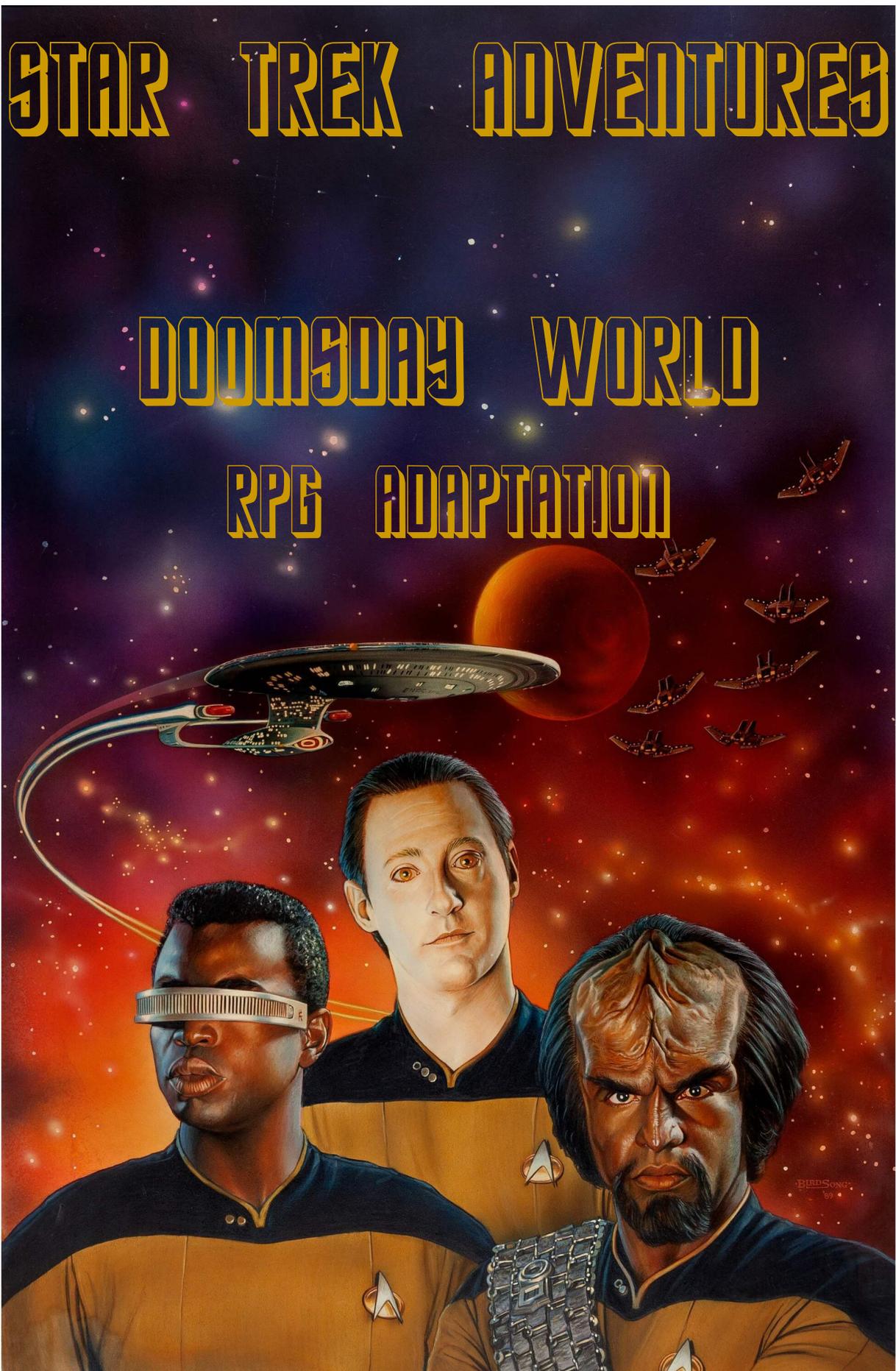


STAR TREK ADVENTURES

DOOMSDAY WORLD

RPG ADAPTATION



"STAR TREK: DOOMSDAY WORLD"

An RPG adventure based on the Star Trek: The Next Generation novel of the same name by Carmen Carter, Peter David, Michael Jan Friedman, and Robert Greenberger. Star Trek Adventures RPG rules and gameplay for 2 to 5 players. Conversion by Roger Taylor. All Copyrights belong to their respective owners. No infringement intended.

Synopsis: In this adventure, the heroes travel to the planet Kirlos, currently under the joint-administration of the Federation and their former allies, the K'Vin Hegemony. With the permission of the Kirlos administrators, the heroes have been invited by Dr. Nassa Coleridge to participate in an archaeological dig researching the ancient Ariantu.

Kirlos is officially neutral and dedicated to trade, and the arrival of Starfleet immediately raises tensions and spawns rumors of a military takeover. For that reason, Starfleet's presence on Kirlos is strictly limited to the pre-authorized expedition members (ie, the heroes).

Shortly after the heroes arrive, however, a series of attacks disrupt the peace and threaten war- with the heroes caught squarely in the middle.

Conversion Notes:

- 1) For simplicity's sake, the Tehuan story arc has been removed and other events streamlined.
- 2) This adventure is intended to spotlight the ship's department heads and (comparatively) junior officers rather than the most senior such as the Captain and Exec.

It is therefore recommended that any players whose primary characters remain aboard ship switch to either one of the alternates below or create Supporting Characters using the rules of pp. 134 of the Star Trek Adventures Core Rule Book.

That said, it is not beyond the realm of possibility for the Captain or Exec to be the recipient of Coleridge's invitation...

- 3) Before gameplay begins, the Gamemaster should select at least one character whose backstory would be served by having a prior (platonic) relationship with Dr. Coleridge. Because this role will require a certain amount of roleplaying (something not all players are comfortable with), the Gamemaster should offer the player one point of **Determination** as compensation and encouragement. Should the player decline (for whatever

reason), select another and make the same offer. While it is not absolutely essential that one (or more) of the players have a long-standing relationship with Coleridge, it does serve to both justify the invitation to participate in the expedition and to make the events of the story more poignant.

Directives:

- ▲ Maintain the Peace on Kirlos
- ▲ Uphold Starfleet Regulations
- ▲ Solve the mystery of Kirlos.

Background: The ancient Ariantu Empire once controlled the Sydon and several nearby sectors- a vast and expansive territory.

Kirlos was constructed as an ultimate, doomsday weapon meant to protect Ariantu territorial gains by destroying itself while immolating its target, but even then, the Ariantu had expanded too far, too quickly.

The Ariantu abandoned their empire, leaving behind a small population of caretakers to watch over the world until they could reclaim it.

Five thousand years later, a small group of Ariantu have returned- but to claim Kirlos they must first dislodge the colonists from the Federation and K'Vin Hegemony who have made the world their home.

Few in number, divided by factionalism, and blinded by ambition and blood lust, the returning Ariantu *paac* has no support from their own government, no real plan for conquering or administering Kirlos, and no idea how to mute the inevitable Federation and K'Vin response.

The now-diminutive Sullurh (the name literally means "those who stayed) have gone to great trouble to obscure their true heritage and welcome the Ariantu as liberators, but the *paac* leaders hold their Sullurh brethren in utter contempt- and are simply exploiting them to their own ends.

Blinded by ambition and nursing ancient grudges and wounded pride, the Ariantu expect things to go their way simply because they want them to.

ACT ONE

ORBITAL APPROACH

The adventure begins with the heroes' starship making an orbital approach to Kirlos. The Captain (or Gamemaster) should receive and share (reading at least the first part out loud) **Handout #1: Captain's Log**. The character previously selected for a relationship with Coleridge should receive (but is not obligated to share) **Handout #2: A Special Relationship**.

The roadstead (orbital parking spaces) over Kirlosia are crowded with just over a dozen vessels. A TN 0 **Insight + Command** or **Security** test affirms that ALL of those vessels are civilians sailing under various flags- K'Vin, Ferengi, and Federation (or Federation members). In practical terms, this means that while the Rhadamanthan, Pandrilite, Tellarite, and Andorian crews are Federation members, their ships are chartered to their respective home worlds rather than the Federation itself.

This is by no means uncommon, and is usually "a distinction-without-a-difference" in day-to-day operations. It does mean, however, that those vessels are operated under slightly different rules and potentially raises thorny legal issues in the event of trouble. Likewise, the K'Vin and Ferengi vessels operate under the polite legal fiction (it may even be *true*) that they are independent operators rather than agents of their respective governments.

As their ship makes orbit, she is hailed by Ambassador Stephaleh of the Federation embassy, who is pleasant, but straightforward: she wishes the starship to complete its business and depart as quickly as possible. The relationship between the various factions on Kirlos is delicate and relations are "touchy". The presence of a starship in orbit is already fueling unfounded rumors and raising tensions among the more alarmist members of the populace.

Despite the fact that Kirlos is considered something of a galactic backwater (with little to offer except its trade markets) and the fact that they have had thirty years of peace, there are many (on both sides of the border) who neither trust the Federation nor want "outside attention". Negotiating the admission of the Away Team took days of effort and many, many hours of paperwork. Although she doesn't want to seem unwelcoming, Stephaleh is emphatic that its better were the ship not to linger any longer than absolutely necessary.

BEAM IN/FIRST IMPRESSIONS

The heroes materialize in the foyer of the Federation embassy and are greeted by Ambassador Stephaleh, who immediately introduces K'Vin Ambassador Gregach. Stephaleh- like nearly all her people- is tall and lithe, while Gregach- in the manner of his- is thickly built and stocky. The heat in the open-air foyer is oppressive, and Ambassador Stephaleh quickly invites them to the air-conditioned Grand Reception Room.

The Reception Room is elaborately decorated (overdone?) with heavy gilt furniture, polished stone, and elaborate works of art from many Federation worlds. A TN 1 **Insight** or **Reason + Science** (and especially a focus on **History**) reveals that many of the hanging pieces depict legendary battles and scenes of conquest from Andor's ancient past. The Reception Room is also at least twenty degrees cooler than the foyer.

The two ambassadors will take pains to meet-and-greet each member of the Away Team and allow the heroes to make some observations.

Despite her slim build and grace, Stephaleh moves with the slow caution of age. Her motions are careful and deliberate, and there are other signs of age in both her complexion and the slight droop of her antennae.

Ambassador Gregach, by contrast, exudes something of a "bull in a china shop" air. His movements are restrained (as though he were afraid of breaking things) and he seems cautious of a *faux pas*. Nonetheless, Gregach seems "down-to-earth" and unpretentious.

While they are speaking with the ambassadors, the heroes require a TN 1 **Insight + Command** or **Security** check is required to note the two Sullurh lurking quietly in the background.

Stephaleh explains that they still await the arrival of Dr. Coleridge and offers the heroes drinks and *hors d'oeuvres* while they wait. A TN 0 **Insight + Command** or **Security** test allows the heroes to note that Stephaleh is drinking mineral water, while Gregach accepts a synthehol (while complaining *sotto voce* about the lack of a decent beer on the Federation side). This complaint- while unacknowledged- elicits a sly smile from Stephaleh.

If they have not been noticed before now, it the presence of the two Sullurh becomes readily apparent (it being hard to hide while serving drinks). Gezor is the pink-skinned assistant to Ambassador Gregach, and has a shock of long black hair. Zamorh (doing the serving) is Ambassador Stephaleh's aide.

Both men are diminutive and self-effacing, though a TN 1 **Insight + Command** test affirms that Gezor's polite manners seem a little more affected than Zamorh's smooth polish.

At this point, Dr. Coleridge enters the room, trailed by yet another Sullurh. Coleridge is tall and athletic, with cocoa-colored skin and a full forward-momentum, hell-bent-for-leather demeanor. Without comment, Coleridge walks up to her former student and grabs him (or her) in a lung-crushing bear hug (but stops just short of lifting him off the ground). The usual pleasantries follow, with the affirmation that the years have been kind. Coleridge will introduce- and praise- her assistant, Thul.

With everyone introduced and getting acquainted, Gregach will begin a brief discussion of the technicalities of the dig- the general area within the K'Vin Sector has been previously established and free passage to-and-from the dig site approved. Gregach will conclude by explaining that his government has decided to impose a limit of artifacts or material removed to one metric ton- with the proviso that any items of apparent strategic or military interest is subject to review by the K'Vin Embassy.

With a scarcely feigned yawn, Stephaleh will draw the meeting to a close and direct Zamorh to show them to quarters. The Sullurh follows orders precisely, leaving each of the heroes at the door to their suite.

Guest Quarters

The quarters to which the heroes are shown are luxurious by any standard, though they also possess the bland anonymity of hotel rooms. The windows provide a view over Kirlosia under the slate metal dome. The city is a wild hodgepodge of original sandy stone/adobe and more modern "new" construction. Like the Bandi City (TNG: "Encounter At Farpoint"), Kirlosia is somewhat "grubby"- or more charitably- "well-lived in". From their vantage point, the heroes can see down a considerable length of the main thoroughfare ("Embassy Run"), which is crowded with people in the mid-to-late evening.

As the heroes take in the view, etc., they are startled by a voice asking if they need anything. There has been a Sullurh servitor undetected in their quarters since their arrival. How the heroes react to this unpleasant surprise is entirely up to them.

A WILD RIDE

Early the next morning, the heroes meet Coleridge outside the Embassy. The Professor has assembled

transportation in the form of high-power (high-speed) grav sled/hover bikes. Each sled/bike seats two with a large cargo area (filled with technical gear), and there are a sufficient number for the entire party- though with the exception of Coleridge's sled, the heroes will need to drive the vehicles.

Coleridge will caution the heroes to stick close- there are only two, straight, normal roads in Kirlosia, and the rest are twisting, winding, confusing paths which meander with little or no reason understandable to rational minds. Getting lost is child's play, and Transmat (site-to-site transporter booths) are far and few between except on the main drag.

After a relatively sedate start, Coleridge's driving style becomes- aggressive- bordering on reckless. Keeping up with the Professor requires a TN 2 **Control or Daring + Conn** check as she tears down Embassy Run, scattering vehicles and people, and leaving chaos and cursing in her wake. A failure means the characters fall behind, but a Complication merits either a minor collision (with minimal damage) or a minor spill.

Passing the Trade Hall

About halfway to the intersection with the Strip (and to allow lagging heroes to catch up) Dr. Coleridge pauses in front of a three-story building made of white stone and still wrapped in bunting.

The first level (ground floor) is a conventional square ringed by Dorian columns. The second floor is capped by a short gold-clad dome, from arises the third floor spire. The mix of styles is "striking"- and best described as belonging to the "institutional grotesque" school of architecture.

Coleridge identifies it as the new Trade Hall and "the emptiest building in town". It may seem counter-intuitive, but because "witnesses mean taxation", most of the merchants prefer to make their deals privately. A government-run trade hall is the very antithesis of "private".

Once everyone is caught up, the trip resumes. Roaring through the major intersections, the heroes quickly leave the Federation Sector for K'Vin territory. As they proceed further into "alien" territory, the looks they get from the locals become more and more suspicious, if not overtly hostile.

A TN 3 **Control or Daring + Conn** check is needed as Coleridge ducks into a narrow (hundred-foot-wide) tunnel mouth which angles steeply downward. Alternate flashes of light mark the passage as they travel (or arguably, plummet precipitously) downward for several miles and finally

emerge into a large chamber.

Settling the grav sled into a corner parking space, Coleridge will gesture expansively and welcome the heroes to Gamma Level. Several groups of K'Vin and Federation laborers are working nearby- some appear to doing excavations, others maintenance- none of them appear happy to see the heroes.

Giving the heroes a moment to take in the sights, Coleridge will give the heroes “the nickle tour” and explanation. Gamma Level contains much of the machinery which keeps Kirlos habitable, and much of it was running down or failing with age. A TN 1 **Insight or Reason + Science or Engineering** check will affirm that while a good deal of the machinery appears familiar (at least in principle), the great majority of it serves functions or operates on principles not readily understood. An engineer could spend decades- or even a lifetime- puzzling out the infrastructure beneath Kirlosia.

The “tour” over, Coleridge will have the heroes grab the gear from the grav sleds before ducking (literally) into a smaller side-tunnel. Unless the characters are particularly short, they will have to walk hunched over. The trip is comparatively short (only about a half-kilometer) but seems longer due to the cramped confines and constant switch backs.

At last, the heroes emerge into a vast, echoing chamber kilometers long, kilometers wide, and kilometers tall. The floor surface was at some point in the past, paved and coated with tarmac- and so it has remained in the millenniums-long darkness.

After a few moments, Coleridge will ask the heroes what they make of the chamber. A TN 1 **Insight or Reason + Command or Security** reveals painted lines dividing the surface into what would appear to be parking stalls, taxiways, and approach aprons. For all intents and purposes, the heroes are looking at an airport or spaceport located five miles (eight kilometers) below the surface. If the heroes hazard that guess, Coleridge will agree, except for one thing: there are no doors, no transporters, no lifts, no tunnels. Explorers have yet to discover any way in or out except the tunnel dug by the explorers themselves.

Sullurh Surprise

At this point, Thul will speak up, signaling his presence for the first time (yet another unpleasant surprise for the security types). If an explanation is demanded, he will point to a Transmat booth located just off to the side of the tunnel. The heroes could have simply beamed here instead of taking the hoversleds.

If the heroes ask Coleridge about the ride, she will quip that she thought Starfleet-types loved excitement.

A LIGHT LUNCH AND A LITTLE CATASTROPHE

The morning passes in a flurry of heavy and grubby labor, but does provide a unique opportunity. Characters who possess Talents such as “Did The Reading”, “Joined”, “Walking Encyclopedia”, or “Widely Traveled” may utilize that Talent to acquire the Focus “Ariantu Language”. While this does not grant them true literacy (let alone fluency), it does grant the characters a passing, utilitarian understanding of the tongue.

For the remainder of the adventure, whenever they need to translate the Ariantu language, the character may attempt a TN 3 **Reason or Insight + Science (Ariantu Language)** test. Because they are not truly literate in the language, the Complication range is extended from 18-20.

Late in the morning, Coleridge calls a break and leads the heroes (via Transmat, this time), back into the comparative light and oppressive day-time heat of civilization (or what passes for civilization on Kirlos). Lunch- at one of her favorite bistros- is on the good professor.

Entek's is a mom-and-pop restaurant run by a human-and-Denobulan couple. The menu is...eclectic... ranging from hearty sandwiches and soups to szechuan-inspired Denobulan staples. The decor is decidedly simple- broad-based, high-backed wicker-style chairs, utilitarian metal-and-glass tables, and a veritable jungle of potted plants, trees, and flower boxes. The walls (where not obscured by the foliage) are decorated with what appear to be elaborately-framed children's drawings (hand prints in paint, obscure and grotesque stick figures, etc.). The overall impression is both charming and somewhat manic.

Waving to the proprietors, Coleridge leads them to a shaded patio, where she can engage in her favorite past-time: watching people come and go. The bistro happens to be located near one of the big atmo processing vents, providing a (relatively) cool breeze to make the scene surprisingly comfortable. Just visible in the distance is the Trade Hall the heroes passed earlier.

The service is attentive (if somewhat wary of all the uniforms and new faces) and the food, when it arrives, is excellent.

About halfway through their meal, however, the heroes are interrupted by a massive, ground-

shuddering roar and a massive column of flame arising from the Trade Hall. Before the characters can react, a second wave of smoke and flame rings the upper level of the building and the dome roof and spire collapse in upon themselves.

Should the heroes (and they should) abandon their lunch and move to assist, they find themselves fighting their way upstream against the exodus of people fleeing the chaos and carnage. In the distance, they can hear the shrill sirens of emergency responders, but they will be the first to arrive.

RESCUE EFFORT

Despite the raging fires and the partial collapse of the upper building, the heroes can find their way inside to look for clues and survivors. Even before they spread completely out of control, the heat and smoke are oppressive- anyone entering the building without protective gear and a clean air supply must make a TN 2 **Fitness** or **Daring** + **Command** or **Security** test or suffer 3▲ Stress. Every additional three minutes spent inside (as judged by the Gamemaster) requires an additional test.

An Extended **Insight** or **Reason** + **Security** or **Engineering** task is needed to search the first floor. (access to the second and third floors is blocked by fallen debris, heat, smoke, and flame). This task has a **Work** of 5, a **Magnitude** of 4, a **Resistance** of 1, and a **Base Difficulty** of 2. Each attempt should account for three minutes of game (not actual) time.

One character should be designated the lead, and- if desired- up to two additional player characters may assist. The lead rolls 2d20 (as normal), while anyone assisting rolls only 1d20.

For clarification, **Base Difficulty** is the number of successes the heroes must achieve before they can generate **Work**- in this case, 2 successes. Failing to meet the Base Difficulty, they've made no progress and "wasted" three minutes.

Work is generated by rolling a number of ▲ (Challenge Dice) equal to 2 plus the lead character's **Science** score. A ▲ result of 1 or 2 is added together. Results of 3 & 4 are ignored, and results of 5 & 6 each count as 1 (in addition to triggering an **Effect**). If the heroes are using their tricorders to aid in the search, they automatically receive a +2 bonus to any **Work** generated. Once the **Work** generated is totaled, it is reduced by 1 (the task's **Resistance**, due to the smoke and confusion).

If the heroes achieve 5 or more **Work** in a single check- or 10 points (over however many rolls)- they achieve a **Breakthrough**. Each **Breakthrough** also

reduces the **Base Difficulty** by 1 (to a minimum of 1) on subsequent checks.

The Gamemaster should take note of any **Complications** generated, but otherwise ignore them for the moment. They will become relevant later in this scene.

The **Magnitude** is the number of **Breakthroughs** required to complete the Extended Task. In this case, the heroes need either 4 **Breakthroughs** (or a grand total of 20 **Work**) to complete their search.

There are three survivors in the building- one revealed by each of the first three Breakthroughs (the fourth affirms that there are no more survivors). Two of the survivors are trapped behind or under debris and the Gamemaster should require appropriate skill checks to free them. A jammed door, for example, can be physically forced (**Fitness** + **Engineering**) or blasted off its hinges with a phaser (**Control** + **Security**). The specific details are left to the Gamemaster.

Chemical Anomalies

Once everyone has escaped the inferno (and while "the professionals" fight the blaze) the characters may receive any needed first aid (for minor burns and/or smoke inhalation). While this is underway, they have an opportunity to further examine their tricorder readings.

If any effects were triggered in the Extended Task above, the heroes may attempt a TN 1 **Insight** or **Reason** + **Science** test. Any success identifies the substance as poly-dichloric euphemal- an uncommon (but by no means rare) chemical explosive. Each of the Effects triggered above was a discrete PDE trace. Any **Momentum** the heroes generate analyzing their tricorder readings may be used in an *Obtain Information* spend to gain the data listed below.

- 1- Poly-dichloric Euphemal is a stable, but powerful chemical explosive used primarily in demolition and mining projects.
- 2- The primary source of PDE (and users) in this sector are Pandrilite mining teams.
- 3- There are roughly a thousand Pandrilite merchants, tradesmen, and others currently on Kirlosia.

As the situation slowly comes under control, the heroes are recalled to the Federation Embassy to give their report and get cleaned up/relax.

The Embassy's Chief of Security (Chief Powell) will debrief them at length and take copies of all of their scans and reports. A TN 0 **Insight** or **Presence** + **Command** or **Security** check reveals Powell to be

more than a little out of his depth- a good man, but one unprepared for a genuine mystery or major threat.

Ambassador Stephaleh leaves the minutia to Powell, but is grateful and gracious for the heroes' efforts, and she will also admit to being puzzled by the incident.

The Trade Hall was one of the most useless boondoggles and waste of Federation credits she's been forced to deal with- and so she can think of no motive for its destruction.

Zamorh (Stephaleh's aide) can think of several: resentment on the part of the K'Vin, a test of Federation security measures, and an attack on Stephaleh's reputation (all at the very least). Zamorh insists that (despite thirty years of peace) the K'Vin resent the Federation presence on Kirlos, and covet the world as a relic and symbol of triumph over their ancient enemy, the Ariantu. He also suggests that- by attacking a high-profile, but low-value target- the K'Vin may be testing the Federation's response and resolve. Finally, Zamorh suggests, the K'Vin may be attempting to undermine Stephaleh herself- the atrocity did, after all, take place "on her watch". Any losses, therefore may- however unfairly- be placed at her feet.

Stephaleh will be dismissive- they've had thirty years of peace. The K'Vin value Kirlos because of its trade, not its historical value.. She and Gregach are friends- he has no reason to attack her either personally or professionally. Still- despite her counterarguments- the heroes can see a shadow of doubt and uncertainty lurking behind the ambassador's eyes.

Eager to end the interview on a pleasant note, Stephaleh will urge the heroes to run along and get ready. Apparently Professor Coleridge wishes to show them a good time on Kirlos's "night time wild side".

THE NIGHT LIFE

As the heroes assemble in the foyer, Professor Coleridge arrives. Where earlier, she wore plain, utilitarian coveralls, the night-time Coleridge arrives wearing a clingy, filmy red ensemble with a short cape and slit provocatively high up one thigh. One need not be a Betazoid to determine that the good Professor is determined to revise her image in the eyes of her former student. She pirouettes to display the ensemble (and incidentally her figure) and asks, "You like?"

As the heroes and Coleridge make their way down

the street, Coleridge resumes her tour guide mode.

As Coleridge noted earlier, there are only two main, straight, normal thoroughfare's in the entire city. Embassy Run (which they buzzed down earlier) and The Strip, which intersects Embassy Run on a northeast to southwest diagonal. The Embassy Run/Strip intersection is widely considered to be both neutral ground and the economic and cultural heart of the city.

Despite having passed through the intersection earlier, the heroes find a Kirlos as radically transformed as the professor. What had been a comparatively sedate business district, the intersection and surrounding blocks are now lit with a blaze of neon and holographic light- an eclectic mix of light and shadow.

The junction is loud, boisterous, and blinding- deliberately so. The eclectic mix of light and shadow and of glitz and whisper provides access to every sort of (legal) establishment and vice. Merchants of every sort have their stores on hand, and services of every kind (licit and not) can be found, as the population of Kirlos (Federation, K'Vin, Sullurh, and others) mingle, but almost never mix.

Thialtan Prowess

As the heroes make their way through the boisterous crowd, one of the younger crew members is accosted by a Thialtan woman dressed in a... provocative... manner and boasting a smile that is both feline and knowing. The woman will proceed to offer the junior officer "a good time" in a breathy voice heavy with innuendo. A TN 1 ***Insight*** or ***Reason + Command, Science*** or ***Security*** check will reveal that the Thialtans are Federation members, and- while they are not Deltans or Orion women- they have a "well-documented" reputation for sexual prowess. A naive junior officer is undoubtedly in over his head dealing with a Thialtan on the prowl. A senior officer with his head screwed on straight just ***might*** be able to tread water.

If the youngster succumbs to the attention, the resolution is up to the Gamemaster. My personal recommendation is that the officer awaken the next morning (skipping the intervening scenes) in an unfamiliar location- stunned, awed, broke, and with a new appreciation for "First Contact".

Should common sense prevail (or his shipmates rescue the unfortunate selectee), the Thialtan will let them all go with a knowing leer and no hard feelings.

Buseik's

Buseik's is one of the hottest nightspots on Kirlos (comparable to Rick's Cafe in Casablanca), and is named for and presided over by its namesake and owner.

Buseik himself is large, horned humanoid alien covered with grey skin and matted hair. In addition to his talents at creating a near infinite variety of intoxicating libations, Buseik- according to Coleridge- allegedly "knows everything about everything" (including the difference between European and African swallows...

The bar itself is large (easily capable of holding three hundred or more people) and is currently crowded shoulder-to-shoulder. A mixed-species band occupies a remote corner opposite the main doors, trying in vain to be heard over the crowd. The ambient noise level is deafening and a thin haze of smoke lingers just beneath the ceiling. The smells of various races mingle with the odors of intoxicants (both imbibed and inhaled), exotic foods, and an underlying tang of industrial-grade cleaning solutions. In one dimly-lit corner an alien of unknown species (and with a facial structure like an upside-down starfish) sprays a substance into a Mason jar, holds it to his face, inhales deeply, and collapses into a limp, giggling heap.

Finding space at the bar or a table requires a TN 2 **Control** or **Presence** + **Command** or **Security** test (to bully off prospective claimants).

At first glance, the crowded conditions seem promising. Despite the reported hostility and tensions between the various species (and political allegiances), Buseik's currently hosts representatives of all the groups. A TN 3 **Insight** or **Reason** + **Command** or **Security** check reveals the truth- even standing shoulder-to-shoulder, no member of the Hegemony comes into casual contact with a member of the Federation (or vice-versa).

Should any of the heroes make any additional time to observe the crowd, a TN 0 **Insight** or **Reason** + **Command** or **Security** check reveals Gregach's aide Gezor sitting at a table with a pair of disreputable-looking Pandrilites. Gezor seems to be taking great pains not to be recognized- wearing a long-hooded garment of Tellarite make. In fact, the heroes only recognize him as his hood fell back while he was taking a large swig of his nearly-empty drink.

Orion Bait and Switch

The next situation occurs when the biggest, meanest, most combative (at least in appearance) male player character is targeted by an Orion

woman, Drusanne. For the next several minutes, Drusanne flirts with the character- who needs to watch his step.

If Thialtan sexual prowess is "well-documented", the Orion version is legendary, bordering on mythical. But because they come from generations of pirates, rogues, slave traders and other ne'er-do-wells, letting an Orion get close enough to cuddle is- at best- a calculated risk. Unless the character rejects her outright, Drusanne will snuggle up under his arm and suggest, "Let's leave."

At that point, however, a three-foot dagger embeds itself into the table and the second part of the drama begins. A massive Orion male (Drusanne's partner, Grax) looms menacingly over the couple and inquires if Drusanne remembers what he told her about "running off". Drusanne will respond that she is not a slave and goes where she wills- and in this case she chooses to go with "whats-your-name?"

There are several possible motivations behind this encounter: it might be entirely genuine (with Drusanne looking for a little "fun" with someone "exotic". She might simply be playing with the hero in an effort to make Grax jealous or simply infuriate him (for her own reasons). It might be a "honey-trap" (in which Drusanne and Grax create an incident and then attempt to embarrass and blackmail the victim into paying them to go away).

Whatever the motive, however, Grax is looking for a fight and- unless the heroes distract or buy him off- he won't go away without getting it. Combat (if any) should be resolved normally, and during the chaos, one or more of the heroes should be pushed closer to Gezor's table.

Another TN 0 **Insight** or **Reason** + **Command** or **Security** check "allows" the heroes to overhear Gezor saying, "After the Trading Hall, we'll need more of the material. Can you provide it? Or should I look to others?" The Pandrilites assure Gezor they have plenty on hand and his help makes getting it past Customs child's play."

As the combat comes to an end, the hero(es) who overheard the conversation see Gezor leave some money on the table and begin to make his way to the exit. Gathering their confederates, the heroes see Drusanne also leaving- sauntering out on the arm of a well-dressed young Ferengi (who had previously been playing in the cafe's band).

The heroes must now decide how to proceed- whether to pursue Gezor or take some other action.

LED INTO A TRAP

Following Gezor will not prove difficult despite the (relative) crowding on the street- his outfit is distinctive. Much depends on how stealthy the heroes wish to be, and how closely they wish to follow.

Unbeknownst to the heroes, Gezor is already aware of their pursuit and is headed directly for K'Vin Embassy in order to spring his trap. The point of this scene is whether the heroes tumble to the fact that they are being suckered in.

The trip will take six turns- each accounting for a few minutes of walking. For the first two turns, a TN 1 **Control** or **Daring** + **Security** test is enough to follow the Sullurh without drawing any attention to themselves. As the heroes near K'Vin territory and the crowds thin, however, the heroes will need to rethink their strategy.

As the crowds grow more sparse, the TN increases to 2 for the next few turns, and pass-or-fail, they should begin to attract the attention of loiterers on the street (though not of Gezor).

For the final two turns, the TN increases to 3- but again, pass or fail, Gezor takes no notice of his tail.

Unless the heroes are extraordinarily lucky, they should have failed at least one roll by now and alerted their quarry. The fact that Gezor has singularly failed to take notice of their pursuit should be making them uneasy.

As it become obvious that Gezor is headed for the Embassy, a TN 2 **Insight** or **Reason** + **Command** or **Security** test allows the heroes to take note of the Transmat Platforms along the roadway- and ask themselves why Gezor chose to walk instead of beaming to his destination.

Final Bait.

Approximately a hundred yards before Gezor enters the Embassy grounds, he stumbles slightly and a TN **Insight** + **Command** or **Security** notes that he drops something. Recovering it will prove no challenge and the heroes find themselves holding a small vial of Poly-dichloric Euphemal, complete with electronic detonator.

EXPLOSION AT THE K'VIN EMBASSY

As the heroes take stock of their situation, they are rattled by a massive concussion as one of the Embassy's proud turrets suddenly explodes, raining flaming debris and smoldering stone over the entire area. Chaos reigns as alarms begin blaring and people alternately scatter or take cover.

Several uniformed K'Vin on the street charge toward the Embassy only to take notice of the heroes. A TN 0 **Insight** + **Command** or **Security** check reveals the crowd openly wondering whether the heroes are involved in the explosion.

One of the K'Vin will identify himself as Ilugh, head of the Ambassador's personal Guard and place the heroes under arrest. The heroes may resist or attempt escape- and the Gamemaster should resolve any resultant combat normally.

Questioned by Ambassador Gregach

If the heroes submit to arrest, they will be interrogated by Ambassador Gregach himself. The situation is poor- the heroes have been found in an area they should not have been, concurrent with an event which should not have taken place. There's a very good chance they've also been found in possession of an explosive device identical to that which damaged the Embassy. The only good news is that: 1) Gregach is willing to listen, and 2) no one has been killed.

How the heroes proceed will undoubtedly affect the rest of the adventure. Accusing Gezor is (almost) worse than useless. While Gregach does not see how the bombing profits the heroes or the Federation, he is less-than-inclined to believe people he doesn't know over his most trusted advisor- especially when the circumstantial evidence is stacked against them.

The heroes only hope of getting to the bottom of the mystery is to convince Gregach they are being above board- and most of all- behaving honorably.

Questioned by Ambassador Stephaleh

If the heroes escaped or- after being interrogated by Ambassador Gregach- the heroes are returned to the Federation Embassy and an accounting is demanded of them by Ambassador Stephaleh herself.

The heroes have been declared *Persona Non Grata* and forbidden access to the K'Vin Sector under any circumstances. Stephaleh herself wonders what they were thinking and is on the verge of placing the characters under house arrest (just to keep them out of trouble). Stephaleh doesn't believe they're responsible for the bombing, but neither does she have any idea who might be.

Zamorh, of course, will "unhappily" suggest that this incident supports his earlier suspicions. An explosion in the K'Vin Embassy- and worse, the (however coincidental) implication of Starfleet personnel in the bombing- now provide the K'Vin government with justification for military action- and

a direct take-over of the Federation Sector. He strongly suggests that the Ambassador declare martial law and begin fortifying both the embassy and the Sector borders- and perhaps prepare for an evacuation.

Stephaleh will decline- despite the attack on the K'Vin Embassy, Gregach has not declared martial law. Closed his borders and disrupted the Transmat network, yes- but those are merely prudent precautions. Despite the urgency of the situation, Stephaleh is adamant that she will not be stampeded into precipitous action.

ACT TWO

DAWN AND DEATH

Following their meeting with Ambassador Stephaleh, the heroes are treated for any injuries sustained and then not-quite confined to their quarters to rest and recuperate. Their PNG status and the closure of the K'Vin border has canceled their participation (and Coleridge's) in the dig, and so they find themselves more-or-less at liberty.

A note from Coleridge suggests the heroes join her at the Ariantu Museum around ten a.m. Local time.

Should the heroes take the time to go sight-seeing or to get a feel for the mood in the city, a TN 1 **Reason** or **Insight** + **Command** or **Security** check affirms that all is not well. The populace is uneasy- normally boisterous, cheerful crowds are now hushed and voices are muted. If the heroes wore their uniforms, they are met with suspicious, sidelong glances and whispers. No one is overtly hostile, but the tensions and suspicions are obvious.

With a Bang and a Whimper

At (or before) the appointed time, the heroes arrive at the Ariantu Museum- Nassa Coleridge's pride and joy. The museum contains a wide variety of artifacts and displays and represents everything the Federation and K'Vin know about the Ancient Ariantu.

Before the heroes can enter, however, yet another explosion rocks Kirlos- and a gout of flame consumes the Museum. Unlike the bombing of the Trade Hall, however, the Museum is almost entirely consumed by the explosion. As heavy black smoke pours out of the doorway, Coleridge's Sullurh assistant, Thul, staggers out of the ruin, his clothing aflame.

Dragging Thul to the ground and putting out the flame requires a TN 2 **Command** or **Daring** + **Science** or **Security** check. First aid, in turn,

requires a **Reason** + **Medicine** check. All the while, Thul struggles and cries, "Nassa! Nassa!" before finally being robbed of consciousness.

The heat and smoke make it impossible to enter the building, but a tricorder scan- a TN 0 **Insight** + **Science** or **Security** test- affirms that no one remains alive inside.

CONFERENCE

Having been given a moment to gather themselves, interview witnesses, or otherwise busy themselves, the heroes are once again called into a conference with Ambassador Stephaleh.

The situation is now grim. In addition to the attack on the Museum (Dr. Coleridge's body was finally recovered), two additional incidents have occurred.

A group of Federation merchants meeting with Zamorh to discuss support for the Ambassador was poisoned last night while the heroes slept. Over a dozen Federation citizens- some of Stephaleh's strongest supporters- are dead.

The K'Vin Embassy has reported that- approximately six hours later- a half dozen of the Ambassador's Personal Guard were poisoned in their barracks by a suspicious plethane leak. Subsequently, Ambassador Gregach has declared martial law within the K'Vin Sector, heightened security, and imposed a strict curfew.

Trade (the planet's lifeblood) is stalled and Federation citizens are now protesting in the streets, demanding answers a/o additional security measures be taken. A K'Vin warship is allegedly on its way to "restore order" on Kirlos.

Zamorh is- as always- at the Ambassador's side, his voice harsh and raspy with pain; and is almost frantic- recommending that Stephaleh declare martial law and begin organizing an evacuation. The heroes' ship has already been recalled- but she cannot carry everyone who must be evacuated. It will take days- if not weeks- to assemble the required transports, and if the K'Vin move, those are days and weeks they will not have.

Ambassador is clearly at a loss- a quiet, "plum" sinecure has turned to ashes inside a week and people- **her** people- are living in fear. Stephaleh still cannot come to grips with the idea that this is the result of K'Vin aggression and will turn to the heroes for their opinions. If the heroes support a declaration of martial law, she will support them and task them with surveying the security arrangements on the border. Persuading her to call for a full-scale evacuation is a harder sell. Tens of thousands of

Federation citizens have built homes, businesses, and lives here. An evacuation would destroy all that they've built and for which they've labored.

Mob Action

Rather than restoring order or creating a calming effect, Stephaleh's eventual declaration of martial law has the effect of inflaming the mob.

With few facts, a lot of rumor, and a healthy helping of pure paranoia, the crowds have decided that the heroes are to blame for the unrest- and that for reasons known only to themselves and the Federation- are intent on starting a war on Kirlos. The mob's logic is circular- they cannot explain the Federation's reasons for starting a war- but *not* knowing doesn't mean there *isn't* a reason, and the surest proof of a conspiracy is the lack of evidence of a conspiracy...

As things start to get out of hand, one of two outcomes is likely: either the heroes (or Ambassador Stephaleh) calm (or distract) the crowd **-OR-** Federation security forces (embassy guards a/o the heroes) open fire on the maddened crowd...

Addressing (and calming) the crowd requires an Extended Social task using **Daring** or **Presence + Command** or **Security** test. This task has a **Work** of 3, a **Magnitude** of 3, a **Resistance** of 1, and a **Base Difficulty** of 3. Each attempt should account for one round of game (not actual) time.

One character (either a Player Character or the Ambassador) should take charge of this task, but because of the circumstances, no other character can directly assist in this check. Any Complications generated reduce the amount of **Work** overall by 1.

The Gamemaster is absolutely, strongly, advisedly, and strenuously suggested to grant an Advantage for strong arguments and good roleplaying (though not the reverse). This is a spotlight moment- a chance for a character to stand up and shine, representing the very best of Starfleet and the Federation.

Collateral Damage

If the heroes (or the Ambassador) fails to calm the crowd, they (the crowd) will escalate the situation by throwing bricks, bottles, or other makeshift weapons. This will last either until the Ambassador, one of the guards, or the heroes is injured or opens fire. The embassy guards have phasers set on wide beam heavy stun, so combat- once entered- will be brief. The aftermath, however, will not.

After the first wave of the mob is gunned down, there will be a collective bleat and then a stampede

as the crowd attempts to scatter. Those in the crowd who cannot retreat- or cannot move fast enough- will be trampled. The GM is advised to roll 2▲ and then a single ▲. Any effects generated on the first two ▲ represent serious injuries (requiring hospitalizations. Any effect rolled on the single ▲ represent a fatality.

In any case, should the heroes or Embassy personnel open fire on Federation citizens, Ambassador Stephaleh's credibility is gone and riots will break out throughout the Federation Sector.

A New Companion

At this point, the heroes should discover that Thul has attached himself to their group. If questioned, he will explain that Coleridge was all he had- his coworker, his companion, and his friend. The heroes were important to her and are thus important to him- and are likely his only means of finding those who took her from him.

Short of stunning him a/o leaving Thul bound and gagged, the heroes are more-or-less stuck with the diminutive Sullurh.

Tension Builds

Even should the heroes succeed in calming the Federation Sector, the tension is reaching the breaking point. Chief Powell (the Embassy's Head of Security) reports that K'Vin mobs are gathering near their border. So far, Gregach's men are keeping them in check, but Powell is uncertain how long that state of affairs can last.

Powell needs reinforcements and he needs them **now**.

As the heroes arrive, the mob breaks and K'Vin begin streaming into the Federation Sector, destroying everyone and everything in their path. The combat quickly becomes a free-for-all and the heroes find themselves pushed into a smaller and smaller space (and into K'Vin territory) by the sheer weight of numbers. Although not participating in the fight himself, Thul aids the heroes by drawing them to various "protected" points where they can recover or mount a defense.

Because this is a general melee, the characters will find themselves engaged against targets of opportunity rather than in "a stand-up fight". They may find themselves assisting Powell or one of his men, Ilugh or another K'Vin, or simply struggling to keep their own hide intact.

After the first few rounds of combat, however, the Gamemaster is advised to handle the overall melee as a foregone conclusion as Powell and his men are

either overrun or forced to abandon their posts.

The heroes, by contrast, find themselves cut off in the chaotic after match and held at gunpoint by a badly-battered Ilugh and a half-dozen of his armed bruisers.

Arrested- Again.

As the various powers that be attempt to restore order, Ilugh has neither the time nor the inclination to deal with the heroes- and should they resist, he will unilaterally stun them all unconscious and dump them in a cell. If the heroes are cooperative, however, Ilugh *does* promise to report their presence and actions to the Ambassador (especially if the heroes aided K'Vin soldiers in the battle). His orders were to arrest any Federation-siders caught in K'Vin territory and arrested them he has.

UNDER THEIR CELL

As the heroes cool their heels awaiting Ambassador Gregach's pleasure, the heroes may attempt to search their cell for a means of escape. Even for a dungeon, the cell has a slightly disused, forgotten air about it- and a thick layer of dust. Except for a single dim light fixture and a few old aluminum-and-plastic crates, the cell is empty- not even a chamber pot in which to relieve themselves. The door- the only way in or out- is suitably heavy, reinforced metal with hinges and latch on the other side.

It quickly becomes apparent that this chamber is "original" Ariantu construction and that the Embassy was simply built on top of the existing structure.

A TN 3 **Insight** + **Security** or **Engineering** check reveals something beneath the floor of their cell. Characters who possess particularly acute or unusual senses (such as superior hearing, thermal or multi-spectral vision, etc.) might receive a hint that something is amiss, and should receive a bonus to this check. Otherwise, the heroes must actively search the cell to discover the slab.

Not quite sealed by time and a thick layer of grime, the heroes discover a stone slab roughly 2.5 m² (or roughly four-foot on a side). Breaching or lifting the slab will require a bit of ingenuity on the heroes part (for example, using the aluminum crate frames as a wedge) and some heavy lifting.

Getting a purchase on the slab will require a TN 1 **Daring** + **Engineering** or **Security** test. The actual lifting will require a TN 5 **Fitness** + **Command** or **Security** test, though up to three players can assist. A Complication indicates the slab has slipped and the

player who rolled it suffered 1▲ Stress due to smashed fingers or pulled muscles.

Beneath their cell, the heroes find a modern, brightly lit passageway leading to what is unmistakably a turbolift.

EXPRESS ELEVATOR GOING DOWN

The turbolift in which the characters find themselves is large enough for all the party at once, and an obvious control panel is covered with iconography. A TN 1 **Reason** or **Insight** + **Science** test easily identifies the markings as Ariantu, and translations may be attempted as outlined in A Light Lunch above.

Thul is visibly on the edge of gibbering, but is struggling valiantly to contain himself. After a moment of studying the controls, he (or another player making the translation) indicates those needed to reach the destination at the other end of the journey.

Activating the lift, the heroes are all-but swept off their feet as the chamber launches itself horizontally at high (but indeterminate) speed. After several minutes, the lift slows- but then changes direction and plummets downward precipitously. The heroes are lifted an inch or two in the air as the compartment drops out from beneath them. Characters (such as Vulcans) with an innate time sense may attempt a TN 1 **Reason** + **Command** or **Science** check to time their fall, but the turbolift slows after roughly five minutes.

The chamber beyond- unlike the archaic construction on the surface- is fully modernized, brightly lit, and hums with contained power.

The chamber into which the heroes emerge has two exits- one left and one right. Both chambers are immaculate despite the passage of thousands of years. The chamber to the left is clearly an armory, and is stockpiled with weaponry. A TN 2 **Reason** + **Command** or **Security** is needed to sort the weapons as to type and function- but they range from personal sidearms (particle pistols) to anti-tank weaponry and long-ranged munitions (photon mortars).

The chamber to the right is clearly a Command Center or Control Room of some type. Smooth touch-screen controls (not very different from those aboard the heroes' starship) wait patiently for a user while display panels quietly report status of equipment and systems long forgotten.

Thul has- at this point- gone beyond gibbering and is in the throws of ecstasy. Running from terminal to

terminal, he will explain that this is what he and Professor Coleridge were searching for- the center of Ariantu technology on Kirlos- the fabled Omega Level.

Aided either by their own or by Thul's attempts at translation, a TN 3 **Insight** or **Reason + Command** or **Science** will allow the heroes to begin accessing the data on the computers- revealing the Ariantu to have been every bit the power to be feared that legend records.

The mystery of the hangars above are quickly explained- the Ariantu used "shunt drives"- a spatial-folding technique that essentially beamed ships from one location to another.*

It quickly becomes apparent that a full scientific research team will need to be dispatched to explore and decipher this level's secrets. More troubling, however, is one display which shows several vessels in orbit taking potshots at the Federation and K'Vin vessels parked there.

Returning to the surface should be uneventful, and the characters may take the time to arm themselves. Upon leaving the tunnel beneath their cell, the heroes begin receiving a frantic call from Ambassador Stephaleh (or any heroes who remained on the surface).

The Ariantu have returned to lay claim to Kirlos.

ACT THREE

THE FLEET IS IN

As the heroes return to the Federation Embassy, they notice two things: first, few of Gregach's guards were at their post and their escape thus went unnoticed. Second, the chaos in the streets has burned itself out and people are huddling in their homes and businesses as word spreads of an Ariantu fleet bearing down on them.

Ambassador Stephaleh quickly fills the heroes in- an Ariantu *paac mother* named Arikka has arrived in system with a small fleet and issued an ultimatum; Federation citizens must evacuate immediately or be destroyed.

Arikka does not appear to care that her demands are unreasonable. Even if there were enough ships to evacuate everyone (there are not) she's already attacked the civilian vessels in orbit and either destroyed them or forced them to withdraw. And after two attempts, the Ariantu are no longer taking Stephaleh's calls- as a civilian representative, she is

apparently beneath their notice.

A TN 2 **Reason** or **Insight + Command**, **Engineering**, **Science**, or **Security** test (especially with a Focus on *Tactics* or *Strategy*) will reveal that the situation is dire, but not bleak. Although easily able to terrorize an unarmed merchant or civilian population, the *paac* fighters are no match for a starship- and there are two of them on the way (the heroes' own ship and a K'Vin warship). If they can stall or prevent the Ariantu from doing something rash, time is on the heroes' side.

Ultimatums

Despite any communications from the Starfleet/"military" heroes, Arikka is unmoved. She wants what she wants and she fully expects to get it- simply BECAUSE she wants it. Arikka is, of course, less-than-pleased to learn (from her Heartmaster/ship handler) that both a Federation and K'Vin vessel are on their way.

Knowing the two vessels will set aside their hostilities to deal with the threat she represents, Arikka informs the heroes that she will now jam all outbound communication and allow the two vessels to deal with each other. She will then destroy the survivor and return to claim the planet. In reality, Arikka's little *paac* fighters lack the power to do so, and even the attempt will give them away. She will, instead, order her Sullurh operatives to intercept/disable all communications to and from the planet.

Given a little thought, the heroes *MIGHT* deduce that Arikka's little *paac* hunters lack the power to jam communications and realize that the Sullurh are working against them- and the Gamemaster may allow a TN1 **Insight** or **Reason + Command**, **Engineering**, or **Science** test (especially with a focus on *Strategy*, *Tactics*, or *Subspace Communications*).

Missing in Inaction

At some point, either above or sooner or later, the heroes will realize that Thul is no longer by their side- in fact, ALL of the Sullurh are missing. Unbeknownst to the heroes, Thul returned home and reported to Lektor his discovery of the Omega Level, only to be brutally rebuffed. Because Lektor and his team failed to render Kirlos vulnerable to takeover by his *paac*, he and his men are being withdrawn- and Thul and

* Similar technology was used by the Ansata terrorists in TNG:"The High Ground".

the Sullurh are being left behind to face the consequences alone. The Sullurh were never partners in reclaiming Kirlos- but merely pawns.

Stung by the Ariantu betrayal, Thul subsequently returned to the Omega Level and activated Kirlos' doomsday capability.

THE HOWLING GOD

With communications "jammed" the heroes watch helplessly as their starship and the K'Vin warship begin trading blows at the edge of the system. Before they can intervene, however, the planet begins trembling as if trying to tear itself apart.

The Embassy's sensor suite- while hardly state-of-the-art- is still sufficient to show the sudden appearance and growth of a massive wormhole. The wormhole is growing exponentially, and has already trapped not only the K'Vin and Federation starships, but the Ariantu fighters as well. All are being dragged slowly into its maw- there to be destroyed by gravimetric shear. Worse, the wormhole will soon be large enough to pull Kirlos itself out of orbit.

If needed, a TN 2 **Insight** or **Reason + Science** or **Engineering** test is enough to confirm that both the wormhole and the tremors are linked, and that nothing outside the planet is causing the effect. Therefore, it must be something inside the planet causing all the trouble. The most likely candidate? The Control Room the heroes only recently discovered.

The Heart Of the Howling God

Returning to the Control Room, the heroes find Thul sobbing in a corner. Every monitor is lit and active, and a TN 2 **Insight** or **Reason + Command** or **Security** test reveals that the Kirlos is indeed generating the wormhole. The tremors are merely a side-effect. Instead of a mere sink-hole, however, the wormhole when fully formed will be a passage- a passage through which Kirlos will be hurled, only to collide with the K'Vin homeworld.

This was the doomsday option the Ariantu could not bring themselves to enact- destroying their hated enemy at the cost of destroying Kirlos itself.

Now- five thousand years later- that weapon is about to take billions of lives; unless the heroes can stop it.

Silencing the Howling God

The heroes are now between a rock and a hard place- and must decide how best to save all their lives.

A TN 2 **Insight** or **Reason + Command** or

Engineering test confirms that this room controls the machinery generating the wormhole. The actual machinery itself is elsewhere.

Shutting down the controls requires both a translator (likely Thul) and an Extended **Reason** or **Daring + Command** test. This test has a **Work** of 5, a **Magnitude** of 3, a **Resistance** of 2, and a **Base Difficulty** of 3.

One other character may attempt to assist the lead (Thul's assistance as translator does not count).

The players have five rounds (five tries) to get it right.

While this is going on, those characters with the ability to watch the monitors see one, then two of the *paac* fighters sucked into the wormhole (and presumably destroyed). Both their own ship and the K'Vin warship are struggling on the edge of oblivion, as well. As they watch, their own ship locks tractors on the K'Vin in an attempt to help them hold their own.

There is another option, should the characters think of it. Instead of shutting down the process and controls, they may simply destroy the control computers themselves. This approach lacks the subtlety expected of Starfleet, and it will have the side effect of erasing all of the priceless, irreplaceable history recorded in the chamber.

But it will work- and will work before the starships are drawn in to their deaths.

DELIVERANCE AND REVELATION

Once the computers are shut down or destroyed, things return to normal remarkably quickly. The citizens of Kirlos are in the streets again- not rioting, but rather rejoicing at their deliverance.

Returning to the Federation Embassy one last time, the heroes learn the full truth from Thul, Gezor, and Zamorh.

The Sullurh are not merely native to Kirlos, they are the descendants of the original Ariantu who remained behind to safeguard the world. When Lektor and his bunch returned, it seemed the fulfillment of prophecy and their lifelong dreams- and the few Sullurh who knew were quite seduced by it. And so they cooperated with the Ariantu in attempting to divide and undermine the relations between the Federation and the K'Vin. Once the Federation was gone, the Ariantu (and Sullurh) would be free to rise up and battle their ancient K'Vin enemy on honorable terms. They learned too late, of course, that the Ariantu had lost their honor and were merely exploiting the Sullurh for their own ambition and blood lust

As leader of his people, Thul surrenders himself to whatever justice the Federation and the K'Vin wish to administer- but the fate of his people still hangs in the balance, especially with the Ariantu still in orbit making noise.

Justice- And A Lasting Peace

Partially in gratitude for their heroism, partially because they need ideas, Ambassadors Gregach and Stephaleh will sit down with the heroes (and their Captain) to discuss the final outcome.

First and foremost, the Sullurh have a powerful- nigh overwhelming- claim to Kirlos. On the other hand, the Ariantu have a competing claim with some validity to it. The Ariantu cannot decide (among the five remaining ships) which of them will rule or how. They have no plan or strategy by which to administer the world and have already fired upon each other trying to establish dominance. Logically, the Sullurh who have been administering Kirlos for generations, should keep their home, but are- at present- unable to defend it.

Kirlos' "doomsday" capability, conversely, has proven to be a very real and active threat. Until it is all properly decommissioned and disassembled, Kirlos represents a blade at the throat of the K'Vin- which they cannot and will not tolerate.

Then there is the topic of the deaths and property destruction suffered by the Federation and the K'Vin Hegemony. Although the actual atrocities were committed by Lektor and the other Ariantu, the fact remains that the Sullurh were accomplices in those acts. It can be argued that those actions were technically closer to guerrilla warfare than terrorism, but reparations are due, at the very least.

After consulting with the heroes, the Ambassador's will retire to discuss the situation between themselves.

Unless the heroes have a better idea, the Ambassadors decide that the Sullurh will administer

Kirlos- under careful supervision. For five years- while the world is studied and rendered harmless- Kirlos will be under the joint protection of the Federation and the K'Vin Hegemony.

The Ariantu are invited to return home and settle their differences and approach the Sullurh in a more peaceful manner in the future. And it had better be peaceable when they do so.

Upon the Ambassador's recommendations, Thul, as spiritual leader, becomes Head of State, Zamorh becomes Minister of Internal, and Gezor Minister of the External Affairs.

Each is well-suited to the posting, but it will take time for the wounds to heal and trust to be restored.

With the decision made, the heroes return to their ship with the gratitude of all involved and resume their adventures among the stars.

Kirlos

Crown Jewel of the Ariantu Empire

Constructed more than five millennia ago by the ancient Ariantu Empire, Kirlos is the sole habitable world in the Sydon system, itself located at the edge of Federation space and bordering the nearby K'Vin Hegemony. As the Ariantu's reach exceeded its grasp (having expanded too far too fast) and wearied by endless war with the K'Vin, the Empire collapsed under its own weight, and the population withdrew to their homeworld, leaving behind a tiny population as caretakers until their return.

By the 2360s, Kirlos is (unreasonably) considered a forgotten, forgettable backwater with little strategic or intrinsic value- useful only for the trade that takes place on the world and as the sole diplomatic tie between the Federation and the K'Vin Hegemony. Even the various archaeological efforts to explore and preserve the nature of the ancient Ariantu are considered low-priority, and both funding and high-level interest from the Federation Science Council are lacking.

Kirlos is (unevenly) divided into several levels- Alpha, Beta, Delta, Gamma, and Omega each with its own function. Unlike the layers of an onion, however, the divisions within Kirlos are sectioned rather than covering the entire sphere. Much of the planet is unremarkable, homogeneous rock from the surface to its core.

Alpha Level is the exterior surface of the planet- barren and uninhabitable with a surface temperature of -62°C . Comprised of various unremarkable metals alloys, Alpha protects and seals the habitable volume of Kirlos from vacuum, radiation, and other astronomical hazards.

Beta Level represents the prime habitable volume of the world, but is only a tiny fraction of the theoretical interior surface area of just under $143,563,000 \text{ km}^2$ - rather than spreading out over the entire globe, Beta level is only a few hundred square kilometers in size and contains nearly all of the population (quartered in the capital, Kirlosia). Instead of vast internal vistas, Kirlosia is a broad shallow bowl bordered on all sides by unrelenting rock.

Beta and Gamma Levels (which comprise the habitable volume of Kirlos) are uncomfortably warm by human standards, as much of the life support machinery on the world is either out of adjustment or failing. Heat exhaustion is the most common injury (and cause of accidental death) on the planet. "Cool days to you and yours" is a common farewell on Kirlos.

Gamma Level is roughly eight kilometers (five miles) below Beta, and contains the machinery which keeps Kirlos habitable. Its discovery came none too soon as much of the machinery was become rundown and failing with age. The area is currently undergoing a continuous process of exploration and rehabilitation in an effort to improve living conditions on the planet. It is acknowledged, however, that the engineering teams could spend centuries on Delta Level without fully understanding the technology preserved there.

Five hundred meters below Gamma is the newly discovered Delta Level. Comprised of kilometers-long and kilometers-tall vaults of empty, echoing stone, Delta is believed to have served primarily as hangars, warehouses, and repair facilities- with only a single fly in the ointment; explorers have yet to discover any means in or out of Gamma Level. No doors, no transporters, no lifts, no tunnels.

Finally, the heart and soul of Kirlos is (until this adventure, the undiscovered) Omega Level, containing the weaponry and machinery by which the artificial planet would become a Doomsday weapon. Accessible by turbolift beneath the K'Vin Embassy, Omega Level contains a large number of armories- but more importantly- the Primary Control Center from which the Ariantu could target other worlds for destruction. Upon activation, the computers and controls of Omega Level would activate vast and powerful subspace engines, creating a temporary wormhole between Kirlos and its target world. Once the wormhole reached full strength, Kirlos would be pulled from its orbit and sent on a collision course with its victim, utterly destroying both.

Kirlosia

As noted above, the overwhelming majority of the population live in the close confines of the capital, with the result that the distinction between the two is often blurred, and the names are used interchangeably. Because the city has rigidly defined borders and a growing population, living space is at a premium and excavation, expansion, and construction are considered both an endless process and a high priority.

Kirlosia is quartered by two main thoroughfares: Embassy Run and "the Strip"- the only straight, normal roads

in the city. Embassy Run is aligned (essentially) north and south, leading from the Federation embassy to its K'Vin counterpart on the far side of the city. The Strip crosses Embassy Run at a diagonal (running northeast to southwest), and that intersection is considered the heart of the city. The thousands of other, lesser roads in Kirlosia tend to be narrow, winding passages meandering between an *ad hoc* combination of ancient buildings and new construction. Visitors are advised to avoid these areas both because it is easy to become lost and because many of these streets are narrow, close, poorly lit, and occupied by unsavory elements from both sides.

The other major division in Kirlosia is political, and therefore harder to define and delineate. The Federation and Kirlosian sectors mark the sphere of influence of the respective embassy and coincide roughly with which embassy they are closer to from the Embassy Run/Strip intersection.

The Embassy Run/Strip intersection is widely considered to be both neutral ground and the economic and cultural heart of the city. A blaze of neon and holographic light and an eclectic mix of light and shadow, the junction is loud, boisterous, and blinding- usually deliberately so. The eclectic mix of light and shadow and of glitz and whisper provides access to every sort of (legal) establishment and vice. Merchants of every sort have their stores on hand, and services of every kind (licit and not) can be found, as the population of Kirlos (Federation, K'Vin, Sullurh, and others) mingle, but almost never mix. Even in the shoulder-to-shoulder atmosphere of Buseik's, members of the Hegemony do not casually mix with citizens of the Federation (or vice-versa).

Non Player Characters

Ambassador Gregach (Notable NPC)- Leader of the K'Vin Sector on Kirlos.

Attributes				Disciplines			
Control	10	Insight	8	Command	1	Security	0
Daring	10	Presence	9	Conn	2	Science	0
Fitness	10	Reason	7	Engineering	1	Medicine	0

Focuses: Diplomacy, Ground Strategy, Dyson

Trait: K'Vin. Thickly bit, stubborn, and quarrelsome, K'Vin are tough, resilient combatants and formidable opponents. They tend to be straightforward and prefer simple solutions to their problems.

Combat Weapons and Attacks:

Stress: 12 Unarmed Strike; Melee 3▲, Knockdown, Size 1, Nonlethal
Beam Weapon Pistol; Ranged, 3▲, Size 1, Intense.

Formerly General Gregach, Victor at Titrikus IV. A hero of the previous regime, Gregach is a loyal K'Vin soldier and an inconvenience quietly pensioned off to a galactic backwater. Even as he accepted the assignment, Gregach knew the posting for what it was and continues to scheme to return to the homeworld and his interrupted career.

Jaded, but not broken, Gregach strives to faithfully represent his government and his people and to make the best of his situation. After arriving on Kirlos, Gregach quickly bonded with Federation Ambassador Stephaleh over a meal and a game of Dyson- a habit which quickly became a tradition. Gregach and Stephaleh share a genuine friendship despite their differences and the rivalries of their respective governments.

Ambassador Stephaleh n'Ehriarch (Notable NPC)- Leader of the Federation Sector on Kirlos.

Attributes				Disciplines			
Control	11	Insight	8	Command	3	Security	2
Daring	10	Presence	10	Conn	0	Science	1
Fitness	7	Reason	8	Engineering	2	Medicine	1

Focuses: Diplomacy, Persuasion, Dyson

Trait: Andorian. This trait may reduce the Difficulty of Tasks to resist extreme cold, or Tasks impacted by extremely low temperatures. Their antennae aid in balance and spatial awareness; a lost antenna can be debilitating until it regrows. Andorians also have a high metabolism, meaning, amongst other things, that they tire more quickly than Humans; this also makes them more vulnerable to infection from certain types of injury. Before the Federation, Andorians and Vulcans had numerous disputes; though these issues are largely considered to be ancient history, Andorians and Vulcans don't always get along.

Combat Weapons and Attacks:
Stress: 9 Unarmed Strike; Melee 3▲, Knockdown, Size 1, Nonlethal

An able diplomat nearing the end of her career, Stephaleh is in her final posting before retirement or death. A proud daughter of Andor, Stephaleh considers herself a steward and protector as well as a representative of the Federation. Although she wants no trouble (both because she's in the twilight of her career and because it will disrupt the lives of those in her charge), Stephaleh has a pragmatic and stubborn streak. She always strive to keep the peace, but will not sacrifice Federation rights or prerogatives lightly

Shortly after Gregach's arrival on Kirlos, Stephaleh invited the General for a meal and a game of Dyson- a habit which quickly became a tradition. The two ambassadors share a genuine friendship despite their differences and the rivalries of their respective governments.

Dr. Nassa Coleridge (Notable NPC)- Federation Archaeological Researcher.

Attributes				Disciplines			
Control	9	Insight	11	Command	2	Security	1
Daring	9	Presence	8	Conn	2	Science	3
Fitness	7	Reason	10	Engineering	1	Medicine	0

Focuses: Archaeology, Xenolinguistics, History

Trait: Human. Humans are a resilient, diverse, and adaptable species, who often exhibit a dichotomy in their nature – being both driven to strong emotion and careful reason – and while they have largely grown beyond their warlike and divisive past, their drive and capacity for aggression are as much a part of their success as their curiosity and analytical minds.

Combat Weapons and Attacks:
Stress: 8 Unarmed Strike; Melee 2▲, Knockdown, Size 1, Nonlethal

A gifted field researcher, Nassa Gant married Zan Coleridge and unhappily dedicated herself to teaching others to do what she loved. This brought her into contact with a generation of student and Starfleet cadets, many of whom came to look upon her as a friend and mentor.

When her husband died in a traffic accident, Coleridge returned to the field and eventually found herself on Kirlos, researching the Ancient Ariantu.

Coleridge is gregarious, outgoing, warm, and friendly with a zest for life and an appetite for adventure. Coleridge formed a close working relationship with her Sullurh assistant, Thul. Unlike too many outsiders, Coleridge treated Thul as a friend and colleague- never condescending, treating him as a friend and an equal.

Nassa Coleridge has a habit of misquoting (or rather, mis-attributing quotes to) various historical figures. For example she confused Sarek for Surak, and attributed a quote from Harry Truman to John F. Kennedy.

Thul (Notable NPC)- Assistant to Dr. Coleridge, leader of the Sullurh.

Attributes				Disciplines			
Control	10	Insight	8	Command	3	Security	1
Daring	9	Presence	9	Conn	0	Science	2
Fitness	7	Reason	10	Engineering	1	Medicine	2

Focuses: Archaeology, Xenolinguistics, History

Trait: Sullurh. Diminutive, dutiful, and reliable, the Sullurh are descendants of the ancient Ariantu and faithful custodians of Kirlos.

Combat **Weapons and Attacks:**
Stress: 8 Unarmed Strike; Melee 2▲, Knockdown, Size 1, Nonlethal

A learned elder and religious leader of the Sullurh, Thul is a steward and custodian of the Sullurh's sacred trust- watching over Kirlos until the return of the Ariantu. Among his other duties, Thul performs the enio'lo ceremony on new born Sullurh. Generation upon generation of Sullurh have watched over and protected Kirlos, obscuring their true heritage and preparing for the day when the Ariantu will return to claim the world. The arrival of Lektor and his fellow Ariantu is thus the fulfillment of a long-held dream for the Sullurh.

Solemn and reserved, originally engineered an assignment as Nassa Coleridge's assistant as a means of keeping any eye on the researcher, exploiting her research, and "controlling" what was discovered (and reported) about the Ancient Ariantu.

Unfortunately, Coleridge's warmth, honesty, and zest for life penetrated Thul's reticence and the two formed a close working relationship and friendship. Unlike too many outsiders, Coleridge treated Thul as a friend and colleague- never condescending, treating him as a friend and an equal.

The arrival of the Ariantu has created a crisis of conscience (at least for Thul). Their arrival is the apparent culmination of the efforts of the Sullurh- a validation which has proven absolutely bewitching to "those who stayed" and is willing to assist Lektor's team however he is able. As the death toll mounts and strikes closer to home, however, Thul begins to doubt- especially mourning the death of Nassa Coleridge. The *paac*'s subsequent betrayal and naked contempt, however, convinces Thul that the Ariantu of legend will never return and that the heritage of the Sullurh is honorable in its own right.

After his disastrous mistake nearly destroys Kirlos, Thul finds rare courage within himself, proving his character and leadership by boldly stepping forward to accept the consequences of his decision and to lead his people into a new day and a new life.

Gezor (Notable NPC)- Chief Assistant to Ambassador Gregach.

Attributes				Disciplines			
Control	11	Insight	9	Command	2	Security	1
Daring	9	Presence	8	Conn	2	Science	3
Fitness	7	Reason	10	Engineering	1	Medicine	0

Focuses: Administration, Diplomacy, Hand-to-Hand Combat

Trait: Sullurh. Diminutive, dutiful, and reliable, the Sullurh are descendants of the ancient Ariantu and faithful custodians of Kirlos.

Combat **Weapons and Attacks:**
Stress: 8 Unarmed Strike; Melee 2▲, Knockdown, Size 1, Nonlethal

A loyal and efficient functionary within the K'Vin Embassy, Gezor is Gregach's *de facto* Chief of Staff- handling administrative affairs and much of the Embassy's day-to-day business. Despite his appropriately dutiful and zealous outward appearance, however, Gezor's ultimate loyalty- to his own people and the return of the Ariantu- is never in doubt among his own kind.

Despite his outward efficiency and scrupulous attendance to his duties, Gezor is both resentful and occasionally petty- even vindictive. He is, for example, prone to amusing himself by inventing Byzantine and expansive forms and regulations and inflicting them on people with business at the K'Vin Embassy. Making outworlders jump through his infuriating hoops provides an outlet for his buried anger at the outworlders.

When Lektor and his group begin sewing dissent and terror on Kirlos, Gezor is instrumental in helping them infiltrate the K'Vin embassy, conspires to frame and participates in assaults on the heroes, and uses his relationship with Gregach to plant further seeds of distrust and to provoke precipitous and provocative action against the Federation sector.

Zamorh (Notable NPC)- Chief Assistant to Ambassador Stephaleh.

Attributes				Disciplines			
Control	9	Insight	9	Command	2	Security	1
Daring	10	Presence	7	Conn	0	Science	2
Fitness	8	Reason	11	Engineering	1	Medicine	3

Focuses: Administration, Diplomacy, Poisons

Trait: Sullurh. Diminutive, dutiful, and reliable, the Sullurh are descendants of the ancient Ariantu and faithful custodians of Kirlos.

Combat Weapons and Attacks:
Stress: 9 Unarmed Strike; Melee 2▲, Knockdown, Size 1, Nonlethal

A loyal and efficient functionary within the Federation Embassy, Zamorh serves Ambassador Stephaleh more as personal assistant than Chief of Staff. Zamorh is appropriately dutiful and supportive of Ambassador Stephaleh, concealing a cold-blooded murderous streak.

When Lektor and his group begin their campaign of sewing dissent and terror on Kirlos, Zamorh arranges a meeting of merchants and local figures loyal to the Ambassador. Ostensibly a back-door effort to reassure the Federation citizenry, Zamorh's gambit is instead a mass murder plot to eliminate the less hysterical voices within the Federation Sector. Zamorh watches calmly as over a dozen people died writhing, agonized deaths at his hands. Zamorh further conspires to frame the heroes, participates in assaults upon them, and uses his relationship with Stephaleh to plant further seeds of distrust and to provoke precipitous and provocative action against the K'Vin sector.

Ilugh (Notable NPC)- Head of Gregach's Personal Guard.

Attributes				Disciplines			
Control	10	Insight	8	Command	3	Security	2
Daring	10	Presence	9	Conn	0	Science	1
Fitness	10	Reason	7	Engineering	2	Medicine	1

Focuses: Security Procedures, Phaser, Small Unit Tactics

Trait: K'Vin. Thickly bit, stubborn, and quarrelsome, K'Vin are tough, resilient combatants and formidable opponents. They tend to be straightforward and prefer simple solutions to their problems.

Combat Weapons and Attacks:
Stress: 12 Unarmed Strike; Melee 3▲, Knockdown, Size 1, Nonlethal
 Beam Weapon Pistol; Ranged, 3▲, Size 1, Intense.

A veteran of the Titrikus IV campaign, Ilugh followed General Gregach out of a sense of loyalty and personal affection for a genuine hero. One of Gregach's loyalists, Ilugh trusts and respects the Ambassador, but is not blind to his flaws (such as a taste for homeworld luxuries).

Grax (Notable NPC)- Orion Pirate

Attributes				Disciplines			
Control	9	Insight	8	Command	3	Security	4
Daring	11	Presence	9	Conn	2	Science	1
Fitness	10	Reason	7	Engineering	2	Medicine	1

Focuses: Security Procedures, Phaser, Small Unit Tactics

Trait: Orion. The Orions are an exotic and paradoxical species. Orion's can be warm, welcoming, and open to newcomers one moment, and ruthlessly exploit them the next. It is a common aphorism that the only difference between an Orion pirate and an Orion merchant is whether their mark can fight back. Orions are

known primarily as pirates (and until broken by Starfleet in the 2270s) as slavers- trafficking primarily in their own women.

Depending upon the individual, an Orion woman is society is broken down along binary gender lines. Orion females are either bestial lust-consumed sex-machines or scheming, conniving string-pullers of great subtly and vicious pragmatism. Many are both. Orion females secrete special pheromones that cause a hypnotic effect in males of some species.

Combat Weapons and Attacks:
Stress: 12 Unarmed Strike; Melee 5▲, Knockdown, Size 1, Nonlethal
 Type 2 Phaser; Ranged, 7▲, Size 1, Charge.

K'Vin Soldier (Minor NPC)- A uniformed soldier of the K'Vin.

Attributes				Disciplines			
Control	10	Insight	8	Command	2	Security	2
Daring	9	Presence	8	Conn	-	Science	-
Fitness	9	Reason	7	Engineering	1	Medicine	1

Focuses: Phaser

Species and Traits: K'Vin.

Combat Weapons and Attacks:
Stress: 11 Unarmed Strike; Melee 3▲, Knockdown, Size 1, Nonlethal
 Beam Weapon Pistol; Ranged, 3▲, Size 1, Intense.

Sullurh Commoner/Rioter/Man-On-The-Street

(Minor NPC)- A uniformed soldier of the K'Vin.

Attributes				Disciplines			
Control	9	Insight	8	Command	2	Security	2
Daring	8	Presence	7	Conn	-	Science	-
Fitness	9	Reason	7	Engineering	1	Medicine	1

Focuses: Club

Species and Traits: Various, depending upon nature.

Combat Weapons and Attacks:
Stress: 11 Unarmed Strike; Melee 3▲, Knockdown, Size 1, Nonlethal
 Makeshift Club/; Melee, 3▲, Size 1, Knockdown, Opportunity 1.

One of the faceless members of the mob, agitated by the sudden violence, confused by it's senseless nature, and preyed upon by those who will use their fear and energy to advance their own interests.

Lektor (Minor NPC)- An agent of *Paac Mother* Arikka, Lektor is one of four saboteurs, assassins, and agents provocateur infiltrated into Kirlos to prepare the world for the arrival of his grandmother's fleet. His orders are to use terror and violence to undermine relations between the Federation and K'Vin and (hopefully) provoke the former into abandoning Kirlos. When those efforts are thwarted, Lektor and his team are withdrawn- but not before revealing to Thul that the Sullurh were *never* partners in retaking Kirlos; they were pawns.

Arikka (Minor NPC)- A ruthless and ambitious *Paac Mother* of a minor clan, Arikka sees herself as the first of a new line of Ariantu rulers of Kirlos. Unable to afford even the most decrepit modern freighter, Arikka stubbornly, carefully refit nine ancient Ariantu fighters and has launched them on a war of conquest. Knowing her small fleet is no match for a modern starship, Arikka sent Lektor, Eronn, Naalat, and Pirrus ahead as saboteurs, assassins, and agents provocateur. Their mission was to use terror and violence to

undermine relations between the Federation and K'Vin and (hopefully) provoke the former into abandoning Kirlos. Arikka's belief was that a withdrawal (leaving only their ancient enemy the K'Vin) would leave a world easily bent to their will and would inspire the High Paacs of Ariantu to both acknowledge her greatness and flock to her banner. Other than this severe bout of wishful thinking, Arikka has no plan to conquer, let alone administer Kirlos, or to mute the inevitable K'Vin and Federation response.

Buseik (Minor NPC)- The owner and proprietor of the bar of the same name, Buseik is large, horned humanoid alien covered with matted hair. In addition to his talents at creating an endless supply of various libations, Buseik allegedly "knows everything about everything".

"Everything about everything? Hey, Busiek! What's the diameter of this planet?"

"Forty-two hundred miles."

"Average surface temperature?"

"Minus sixty-two degrees Celsius."

"What's the average wing speed of an unladen swallow?"

"European or African?"

"Damn, he's good."

Vehicle Statistics

Grav Sled/Hoverbikes-

Attributes			
Comms	0	Sensors	0
Computers	1	Structure	4
Engines	1	Weapons	0

Disciplines			
Command	3	Security	2
Conn	0	Science	1
Engineering	2	Medicine	1

Focuses: None

Power: 1 **Scale:** Character

Stress: 6 **Resistance:** 1

The K'Vin

A heavy set, powerfully built humanoid species native to the Beta Quadrant. The K'Vin are a combative people with a justly-deserved reputation as brutish, aggressive, and quarrelsome.

Personality

K'Vin culture is heavily regimented and highly disciplined with a distinct military flavor. The K'Vin tend to be blunt, willful, and possess a cultural predilection for “push-hard-till-it-moves” problem solving.

K'Vin hierarchies tend to be strict and unyielding, and political intrigues are common. A warrior species, the K'Vin have a taste for honest, glorious combat and mayhem, and many K'Vin possess a secret, grudging admiration for the Klingons.

Physiology

The K'Vin stand an average of just under two meters tall, but their thick builds give them a somewhat squat appearance despite their height. They have thick, grey skin, (relatively) small eyes, thick jaws, and tusks protruding from their jaw line.

Governmental/Societal Structure

Nominally a representative republic with an elected executive and legislature, the K'Vin society is volatile and heavily factionalized. It is not uncommon for an incoming regime to purge the government (definitions of “purge” vary, as well) of the functionaries and loyalists of preceding administrations. Even highly decorated, effective generals may find themselves pensioned off to irrelevancy and/or harmless sinecures.

Interstellar Relations

K'Vin relations with other species are best

Attributes:

+1 Fitness, Daring, and Presence

Traits: K'Vin. Thickly bit, stubborn, and quarrelsome, K'Vin are tough, resilient combatants and formidable opponents. They tend to be straightforward and prefer simple solutions to their problems.

Talents:

Quarrelsome: The K'Vin have a taste for quarreling and a knack for provoking people. Whenever the character makes a Social test to intimidate or antagonize/provoke another they may reduce the Difficulty by 1.

Notes

The K'Vin first appeared in the TNG novel Doomsday Planet and are named after Pocketbooks editor Kevin Ryan.

described as “turbulent”. In the 2260s, the K'Vin were members of the United Federation of Planets, but their appetites for contention and interfering in the affairs of other species proved too great to overcome and the K'Vin went their own way in the 2340s, leaving one bridge unburned- the mutual colony world of Kirlos.

Millennia later, the K'Vin still harbor an unresolved blood feud against the ancient Ariantu.

Technological Summary

The K'Vin are a Tech Level 6/7 society comparable to the Federation in most respects.

That said, K'Vin society has undergone several eras of rapid technological advancement, regression, and retrenchment.

In the distant past, the K'Vin were an advanced warp-capable species who fought a long and bloody conflict with the ancient Ariantu, but lost space-flight capability after that war ended. The K'Vin finally returned to space in the 23rd century.

One particularly rare and interesting aspect of K'Vin technology are the *shrol'dinaggi* (also known as Torquan memory stones). Illegal to own or sell both within the Hegemony and the Federation, *shrol'dinaggi* offer access to century after century of lusty boisterous K'Vin history from a first-person perspective- at the cost of psychological and neurological trauma and potentially lethal side-effects.

The Ariantu

The remnants of an ancient empire, the Ariantu are a cunning, cautious warrior race who once ruled a large interstellar empire. Modern Ariantu tend to be ruthless, opportunistic, and scheming- and long forlornly for their ancient glory.

Personality

Steeped in legends of past glory and trapped in a mediocre present, the Ariantu are highly stratified and resentful. The nobility (regardless of actual power or importance) are extremely jealous of their own prerogatives and ruthlessly quash any upstarts or those who challenge their power and position.

Depending upon their mood, the Ariantu take even the mildest contradiction (and even basic eye contact) as a challenge to be crushed and punished. Submission- if not abject groveling- are expected of subordinates and baring the throat (offering the opportunity to rip it out) is a common Ariantu gesture of resignation or compliance.

Because of their history, many Ariantu are possessed of a sense of racial superiority which makes Romulans look humble in comparison.

Although the Ariantu describe themselves as “hunters”, their opportunism and ruthlessness have earned them an unenviable reputation as untrustworthy, exploitative, and cruel. More than one observer has described them as “more weasel than fox”.

Physiology

The Ariantu stand an average of two meters tall, with thin, lanky builds which emphasize their musculature. They possess narrow, vulpine faces and bushy tails, and a thin coat of fur.

Governmental/Societal Structure

Ariantu culture is separated into clans called “paacs”) and is fundamentally divided between the commoners and the aristocracy and by gender. The Ariantu are a matriarchal species- females are given overt preference in position and power.

The Ariantu are divided into functional caste (such as laborers, engineers, artists, and warriors) all nominally ruled by the High Paacs of Ariant.

The council-of-clans format guarantees that politicking, back-biting, blackmail, conspiracy, and

Attributes:

+1 Reason, Daring, and Presence

Traits: Ariantu. Tall, rangy, and physically powerful, the Ariantu are descended from pouncing and pack hunters- vestigial traits that drive them to exploit the weaknesses of others to achieve their own ends.

Notes

The Ariantu first appeared in the TNG novel Doomsday Planet.

power-brokering are the norm within the government rather than the exception. In nearly all cases, any success on Ariant is based more on **who** you know rather than **what** you know.

Interstellar Relations

Ariantu relations with other species are essentially non-existent- though they seem to know an awful lot about the Federation, its laws, and its policies.

The Ariantu spent generations terrorizing and brutalizing most of the sector and even five thousand years later, remain reluctant to draw too much attention to themselves- leading many to believe they are extinct.

Enigmatic and mysterious the Ariantu remain hidden, lest their former subjects come seeking revenge. As one historian put it, the Ariantu “crawled into a hole and pulled it in after them”.

Technological Summary

The Ariantu are a Tech Level 5/6 society comparable to the early Federation (circa the 2180s) unremarkable and commonplace.

In the distant past, however, the ancient Ariantu were the most technologically advanced societies of their era; shunt drives (folded space transport), advanced subspace weaponry, and the ability to create an artificial world (Kirlos) made the Ariantu a people to be feared.

As fatigue with the seemingly endless war with the K'Vin set in, however, the Ariantu slowly retreated back to their homeworld and soon lost both space-flight capability and nearly all of their technological development. The Ariantu finally returned to space in the 24th century.

The crown jewel of ancient Ariantu technology is the artificial world of Kirlos- built as an ultimate weapon, and then reluctantly abandoned. Kirlos' ultimate function was mutual destruction alongside its target, transported by a powerful, but short-lived wormhole.

The Sullurh

The Sullurh are the descendants of the few Ariantu who remained on Kirlos as the Ariantu Empire retreated into itself. Their name literally means “those who stayed”. The Sullurh have taken great pains to obscure their true ancestry and are now all-but-unrecognizable as Ariantu.

Personality

Unlike their arrogant and aggressive kin, the Sullurh are diminutive, outwardly compliant, and self-effacing. With few exceptions, they take care not to draw attention to themselves, and tend to fade into the background during any sort of social exchange or event.

During their long stewardship of Kirlos, the Sullurh used selective breeding and surgical modification to alter their appearance and avoid being recognized when Kirlos was (eventually) rediscovered. To protect their secret, the Sullurh sacrificed their height, nearly all of their culture, and much of their pride. Characteristic of this sacrifice is the *enio'lo* ceremony- in which a Sullurh infant's vestigial (stump) tail is removed.

When outsiders finally arrived on Kirlos, the Sullurh worked hard to be unremarkable- even forgettable- to the newcomers while still infiltrating their administrations and operations. With no hope of resisting the invaders, the Sullurh instead assimilated with them, gaining influence and even control over their actions. The Sullurh carefully walked a fine line between cultivating the indifference and disregard of the newcomers neglect and earning their trust as laborers, functionaries, and ultimately, as trusted advisors.

Physiology

Despite being the same genetic stock as the tall, lithe, Ariantu, the Sullurh are short (usually under 1.6 meters in height) and small-boned- even delicate (at least in appearance).

Attributes:

+1 Control, Reason, and Daring

Traits: **Sullurh.** Diminutive, dutiful, and reliable, the Sullurh are descendants of the ancient Ariantu and faithful custodians of Kirlos.

Talents:

Unimposing: The Sullurh are annoyingly easy to lose track of. Whenever the character attempts a Task to slip out of a room, blend into a crowd, or otherwise “disappear” they may add an additional d20 to their dice pool.

Notes

The Sullurh first appeared in the TNG novel Doomsday Planet.

Governmental/Societal Structure

With a (comparatively) tiny population and a strong sense of purpose, the Sullurh manage their own affairs by relying upon common sense, their own strict code of conduct, and the wisdom of learned elders who function both as judges and religious leaders. Except when dealing with outworlders, the Sullurh prefer to handle their own affairs privately.

Interstellar Relations

Prior to 2366, the Sullurh are comparatively isolated from the galaxy-at-large by both the remoteness of Kirlos and their own strategy of “laying low”. The Sullurh have quietly (if indirectly) profited from the trade brought to their world by the K'Vin and the Federation, but- as in everything they do- have remained in the background while others take the lead and draw attention.

Technological Summary

Despite occupying the technological crown jewel of the Ancient Ariantu, the Sullurh gradually lost contact with their scientific and technological heritage, and are now largely dependent upon the K'Vin and the Federation for their science and technology. As the millennia passed, time took its toll on the machinery which maintains Kirlos, and the lack of maintenance led to decreased performance and spot failures. With the discovery of the Delta Level, however, K'Vin and Federation engineers have begun performing the necessary maintenance and repair.

Handouts

Handout #1 Captain's Log

"Captain's Log, Stardate 43197.5 -

USS [Hero Starship] is now entering the Sydon Sector for a brief stopover at the neutral trade world of Kirlos. While the [Hero Starship] ferries several diplomats to a diplomatic conference in the nearby Vel Fosc Sector, several of our senior officers have been invited to participate in an archaeological dig on Kirlos.

Once an outpost of the ancient, extinct Ariantu Empire, Kirlos- despite its artificial nature- is now home to settlements from both the Federation and our former partners, the K'Vin Hegemony.

The K'Vin joined the Federation in the 2260s, but proved quarrelsome and too prone to meddle in the affairs of other species. As the tensions rose, the K'Vin quickly withdrew from the Federation and went their own way- leaving the embassy on Kirlos as the only bridge left unburned."

Sydon System Profile

Remote and unremarkable save for one anomaly: the artificial world of Kirlos. The Sydon system is neutral territory on the edge of Federation space and adjacent to the K'Vin Hegemony.

Primary:	Type G3 V (Extremely bright, Yellow Dwarf-star)
Number of Planets:	8
Number of Class M Worlds:	1 (Kirlos)
Sapient Species:	Various Federation species, K'Vin, Sullurh, various non-aligned.
Total System Population:	~500,000
System Notes	Rotational and orbital mechanics, spectroscopic and materials analysis of the various stratum are strongly indicative that Kirlos (Sydon V) is an artificially constructed world, built by means currently beyond Federation engineering theory. Local legend and folklore (supported by limited archaeological evidence) points to Kirlos as having been constructed by the ancient Ariantu Empire sometime around -2634 BCE (roughly the same era as the extinction of the terrestrial mammoth, the rise of the ancient Akkadian Empire, and the birth of Keith Richards). Visitors to Kirlos are cautioned to remain hydrated and cool. Daytime temperatures are considered oppressive and heat exhaustion is the most common cause of accidental death.

Handout #2 A Special Relationship

"Personal Log, Stardate 43197.5-

The invitation to participate in an archaeological dig on Kirlos is an honor, but in this case it's a personal treat, as well. Dr. Nassa Coleridge is a friend and mentor from an important crossroads in my life- one which helped shape the person and officer that I am today. Professor Coleridge had a knack for making field archaeology seem exciting, and I came this close to following in her footsteps. It will be a joy and a privilege to work with her again..."

Temporary Player Characters

Ditza “Dizzy” zh'Phoru (Supporting Character/Notable NPC)- Starfleet Security Officer

Attributes				Disciplines			
Control	11	Insight	8	Command	2	Security	4
Daring	10	Presence	9	Conn	1	Science	1
Fitness	9	Reason	7	Engineering	2	Medicine	3

Focuses: Phaser, Small Unit Tactics, Unarmed Combat

Trait: Andorian. This trait may reduce the Difficulty of Tasks to resist extreme cold, or Tasks impacted by extremely low temperatures. Their antennae aid in balance and spatial awareness; a lost antenna can be debilitating until it regrows. Andorians also have a high metabolism, meaning, amongst other things, that they tire more quickly than Humans; this also makes them more vulnerable to infection from certain types of injury. Before the Federation, Andorians and Vulcans had numerous disputes; though these issues are largely considered to be ancient history, Andorians and Vulcans don't always get along.

Value:

Ad astra per Aspera- (“To the Stars, Through Difficulty” Ditza understands that any goal is met with resistance and challenges. Mutual reliance and teamwork are the surest means of accomplishing her goals- or even of surviving.)

Talent:

Proud and Honorable: Ditza's personal integrity is unimpeachable, and she will not willingly break a promise made. Whenever you attempt a Task to resist being coerced into breaking a promise, betraying your allies, or otherwise acting dishonorably, you reduce the Difficulty by one.

Combat

Weapons and Attacks:

Stress: 13

Unarmed Strike; Melee 5▲, Knockdown, Size 1, Nonlethal
Type 2 Phaser; Ranged, 7▲, Size 1, Charge.

Calm, reliable, and mission-focused, Ditza is a proud and honorable of Andor and its warrior traditions. Despite her nickname, “Dizzy” is an experienced, confident young woman dedicated to the safety and welfare of those under her charge. When on duty, she is cautious and professional, but is rumored to have a hell-raising streak when on her own time.

“Dizzy” earned her nickname after an incident in Starfleet Academy. Another cadet accidentally dealt Ditza a crippling blow to her antenna, leaving her vulnerable to incidents of dizziness and vertigo for the weeks it took the injury to heal.

Peter DeSoto (Supporting Character/Notable NPC)- Starfleet Science Officer

Attributes				Disciplines			
Control	8	Insight	10	Command	1	Security	3
Daring	8	Presence	8	Conn	2	Science	4
Fitness	9	Reason	11	Engineering	2	Medicine	1

Focuses: Anthropology, Archaeology, Phaser

Trait: Human. Humans are a resilient, diverse, and adaptable species, who often exhibit a dichotomy in their nature – being both driven to strong emotion and careful reason – and while they have largely grown beyond their warlike and divisive past, their drive and capacity for aggression are as much a part of

their success as their curiosity and analytical minds.

Value:

Truth Is In The Dust- DeSoto believes that history- preserved in the archaeological record- determines the truths about itself with which every culture grapple.

Talent:

Did the Reading: De Soto has a knack for absorbing information quickly and knows how to put it to good use. When you attempt a task, you may spend 1 Momentum (Immediate) to use **Science** on that task instead of the discipline you would normally use. In addition, you count as having an applicable focus for that task. Each time after the first in a single scene that you use this ability, the Momentum cost increases by 1: this is cumulative.

Resolute: You are indomitable, and unwilling to succumb to adversity. You increase your maximum Stress by three.

Combat Weapons and Attacks:

Stress: 15 Unarmed Strike; Melee 4▲, Knockdown, Size 1, Nonlethal
Type 1 Phaser; Ranged, 5▲, Size 1, Charge.

Born on the Federation colony of Granger's World, Pete DeSoto has always been intrigued by the idea of worlds on which thousands of years of history might be buried beneath one's feet. That fascination virtually guaranteed a career in archaeology- and his grades allowed DeSoto to explore that career among Starfleet's finest.

Peter DeSoto is a non-descript human in his late twenties; though “bland” might be a more apt term for an appearance so eminently forgettable.

Skaaran (Supporting Character/Notable NPC)- Starfleet Engineering Officer

Attributes				Disciplines			
Control	10	Insight	10	Command	1	Security	2
Daring	9	Presence	8	Conn	2	Science	3
Fitness	8	Reason	11	Engineering	4	Medicine	1

Focuses: Environmental/Life Support Systems, Computer Support/Repair, Phaser

Trait: Zaranite. Zaranites are hardy and immune to toxic gases, complications due to bright lighting, and can survive the extremes conditions of the vacuum of space, so long as their respirator tanks last. In general, Zaranites are pleasant if not somewhat reserved. In addition to their service in Starfleet, Zaranites also serve in various positions within the scientific community and diplomatic corps.

Value:

A Well-tuned Machine: Engineering is less a vocation to Skaaran and more of a passion- bordering on a sacred calling. A machine in perfect operating condition is- in Skaaran's mind- as much work of art as any revered painting or idealized sculpture. Skaaran is *aesthetically* offended by a poorly run or maintained machine, and must restrain himself from diving in with both hands to correct the situation.

Talent:

Multispectrum Vision: Zaranites can see a broader spectrum of light than most humanoid species. Characters with this Talent gain a bonus **Momentum** on a **Perception** Task based on vision. This bonus **Momentum** may only be used on the *Gain Information* **Momentum** spend.

Combat Weapons and Attacks:

Stress: 10 Unarmed Strike; Melee 3▲, Knockdown, Size 1, Nonlethal

Type 1 Phaser; Ranged, 4▲, Size 1, Charge.

A born engineer, Skaaran began disassembling things (to discern their workings) almost as soon as he could walk, and his obsession only expanded from there. The impulse to dismantle things was soon replaced with a fussy perfectionism which demanded not only that his devices and projects function—but that they function as efficiently as possible.

Skaaran takes artistic delight in machinery, and while looking for ways to improve its function, takes greater pleasure from its perfect operation.

Sevok (Supporting Character/Notable NPC)- Starfleet Science Officer

Attributes				Disciplines			
Control	9	Insight	9	Command	4	Security	2
Daring	7	Presence	9	Conn	3	Science	1
Fitness	9	Reason	11	Engineering	2	Medicine	1

Focuses: Hand-To-Hand Combat, Persuade, Phaser

Trait: Vulcan. Vulcans are naturally resistant to extreme heat and dehydration, extremely strong, and have keen auditory and olfactory senses. They are also telepathic, though this takes training to properly manifest, and they learn mental discipline and emotional control from childhood. However, this control takes regular meditation to maintain, and their controlled nature and desire for privacy can distance them from others, and make interactions awkward.

Value:

Appreciating Infinite Diversity Requires Understanding: Sevok believe that to truly appreciate IDIC, one must understand not only the “how” of the universe, but the “why” behind the actions of others. Comprehending their reasoning does not, however, require endorsement or approval. Understanding why Klingons, for example, believe they are driven to expansion and conquest does not mean agreeing with their logic or embracing their methods.

Talent:

Mind Meld: Sevok has undergone training in telepathic techniques that allow the melding of minds through physical contact. This will always require a Task with a Difficulty of at least 1, which can be opposed by an unwilling participant. If successful, you link minds with the participant, sharing thoughts and memories; **Momentum** may be spent to gain more information, or perform deeper telepathic exchanges. This link goes both ways, is a tiring and potentially hazardous process. Complications can result in pain, disorientation, or lingering emotional or behavioral difficulties.

Nerve Pinch: Sevok has learned to use a Vulcan form of neuropressure to swiftly and non-lethally incapacitate assailants. The nerve pinch counts as a melee weapon with 1▲ Intense, Size 1H, and the Nonlethal quality. You may use **Science** or **Medicine** instead of **Security** when attempting a nerve pinch Attack, and may increase damage according to the Discipline used.

Combat Weapons and Attacks:

Stress: 15 Unarmed Strike; Melee 3▲, Knockdown, Size 1, Nonlethal
Type 1 Phaser; Ranged, 4▲, Size 1, Charge.

Sevok is third-generation Starfleet, and like his mother and grandfather before him, is an inveterate explorer with an incurable curiosity. Sevok is insatiably eager to determine what's around the next corner, the next planet, the next sector.