplished in an orderly fashion.

Thyan, his lieutenants, the landing party, and Bheyan will be the last to leave. About forty Alerians will be quartered aboard the starship in a style that befits their station more than the cramped quarters aboard the other ships.

In the final minutes of the evacuation, there will be a series of sorties against the walls of the quarter by a mixed force of angry Alerians with a temperament suitable to a lynch mob. The players will almost certainly want to get back to the ship now, but if they don't, the sight of a few enormous crowds hunting for them will probably change their minds.

The last sight any of the players will have of Baikanaad will be the huge clouds of smoke rising from the fires set by the attacking mobs. The people of Aleriad will have begun the destruction of their world long before the falling stones from the sky arrive.



The Destruction of Aleriad

About twenty-four hours after the last of the Federation personnel have been removed from the surface the destruction will begin in earnest, and Aleriad will intercept the cloud of debris that was once the planet Azheril.

The destruction caused by this collision will far exceed any projections made in the Starfleet scientific surveys, as the meteors will not have dispersed as expected but will have remained instead in a tightly packed single mass.

The material, travelling at high speed, will strike the planet with the force of several cobalt bombs, and flatten every tree, building and structure on the entire planet. The shock wave from the impact of millions of tons of rock will be so great that eighty-five percent of the surface will be blown off into space.

When the huge clouds of dust clear eight to ten hours later, Aleriad, which was once described as one of the most beautiful planets in the galaxy, will be a near lifeless, near airless hole-ridden rock. There will be no sign of any of the Baikanaad Isthmus; pounded by several of the large meteors, the narrow neck of land will be covered by what remains of the sea.

Once subjected to the ultraviolet and other radiations which NCG-994 puts out in abundant supply, Aleriad will no longer be capable of supporting life and will drop from Class M, a dying world to match its dying sun.

There can no longer be any discussion of returning the Jahureki to the surface; there can be no life for them or anyone else on Aleriad.

ACCOMODATING THE ALERIAN REFUGEES

As previously noted, there will be certain problems inherent in providing life support for Alerians, due to their physiology. They will have different atmospheric requirements, different dietary requirements, and various important organs in their bodies will begin to atrophy in the starship's lesser gravity.

Most of the other vessels in the task force have been retrofitted to deal with this difficulty, but the ship on which the players are stationed is not so equipped, so they will have to make special allowances. Most of the more practical solutions require that the party be subjected to the same difficulties that they are trying to spare the Alerians from.

If the entire ship's atmosphere is altered, the crew will suffer from shortness of breath and a loss of efficiency similar to that experienced by the landing party on the surface of Aleriad. If the atmosphere is changed over the space of but a few decks there will be a great strain placed on the life support system, as it has to first create and then contain two atmospheres, not one. But the latter is the more acceptable of the two suggestions, and computer projections will indicate that the auxiliary sick bay and lower cargo compartments can most easily be changed in this fashion.

Making changes in the food processing programming of ship's food production systems computer can have been

achieved ahead of time if the medical or sciences section have made the appropriate data available to the services section. If not, the programming will take about twelve hours of work between the ship's dietitian and the engineering officer assigned to the maintenance of the food processors.

Finally, there is the problem of gravity. No permanent damage will be done to Alerian physiology by less than three months' exposure to the lessened gravity of the ship, but for every two weeks spent in lesser gravity one week must be spent in readjusting to the more robust fields the Alerians are accustomed to. The ship's gravity can't be adjusted without causing certain essential systems to malfunction, molecular circuitry and the like.

AGITATION AND FRUSTRATION

After it becomes clear that Aleriad has been totalled by the collision with what was left of Azheril, the players are going to have a difficult decision on their hands: what do they tell the Jahureki?

Ambassador Fox, assuming that he has not gone into a delirious state due to fever or the strain of dealing with a Starship captain, will counsel that the players tell the truth right away and give assurances that the Starfleet will find a world suitable for them as soon as possible. Others may disagree, because the shock to the Alerians is going to be very great. Up until two or three days ago they had no real concept of any world besides their own; the stars were just points of light in a chaotic and ever-changing sky. Now they are hurtling past those points of light, forever leaving the battered remains of their world behind them. How are they going to react to the idea of resettling on another, unfamiliar world?

There are two choices: one is to tell the Jahureki now, and bear the full force of their anger and bewilderment while still in space. The other is to make for Starbase Four at warp factor two (which is the highest speed that the Task Force as a whole can make) and hope that they arrive before the Alerians figure out what is going on, placing the burden of dealing with their indignation and fear on someone else's shoulders.

It should be made clear to the players that the other vessels of the Task Force do not have sufficient security personnel or security systems to adequately control the Alerians if they get completely out of hand and there is a general insurrection. If the Jahureki aboard the other ships do not receive an explanation and reassurances from their leaders they will probably become very hard to handle.

If the players decide that the Alerians must not be told, Haunan Bheyan, with his ability to access information even through Starship security systems (he is, after all, an Orion pirate) will be able to discover what is actually going on. He will bring it to the attention of the other Alerians that they have been duped, and are being carted away for probable internment and torture, preparatory to their being used as subjects in genetic engineering experiments.

This alarmist talk will frighten some Alerians and enrage others, but most will be struck with a feeling of emptiness and confusion. It would normally take some time to translate these feelings into any kind of action, but Bheyan will always be there, bullying and blustering about the evils of a Federation that has trapped them thus. As the other Jahureki listen to his sword-rattling and doom-propheying a feeling of desperation will settle onto the Jahureki. What can they do? They will never again look up and see the pink skies of Aleriad above them, and the angry red ball of their sun has long ago receded to a point of light in the starfield. And as we all know, desperate creatures do desperate things.

If the players are upfront about the truth of the matter instead and try to explain what will happen, they will be listened to in shocked, polite silence. After they are through, Thyan will suggest that each Jahureki retreat into meditation on the loss of their home and their fellow Alerians. Conversation between them will then be conducted on a mental plane, and Thyan will recede into a high Alpha activity trance state, leaving the rest to argue about what to do.

In this situation, Bheyan will again assert his opinions on the situation and then begin the operation to take over the ship. It is important to remember that these mutterings of mutiny take place silently, in the minds of those concerned. It will be very difficult for the players to know what is going on, unless they have a psionically adept crewman aboard (more on that subject in the Designer's Notes and Gamemaster's Hints).

Once it has been made clear to the Jahureki that the situation is far worse than they had imagined, the gamemaster must become primarily concerned with the timing of the takeover attempt. They are not familiar with the operation of a Starship, but they aren't idiots and will become familiar with some of the less demanding systems after a short period of observation. They will always try to retain an outwardly benign countenance, even to the point of trying not to think overtly hostile thoughts, in order to avoid detection by any psionic Federation personnel that may be lurking nearby.

Also, they will be greatly assisted in their efforts to learn more about the ship by Bheyan's basic memories of Starship operations and security procedures. Although he can't specifically remember it, his first posting was as a security officer aboard an Orion blockade runner, and those old experiences will aid him greatly in spiking many of the Starship's essential systems.

The Alerians will be uncommunicative if approached or spoken to. They will spend a lot of time in small groups trying to figure out what to do, prodded by Bheyan's horror stories, Aka Laon's ambition, and Teeeee Larentz's continual complaints that the Federation scum are trying to kill him with this indigestible food. More than anything else they will begin to feel trapped, closed in by a thousand gray steel bulkheads.

If it seems unlikely to you, as gamemaster, that the Alerians could be so easily turned against those who rescued them, and could try to seize the ship as well, remember that this is STAR TREK. A little suspension of disbelief is essential to most STAR TREK stories, and this is no exception. The Alerians may not be the sort of people you would expect to try and seize a Federation

Heavy Cruiser, but neither were Charlie Evans, the Androids of Mudd's Planet, the Tribbles, the children of Triacus, the Scalosians or any other of the horde of personalities that did guest spots as commanders of the U.S.S. Enterprise.

The Alerians don't feel like anyone has done them any favors, and if given the choice between living inside the belly of this steel beast or of being pulverized by a million tons of rocks, it is hard to say which they would pick. The Federation personnel are, by and large, as good as blind and deaf to the Alerians as they are completely incapable of reaching any kind of mental understanding with them. To the Alerians the Federation races are almost all cold, silent, and enormous, apparently capable of great technological achievements and massive destruction, but with souls as dead as the terrible ship they call home. It is easy for them to believe that the Federation has nothing but sinister purposes for its rescue of the Jahureki. They are clearly not the emissaries of the Creator that they were thought to be.

It may be just as Bheyan says, that their only hope is to take this ship and set a fast course for deep space and try to find a suitable home where the Federation cannot follow them.

Finally, remembering that Haunan is supposedly a member of the most respected and powerful sect in Baikanaad, the Kembali. The Kembali had the landing party in their quarter for three days, plenty of time for Bheyan to have heard the rumors and whispering about the great destructiveness and ruthlessness of the Federation. The Kembali did not come along on this terrible journey, no, they all stayed behind and died like they should have, in the death of the whole planet. Only the gullible Jahureki were foolish enough to believe the Federation's lies. If anyone should think to question Bheyan's motives he will explain that he was as taken in as the rest of them, and that he feels terrible about having been part of the trap set for the Jahureki and wants to do everything he can to make up for it.

Close supporters of the near-catatonic Thyan will argue that he would never condone the use of armed violence against those who had come so far across space just to spare their lives, but they will be a minority. Most were already convinced that the time had come to put aside their devotion to Thyan, able leader though he was. It is obvious that he is not able to deal with the dilemmas before him, and he should be given the opportunity to rest now.

No matter how it is presented, within two days of the devastation of Aleriad the refugees will be ready to move against the ship.

SEIZURE OF THE STARSHIP

After two days of careful observation and intense self-training, Bheyan will feel ready to try taking over the vessel. He and the Alerians who feel particularly daring will strike at the changing of the third and first watches, a time when efficiency aboard ship is at its lowest point. This period is like dawn at a normal planetside military camp or installation: there is no reticence on the part of those going off to flop into bed. Those going on watch will, on the other hand, be slow to report to duty, trying to grab just five more minutes of bunk time.

Bheyan hopes that he can trap a major portion of the crew in their cabins at this time by shutting off all power to the cabin doors and locking them up. As soon as that is accomplished he will flood all decks but his own with intruder immobilization gas. This can be accomplished from the second security position on Deck Nineteen, only three decks below his quarters in the auxiliary medical section. He hopes to accomplish this while the Science Officer and the Chief Engineer are off duty.

The gas works quickly, its effects last for roughly one hour, and it wears off with few ill effects. During that hour the Alerians will be running up and down decks, grabbing everybody they can find and sending them off by the turbo-elevator car full to the shuttle deck, where they will be confined behind reinforced and jammed doors. Bheyan and Pon Hujguk will be working feverishly to reroute essential computer functions and break access codes with random number generator programs, and will be generally laughing like fools at the sudden feeling of power that has come over them.

Because when the gas wears off and the crew wake up to find themselves well-confined and half the ship rewired, Bheyan will be in control of a Constitution Class Starship.

RETAKING THE SHIP

The player characters, by some incredible coincidence, should be confined together in a central location on the center decks of the primary hull. My personal recommendation is the Sick Bay, as the Ship's Surgeon and any crewmen now recovering from Alerian Viral Pleurisy would be there anyway, and it would be easy to just dump the other officers inside the door and forget them in the rush. If you can think of any better place to put them until they wake up, go ahead and use it.

When they come to, the characters will find themselves in a fully functional section of the ship, with all the doors jammed and shut off. The first problem confronting them will be getting out of the section they are in, and finding some of the rest of the crew. If they attempt to use the intercom system they may get at least one message

out before the com system on that deck is shut off from some remote source. If the message is made on an open channel, or if it is directed toward a deck that is occupied by Federation crew members, they may get some idea of what is happening before the system is shut off.

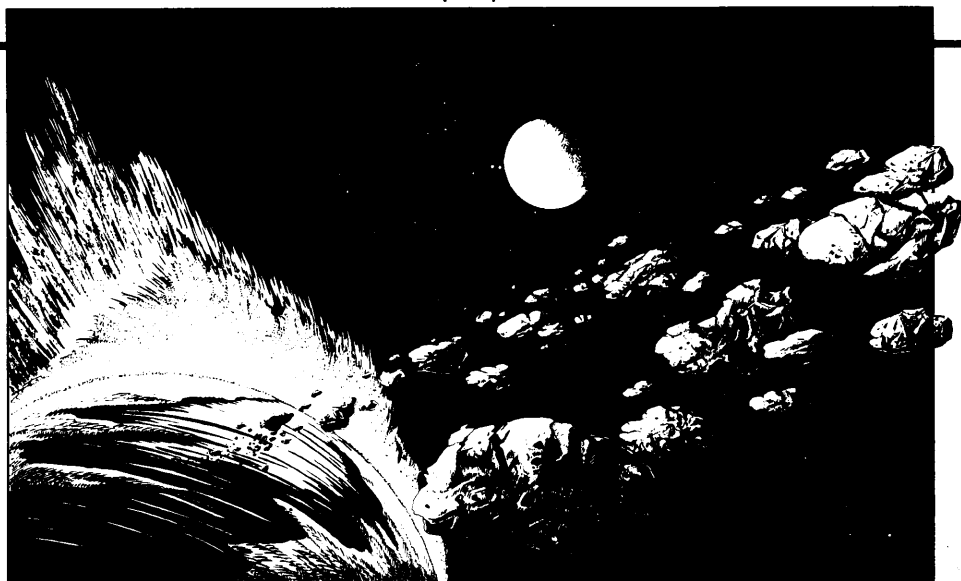
The doors to the section the players are trapped in, and indeed all the doors, can be opened in a number of ways. First, the wiring may be altered in the main junction box if the players are in a major section such as the Sick Bay. This will take an Electronics Tech skill level of at least 35, and about twenty minutes of work. The door can be shorted from its own circuit box, and forced open with brute force. Shorting the door is no problem and anyone can do it with a table knife. Forcing the door is another matter.

To open an immobilized door will require a strength of 95 or greater applied by one person and one person only. There is only enough room on a single door for two people, so one character must do it alone. Obviously, it is not likely that there will be anyone among the players with a 95 STR since even Spock had only a 93 in that department.

This can be corrected with the injection of certain drugs available in the Sick Bay. UniTheriDrene, a stimulant that trades END for STR, for example. After being injected with this drug the character will experience a temporary twenty point rise in STR and a corresponding drop in END. The rise in STR will last about 1/10 the character's original END in combat rounds, and will then quickly ebb away, leaving the character feeling substantially weakened and at -20 END for one hour.

One alternative to these is using a medical laser scalpel, set at its highest level, to cut through the magnetic retaining bolts that have jammed the door in place. This will take one hour, or one half if two people work on different bolts at the same time, and will require no special skill.

Once outside of the room they are initially confined in, the characters will have to locate and neutralize the people who have taken over the ship. While they are doing this they will find a number of the ship's systems damaged and many rendered uncontrollable by the Alerians.



Disposition of Ship's Systems and Equipment

Following is a deck by deck description of the systems tampered with by the refugees turned pirate. Except for the imbalance in the warp drive there is no damage that will endanger any of the Starship's crew.

While the changes have made some of the familiar parts of the ship a little less familiar, this is still the players' vessel, and if there is any question as to who knows a given ship's system, the normal crewman must always win out over any pirate.

DECK ONE

There is one obvious problem on the bridge — it has been turned off. All power has been cut off through switches on the engineer's console, but it can be restored from that console without difficulty.

Once power has been restored, it will become obvious that control has been routed through the auxiliary bridge. The main computer has been completely overridden so that any requests made from terminals on the bridge are routed automatically to the auxiliary computer, where they are immediately denied. In essence, bridge control can only be restored from the auxiliary bridge.

DECK TWO

Deck Two is empty and the lights and the air-cycling system have been turned off. If the players take the turbo-elevator up here from officer country, the light from the interior of the car will give some illumination. If they take the stairs up or down, they will do so in total darkness.

Everything on the deck has been left basically undisturbed, but some problems have been caused by life support failure and the loss of power. The chemistry lab was occupied by several scientists at the time the attack came, and an experiment in progress was destroyed by a lab technician falling upon it when he was gassed. There is a cloud of noxious fumes floating at about knee level inside now and if anyone makes a careful survey of the room they will almost certainly get a good lungful and need medical attention.

DECK THREE

The lights are off on this deck as well, but life support is operational, although at an unusual rate. The heat has been turned up considerably and the air is very dry. In the Botany Lab the problem is particularly acute, as certain valuable and delicate specimens are roasting in the heat. If Mr. Sulu is part of this crew he'll be very upset by this development.

An inspection of the photon banks will show that they have been fully charged and can be fired at any time, although target acquisition systems remain turned off. The Torpedo Room fire control terminals have been routed through the auxiliary fire control terminals as well.

DECK FOUR

The lights are on on this deck but nothing can be seen moving around. All doors on this deck are jammed up tight and cannot be opened manually or automatically except by the methods described earlier. Most of the officers that bunk here have been moved but those who were not on duty are locked inside their staterooms and will begin pounding on the doors for attention when they hear the turbo-elevator door open.

(By the way, if the players have gained access to the phasers by now, the doors on any deck can be blown open by a phaser set on Disintegrate.)

DECK FIVE

The doors on this deck are jammed shut as well, but other systems have been left alone. Life support is functioning as usual. The phaser banks are fully charged and ready to use, but they too are under complete control of the Helmsman's station on the auxiliary bridge. The phasers can be shot from auxiliary fire control but nobody will be able to monitor them from that station.

DECK SIX

As on the other decks the doors to all cabins have been rendered inoperable. Unlike the two decks just described, the communication systems have been jammed here and the intercom system is presently piping something akin to Muzak into all the cabins on this deck. Crewmembers trapped inside their cabins may communicate by shouting very loudly or by pounding on the walls but they are cut off from the rest of the ship.

Most engineering systems on the deck have been left alone which will no doubt be a relief to the chief engineer. The turbo-elevator repair room has been entered and there are tools and equipment strewn all over the deck, and maintenance stores have been scattered wildly in their bins.

The emergency manual monitor panel overlooking the main engineering deck has had all its leads torn out and is no longer connected to anything. Rewiring it will take at least a full hour by an individual with an Electronics Tech skill of 60 or more.

DECK SEVEN

It is here on Deck Seven that the Alerians have spent the most time causing trouble. The cabins on this deck have been dealt with in the same way as the cabins on Deck Six, but most of these are empty since the crewmembers stationed in them were on duty at the time.

The emergency bridge is operational though routed through the auxiliary computer. The problem here is that the entire area is filled with flame retardent foam, as some enterprising Alerian turned on the fire control system on his way out of the room. If this can be cleared away, the science officer or someone with similar expertise can use the terminal at the science officer's station, which has been left with an open route into the auxiliary computer, to

write a program which will restore control of the ship to the main computer. Writing this program will take 2 x (100- Operator's Computer Operations skill) minutes and, when run, it will return control of the ship to the main or emergency bridge.

If this is not attempted the main computer itself can be rerouted directly by anyone with a Computer Operation skill of 20 or better, but the person attempting this must make a roll less than his or her Computer Operations score to avoid having the program detected by the monitor on the auxiliary bridge and promptly dumped.

Sick Bay has been spared, as the Alerians figured they might have to use it at some time in the future. Power is on.

The captain's office, the Chart Room and the navigator's office have all been ransacked and all tapes pertaining to the movement of the ship have been moved to the auxiliary bridge where Haunan Bheyan is teaching a crash course in dead-reckoning Starship navigation.

None of the transporters on this deck have power, which can only be restored through the computers. The doors to Transporter Rooms two and four have accidentally been dealt with in the same way as the cabin doors.

The security office has been broken into (the door has been burned off) and all cells have been cleared. The security chief's desk has been broken into and the manual keys for unlocking the Small Arms Room door have been taken. All small arms have been removed from their lockers. Those presently not in the hands of the Alerians have been hidden on Deck Twenty-Four.

The engineering section on this deck has not been tampered with. All engineering computers have been routed back to the auxiliary computer. Someone apparently dropped a canister of turbo-elevator lubricant compound onto the deck from the upper balcony of the engine room where it ruptured, leaving a large pool of very slippery stuff all over the middle of the engine room in a twenty foot diameter circle.

Finally, the sensors have apparently been tampered with but no serious damage or recalibration has been attempted. Someone apparently tried to figure out how they work but didn't have much luck.

DECK EIGHT

The doors into the lower memory banks of the ship's computer have been locked, but they can be opened from the numbered access keyboard outside by anyone with the proper code. This would include any and all bridge personnel.

The water pumping systems on this deck have malfunctioned, and the entertainment and recreation sections all have about six inches of water flooding the floor. This can be corrected without difficulty, by opening the drains.

There is a chance there will be a short circuit should the doors from the flooded area be opened into the inner rind. The turbo-elevator doors are standing open after an accident, which will be described later, has blocked up traffic from Deck Ten up to this deck. Should water be allowed to pour into this opening, it will flow down into the shaft and knock out all turbo-elevator traffic in the primary and secondary connector hulls.

The other systems of this deck have been ignored.

DECK NINE

Deck Nine has been left intact by the Alerians, as there are few systems of immediate interest here. There has been an accident in the turbo-elevator system, jamming one car half-way between Decks Nine and Eight, and the other just above, in the lateral shaft that connects the primary hull vertical shaft to the rest of the ship. The accident was caused by Bheyan leaving the turbo-elevator control program off, along with a lot of other programs, while he was routing the ship's functions through the auxiliary computer. Two cars trying to get up to Deck Six at the same time collided and got stuck on the line; it will take all the efforts of the engineer in charge of the elevator system to get it fixed again.

Traffic can move from Decks One to Six freely and from Deck Nine down to Deck Eleven, but traffic between the two is totally blocked.

DECK TEN

No apparent damage here; the deck has not been touched.

DECK ELEVEN

As with the upper banks, the phaser systems are fully charged and ready for firing. Auxiliary fire control has been turned into one large slave circuit, so if the auxiliary fire control section of the auxiliary computer goes out, so will auxiliary fire control.

Phasers are therefore totally controlled by the auxiliary computer and the auxiliary bridge. If the main controlling systems should happen to go out in battle AFTER control of the ship has been maintained from the flag bridge, firing the phasers will suddenly become impossible unless the auxiliary computer's hold over the auxiliary fire control systems has been specifically broken.

DORSAL CONNECTOR DECKS

There has been no damage done on any of the dorsal connector decks, but if the short circuit made possible by the flooding on Deck Eight has occurred, the turbo-elevators will not be operational past Secondary Deck Fifteen going upwards.

The stairwells will therefore show signs of having been used quite frequently in the recent past.

SECONDARY HULL:

DECK FIFTEEN

The stairwell leading from Deck Fifteen up to Deck Thirteen is full of discarded turbo-elevator repair equipment. No other damage or signs of tampering are visible on this deck.

DECK SIXTEEN

As with the main medical section, the auxiliary Sick Bay has been left intact, especially since a number of the

Alerians have been quartered there. Nobody understands that stuff anyway!

The maintenance shop has been thrown into chaos by people opening storage compartments and tossing things on deck. A lot of electronic tools and repair equipment have been made off with, and the Dilithium Crystals locker has been pried open and two spares have been shattered. All other engine replacement parts are still there, although perhaps not in the right places.

Someone has been going through the turbo-elevator repair manual on tape, probably in an effort to figure out how to remove the log jam on Decks Seven, Eight and Nine.

The engineering computing stations which control the warp drive have been turned off. Engineering functions have now been assumed by the auxiliary computer, and cannot be regained from these stations. However, no alternations have been made in the manual control and adjustment systems for the warp engine system. The engines are fully operable by manual systems from these locations, and with about ten minutes of work from someone with Warp Engineering 40 and Electronics Tech. 40, the manual controls can be rendered completely free of the computer. And, yes, this operation WILL require you to crawl into a Jefferies tube and feel the magnetic ion stream crawling like ants all over your body . . .

DECK SEVENTEEN

All crewmen on this deck have been taken to the shuttle pad so that the Alerians would be free to work here and on Deck Eighteen without having people pounding on the bulkheads and disturbing them.

The shuttle control room has been cut off from the rest of the ship by severing the cable trunk that leads from the flight control and launch terminal to the main computer lines, and by welding shut the doors into the control room with a welding iron taken from the maintenance shop.

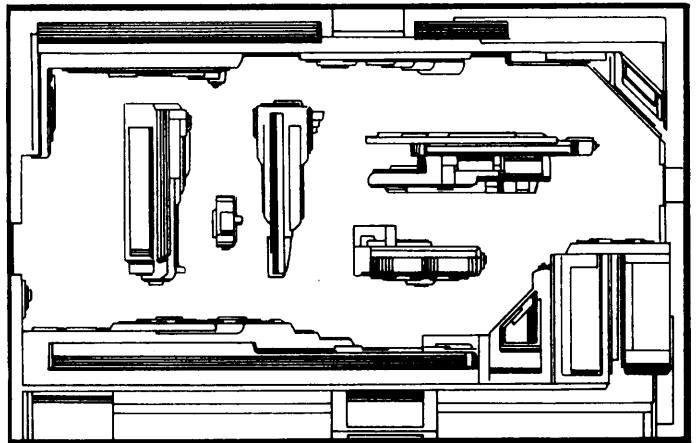
DECK EIGHTEEN

Crewmembers from the staterooms and cabins have been confined in the shuttle launch pad, like the crewmembers from the deck above. The Hydroponics and Botany sections have been left untouched by order of Aka Laon, since they contain some of the last existing examples of Alerian flora.

DECK NINETEEN

The auxiliary bridge and computer are, of course, well under control. The auxiliary bridge is awash with computer tape, stolen weapons, starcharts, environmental suits, empty bottles and dirty dishes. It is also presently the control center for the entire ship. The auxiliary computer has had every possible piece of essential programming crammed into it that it can hold, and it is dangerously over-extended. It was never designed to simultaneously hold all the essential programming of the main computer, monitor the activity of the main computer, and reroute all functions which are attempted through the main computer without being treated somewhat better than it has been.

For the disposition of Alerians on the bridge, see the



section on the Alerian Refugees Turned Pirate.

The security section on this deck is under siege. The Alerians entered surreptitiously and then used security control systems to flood the decks of the ship with Neural Gas. They attempted to gain access to the weapons locker in the same fashion but the guard on this deck heard them knocking out the security chief at his desk and ducked into the Arms Locker and locked himself in. The doors of the Arms Locker are made of stronger stuff than the others on board, so there is no way to get through when its being held from the inside.

Two armed Jahureki guards, with phaser two, are sitting outside the door waiting for the person inside to give up so they can disintegrate him. The interior of the locker is one of the few places on the ship which cannot be flooded with the Neural Gas, and since it has its own battery power and chemical life support system inside the crewman can wait for a lot longer than the scope of this adventure before he gives up.

Incidentally, the crewman's name and rank are Ensign Ole Hudson, newly assigned to the ship out of his cadet cruise. Ole is an expert on early English and Scandinavian literature, so he is chanting excerpts from BEOWULF and KING HAROLD'S SAGA, in the original languages. The two Alerians waiting for him are not amused. (This shows us that TRIVIA skills are not always useless.)

The airlocks into the shuttle deck have been welded shut in the same way as the doors into the control rooms were. All environmental suits have been removed from their lockers (the shuttle deck HAS been pressurized).

DECK TWENTY AND BELOW

There has been no damage done to this deck, or to any of the ones below it. All power has been turned off to conserve computer capacity. One hazard to players wandering around in the dark on Deck Twenty is that the pool has been drained, and the water channeled back into the water tanks. Anyone blundering around in the forward end of Deck Twenty stands a good chance of getting a broken neck, should they wander too close to the pool.

Activity below Deck Twenty is almost certainly not going to occur, but if it should, there will be obvious problems caused by lack of ventilation, and the fact that the atmosphere in some areas has already been adjusted to Alerian physiology.

The only systems with power on these decks are the tractor beam and the running lights.

Refugees Turned Pirate

Each of those individuals participating in this operation has been given a specific task by Haunan Bheyan, monitoring something, or guarding something else, or just patrolling up and down decks for Federation crewmembers as yet unaccounted for. A lot of the Alerians performing these duties don't really understand what they're supposed to do, but most everyone is too frightened to stop what they have started.

A few of these groups of Alerians will have static positions, which these lists will describe.

Haunan Bheyan, Pon Hujugguk - These two have their hands full with just running the ship, and will remain on the auxiliary bridge until control is taken from the auxiliary computer and restored to the main computer. When and if that should occur, Bheyan will take the remaining personnel on the auxiliary bridge and flee to the pool maintenance machineryway on Deck Twenty-One, which he reckons to be a good defensive position.

Three normal Alerian males and one female - At duty stations, unarmed.

Two Alerian Guardpersons - Armed with phaser two.

Aka Loen, Teeiee Larentz - Laon and Larentz have been detailed with a few of the less intelligent Alerians, and will be moving around the ship watching for alarm indicators and other emergency situations. Laon will spend a lot of time giving orders and asserting himself, and Larentz will be continually complaining about the pains in his gut.

If these "pirates" should come across any Federation personnel for about the first thirty minutes of their patrol, they will attempt to take them prisoner. If they run across them after thirty minutes they will do their best to run away, as morale will have begun to slip. If they run into any Federation personnel after the auxiliary bridge loses control of the ship, or if they have failed to stay in communication with Bheyan for more than ten minutes prior to encountering the Federation personnel, they will surrender forthwith.

Other personnel with the two whining terrorists will include:

Two normal Alerian males and two females, one female armed with phaser one.

Two Alerian guardpersons, armed with phaser two.

Janas Theridaul - Bheyan has entrusted Janas Theridaul with the greatest amount of responsibility, because she is the bravest of the Alerians and will go in harm's way without fear. He has grouped her with six of the toughest guardsmen he could manage to get aboard ship, and told the lot of them to hunt for any Federation personnel they can find wandering around loose, and to make sure that nobody talks to any Federation personnel but him. Also deployed with Theridaul:

Six Alerian guardpersons, all with phaser two, two armed with phaser rifles.

Wufez Rialeini - Wufez is leading a mixed group of Alerians with instructions from Bheyan to monitor activity from the flag bridge. They will be there for forty minutes, and will then be ordered to maintain watch over the main

computer for a while. After that, they will be moved quite frequently, investigating any damage or malfunctions detected from the auxiliary bridge. If at any time Rialeini ceases to be in communication with Bheyan, he will take his group to the Botany section and stand guard over Thyan and his followers until further orders are received: he will fight if attacked or besieged while he is there.

Nykaanar Thyan and aides - Thyan is still sitting quietly here, in a state of mental linkage with some of his closest friends and advisors. With him will be Inikas Murl, Inikas Thenet, Moraab Mael and about a half dozen other Alerians who do not wish to fight. If they are captured or attacked by the Federation crew members they will surrender peacefully. If they are being guarded by Wufez Rialeini or Janas Theridaul at the time they will aid the players in taking out the Alerians who are guarding them. Inikas Murl, Inikas Thenet, and Moraab Mael will be particularly determined to protect Thyan from any harm, by human or Alerian hands.

Thyan will slumber blithely on until he is shaken out of his trance by another Alerian's death, or by some great catastrophe.

With the four major characters are:

Three normal Alerian males, three normal Alerian females, all unarmed.

Five normal Alerians, two males, three females, armed with phaser one.

COMBAT WITH THE ALERIANs

The Alerians will have either very high morale and will ask and give no quarter, or they will have very poor morale and will be likely to surrender if they see any of their fellows injured or stunned. The determination of this will depend on when in the progress of the mutiny they are faced.

As a general rule, the Alerians will have very high morale in the early minutes of the contest, but it will fall rapidly when the Federation personnel begin to put up some resistance. As stated above, the composition of the force will also have some effect on what it will do when challenged. Aka Laon's force is likely to be talked out of fighting at any time. Bheyan and Hujugguk remain interested in saving their own skin throughout. Theridaul is leading a band of cold-eyed killers that will not surrender until they are specifically ordered to by Thyan, as they still owe him some allegiance.

All in all, a group of players that bides its time and concentrates on regaining computer control of the ship will have a much better chance of avoiding bloodshed than one which goes out to capture some Alerians and retake the auxiliary bridge right away.

In addition to this uncertainty, the Alerians who are armed and resolved to fight don't know how a phaser works anyway. They will have the phasers set randomly whenever they fire; the following table should be used to determine what setting is to be used:

Phaser Setting Table

No. rolled on D10	Phaser setting
1-3	Stun
4-6	Heavy Stun
7-8	Heat
9	Disrupt
10	Disintegrate

LOCATION TABLE:

The following table details the locations of the Alerians that will change positions throughout the struggle for the ship.

TIME ELAPSED IN MINUTES		GROUP LEADER	
AKA LAON		JANAS THERIDAU	WUFEZ RIALIENI
10	Auxiliary Bridge	Auxiliary Bridge	Shuttle Control
20	Warp Engineering	Shuttle Control	Main Bridge
30	Warp Engineering	Primary Security	Main Bridge
40	Secondary Security	Energy Lab	Main Bridge
50	Botany Section	Officer's Conference Room	Main Bridge
60	Shuttle Control	Botany Section	Main Computer
70	Aux. Fire Control	Sensor Access	Main Computer
80	Aux. Fire Control	Tractor Beam	Lab Deck
90	Main Engineering	Main Bridge	Shuttle Control
100	Turbo Elevator Repair	Auxiliary Bridge	Shuttle Control
110	Auxiliary Bridge	Auxiliary Bridge	Main Engineering
120	Auxiliary Bridge	Main Bridge	Main Engineering

There has been no provision made for keeping track of the routes used in moving about the ship by these different groups, as doing so would be very difficult to illustrate. However, all groups will move to investigate any activity that lies in their path, between one station and another, and will also move toward any disturbance moving toward them on a given deck. No group will avoid contact altogether.

THE DISTRESS SIGNAL

As the struggle for control of the ship is reaching a peak — perhaps after forty or fifty minutes — a scrambled, coded message on a restricted distress frequency used only by the Federation will be received by the ship's computer in the probable absence of the ship's Communications Officer.

This message, when and if anybody can get to a wildly beeping communications console who also knows the proper access code to get it translated down into an understandable form, will be found to have originated from the Federation Cadet Cruiser U.S.S. William Howe. The message will state that the Howe, a converted Scout of an early design similar to the Nelson Class, is under attack by unidentified vessels and is in danger of losing all power and life support. The message will give the ship's location at the time of transmission, and course data indicating that the captain is trying to make Starbase Four, on a course

that will pass less than a parsec to Rimward of NCG-994.

The transmission will close with a scrambled visual message from the commander of the vessel, stating that they were attacked without provocation by two vessels of easily recognizable Orion design, and that he is attempting to escape but due to rapidly lessening power and radiation leakage, he expects to be overtaken at any minute. The transmission will then rapidly break up, apparently jammed by one of the pursuing ships, and the last thing that the players will hear will be an emotional appeal, referring to the fact that the crew is composed of cadets on their first cruise, and that casualties have been staggering.

Regardless of how long it takes the crew to get to the message on the computer, it should have only recently arrived, so that the players can hope that the cadets can still be saved.

If any of the players point this out to Bheyan, he will only laugh, and say how pleased he will be to observe the death of so many Federation pups.

If, however, Nykhaanar Thyan is informed of the situation, he will snap out of his trance, and try desperately to keep his people from hindering the Federation personnel in their efforts to rescue to cadets. He will be very ashamed of his peoples' behavior, and will do all he can to keep any more lives from being lost. Note that this is one of the few things which can shake the Jahureki leader back into reality. In his mind he has already begun to grieve for the Jahureki, thinking them lost, but he will not want to see any of the Federation personnel killed for nothing.

WARPING OUT

When and if the players can get around to making the superhuman effort necessary to prepare the Starship for combat with the Orion vessels, they will find that Bheyan has left his mark in more ways than their earlier inspection had shown them. There will be some additional damage that will have serious effects on the ship's ability to do battle, which will be found when the ship attempts to go to faster than warp three or makes ready to use IRS weapons.

The first, and most serious, problem is that when Bheyan moved to speeds higher than warp factor two in an effort to leave the rest of the Task Force behind, he didn't properly adjust some power flow ratios in the engineering section. This has led to six out of the eight major Dilithium Crystals shattering. Attempts have been made to replace them, to little avail, as three or more crystals have been shattered by the redoubtable Mr. Hujugguk in his attempts to fix the warp engine power linkages using what might as well have been stone knives and bearskins.

There are five replacement crystals left, which will make the one which the unidentified crewman picked up in the Kembali Quarter that much more valuable. Until the player who picked up the crystal can make an INT roll or remember on his own about the crystal, the poor chief engineer will be trying to get power through one less crystal than usual, two of which are cracked, and will be unable to make better than warp one.

The fire control problems already discussed will be particularly acute if normal fire control systems are damaged by enemy fire, in which case the ship's weapons will be useless until the problem is corrected.

The Shuttle Bay doors are all welded shut, and the bulk of the crew is trapped in there; it will take a heavy cutting torch to open the doors back up. Once that is accomplished, it will be impossible to depressurize the Shuttle Bay without doing the same to the entire deck upon which the door is opened.

Finally, the damage to the turbo-elevator must be corrected, with the chief engineer's supervision, or the movement of the casualties to Sick Bay will become very difficult and crewmembers will be lost because they did not receive medical attention in time.

TWO ORION SALVAGE CRUISERS

The two Orion vessels attacking the Cadet Cruiser Howe are the first of a series of vessels being constructed in secret Orion shipyards even as you read this, spreading their villainy and ambitions toward restraint of trade across Federation space with the speed of a runaway cancer. The new vessels have been constructed to incorporate some of the design lessons which the Orions have learned in combat with the Federation over the past few years, and are a much improved design in many ways from some of the hodgepodge rust buckets they have been cluttering the stars with until now.

These ships are designed to hold over ten thousand tons of cargo, and have been equipped with a special squadron of armed shuttles with miniature tractor beams so that they can double as salvage vessels and boarding boats

in action against vessels that are to be taken as prizes. The tractor beam aboard the ship itself is twice as powerful as the one used by the Constitution class, so it can tow a ship three times its size with ease. Federation-style phasers were installed as weaponry after it was determined that their power utilization was much more economical than Klingon-style disruptors.

These ships have not been reinforced anywhere near as much as the older style blockade runners in an effort to save on hull costs.

Data readout on the Orion salvage cruiser, or "Whaler" looks like this:

CREW —

78 total officers and men.

SHIP DATA —

Weight (empty)	40,000 metric tons
Standard Range	2 years at LYV
Max Safe Crs Speed	WF 8
Emergency Speed	WF 9
Weaponry	6 phasers - two banks of three 1 bank fwd, 1 bank aft
Length	285 meters
Breadth	170 meters
Height	70 meters
Other Data	Triple-strength tractor beam for towing operations

(For more detailed information, see page 38.)

In game terms, the Orion Whaler has six phasers, three forward and three aft, each of which can have up to six points in each. There are six points of impulse power available, and the twin warp engines produce eighteen points of power each. Four power points equal one maneuver point.

The ships will stand and fight until three turns have passed, and all salvage boats have been taken back aboard. They will then attempt to break off, unless they have somehow debilitated the Starship by that time. The remainder of the complement of the U.S.S. William Howe will be saved, and the crisis situation will pass. If the Starship starts to take some nasty lumps have a Loknar Class Medium Frigate show up and prevent things from getting out of hand.

With the defeat of the two Orion vessels, Haunan Bheyan's last hope for success will be eliminated, so if he has not come out of his hiding place on Deck Twenty-one yet, have him do so now. With his capture and confinement in the brig and the revelation of his true identity, the action part of this adventure is over. All that will be left is placing and accepting the blame and picking up the pieces.



DENOUEMENT AND RESOLUTION

The true measure of the success or failure of this mission will not be known for some time, until it is determined whether the Alerians will be able to adapt to life on another planet. That conclusion is not within the scope of this adventure. It is hoped that the commander involved in one of the greatest cosmic disasters in years, and the personnel of the escort vessel, will be commended for coming through as well as they did.

The Captain's quick intervention in the action involving the U.S.S. William Howe will overshadow his laxity in allowing the ship to be taken by the refugees, so at least no official reprimand will be made. Ambassador Fox will neither have his career helped nor hurt by this affair, and will return to the Special Contact Division to ask that he be kept on the Alerian case until they can be permanently relocated. It is suggested that Crewman Hudson and the

ship's surgeon be commended for their excellent work, at the very least. Those security personnel overwhelmed by the Alerians trying to gain access to the security system will probably be reassigned to another, less demanding, patrol vessel.

If there are any questions left unanswered about the Alerians, try to let the Science Officer explain if he can, and if not let Bheyan, before he is carted off to a prison planet (which hopefully will not be struck by any meteor-showers in the near future). The Alerians will gradually come to realize the real gravity of their error in mistrusting the Federation, and will try to adjust to life in the Federation. They will have to endure a long and uncomfortable stay at Starbase Four and other nearby stations before survey can locate a planet that is suitable to relocate them on.

With minor repairs completed at Starbase, the captain of the ship will be able to say to the helmsman, "Take us out of here Mr. —, warp factor one", and the ship will return to her normal duties as the credits roll by.

Notes to the Gamemaster

The most important fact that came out about this scenario in playtesting was that it was LONG, quite well suited to multiple sessions of play. If you intend to run the adventure in a single sitting, make sure that you have at least eight hours (more wouldn't hurt).

Ideally, one should run this adventure in two parts separated by at least a few hours of rest in between. The logical place to stop is after the Alerians have been taken aboard the ship and the Task Force is making ready to warp outsystem.

The second part of this scenario is fairly straightforward, involving as it does a standard struggle for control of the Enterprise or one of her sisters. The twist is in the fact that the players had no idea that the Alerians were capable of such an act, and that they have time working against them as the cadets of the U.S.S. William Howe slowly turn blue and freeze.

The first part of this scenario, all the machinations and convolutions needed to get those reluctant terrorists aboard, is where the real complexity comes in. And after all is accounted for, I feel that the work-up done on that first part of the scenario is nowhere near as complete as it should be to make it really "stand on its own."

Whenever you set out to roleplay or design an alien race, you are getting yourself into really deep water. One of the most frustrating things about the show STAR TREK was the limitation on the development of aliens and the like due to economic and time constraints. Any alien environment created had to fit onto a soundstage on the Desilu lot next door to Paramount. Remarkable things were accomplished, nonetheless.

But we here, playing and refereeing STAR TREK: The Role Playing Game, are under no such limitations. We can make an alien race as complicated and well-defined as we want to. Only our own imaginations limit us.

The Alerians are more carefully defined and developed than the average STAR TREK alien, and they would probably be pure heck for some poor make-up artist. In designing them, I have tried to show some of the questions that must be answered when designing an alien race, and I have only scratched the surface. The Alerians are identical to humans in so many ways it is sort of embarrassing, but there are still a few things that set them undeniably apart from us.

The little things like political factionalism, the merchant encounters, and the unpronounceable names have been added for color and they are not essential to the plot (it's best to try pronouncing those names a few times by yourself before you do so in front of an audience of players). Other elements of the environment are essential to the plot, like the diseases, the mental capacity of the Alerians and the unique course their culture has taken, etc.

One topic I would like to address more specifically is the psionic ability of the Alerians. Originally, I gave them a physical manifestation of their mental prowess, but decided instead to make their abilities more subtle and difficult to comprehend. I did this because it seemed more plausible, but it seems more likely that what this really did

was make them that much more alien, more distant from the player characters' way of life. With the introversion of the Alerian mind, communication itself became more difficult. It's important that you draw a clear contrast between the gregarious and pompous Kembali and the almost silent Jahureki, who do not deal with many other mental patterns than their own. The Kembali need to be expressive; it's necessary for business operations. The Jahureki can hardly understand other people from their own planet, let alone the Federation envoys. For the first few days that they know them, the Jahureki will be in awe of the Federation characters, and will truly think them to be emissaries of the Creator.

The real variables in these relations are psionic player characters. At first they will pick up only subtle ghosts of communication, and even if they do reach out to Alerian minds and those minds reach back, there will be a kind of language barrier. The brains of two totally different species' don't operate on the same frequencies! Psionic player characters will pick up emotions and converse in symbolic terms with Alerians, but it will take time for them to learn to converse in symbolic terms with Alerians of even one group. The Vulcan mind meld technique will only make Alerians recoil in horror at the violation of their subconscious. Still, the inclusion of a psionic character, just one, can go a long way toward easing tension between the two parties.

That's why I think that the psionically adept members should be poisoned or contract a disease that incapacitates them.

The object of this scenario is two-fold. The first is to make the characters feel like they've been on a roller coaster, going from one confusing and unfamiliar situation to another, trying to do the best they can. A good measure of how well the characters do will be how many times they have to call the ship for help. If you make them beam the whole party back up to the ship at some point, you have probably been too merciless. There is enough adventure in this scenario to keep it exciting all the way through.

The second objective is to present a dilemma. If the players succeed in moving the Alerians off of Aleriad, they will have irrevocably changed the Alerian culture. That's why the Federation has a prime directive, and why all Star Fleet personnel must be totally committed to upholding it. Perhaps after this adventure the players will have little more respect for it.

I am indebted to a number of people for their aid in the production of this adventure. I would like to thank the playtesters for all the help they gave in working out some of the more glaring inconsistencies. Thanks also to Mr. Ed Gilbert for his advice and to Mr. Rick Goodman for the same reasons, although he won't know why until he reads this scenario over very carefully.

Thanks especially to Mr. Jordan Weisman of FASA, for approaching me with the idea that I write the scenario at WISCON 6, March of 1983, and to Jeanne Kinzer of Starline Distributors for getting us talking at the aforementioned event.

MAJOR NPC - AMBASSADOR ROBERT FOX

Fox, Robert

Human male, age 48

Federation Special Ambassador

Specialist in Initial Contact Missions.

Former Federation Administrator of Eminiar-Vendikar
Reparations Commission

STR 44 END 40 INT 81 DEX 60 CHA 68 LUC 85
PSI 08

Significant Skills

Administration	90
Computer Operation	26
Federation History	87
Federation Law	96
Leadership	20
Negotiation/Diplomacy	90
Planetary Survival	27
Language: Vulcan	22
Language: Andorian	47
Language: Eminian	25
Language: Vendikan	23

Commendations:

Assembly Order of Honor

Birthplace: Rigel IV

Notes: Ambassador Fox will be a familiar character to fans of STAR TREK who remember the first season episode "A Taste of Armageddon", by Robert Hamner and Gene L. Coon. In that episode, the Ambassador came into conflict with members of the crew of the USS Enterprise while on a mission to establish relations between the Federation and the planet Eminiar VII. His determination, some would say stubbornness, to accomplish the mission at any cost to himself or the Fleet personnel with him did not endear him to those aboard the Enterprise.

At the same time, the Ambassador showed a great deal of courage and adaptability in the face of a dangerous and difficult situation. It should also be remembered that he stayed on Eminiar long after the Enterprise had left the scene, and almost single-handedly engineered a peace treaty between Eminiar and Vendikar, two neighboring worlds that had been at war with one another for over five hundred years and had no reason to stop the hostilities, since they had successfully survived them for that long. In diplomatic circles throughout the Federation this achievement is still regarded with awe, and is spoken of as "Fox's Miracle"; junior diplomatic officials in Fox's district refer to him as "the miracle worker". After the fact, Ambassador Fox pointed out the contribution of the Enterprise officers to the initiation of the peace process, which did much to alleviate the bad blood between Fox and the upper echelons of Star Fleet. Fox is therefore regarded with a great deal of respect, despite such less favorable traits as arrogance, obsessiveness, and a hot temper, and he is considered a man you can send into a situation that requires a strong hand.

For the purposes of the gamemaster conducting this mission, Ambassador Fox can be a lot of different things, depending on the situation. First, he is the best initial source of information on Aleriad and its population, as he



has spent about six standard months studying the skeletal reports that are available on the planet, and has interviewed some of the first scouts to chart it. If there is any such thing as an expert on Aleriad among the Federation personnel assigned to this operation, it must be Ambassador Fox.

But, if you remember "A Taste of Armageddon", you will recall that Fox thought his briefing complete before he approached Eminiar VII, and the holes in that "comprehensive" briefing almost led to the destruction of a Constitution Class Starship. If the players swallow his line completely they will be in as much trouble as if they were to discount him completely.

Fox is your hotline to the players, and one of your best means of keeping the course of play on track. He has the right to argue with even the captain of the Enterprise; after all, he's done it before. His presence is absolutely imperative to the successful completion of the mission, and if you place him in danger the players will be forced to respond as if he were one of them. He is, naturally, going to be a little difficult to get along with, because of some of the personality traits mentioned earlier, but it should be clear to the thickest player that he must be endured.

So, even if an otherwise efficient and intelligent landing party is weighed down by the Ambassador's presence, you must keep him along. Because of his proven capacity for failure and success achieved simultaneously, he can be a boon or a burden, whichever you judge that the party needs.

Creating Alerian NPCs

It is as difficult to describe a typical Alerian as it is to point to a typical human, but a certain amount of generalization is imperative if we are going to assign values to the Alerians encountered by the players in this adventure. Here are a few examples of typical Alerian NPCs mentioned in the scenario.

Typical Alerian Male:

STR 45 +3D10 END 50 +2D10 INT Standard
DEX Standard CHA Standard LUC -20 PSI Standard

Typical Alerian Female:

STR 40 +3D10 END 55 +2D10 INT Standard
DEX 35 +3D10 CHA Standard LUC -20 PSI Standard

Typical Alerian Trader:

STR 50 +3D10 END 40 +2D10 INT Standard
DEX Standard CHA 50 +2D10 LUC -15 PSI Standard

Typical Alerian Guardsman:

STR 55 +3D10 END 60 +2D10 INT Standard
DEX 45 +3D10 CHA Standard LUC -25 PSI Standard
SIGNIFICANT SKILLS:
Marksmanship (arc) 40+2D10
Personal combat (armed) 50+2D10 Lg throwing knife
Personal combat (unarmed) 35+2D10 Rifle or sidearm
Small Unit Tactics 25+2D10 Short club, manacles or hand cuffs

Typical Myakka Isaona Thug:

STR 45 +3D10 END 50 +2D10 INT 20 +2D10
DEX Standard CHA 20 +1D10 LUC -35 PSI Standard
SIGNIFICANT SKILLS:
EQUIPMENT:
Personal Combat (armed) 30+1D10
Personal Combat (unarmed) 25+1D10 Small dagger
Carousing 60+3D10 Club or broken bottle

THREE MYAKKA ISAONA ASSASSINS

These three NPCs do not have well-developed personalities and they probably won't need them, since they won't be conversing with the players much. They are skilled at few activities besides killing.

Tenaqa Chior, the leader

STR 62 END 65 INT 69 DEX 76 CHA 70 LUC 12 PSI 32q
SIGNIFICANT SKILLS:

Personal Combat:	
Armed	78
Unarmed	80
Marksmanship, Archaic	46
Small Unit Tactics	64
Psychology	24

EQUIPMENT:

(* Denotes an item carried only by Tenaqa Chior; all other items are carried by the entire party.)

Several varieties of throwing knife

Garrote

Short club

Neutral brown clothing

Heavy dagger

* 5 shot revolver

* One dose complex poison

Erhizhik Junad

STR 61 END 64 INT 63 DEX 71 LUC 21 PSI 75

SIGNIFICANT SKILLS:

Personal Combat:

Unarmed	82
Armed	90

THE THREE KEMBALI LEADERS

Mennan Belaffi, High Councilor of Kembali

Alerian male, age 36

STR 60 END 54 INT 74 DEX 40 CHA 86 LUC 20 PSI 72

SIGNIFICANT SKILLS:

Leadership	56
Administration	58
Alerian Theology	84
Instruction	36
Negotiation	71
Streetwise	35

Vassenti Olwin

Alerian male, age 44

STR 58 END 60 INT 70 DEX 31 CHA 77 LUC 12 PSI 54

SIGNIFICANT SKILLS:

Leadership	44
Administration	85
Alerian Technology	99
Instruction	73

Nadorj Sonati

Alerian male, age 37

STR 66 END 61 INT 52 DEX 44 CHA 74 LUC 41 PSI 66

SIGNIFICANT SKILLS:

Leadership	51
Streetwise	86
Negotiation	52
Carousing	38
Bribery	66

These three Kembali will be responsible for much of what the landing party sees and hears for the first three days they are on Aleriad. They have near complete control over what goes on in the Kembali Quarter, and they have not achieved their status by accident.

Mennan Belaffi is actually the most powerful of the three, though the others both have higher religious/social titles than he does. He makes a show of deferring to them,

but it is clear to most Alerians in Baikanaad who really holds the greatest power.

Olwin and Sonati are more conservative, more careful negotiators than Belaffi, and it will be Olwin who makes the first morally motivated outburst against the party in the final briefing session, while Belaffi will appear to remain benevolent. Olwin will only be acting on his orders. This is a fair representation of the way things work between these three, as long as they are not plotting to kill one another.

THE KEMBALI BODY GUARDS

Mhest

Alerian male, age 27

STR 62 END 56 INT 60 DEX 44 CHA 66 LUC 40 PSI 81

SIGNIFICANT SKILLS:

Leadership	76
Small Unit Tactics	60
Vehicle Operation	30
Personal Combat, Armed	44
Marksmanship, Archaic	38

Caelphi

Alerian male, age 32

STR 42 END 76 INT 74 DEX 57 CHA 58 LUC 49 PSI 83

SIGNIFICANT SKILLS:

Leadership	58
Small Unit Tactics	60
Personal Combat, Armed	39
Marksmanship, Archaic	54
Internal Security	82
Interrogation	79

These individuals are very competent body-guards and soldiers who Belaffi entrusts with a great deal of responsibility. They are primarily responsible for the security of the quarter, and are sent when Belaffi has someone he wants questioned or run off a given situation. The two of them are also expected to keep an eye on the activities of Vassenti Olwin and Nadorj Sonati, and it is the ever present threat of having their bodies permanently re-designed by one of these two that keeps them in line.

Caelphi is a particularly well-trained telepath, and he will be able to summon twenty or more guardsmen in a matter of seconds without making a sound or moving a muscle if necessary.

JAHUREKI MINOR OFFICIALS

These are the people closest to Nykhaanar Thyan, and it will be these people on whom Bheyan will depend for the completion of this scheme to seize the Starship. A synopsis of their characters will appear at the end of the statistical listings.

Inikas Murl

Alerian female, age 24

STR 44 END 70 INT 66 DEX 62 CHA 54 LUC 31 PSI 48

Unusual Psionics: None

SIGNIFICANT SKILLS:

Administration	44
Leadership	70

Small Unit Tactics	33
Streetwise	42
Personal Combat, Armed	44
Marksmanship, Archaic	33

Inikas Tenet

Alerian male, age 22

STR 57 END 64 INT 80 DEX 62 CHA 33 LUC 12 PSI 50

Unusual Psionics: None

SIGNIFICANT SKILLS:

Instruction	68
Alerian Theology	85
Negotiation/Diplomacy	47

Teeiee Larentz

Alerian male, age 30

STR 66 END 53 INT 57 DEX 68 CHA 67 LUC 34 PSI 77

Unusual Psionics: None

SIGNIFICANT SKILLS:

Carousing	38
Leadership	30
Alerian Theology	74
Personal Combat, Unarmed	40
Marksmanship, Archaic	24

Pon Hujugguk

Alerian male, age 36

STR 58 END 67 INT 90 DEX 44 CHA 41 LUC 36 PSI 98

Unusual Psionics: None

SIGNIFICANT SKILLS:

Administration	22
Electronics Tech.	10
Instruction	60
Mechanical Engineering	10
Physics	45

Aka Laon

Alerian male, age 28

STR 60 END 80 INT 42 DEX 54 CHA 81 LUC 60 PSI 24

Unusual Psionics: None

SIGNIFICANT SKILLS:

Leadership	72
Personal Combat, Armed	31
Personal Combat, Unarmed	28
Streetwise	60
Psychology	25

Janas Theridaul

Alerian female, age 23

STR 65 END 72 INT 42 DEX 56 CHA 66 LUC 72 PSI 17

Unusual Psionics: None

SIGNIFICANT SKILLS:

Personal Combat, Unarmed	44
Personal Combat, Armed	50
Marksmanship	63
Small Unit Tactics	34
Electronics Tech.	07

Moraab Mael

Alerian male, age 15

STR 60 END 68 INT 59 DEX 64 CHA 56 LUC 45 PSI 75

Psionics: Precognitive Capability

SIGNIFICANT SKILLS:

Administration	74
Instruction	57

Wufez Rialeini

Alerian male, age 36

ATR 51 END 56 INT 60 DEX 56 CHA 64 LUC 01 PSI 66

SIGNIFICANT SKILLS:

Leadership	30
Personal Combat, Unarmed	44
Streetwise	60
Survival	82
Small Unit Tactics	64

Thyan's closest advisors and aides are a collection of political theorists, aspirants, yes-men and advisers. Each has a variety of small responsibilities in the government of Jahueki. The real civil servants that deal with community problems on a daily basis are going to be deployed throughout the rescue fleet, trying to keep everyone together. Thyan has correctly surmised that if he and his most devoted sycophants were spread out around the fleet they would only cause trouble.

Here is a short description of each of the characters whose statistics were listed above:

Inikas Murl - Inikas Murl is a comparatively young Jahureki woman, who acts as Thyan's personal bodyguard, secretary, and press-agent. She is strongly motivated by admiration for Thyan and the social organization he has almost single-handedly created out of chaos. She has a great deal of personal affection for him as well, and will be very angry with the Federation when she finds out that Thyan has been deceived about the fate of their planet. Her loyalty rests with him always. She hates Aka Laon with an irrational fervor.

Inikas Thenet - Inikas Thenet is the "husband", or Alerian equivalent thereof, of Inikas Murl. He is primarily a theological theorist, and will be loathe to get caught up in any technical plots or schemes. He is not too keen on anything that happens aboard the Starship, and will take part in its seizure.

Teeeee Larentz - Teeeee is a Hennaka orphan adopted as a very young child by a Jahureki family. He has a very arresting appearance, being tall and unusually thin even for an Alerian, with piercing green eyes set well back into their sockets. One has the impression of looking into a deep well when one speaks with him.

He is suffering from a serious intestinal disorder presently which is causing him considerable pain and has soured his normally irrepressible humor. He will be unable to digest anything solid in this reduced gravity, and he is therefore convinced that the Federation is trying to poison him.

Pon Hujugguk - Pon looks rather like his name: short and sloppy. He is the Alerian equivalent of the classic absent-minded professor, and is a brilliant theoretical phys-

icist, if there can be such a thing on a planet like Aleriad. He will be very interested in seeing some of his independently arrived at theories in action aboard the Enterprise, and will be eager to grasp many of the basic concepts of the powering and operation of the Starship. He will be able to do so after a cursory perusal of the translated file tape.

Thyan values Pon's opinion on scientific matters; it was Pon that first convinced him that travel through space is not impossible.

Aka Laon - Aka is one of those junior officials with a direct line to Thyan that he is exploiting as a means to increased power. He is frantically trying to see to it that Thyan names him heir apparent to the leadership, and he has one of the best chances. He is bright, efficient, and well-experienced, though still quite young. He is almost completely amoral, and will probably do just about anything to put himself in a position of greater power.

Janas Theridaul - Janas is Aka Laon's personal muscle and enforcer. She is not too long on creative thought, but follows orders very well, and will execute his whims quickly and with a terrible lack of subtlety. To tell the truth, Theridaul would have made a surpassingly good Klingon.

Moraab Mael - Moraab is a very young Alerian (age 15) to have been given so high a position as Chief Archivist to the High Councilor of the Jahureki, but he has done quite well in the position. He is one of those rare Alerians who has a natural precognitive ability, and he has used it on several occasions to stay out of harm's way. The rest of the Jahureki call him "Lucky Moraab", and consider him a kind of ultra-useful good luck charm.

He has a natural streak of cowardice (or perhaps just a highly developed instinct for self-preservation) that will keep him out of any fights, but he will stick close to Thyan's side at all times while on board ship, no matter what happens. He will also have a better command of Bheyan's plan than any other of the Jahureki, who will refuse to believe him.

Wufez Rialeini - Wufez is an emissary sent from an island far out in the eastern sea with a high proportion of Jahureki inhabitants, as an emissary to Thyan. He was in Baikanaad hoping to gain advice from Thyan on reorganizing the Jahureki of that province along the lines used by Thyan, when the crisis occurred. He has been treated like a bumpkin of sorts by the rest of the Jahureki. He is very bitter that the population of his island could not have been saved, because their wide dispersal and the difficulty of notifying them made the operation impossible. It has been very difficult for him to get anything done while in the presence of Thyan before or since coming aboard the Starship, and he will be growing enraged by the Federation's ignorance of Jahureki protocol. Bheyan's offer to seize the ship will sound as good as anything else to Wufez's ears.

Nykaanar Thyan

Alerian male, age 48

STR 48 END 52 INT 71 DEX 43 CHA 87 LUC 44 PSI 98

Unusual Psionics: None

SIGNIFICANT SKILLS:

Leadership	90
Alerian Tehology	96

Administration	98
Psychology	76
Survival	53
Medicine	27

NYKHAANAR THYAN:

Among the religious leaders of Aleriad, Thyan is one of the few that could be characterized as having an open mind. Instead of trying to fall back on the strength of dogma or doctrine in a difficult situation, Thyan will take advice from a small horde of advisors and petty leaders of subgroups within the Jahureki. This makes them feel like he values their opinions, and keeps all of those people who might otherwise raise their hands against him at least half-committed to his administration. Those aboard the Starship who are humans of American or British commonwealth descent will find it hard to suppress a degree of admiration for the commitment of Democracy in this being who has never heard of the word or expressed the idea.

Thyan is not blind to the grasping ambition of many of those around him. It is one of his greatest worries now, and he fears what will happen to his people one day when he is not there to ride herd on all of the mavericks hot for his job.

The arrival of strangers from the stars, while it heralds the death of thousands of Alerians, offers a ray of hope to him. Perhaps he will be able to use the crisis to defuse the power struggle that is smoldering about him, and to finally begin building the life he wanted for his people, free from strife, free from the persecution that they have suffered in the past.

When it turns out that all the arrival of the strangers heralded was the devastation of the planet Aleriad, Thyan will have all hope drained from him. He will retreat into a near trance state, in which he can communicate only on the deepest mental levels, and only with those closest to him. He will be unable, or unwilling, to stop the plan which Bheyan is putting into action, until some great concern, such as the threat to the lives of the Federation cadets, can snap him out of his depression. Thyan will never wish to see innocents hurt by any conflicts which may occur between Jahureki.

ALERIAN DISEASES

Of special interest to us are a number of diseases which Alerians normally shrug off, but which can easily kill humans. The Alerians should be susceptible to these, as should any species with a ferrous based blood chemistry. Creatures with a copper or ruthenium based blood chemistry, Vulcans for example, should not be susceptible to these diseases.

The first, and possibly most dangerous due to its common occurrence among Alerians themselves, is Alerian Viral Pleurisy. This disease manifests itself in Alerians as a particularly nasty cold, with high fever not uncommon. In humans, however, the antibodies which the Alerians use to combat this nasty little bug just don't exist. The virus attacks both the human lymphatic and pulmonary systems, in much the same fashion as any common viral chest infection, but it will rapidly worsen to the point where it becomes a clearly dangerous disease.

The malady will begin to manifest itself within twelve to twenty hours after its initial introduction into the body, with sinus congestion, coughing, headaches, fever and dizziness. After thirty-six hours the victim will begin to have trouble breathing as the chest cavity fills with fluid. The disease also paralyzes the movement of fluids through the lymphatic system. The lymph nodes will become tremendously swollen at this point, and without proper medical care they will grow to the point of cutting off the airway and suffocating the afflicted individual. The fever will rise to dangerous temperatures, often causing brain damage and permanent impairment of vision. The disease will run its course in forty-eight hours, and will be fatal in ninety-five percent of the untreated cases.

Individuals given modern medical care in Federation facilities will almost never die of the effects of the disease outright, but in many cases will still be affected by the fever and unusual pressure on the lungs. Roughly thirty percent of the treated cases will result in blindness or irreparable brain damage, and most will involve the loss of ten percent of Endurance by the victim.

For purposes of play, assume that no major characters suffer brain damage or blindness. To determine whether or not ten percent of Endurance is lost (permanently) the victim of the disease must make a saving roll of less than the average of the attending physician's Medical Skill and the victim's Endurance.

The victim will be highly contagious up to the twentieth hour, and afterwards will only transmit the disease by transfusion.

Another interesting affliction is an as yet unnamed parasitic infestation of the muscle tissues, common among various mammalian creatures on Aleriad with a particular muscle structure which humans happen to share. The Alerians themselves are, again, immune, as their muscles have a completely different structure which is not susceptible to it.

Alerian foods can act as a vehicle for the parasite, as they exist in the larval stage in a number of fruits and grains which are staples of Alerian cuisine. Humans can become infested either by eating fruit or uncooked grains, or by eating the flesh of an infected animal without proper preparation. Given the nature of the Alerian diet, the former case is far more likely to occur.

It will take the parasites at least four or five days to gain a good hold on a victim's digestive tract and start making themselves known. They produce an acid as a by-product of their own digestion that will inhibit human digestion; this will be the first symptom that the victim will exhibit. The parasite, similar to a hookworm, will burrow into the abdominal wall and stomach muscles, breeding and laying eggs there which will hatch in twenty-four to thirty-six hours. As they make their way out of the digestive tract, the victim may contract peritonitis as bacteria escape from the intestines through holes eaten by the parasites.

As the worms hatch, they will feed on the muscles of the abdominal wall, causing cysts and lumps to appear. At this point, even a cursory medical scan will reveal the source of the problem.

If left alone, the infestation will cause more and more pain, and the victim will begin passing blood. Swelling caused by the parasites will eventually inhibit digestion, and the victim will die of starvation.

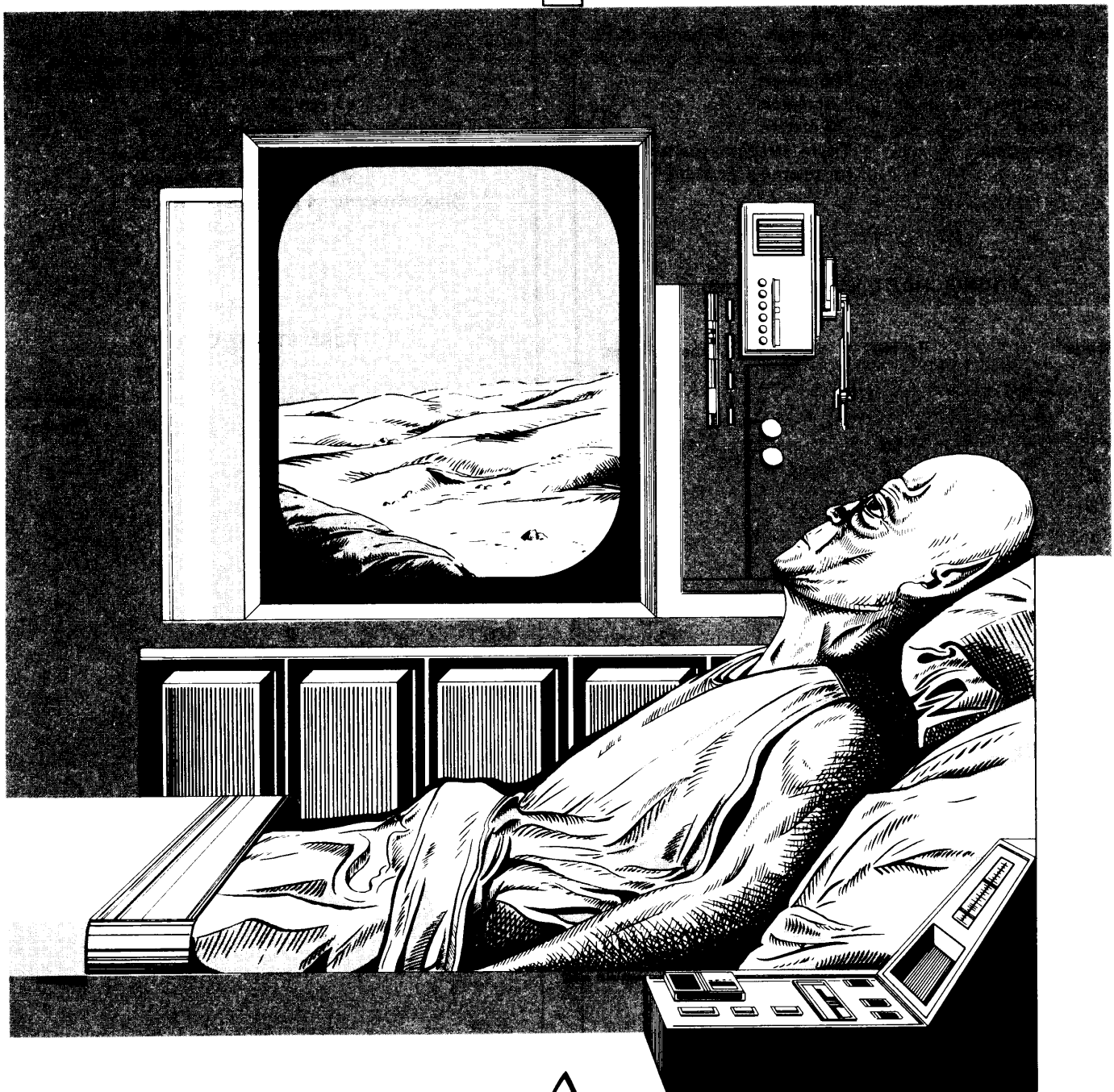
The condition can be corrected early with drugs effective on some parasites more common to human systems, but in later stages it will be much harder to treat. Since the worms have a tendency to congregate in large lumps within the abdominal muscles careful surgery may remove most of the creatures, but there will almost certainly be a recurrence of the disease. Radical radiotherapy has been found to be effective in completely removing the infection, but this has the unpleasant side effect of damaging the muscles of the infected region.

One other disease that bears mentioning is Acute Scolioptic Sclerosis, which causes gradual paralysis by constricting the spinal cord through uncontrolled nodding and calcification of the spine. One of the members of the first down team to Aleriad contracted it through some un-

known agent in the air or water, and then infected the entire team with it. Three of the six men died and the others are paralyzed for life. There seems to be no suitable treatment short of removing the spine and replacing it with a ceramic steel prosthesis. This is obviously very dangerous and runs a poor second in desirability to finding a cure.

If it appeals to you as a gamemaster, you might want to afflict a crew member with the disease and set the ship's surgeon to finding a cure. It is not recommended that you let this run like wildfire through the rest of the crew, nor that you afflict some major character with it.

The actual cause of the disease, its progress and speed of movement through the nervous system I leave for you to determine. If the doctor finds a cure for it, they will probably name the disease after him.



ORION SALVAGE CRUISER ("Whaler" class)

CREW

78 total officers and men

SHIP DATA

Weight (empty) 40,000 metric tons
 Standard Range 2 years at LYV
 Max. Safe Crs. Speed WF8
 Emergency Speed WF9
 Weaponry 6 phasers - 2 banks of 3
 1 bank fwd, 1 bank aft
 Length 285 meters
 Breadth 170 meters
 Height 70 meters
 Other data Triple strength tractor beam
 for towing operations

FIRING CHART - PHASERS (FH-3)

Range	To Hit	Damage Bonus
1	1-10	+3
2	1-10	+3
3	1-10	+3
4	1-10	+3
5	1-9	+3
6	1-9	+3
7	1-8	+3
8	1-8	+3
9	1-7	+3
10	1-7	+3
11	1-6	+2
12	1-6	+2
13	1-5	+2
14	1-5	+2
15	1-4	+2
16	1-4	+2
17	1-3	+2
18	1-3	+1
19	1-2	+1
20	1	+1

GAME DATA

Warp Engines — 2 FWB (Federation-design)
 Produces 14 pts. power per engine
 (28 total)
 Stress charts M/O (see below)
 Impulse Engines — 1 OIC (Orion-design)
 Produces 6 points of power
 Weapons — 6 FH-3 phasers (Federation-design)/
 2 banks of 3 fwd/aft
 Firing chart 12 (see below)
 Power range — up to 5 points each
 Dmg. modifiers — +3 (1-10); +2 (11-17);
 +1 (18-20)
 Shields — OSE (Orion-design)
 1 power point/2 shield points
 Max. power 6 pts./hexside
 Superstructure - 4 pts. (not reinforced)

TURN STRESS CHARTS

	Engine Damage	Superstructure Damage
Subl.	—	—
W1	—	—
W2	—	—
W3	—	1
W4	1	1
W5	1	1
W6	2	2

NOTES

NOTES



"He's stealing my soul!"

While strolling down the street the party comes upon a beggar who appears to have only one leg. You may wish to put some Kopas (local currency) into his bowl at which the beggar will smile genially.

The medical officer decides to carefully scan this individual since he has not seen any other Alerian who does not seem totally fit.

As the tricorder is turned on it begins making its normal whining sound. The beggar hears the peculiar noise, sees the device and begins shouting in mortal terror: "Ayak! Ish Bendanaada ju serada megeni kra kra Jhopo!" which when translated will turn out to mean "Help! This off-world swine is trying to steal my soul!"

The local merchants, who have become quite attached to this fellow as he knows just about the filthiest stories ever heard in Kembali, will come running to his aid and will insist that the party leave him alone. They won't be violent about it since after all, he is only a beggar and no one fights over a beggar.

The tricorder reading taken by the medical officer indicates something peculiar about the beggars missing leg.