

*STAR TREK*TM

ADVENTURES



MISSION BRIEFS

MYSTERIES

TALES FROM THE 23RD CENTURY

TROY MEPYANS

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MYSTERIES

TROY MEPYANS

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INTRODUCTION

Space exploration is a treasure trove of mysteries for the curious; for those who love to dig deeply into a question to find the answer, or perhaps to reveal even more questions. There is no shortage of strange and wondrous things in the cosmos, and a spacefaring crew will regularly be faced with mysteries of all kinds, at varying difficulty and complexity.

This packet presents ten detailed mission briefs oriented around a variety of mysteries, each of which you can modify for use in your *Star Trek Adventures* campaigns set during the original series era (approximately 2260–2299) or any other era of play with minor modifications. Each mission brief is designed to stand alone, though they could easily be strung together into a story arc or added to an existing campaign.

ELEMENTS OF A MISSION BRIEF

A mission brief contains several elements that collectively create a high-level outline for a *Star Trek Adventures* mission. Each element may be modified as needed to suit the needs of your particular game and group of players. The elements of a mission brief include:

- ▶ **Title:** An evocative title for the mission.
- ▶ **Suggested Era of Play:** The *Star Trek* time period in which the mission is recommended to be set (*Enterprise* era, original series era, *The Next Generation* era, etc.).
- ▶ **Suggested Spotlight Role:** The suggested focus player character role. This can be used to help you and your players plan milestones and character arcs.
- ▶ **Synopsis:** High-level summary, detailing key points such as location, antagonists, the plot, etc. The synopsis generally explains how the story might relate to the player characters and provides the essential details needed to start developing the story.
- ▶ **Major Beats:** Key scenes or encounters to include, leaving room for you to bridge them as needed with material unique to your cast of player characters and campaign events.
- ▶ **Minor Beats:** Secondary plot elements or suggested subplots that you could weave into the mission as a side scene or subplot.
- ▶ **Key Non-Player Characters:** Brief descriptions of key NPCs, including the main antagonist(s). This element may also suggest specific NPCs from the core rulebook to use or adapt. Note that any page references listed in this document refer to the Starfleet-oriented *Star Trek Adventures* core rulebook.
- ▶ **Conclusion:** The intended ending of the mission, with suggestions on how to adjust the conclusion if the players move the story in unanticipated directions. This element may also include a suggested coda scene, closing captain's log, or personal log entry, bookending the mission based on the opening log entry, if one was provided.
- ▶ **Adding This Mission to Your Campaign:** Advice on how you might fit the mission brief into your ongoing campaign.

"SUFFER THE LITTLE CHILDREN"

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Captain

SYNOPSIS

The players receive orders to investigate a recent kidnapping of five school-aged children from the colony on Colis III. When the players arrive at Colis III they find evidence of transporter use from low orbit, as well as the sensors on the surface having been tampered with to prevent the ship's detection. Pursuit of the ship leads to an undiscovered planet where the children have been brought by a man named Darvin Reeves to a non-corporeal entity he calls "Matron," who is desperately lonely after its own offspring left eons ago.

OPENING LOG ENTRY

"We are en route to the colony world of Colis III to investigate a crime which chills even the most seasoned officer: the kidnapping of children. We will be heading the investigation to find and retrieve them before this situation takes an even more tragic turn."

MAJOR BEATS

HOW COULD THIS HAPPEN?

The landing party will meet colony administrator, Mila Post. Post tells them that the teacher, Darvin Reeves, has gone missing as well. The players discover evidence of transporter use, and that the colony's sensors suffered a power failure until several hours after the kidnapping. Surveillance cameras show Darvin Reeves with the children using a communicator moments before they are transported out.

THE GAME IS AFOOT!

Once Darvin Reeves has been discovered, his ship can be followed to a planet in the Dolca Nebula. Transporters are too dangerous given the environment. When the characters land, they will find that their weapons do not function, nor can they contact their ship. A woman's voice in their heads tells them that Darvin is her "companion" and is not to be harmed. She appears as a woman to speak with the characters.

LOVE AND LONELINESS

The Matron speaks about herself and her offspring finding a home on this world millennia ago. She hints that they were refugees from a stellar conflict. The Matron's offspring left the planet, leaving her terribly lonely. Five years ago, Darvin's ship crashed. She told him of her loss and he promised he would bring children for her to love. It's clear the Matron is in love with Reeves and will ask him to stay.

MINOR BEATS

The hint that there was a great conflict in the Milky Way long before the species of the Federation took their first steps into the stars should be an intriguing, if not frightening, prospect that may bear investigating.

KEY NON-PLAYER CHARACTERS

Darvin Reeves is a teacher that ended up on the Matron's world. As he repaired his ship, the Matron appeared and told him of her loneliness. Reeves left the planet and put his plan into motion for bringing her children. Use the Starfleet Engineer stat block on page 315 to represent him.

CONCLUSION

The players should be able to convince the Matron and Reeves to return the children. If they can't or don't, the Matron will have to be temporarily subdued somehow for them to escape. Reeves will remain behind assuming the player characters don't take him into custody to answer for his crime.

ADDING THIS MISSION TO YOUR CAMPAIGN

Perhaps one of the children belongs to a player character or their family. There may be a connection between the Dolca Nebula and the characters' current mission.

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“THE MAELSTROM IMPERATIVE”

- ▶ **Suggested Era of Play:** Original series era
- ▶ **Spotlight Role:** Engineering Officer

SYNOPSIS

The star Delta Pegasi in the Equestrius Cluster appears to be losing luminosity and there are traces of x-rays. These are the signs of a black hole, but there is nothing on sensors that equals the mass of such an object. While conducting a survey of the system, the crew find a miniature black hole, siphoning energy off the star and causing it to become unstable. Initial scans show that the fourth planet has a pre-warp civilization.

OPENING LOG ENTRY

“We have discovered a star system that defies all explanation. Delta Pegasi was noticed to be losing luminosity by the science team as we approached. What has us baffled is the miniature black hole siphoning energy from the star. The fourth planet in the system has a pre-warp civilization. We are hoping to save this civilization before the star collapses.”

MAJOR BEATS

A RIDDLE WRAPPED IN AN ENIGMA

Sensors indicate the ruins on the first planet point to a technologically advanced civilization that once existed there. There is evidence the planet was similar to Earth; but is now L-Class. What is strange is that some of the radiation is being siphoned off toward the first planet before it is devoured by the singularity.

THE PAST IS THE FUTURE

The landing party determines that the civilization was roughly equal to the Federation in technology. The ruins are dangerous, with occasional earthquakes brought on by tectonic upheaval. Energy signatures bring them to a large building in the ruins. The characters will have to get past automated defenses and security to access the interior.

SCIENCE GONE WRONG

The building is a laboratory, where the characters find the central computer and access its data. The natives of this world were working on a siphon that would essentially “sip” energy from the nearby star. The system worked, but went

horribly wrong, and the singularity was created, slowly devouring the star. The planet was quickly evacuated. There is no way to shut down what has begun. One possibility is to reverse the siphon and return what energy they can to the star, which would delay its collapse by around three hundred years.

MINOR BEATS

The player characters may uncover clues that the creators of the siphon fled into what is now part of Klingon space. It may be something that Starfleet Intelligence will want to know, seeing that their siphon could easily be weaponized by the Klingons.

KEY NON-PLAYER CHARACTERS

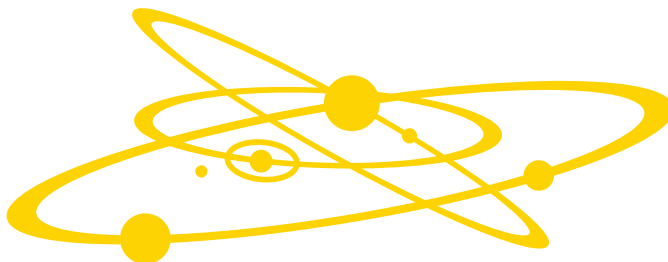
Gamemasters can build the laboratory’s automated defenses to suit their needs and campaign. Defenses may include stationary phaser emplacements that can be targeted and destroyed with an injury or overridden by clever player characters.

CONCLUSION

The mission ends when the player characters work out a solution or run out of time. If unsuccessful, the Federation will eventually evacuate the fourth planet. (This does not violate the Prime Directive since an outside force interfered in the planet’s history and evolution.)

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can easily fit into any campaign by having the survivors of the first planet wind up in Romulan or Cardassian space instead of Klingon space.



"CLOAKS AND DAGGERS"

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Security Chief

SYNOPSIS

Starbase 516 has been upgrading the sensor suites of certain Starfleet vessels with a technology codenamed Daedalus. This technology will make it easier for Starfleet to detect and track cloaked vessels. The Romulans have an agent, a Human named Grady, that they've instructed to sabotage the project; but he ends up dead. One of the player characters is arrested for the murder. The rest of the crew investigate to find out who is truly responsible. As the players close in on the killer, he vanishes, and any queries are classified at the highest level.

OPENING LOG ENTRY

"We have been cataloging the Persephone Cluster, but have made it back to the Federation for maintenance on the ship and well-earned shore leave. Starbase 516 may not be the center of the entertainment district, but there's more than enough to keep the crew busy."

MAJOR BEATS

MURDER MOST FOUL

The characters are on Starbase 516 for shore leave when they are approached by the station's security chief, Lieutenant Commander Davis. He singles out one of the characters and places them under arrest for the murder of a Human Lieutenant named Grady. When the character denies being involved in the murder, Davis will call up a video that shows them entering and exiting Grady's quarters shortly before the body was discovered.

ON THE TRAIL OF A KILLER

The captain sends his own security chief to investigate the crime, which annoys Davis. During the course of the investigation, they will find that the door to Grady's quarters was accessed from the outside. Considering the video they were shown doesn't show the suspected character accessing the door controls, this discovery throws doubt on the video. The camera system has been tampered with using a high level of skill. The original recording is missing;

but they do see an Andorian moving down the hallway near Grady's quarters around the time of the murder.

I'M SORRY, THAT'S CLASSIFIED

The player characters take their evidence to Davis, who releases the character and authorizes the characters to hunt down this Andorian. After searching, they find a name to put with their quarry - th'Zhane - only to be told that he left the station an hour before, with authorization signed by the station commander.

MINOR BEATS

An officer may stumble across the files for Project Daedalus, triggering a visit from Starfleet Intelligence. Gamemasters may also decide on a confrontation with th'Zhane before his escape, possibly even unwittingly aiding his escape from the station.

KEY NON-PLAYER CHARACTERS

The station security chief, Lt. Commander Davis, can be represented by the Starfleet Security Officer found on page 314. If you choose to have a confrontation with th'Zhane, he can be represented by the Section 31 Operative on page 315.

CONCLUSION

If the player characters are successful they will be praised by Commodore Kwai, but also warned not to follow-up on th'Zhane. Should they report this to Starfleet Command, they will be advised not to pursue the matter any further.

ADDING THIS MISSION TO YOUR CAMPAIGN

This adventure can be inserted into any campaign as a drop-in episode that will give players the chance to get involved in a classic whodunit with a twist.

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MYSTERIES

“GHOST TOWN”

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Science Officer

SYNOPSIS

The player characters are ordered to the world of New Britannia to investigate a distress call. When they arrive, they find the colony on the planet still intact; but not a soul within it. It seems as if they all vanished in the same instant. The landing party discover a lab used by the colonists to study their star and find that the system's star sends out previously unknown pulses of radiation. This radiation pulse has shifted all living matter to a dimension outside known space. The scientists of this colony knew of the star's properties and believed it would bring them to a world beyond the hardships of the known universe.

OPENING LOG ENTRY

"We are travelling to the colony world of New Britannia to investigate a garbled distress call. The only salvageable part of the message speaks of an impending catastrophe. I have assembled a landing party to beam to the surface, assess the situation, and find out more about this catastrophe."

MAJOR BEATS

DUST IN THE WIND

The players' ship enters orbit around New Britannia; but their hails go unanswered. Sensors are not showing any life on the surface. Strangely, the atmosphere is unchanged. The landing party beams down, finding that the colony is a ghost town. The rest of the world has become lifeless.

SECRETS IN THE SKY

As the landing party investigates, they realize that what happened must have happened in an instant. They also find a strange background radiation present everywhere on the planet; but can't identify it. The ship reports that they have been buffeted by solar winds creating strong currents in orbit. They are able to ride things out for now.

COME THE RAPTURE

The landing party find an observatory in the center of the colony, where they will need to bypass security to enter. Accessing the computers in the facility will reveal that the star releases a pulse of unknown radiation that the

scientists theorize will take all living matter to another dimension. The landing party see these theories in other notes, but also find a single body in an office near the main observatory. This body belongs to the scientist that sent the distress call. He was murdered to keep from warning the citizens.

MINOR BEATS

The player may discover large deposits of metals on New Britannia, many of which haven't been accessed yet. Do the players recommend a quarantine of the world, or do they suggest that the planet be mined, even with the danger of another pulse?

KEY NON-PLAYER CHARACTERS

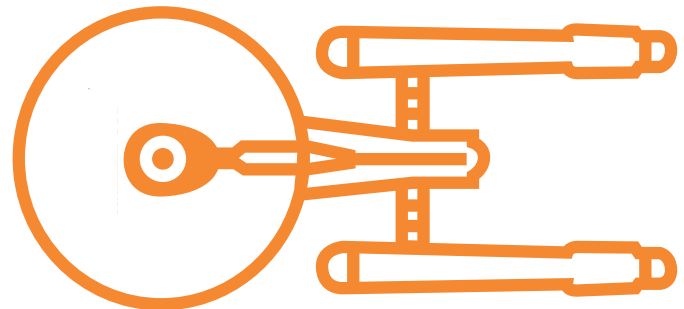
This may be a good time to introduce the characters to members of other scientific organizations. These entities may only request the characters share data; but they may also cause headaches by insisting on sending representatives with them, constantly fooling with computers and equipment.

CONCLUSION

The player characters have a number of options: they can recommend the system be quarantined; they can recommend the Federation begin mining operations; or they may come up with a different solution.

ADDING THIS MISSION TO YOUR CAMPAIGN

This adventure can be added to any campaign set in any era with no real changes being needed to do so.



MYSTERIES

"FIRST, DO NO HARM"

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Medical Officer

SYNOPSIS

A delivery of medical supplies to a plagued colony leads the characters to Cerberus IV where patients that receive the treatment are dying afterward. Dr. Adamos begs the medical officer to help him figure out what is wrong. A study of the cure shows that it has been genetically altered. This leads to a list of possible suspects who have plotted murder on a massive scale. The characters must find out who and why. The culprit is at a remote facility away from the main colony. Dr. Sovek is actually a Romulan agent and will not allow himself to be taken alive.

OPENING LOG ENTRY

"The colony on Cerberus IV, close to the Romulan Neutral Zone, has reported an outbreak of Tarkanian Plague. We have medical supplies and will see if there are any other ways we can help before we continue onward."

MAJOR BEATS

THE CURE IS WORSE THAN THE DISEASE

As the player characters' ship arrives in orbit, they are contacted by Doctor Teodoro Adamos. Patients who have received the cure are dying. He has studied the medication and is unable to find out what has gone wrong. He begs the characters to beam down to the surface and determine what's happening. In the meantime, he will synthesize more of the cure to replace the tainted supply.

BAD MEDICINE

A necropsy reveals death from massive organ failure, which isn't a symptom of the plague. Study of the cure reveals that it has been modified. This is murder on the part of someone that knows medicine; which would point to Doctor Adamos, a Vulcan doctor named Sovek, or four nurses. The colony's computers show that records for synthesizing the cure are missing; but the characters find evidence of how the cure was altered. Dr. Sovek was in charge at the time.

PAGING DR.DEATH

Dr. Sovek is in a remote section of the colony. He has already murdered the nurses and has taken precautions to prevent being beamed out of the facility. Sovek, whose real name is Tirel, is aware of the characters' arrival and is anticipating them. He has armed himself with a disruptor and will barricade himself in when they attempt to enter the clinic. He kills himself after the first round.

MINOR BEATS

Tirel is an excellent lead-in character to an arc or even a campaign along the Romulan Neutral Zone, involving all the machinations that entails. The characters may even find evidence of other operations in Tirel's office, leading them to the next Romulan conspiracy.

KEY NON-PLAYER CHARACTERS

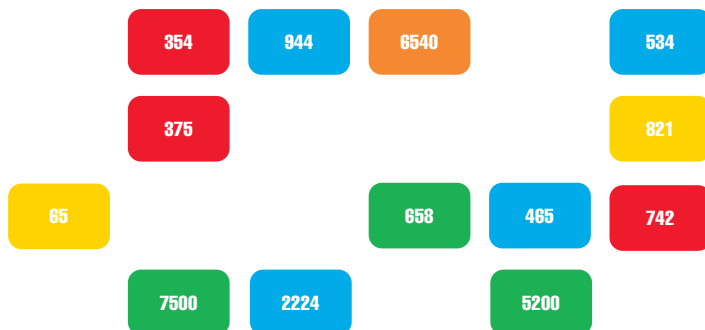
Tirel is an agent of the Tal Shiar and uses the stats for Major Verohk found on page 327. He will use his Guile and Cunning special rule to attempt to ambush the Starfleet officers before taking his own life.

CONCLUSION

With the real cure synthesized, the remaining colonists are saved and Dr. Adamos vows to continue immunization research. Taking Tirel alive could also reap great rewards for Intelligence.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be added as a standalone in your campaign, or even as the introduction to an arc or campaign of its own along the Romulan Neutral Zone.



"CAN I PLAY WITH MADNESS?"

- ▶ **Suggested Era of Play:** Original series era
- ▶ **Spotlight Role:** Science Officer

SYNOPSIS

The player characters are called to investigate why a survey ship has fallen silent while on a routine mission. Upon finding her, the survey ship will not respond; but is moving at maximum impulse speed on a heading into the system's sun. The characters will need to board the ship and discover what has happened. The crew has succumbed to a parasite from Pericles II. The captain's last act was to lock in a course for the system's star to destroy the parasites. It will fall to the characters to determine a means to eliminate the parasites.

OPENING LOG ENTRY

"We have been ordered to check in on the *U.S.S. Merriweather*, a survey ship looking for habitable worlds in the Pericles System. There hasn't been a report in over a day, and the protocol is once every six hours, so Starfleet Command has reason to be concerned."

MAJOR BEATS

THE SILENCE IS DEAFENING

The characters' ship enters the Pericles system and finds the *U.S.S. Merriweather*, but it is moving at maximum impulse toward the sun. All hails are ignored. The characters notice all life-boats have been jettisoned. According to scans, *Merriweather* still has a full crew complement, so no one was in the life-boats.

MY ALLY, MY ENEMY

Once on board *Merriweather*, the characters will need to move from the transporter room to the bridge. Between them and the bridge are at least a dozen officers who have become violently insane. Thankfully, the madness has turned them into berserkers that will only attack with their fists. Once they have been dealt with, the science or medical officer will have a moment to scan a neutralized officer and discover that their brain has been infested with parasites, causing them to lose all rationality and restraint.

INTO THE DEEP FREEZE

Once the characters enter the bridge, they see the slumped form of the captain, a phaser on the ground next to the chair. It is clear that he committed suicide and it was he that set the course into the sun. The characters will have to override the lock-out and take control of the ship before they can turn their attention to dealing with the parasites. Once the ship is under control, the player characters determine that extreme cold will kill the parasites.

MINOR BEATS

Pericles II may show up in the *Merriweather*'s logs as being high in industrial metals and crystals, making it prime for colonization and mining; but the Federation will have to come up with a defense against the parasites.

KEY NON-PLAYER CHARACTERS

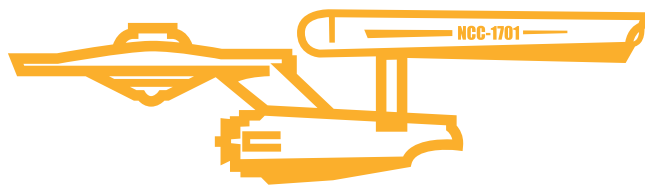
The insane crewmen on *Merriweather* use the stats for the Starfleet Security Officer (to reflect the strength and agility brought on by the parasite) found on page 314. Give them Resistance 1 to reflect their ability to take more punishment.

CONCLUSION

With the parasites identified and dealt with on *Merriweather*, Starfleet will order the player characters' ship to remain in the system until another ship can arrive to relieve them.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be used in any era without modification.



"DANGEROUS LIAISONS"

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Security Officer

SYNOPSIS

On the world of Keseris, inside the Organian Treaty Zone, the Prime Leader is assassinated. The Organians require an investigation, with Klingons and Starfleet working together to find the killer. The investigation leads to a group that's opposed to dealing with outsiders. Both teams make their way to where this group meets and find the assassin, Tendus. The next day, the new Prime Leader announces that there will be no "outsiders" on Keseris and demands that the Klingons and Starfleet leave.

OPENING LOG ENTRY

"We have been on the world of Keseris for two weeks, petitioning the government to allow the Federation to develop their world. The Klingons have also sent a representative, Korgon, along with his entourage. So far both sides have behaved themselves."

MAJOR BEATS

DEATH RESPECTS NEITHER STATUS NOR WEALTH

The characters are summoned to meet with the Head of the Planetary Guard. Once they arrive, the characters and Klingons are informed that the Prime Leader has been assassinated. The Head of the Guard believes one of the two parties is guilty. An Organian appears, telling the Guardsman that both are innocent. He insists they work together to find the assassin.

WHO SAW WHAT?

The parties will be able to investigate the body of the Prime Leader and interrogate the staff. The Prime Leader was shot with a laser. The Guard will admit that they've had weapons stolen; but haven't been able to track down the culprits. A staff member will reveal that there is an opposition group that advocates neutrality and are known to meet in a building in the capital.

BRING 'EM BACK ALIVE!

The investigators arrive at the building only to find it barricaded with armed guards. The fight shouldn't be difficult; and the leaders surrender quickly. Once they have surrendered, a man named Tendus will admit to the assassination, stunning the others. He tells them it was the only way to keep Keseris free.

MINOR BEATS

The rivalry between Korgon and the characters presents an opportunity to introduce a recurring thorn in their side. Was the new Prime Leader aware of the plot? It's convenient she removed Starfleet and the Klingons as her first action.

KEY NON-PLAYER CHARACTERS

The leader of the Planetary Guard uses stats for a Starfleet Security Officer found on page 314. The staff uses the stats for Starfleet Engineering or Science Officers. Both are found on page 315. Korgon will use the stats for Moq'var, son of Koloth on page 319; and his men use the stats for Klingon Warriors on page 317. The opposition guards use the stats for Starfleet Security Officers.

CONCLUSION

The following day, the second in command to Locas is installed as Prime Leader. She announces that there will be no outsiders on Keseris while she is in power and demands both Starfleet and the Klingons leave immediately.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission could be a stand-alone or the beginning of a greater arc or campaign set in the cloak and dagger environs of the Neutral Zone. Modifying this to another era would be as simple as moving Keseris to the Triangle and have the opposition be Romulans or Orions.

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MYSTERIES

“TOOTH AND CLAW”

- **Suggested Era of Play:** Original series era
- **Spotlight Role:** Captain

SYNOPSIS

The Gorn Hegemony have accused the Federation of stealing the Tooth and Claw of Ssurest, a leader from their distant past, from Cestus III. With the Gorn threatening war if the artifacts are not recovered, the characters are tasked with returning them. The characters find that a trader captain named Arlo Beddo has made off with them and intends to sell them to the highest bidder, then profit from the coming war.

OPENING LOG ENTRY

“We have received disturbing news from Cestus III. It appears that two artifacts belonging to the Gorn are missing, and they blame the Federation. If the artifacts are not returned within seventy-two hours, they will declare war. I’m leading a team there in order to investigate the theft and recover the artifacts.”

MAJOR BEATS

FRONTIER DIPLOMACY

The mission begins with the landing party beaming into the Federation delegation’s compound where they are met by T’rea, the Vulcan diplomat in charge. She informs the characters that Sruxin, the Gorn diplomat, is willing to answer questions about the artifacts but is unable to alter the timeline.

During the interview with Sruxin, the characters are told that the artifacts had only recently been discovered by a Gorn survey team. He believes that either a Federation spy, or one of his own people, conspired to steal the artifact to foster war between the two powers.

PAPERS, PLEASE

The player characters begin their investigation by interviewing the Federation delegation. They find that a trader left Cestus III within the last 24 hours, around the same time that the theft was reported. The trader, a Human named Arlo Beddo, comes up as someone that lost family on Cestus III when the Gorn first attacked. Beddo’s flight plan shows him arriving at Space Station R21, an independent rest area.

APPREHENSION

Following Beddo to R21, the characters deal with an Orion barkeep named Jaxx for information. Fending off an ambush by free-traders, the characters chase Beddo to his ship. He attempts to outrun the characters’ starship; but is brought to heel and the artifacts are recovered.

MINOR BEATS

Investigating Space Station R21 may lead the characters into an arc where they end up dealing with smugglers and conspirators from all corners of the known Galaxy, each with their own agenda and backing.

KEY NON-PLAYER CHARACTERS

Use Rear Admiral Thyran’s stats from page 316 for Ambassador Sruxin, with only Unarmed Strike as his combat ability. Use the stats for the Ferengi Salesman on page 326 for Jaxx; and the Starfleet Conn Officer from page 314 for Arlo Beddo.

CONCLUSION

The mission concludes when the Tooth and Claw are returned to Ambassador Sruxin and war is averted. The characters may have even impressed the Gorn enough to add the trait of “Friend of the Gorn” to their characters, at the gamemaster’s discretion.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can easily be adapted to any era without much modification. Perhaps the Romulans are involved, trying to foment a war between the two powers. In place of an Orion, Jaxx may be a Ferengi instead.



"A WOLF IN SHEEP'S CLOTHING"

- **Suggested Era of Play:** Original series era
 ► **Spotlight Role:** Helm or Navigator

SYNOPSIS

Federation operatives in Romulan space are being uncovered and executed at an alarming rate. Starfleet discovers that the Romulans have somehow broken Starfleet Intelligence's most secure code. A mole is uncovered near where the characters' ship is currently docked. An urgent order comes to apprehend this mole before he crosses into the Neutral Zone. The mole dives into an asteroid belt to hide; but the characters flush them out. They are stopped by the characters' ship before they can enter the Neutral Zone.

OPENING LOG ENTRY

"We have received a priority order to pursue a small private vessel named *Gainful Endeavor*, piloted by a man named Blaine. Blaine is suspected of stealing Starfleet's most secure code and turning it over to the Romulans. According to Command, we've already lost assets to this mole."

MAJOR BEATS

CATCHING THE SCENT

The player characters' ship sets out on the hunt for the *Gainful Endeavor*, which has been spotted sprinting for the Neutral Zone. The conn officer must coordinate information and guide the ship to a path that will head off Blaine. Once the characters are in range to see the *Gainful Endeavor*, it dives into a nearby asteroid field.

COME OUT, COME OUT, WHEREVER YOU ARE

The characters scour the asteroid field, looking for the *Gainful Endeavor*, hoping to force Blaine out of hiding. The conn officer must guide the ship through the field while trying to maneuver where sensors can penetrate it. The *Gainful Endeavor* is flushed from hiding and heads for the Neutral Zone.

TRAPPING A MOLE

Gainful Endeavor runs toward the Neutral Zone; but the characters' ship is faster. Long range sensors detect a Romulan ship on the far side of the Neutral Zone. The characters get into range of the *Gainful Endeavor*, and may attempt to disable the ship and stop it with a tractor beam. Blaine is brought on board. The Romulan Captain hails and says, "Where there is one, there are more," before cloaking.

MINOR BEATS

Perhaps the security officer is informed in a secret transmission that there may be a mole aboard ship and must try to track them down while the ship is in pursuit of Blaine. Is there a deeper operation the Romulans are undertaking in all this? This adventure offers characters the chance gain a new adversary in the Romulan Captain. Perhaps they will encounter them again in another scheme along the Neutral Zone.

KEY NON-PLAYER CHARACTERS

Use the Starfleet Conn Officer stats on page 314 for Blaine, and the stats for a Danube-class Runabout on page 235 for the *Gainful Endeavor*.

CONCLUSION

With Blaine captured, Starfleet will begin a purge of potential security risks, which may lead to conflict with the characters if they start accusing innocent officers of wrong-doing. The Romulans will destroy the *Gainful Endeavor* if it crosses the Neutral Zone.

ADDING THIS MISSION TO YOUR CAMPAIGN

Converting this mission to *The Next Generation* timeline would require no real changes; but *Enterprise* era gamemasters may wish to use Orions in place of the Romulans and have there be a confrontation between an Orion ship and the characters' ship as they debate the fate of Blaine and the *Gainful Endeavor*.

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"FRONTIER DIPLOMACY BLUES"

- ▶ **Suggested Era of Play:** Original series era
- ▶ **Spotlight Role:** Security Officer

SYNOPSIS

Federation Ambassador Shon th'Azonan has been abducted by masked assailants from a state dinner with representatives from the planetary government of Golin III. The characters' ship had just left the planet after delivering the Ambassador and is ordered to return and find him.

OPENING LOG ENTRY

"We have just left Golin III, which is in the early stages of diplomatic contact with the Federation. Federation Ambassador Shon th'Azonan is heading up the diplomatic team and is optimistic that this will be a mutually beneficial relationship."

MAJOR BEATS

DARKNESS FALLS

The characters are recalled to Golin III with news that Ambassador th'Azonan has been taken from the convention center by masked assailants who killed the security guards before transporting out. The characters send a landing party to meet with Golin authorities to determine who the kidnappers are and where they have gone. The Golin will give the characters footage of the attack, with one of the assailants speaking Orion before they transport out. The Golin also inform them that they believe the kidnappers have escaped into Port Royal. This is an easy place to hide and is shielded against sensor scans or transport from orbit to protect goods and personnel. The Convention Center was shielded; but the attackers were able to transport out.

TURNCOATS AND PAYOFFS

No one has been allowed to leave the Convention Center, and the Golin believe that the party responsible is still present. The landing party investigates those present, finding a Human and a Golin from the government in possession of beacons designed to bypass the shielding. They remain silent, clearly conditioned against interrogation. With no other leads to go on, the characters move on to Port Royal to take down the kidnappers before they escape and slip past the characters' ship.

A PIRATE'S LIFE FOR ME

Entering Port Royal, the Characters meet with the Port Master, named Esseren. He tells them that the most likely location for finding th'Azonan would be the Emerald Dancer, a tavern frequented by Orion traders. They should get information from the patrons, provided they bribe or intimidate them enough. The Orions are hostile, but don't start any violence. A dancer comes close to a character, telling them that the Andorian is being held upstairs. The characters rush upstairs into an ambush by the kidnappers. Overwhelming the kidnappers, the characters find Ambassador th'Azonan nursing a stab wound in his side, with an Orion dead at his feet.

MINOR BEATS

The Human and Golin turncoats could be working for the Romulans or any other power that wants to see the negotiations derailed. Do they send operatives to eliminate the characters in Port Royal?

KEY NON-PLAYER CHARACTERS

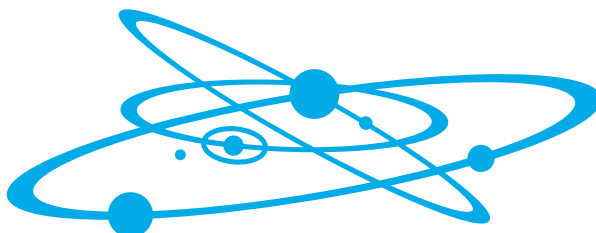
Use the stats for a Starfleet Security Officer on page 314 for the Orion kidnappers and Starfleet Conn Officer stats on page 314 for the Orion tavern patrons. The kidnappers are using phasers, while the patrons are unarmed.

CONCLUSION

With the return of Ambassador th'Azonan, the negotiations go smoothly and Golin III applies for membership in the Federation. The player characters are ordered to deliver their prisoners to Intelligence.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission should fit into any campaign with no modifications.



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