

STAR TREK™
ADVENTURES

*WE CAME FORTH
TO CONTEMPLATE
THE STARS*

BY IAN LEMKE

A LIVING CAMPAIGN MISSION FOR 2269

INTRODUCTION

We Came Forth... is a mission for the *Star Trek Adventures* Living Campaign series. This mission is meant to be played by a Gamemaster and 3-6 Players and has been designed to be used for the *U.S.S. Lexington* and her crew in 2269.

To run this mission, the Gamemaster needs to be familiar with the mission itself and the *Star Trek Adventures* rules.

For this mission, you will need:

- At least two 20-sided dice (d20) per Player, and several 6-sided dice (d6) to serve as Challenge Dice
- A set of chips or tokens for Momentum
- A set of chips or tokens for Threat
- Characters and the *U.S.S. Lexington* starship sheet

SYNOPSIS

After the events of *Bacchus's Irresistible Call*, Admiral Banna Stoker orders the *Lexington* to investigate the fifth planet around 51 Pegasi that was referenced in the data recovered from Bacchus IV. While exploring the ruins of an ancient structure on the planet, the crew are transported to an impossibly massive space station at the edge of the Milky Way Galaxy. At their arrival point, they are greeted by an alien species who call themselves The Covenant.

The Covenant are convinced that the crew are messengers of their gods (or perhaps the gods themselves) who abandoned them long ago. The Covenant hold a magnificent feast and celebration for the messengers. During the celebration, they learn that they are on a massive space station inhabited by the Covenant, as well as another hideous species that the Covenant call the Apostate. The Apostate are, according to the Covenant, mindless beasts to be feared, reviled, and even hunted. The Characters also learn that the Covenant believe the station was built long ago for the Covenant and that it has a purpose, but their gods abandoned them before the purpose was revealed. After the celebration, the crew are imprisoned.

Eventually, the crew can escape and search for a means to repair the transportation device that brought them to the station. The search leads them deep into the bowels of the station where they encounter the Apostate, who turn out to be gentle and friendly beings. They fear the Covenant and only wish to be left alone. Tricorder scans reveal that the Apostate are the same species as the Covenant, but they have mutated over the centuries due to their proximity to the radioactive core of the station.

The Apostate can show the crew to the machinery that operates the station. They are the descendants of the engineers who operated the station long ago and still maintain some knowledge. They can assist the crew in repairing the transportation device that brought the Characters from across the Galaxy. A further examination of the Apostate reveals that the mutation effects can be reversed with the right treatment. As the Characters work to repair the ancient machinery and undo the effects of hundreds of years of mutation, the Covenant, furious that they have been once more forsaken by their gods, attack the crew and the Apostate. Hopefully, the crew can help reveal that the

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Apostate and the Covenant are the same people. With the two peoples reunited, the crew finish the repairs and are able to return to 51 Pegasi.

Gamemasters begin this mission with 2 points of Threat for each Player Character in the group.

SCENE ONE: EXPLORING THE RUINS

Read or summarize the following:

“Captain’s Log, Stardate 5332.4, the Lexington received orders from Admiral Banna Stoker to proceed to the fifth planet of the 51 Pegasi system based on some of the data we recovered from Bacchus IV. Upon arrival, we located a massive structure in the southern hemisphere. The structure is built into an existing mountain, and we have not been able to locate an entrance from orbit. Our science officer has detected an unusual energy source deep underground, but the geology of the mountain is interfering with our sensors. Solving this mystery is going to require beaming down to the surface to take a closer look.

I’m beaming down with a survey team to see if we can find an entrance into the structure. With any luck, we discover the purpose of these ancient structures and maybe learn about the people who created them.”

Unlike most stories in *Star Trek Adventures*, this story begins *in media res* – in the middle of the story. The crew has already beamed down to investigate the ruins of an ancient structure found on the surface of the fifth planet in orbit of 51 Pegasi also known as Pegasi V.

After hours exploring the outside of the ruins on the hot surface of the planet, the crew has just discovered an entrance to the ruins. As they scan the entrance with their tricorders, the interior of the structure illuminates with a pale blue light, and the Character’s tricorders become useless.

Assume that two security officers, Ensigns Frank Haverty and Peme Sh’vaohran (an Andorian), have beamed down with the team. The Characters have whatever basic equipment they think is appropriate for the mission: most likely a communicator, phaser (Type I or II), and a tricorder. A medical officer can be carrying a full medical kit.

Read this section to the players to begin the story:

You’ve spent the entire day picking through ruins and searching the base of the mountain for an entrance to the ancient complex. Somewhere under this mountain is an unidentified energy source. Finally, just as you were about to beam back up to the ship, an ensign calls out. They have discovered an entrance!

The entrance to the ruin beckons, a dark hole burrowing deep into the side of the mountain for as far as you can see. As you approach, the interior suddenly illuminates with a dim blue glow. Blue lights flicker down the walls, tracing glyphs and runes, like those you saw on Bacchus IV. You can now see that the tunnel extends at least 50 meters into the mountain before it appears to slope downward. Glancing down at your tricorders, you notice that they have stopped working.

Allow the Players to make an **Insight + Security Task** with a Difficulty of 2. Any Character who succeeds sees the sand moving (about 10 meters away) from creatures borrowing just beneath the surface. Communicator or phasers are just as useless as tricorders. The creatures are armored slugs (the number of slugs equals the number of Characters +2).

The Characters can run or stand and fight. If they stand and fight, tell them that there are signs of more of the armored slugs, possibly many more, moving toward them under the sand. Have the slugs

focus their initial attacks on the two NPC security officers, probably overwhelming them quickly, but allowing the Characters a little longer to flee.

The Characters can outrun the slugs by making a **Fitness + Security Task** with a Difficulty of 1. Failure means that a slug gets to make a free attack on the Character, at which point the **Task** can be attempted again. Once inside the tunnel, the slugs curl into an armored ball and roll down the corridor toward the Characters. There are stairs at the end of the corridor that descend another 100 meters before opening into a large octagonal chamber (50 meters in diameter). A stone monolith etched in runes and carvings (reminiscent of those seen on Bacchus IV) dominates the center of the room, rising to the vaulted ceiling 20 meters above. The exterior of the room is encircled in a blue light that emanates from the floor. As the Characters enter the room, the runes and glyphs on the monolith flicker with light. The slugs pursue the Characters to the base of the stairs but stop at the blue light, unwilling to enter its glow.

As the last Character enters the monolith chamber, the light intensifies, and the Characters are paralyzed. At this point, read the following:

Your skin prickles as you realize that you can't move your limbs. A white light envelops you, and a tingling sensation like a transporter beam, pulses through your core. Seconds later the tingling sensation changes to a burning, as if every cell in your body is on fire.

Your vision returns to take in a chamber, not unlike the one you just left. Only here, in place of the stone wall is a massive viewport, a window that looks out over stars as far as the eyes can see – stars in the form of a pattern – a swirling pattern. It takes your mind a moment to comprehend that you are looking out over the Milky Way Galaxy!

Murmuring voices interrupt your reverie, and several people enter the chamber from one of the archways on the wall opposite the viewport. Tall and slender, the creatures have largish heads decorated with a coral-like growth on both sides. They wear long flowing robes of muted yellows and greens. The aliens huddle near the entrance, watching you and whispering to one another. After a few moments of urgent discussion, they turn toward you, dropping to a knee and bowing their heads. The alien closest to you, wearing yellow robes more ornate than the rest, spreads its arms and looks up, speaking, "Welcome, Messengers. I am High Curate Meheron. We are honored at your return."

GM Guidance: *The important thing here is to get the characters into the teleportation chamber. If the players are of the "leave no crewman behind" mentality they might refuse to leave the security officers to protect. If this is the case, have the security officers flee along with the Characters. If you don't mind dealing with two more NPCs feel free to have the security officers get transported along with the Characters. Alternately, you could have them trailing a little behind and not get teleported.*

If they refuse to flee the oncoming menace keep throwing Slugs at them until they get the idea. If necessary, have the security officer shout for the crew to flee into the cave.

SCENE 2: MESSENGERS OF THE GODS

The crew has been transported to massive space station built into an asteroid at the edge of the Milky Way Galaxy. They are in a chamber that appears almost exactly like the one that they left on Pegasi V, except that one side of the chamber is a massive viewport through which can be seen the entire galaxy thanks to advanced technology built into the viewport. If they check, the crew finds that their

equipment, tricorders, communicators, and phasers are now functioning normally, though they are unable to contact their ship (since it is now tens of thousands of light years away).

As they stand in the center of the room, the lights that illuminate the glyphs and sigils flicker and die, causing the room to darken. A Character taking a tricorder reading of the room with a successful **Reason + Science Task** with a Difficulty of 1 can determine that the power to the room shorted out at its source. By spending a point of Momentum, they can tell that recent energy surge caused by the transport caused the short. Reactivating the transport device is likely going to require locating the device's power source and making repairs; mostly likely the power sources can be located in the station's engineering section.

The aliens gathered at one of the arched egresses are a species who call themselves the Covenant. The leader of the group calls herself High Curate Meheron, and she greets the crew with reverence. She believes them to be messengers of the gods who brought them to this place long ago (see the section on the Covenant).

High Curate Meheron speaks briefly with the crew but does not accept any claims that they are not the Messengers. If they crew continues to insist that they aren't the Messengers, she simply nods and says something to the effect of "I understand" while giving a knowing smile. She believes that she and her people are being tested. She refuses to answer most questions, instead insisting that the crew follow her. She does tell them that "signs" presaged the arrival of the crew, and a proper reception awaits. The crew is ushered down several long hallways that appear to be carved out of stone and lined with metal.

THE RECEPTION

After several minutes, they come to another large chamber. Like the room they arrived in this one has another view of the Galaxy. Several, almost throne-like chairs, equal to the number of Characters, are arraigned at one end of the room. High Curate Meheron gestures to the room and explains that the food and entertainment have been arraigned for the arrival of the Messengers. Less ornate seats are arraigned nearby for Meheron and other members of the Curate. The crew is led to these chairs and offered a seat. Several long tables are covered in a wide array of food. The Apostate have a huge hydroponics area where they grow fresh fruit and vegetables, and there are a variety of dishes (all vegetarian), most of which are palatable or even delicious. The dishes include a variety of roasted vegetables, dips made of puréed fungus, fruits arraigned on sticks, and small pastries filled with fruits and vegetables.

Entertainers perform music and recite stories and poetry for the Characters for as long as they care to listen. Characters listening to the stories and songs can learn a little about the history of the Covenant with a successful **Insight + Science Task** with a Difficulty of 1. They learn tidbits about their home planet which was an Oceanic world of great beauty. They learn about the "gods" of the Covenant, that they were incredibly powerful and able to move amongst the stars at will and even had the power to move planet. There are also hints of war amongst the gods. A character who spends 2 Momentum learns that the Apostate may have once been part of the Covenant but there was a schism long ago. Several dozen Covenant of all castes and even children crowd around the table, all of them eager for a look at the Characters. The crew can mingle with this gathered throng as they chose.

Two guards monitor each of the three exits to the large room. If any of the Characters try to leave, one of the Curates approaches and explains that it is against protocol for them to leave before the

reception ends. If a Character persists, they become offended and insist that they return to the festivities.

Most of the Covenant eschew prolonged conversation, instead insisting that the Characters should enjoy the food, drink, and entertainment. Typical responses will be as follows:

“We will speak of important matters later. Now is the time of celebration.”

“Have you heard Blessed Lekan sing? His voice is so beautiful.”

“You must be tired after your journey. Eat. Rest. We will speak more later.”

“Do you think the gods are pleased by our music?”

By mingling with the crowd, the Characters can gather information about their situation. If the Characters remain in conversation for too long with any one individual, one of the Curates intervenes and tries to draw the Character’s attention back to the entertainment.

Several times during the festivities, the lights in the room flicker. A Character with a tricorder can attempt a **Reason + Science Task** with a Difficulty of 1. If they are successful, they determine that power fluctuations cause the flickering. Spending 2 points of Momentum allows the Character to determine that the fluctuations are increasing in duration, which could lead to a more dangerous outage. Any Covenant (except Balaq, as described below) asked to try to pass these fluctuations off as being normal, but a successful **Insight + Command Task** with a Difficulty of 1 reveals that they are not telling the truth.

The following information is available by talking to the Covenant in the crowd:

- The Covenant call the place they live in the Habitation.
- The Covenant were placed on the Habitation to perform some long-forgotten task by their gods. The gods promised that one day (perhaps after the completion of their task) they would be returned to their home world. They believe their world to have been covered in water and very beautiful. They hope the Characters have come to return them to their world.
- The Habitation is built inside an asteroid and has been home to the Covenant for millennia. They once knew more about the station and its operation, but a tragedy long ago caused them to forget much of their purpose. They fear they may have been forsaken by their gods.
- Another race of people lives deep inside the Habitation, but they are violent savages who do not speak.
- Characters examining the large window discover they can interact with it. Lightly touching the glass allows a Character to zoom in on a particular part of the galaxy. The magnification is so great that with multiple zooms they could see the space stations and ships in orbit around Earth, assuming they can locate it. Locating a particular system requires a **Reason + Science Task** with a Difficulty of 1 and requires 30 minutes of time. Each point of Momentum spent reduces the time by 5 minutes.
- One of the Functionaries, Balaq, approaches one or more of the Characters. She is inquisitive and listens to anything the Characters say with interest. If given a chance, she expresses her doubts about the stories of the gods. She is unwilling to talk openly for fear of punishment. Blasphemy among the Covenant is punished by “the final walk” (being put out an airlock).

- If asked about the power fluctuations, Balaq admits the problem started just after the Characters arrived. She thinks that the transportation device that brought the Characters here overloaded the systems that control the station. She also knows that the transport area where they arrived (which the Covenant call “the Welcome Chamber”) appears to no longer be working. Shortly after the crew were escorted out of the chamber there were sparks and smoke from parts of the room and all the lights that illuminated the chamber went out. She heard stories from her grandfather of a place deep within the station where the power comes from. Her grandfather also told stories that once, long before his time, the Covenant and the Apostate worked together. But the Apostate turned against the Covenant. She would have to find this place deep within the station to re-establish a connection. It is forbidden to travel to the center of the asteroid and the Apostate are believed to live there.

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A Character can try to get the Covenant to answer questions by attempting a **Presence + Command Task** with a Difficulty of 0. They can learn one of the following for every point of Momentum spent.

- Creatures called *murgar* (tunnel rats) live in the tunnels. They are vicious, six-legged rat-like reptiles that grow to a meter in size and sometimes attack in packs.
- Some believe that the Apostate were once part of the Covenant but turned their backs on the gods and were cursed.
- The Habitation is powered by engines that are somewhere deep inside the asteroid. None of the Covenant dare go that deeply into the asteroid, and it is forbidden by the High Curate.

Whenever you feel that the scene has played out and the players have learned all that they can, the High Curate Meheron announces the end of the festivities. The Characters are escorted to an area where they can rest. As the last of the Characters enters the suite of rooms, a force field blocks the archway, locking them inside.

The Covenant resent having been abandoned long ago and are not going to risk being abandoned again. They followed the ancient tradition handed down for generations: they know they had to provide food and entertainment for the Messengers. The High Curate intends to question them further after allowing the Messengers a time to rest. The High Curate has some concern about angering the Messengers, but she’s willing to take the risk, especially since they are behaving so curiously.

THE COVENANT

The Covenant are in fact a “caretaker species” brought to this station millennia ago by the ancient race known as the Tilikaal. Over the centuries the Covenant have forgotten who they are, and they now worship the Tilikaal as distant gods, though they long ago forgot that name as well. They have lost their way and now cling to the belief that one day the gods will return and let them return to their home world (an oceanic paradise) as a reward for their long service.

The players should never learn the word Tiliikaal or anything about them during the mission.

Everything about the Covenant's life is affected by their ritualistic, religious reverence. Several castes, each performing special duties, comprise the Covenant. Some maintain the station, while others perform duties that no longer have any function. Some knobs and buttons that they routinely push serve no purpose or the purpose is long forgotten. Many of these have become religious activities.

Appearance: The Covenant are tall and slender with largish heads and large watery eyes, and they have a coral-like growth on both sides of their head where their ears would be. They have long silken hair that is usually lighter colors, from silver-white to flaxen gold. Their skin ranges from pale blue to a dark gray, and they have webbed fingers and toes.

THE CASTS

Curate: Members of the priesthood. They guide the religious duties of the Covenant and create the laws, as well as passing judgment. They wear pale yellow robes.

Functionary: The members of the Covenant perform the duties as laid down by the gods of old. Most of these tasks no longer serve any purpose and involve pressing buttons and turning knobs that no longer have any function. Some, such as turning the lights up and down and the food replicators, do still function. They wear muted red robes.

The Blessed: These members of the Covenant have no specific purpose and are responsible for raising and teaching the children and protecting the residences from Apostates or other invaders. They wear green robes.

The following stats can be used to represent the average Covenant member. The numbers in parenthesis are for the functionary caste.

GM Guidance: *This is your opportunity to introduce the Covenant and the impress upon the players the truly alien nature of these people and the space station at the edge of the Galaxy. Highlight some of the useless tasks that the Covenant undertake with reverence. Give the players plenty of time to meet the Covenant, explore a little, and get some information but don't let the scene drag out too long. Make sure to give them an opportunity to befriend Balaq. Her friendship and assistance can be key to their success.*

The Characters absolutely should not agree that they are Messengers of the gods. To do so would be a direct violation of the Prime Directive. Be sure to remind the players of this if they decide to go that route. No matter what they say, the Covenant are convinced that the Characters are the Messengers and that they are testing the Covenant – and they continue to treat the Characters as honored guests.

SCENE 3: IMPRISONED

The suite the Characters are imprisoned in is quite sumptuous, with a number of bedrooms equal to the Characters, all of which are located off a central living area. Almost anything they might want can be found here: changes of clothing (gray robes), food protein bars and some fruit from their hydroponics garden, and even games.

The walls are solid stone (the interior of the asteroid). A force field covers the arched doorway that leads to a hall beyond. The control panel for the force field is on the wall just across from the archway. Two guards stand watch in the hall near the door and come if the Characters call.

Presumably, the crew denies being representatives of the gods of the Covenant. To do otherwise would be a serious breach of the Prime Directive. The Curate of the Covenant is angry that the Messengers refuse to acknowledge them. Rather than risk being abandoned, they decided to secure the Messengers until they admit who they are. Every few hours one of the Curate appears to ask if they are ready to admit that they are the Messengers.

The Character's first order of business is likely going to be to try to escape. A few possibilities are outlined here, though the Gamemaster should be ready for the players to come up with something of their own.

- If the crew befriended Balaq in the previous scene, she comes by to visit the Characters. She can be convinced to help them escape, either distracting the guard or even turning off the force field.
- The Characters could feign illness or use some other excuse to get the guards to come in. One enters to check on the Character, while the other stands by the archway with a weapon drawn.
- If the Characters ask to speak to High Curate Meheron, they are escorted to her meditation chamber. She is willing to talk to them but refuses to speak about anything but what they can do to please the Covenant and be given their reward – returned to their home world.
- The power outages start affecting the force field over the archway. The Characters can wait for an outage and try to take advantage to slip through while its down for a couple of seconds. A Character must succeed in a **Control + Security Task** with a Difficulty of 2. A successful **Insight + Engineering Task** with a Difficulty of 2 might allow a Character to use one of the shorts to permanently lower the forcefield.

GM Guidance: *This section assumes that the Characters attempt to escape. If the Characters just wait around or demand to be taken to High Curate Meheron, you'll have to improvise. Maybe have Balaq visit, even if they didn't befriend her, and warn them that she's not certain what will happen if the High Curate comes to believe that they aren't truly the Messengers. If Meheron comes to believe that they are false Messengers, they might be made to take "the Final Walk."*

If for some reason the players decide to break the Prime Directive and pretend to be the gods, this mission could take a vastly different direction and the gamemaster will have to improvise. The crew could end up leading a war party into the depths of the station to find the power get the Greeting Chamber working again. Assuming the characters are accurate in their report they almost certainly face disciplinary action. (See page 296 of the Star Trek Adventures Core Rulebook for details.) The level of discipline will likely be affected by how the characters used the charade but could range anywhere from a mark on their record, to demotion, or even a court-martial. It will certainly negatively impact Reputation.

SCENE 4: INTO THE BOWELS

Finding their way to the engineering area is a long and dangerous process. The Characters walk down long stone and metal corridors, crawl through access tunnels where steam and gasses vent at random intervals, climb ancient ladders, and cross vast chasms on narrow bridges. Most areas are lit

with a dim blue light, but others are enveloped in darkness. Sigils and glyphs of unknown meaning are carved into the stone or etched on metal. Strange sounds emanate from the depth of the chasms and dark side tunnels. The deeper they go, the wilder the terrain becomes. Some of the tunnels are just stone, carved directly from the asteroid. The walls and floors of some areas are covered in glowing fungi, and small rodent-like creatures and insects scurry away from artificial lights.

The Characters can find their way to the engines that run the station either by being led by Balaq or using their tricorders to trace the source of the station's power. Using a tricorder requires a successful **Reason + Engineering or Science Task** with a Difficulty of 1.

The base time for finding their way to the engine rooms of the station is six hours. This time is halved if Balaq is leading them. If the players are finding their own way or assisted by tricorders, the time can be reduced by 1 hour for each point of Momentum spent. Add an hour to the time if the Characters are moving slowly and scanning for life forms.

Each hour of travel time, the Gamemaster can spend Threat to introduce a hazard that the Characters must overcome.

- **Unstable Tunnel (3 Threat):** A section of tunnel is unstable and could collapse. The Character(s) in the lead, or those using tricorders, can attempt a **Reason + Science** or **Insight + Security Task** with a Difficulty of 2 (1 if a tricorder is used) to notice the unstable area and avoid it. Failure means that the crew is caught in a cave-in and everyone must make a **Daring** or **Control + Security Task** against a Difficulty 2 or take 3[CD] Damage.
- **Murgar (Tunnel Rats) (1 Threat per rat):** Murgar attack the Characters, springing from access portals or climbing along the ceiling to spring down from above. Any Character actively watching for life forms with a tricorder can attempt a **Reason + Security** or **Science Task** with a Difficulty of 0 to notice the murgar are approaching. Otherwise, it requires an **Insight + Security Task** with a Difficulty of 2.
- **Broken Ladder (1 Threat):** As the Characters are climbing an ancient ladder up a shaft or side of a chasm, one of the rungs breaks. The affected Character must attempt a **Control** or **Fitness + Security Task** with a Difficulty of 2. This Task is **Success at Cost** and creates a **Complication** if failed. The Character might lose a piece of equipment or suffer 2[CD] damage.
- **Broken Bridge (3 Threat):** As the Characters are crossing over a deep chasm, a segment of the bridge collapses. Up to three Characters are affected, and they must all attempt a **Control** or **Fitness + Security Task** with a Difficulty of 2. This Task is **Success at Cost** and creates a **Complication** if failed. The Character might lose a piece of equipment or suffer 2[CD] damage. This might also leave some Characters trapped on different sides of the bridge. They must either figure out a way to cross the broken segment of the bridge, or the other group must find another way around.
- **Vented Gasses (2 Threat per Character affected):** Super-heated gasses shoot out into a narrow corridor as the Characters crawl through. The affected Character must make a **Fitness + Security Task** with a Difficulty of 2 to avoid taking 5[CD] Damage.
- **Radiation (3 Threat):** A section of the tunnels is filled with dangerous radiation. Characters scanning with tricorders automatically notice the radiation before they enter. Otherwise, the Characters can attempt an **Insight + Medicine** or **Science Task** with a Difficulty of 2 to detect the radiation. Anyone passing through the irradiated area take 3[CD] of Damage every 5 minutes. The area takes fifteen minutes to traverse, assuming there are no other complications. The area can be avoided but costs the Characters an hour of travel time.

SCENE 5 THE APOSTATE

When the Character arrives at the engine room, read the following:

The tunnels eventually open into a large space filled with ancient machinery. The chamber whirrs and hums with the sound of electronics and the hiss of released gasses. The air smells of oil and ozone. Massive cylinders containing the station's power-generating devices fill much of the chamber. Pipes, tubes, and cabling run from the cylinders to the walls, vanishing into access tunnels. Glowing display screens with streaming hieroglyphs are interspaced throughout. Some of the machinery and cables show signs of recent patches and repair.

Humanoid figures dart about in the shadows and hide behind machinery. Many of them are hunched and misshapen and they wear rags of what might have one been clothing. They watch you from their hiding places but make no sound.

Tricorder scans show that the cylinders are generating incredible, off-the-scale levels of energy of an unknown kind. The area also has a low-level background radiation that is harmful to humans but only with extended (weeks or even months) exposure. Any damage caused by a relatively short exposure (hours or even days) can easily be reversed with the proper medical equipment. (A dose of hyronalin would protect the Characters from damage or reverse its effects.)

Roughly a dozen lifeforms also inhabit the room. These are the Apostate, and they are currently in hiding since they believe the Characters to be a Covenant hunting party. The Apostate do not attack unless the Characters make overtly aggressive actions first. Eventually a couple of them emerge from hiding, weapons drawn. If any of the Covenant is with the crew, the Apostate react aggressively, urging the Characters to leave through gestures. The Apostate cannot speak and can only communicate with hand gestures, emphasized by grunts and growls.

How the Apostate react depends entirely upon the actions of the Character. A Character can attempt a **Presence + Command Task** with a Difficulty of 1 (increase this Difficulty to 3 if Balaq or any Covenant are present) to show that they do not mean harm. And a successful **Insight + Science** or **Medicine Task** allows the Characters to at least partially interpret the Apostate hand signals.

Any Character who uses a tricorder to examine the Apostate can attempt an **Insight + Medicine Task** with a Difficulty of 1. If successful, they realize that the Apostate are suffering from numerous mutations because of the radiation. Spending a point of Momentum allows a Character to determine that the Apostate are the same species as the Covenant, who have been mutated after generations of exposure to low levels of radiation.

MAKING REPAIRS

To repair the station's engines, the Characters must first figure out what is wrong. This requires two separate Tasks (**Insight + Science** and **Insight + Engineering**) with a Difficulty of 2 and taking one hour of time each. These Tasks can be performed by the same Character consecutively or two Characters simultaneously to save time. If either of these rolls are failed, a new roll can be made but it requires another hour.

Repairing the engine so that power once more flows to the transport device requires a successful **Reason + Engineering Task** with a Difficulty of 5. The time interval is 2 hours, and it has a **Complication Range** of 4 (experience a **Complication** on a 17-20). Multiple Characters can assist, but

assistants make **Control + Engineering Task** checks. If Balaq assists, the Difficulty is reduced by 1. If the Apostate help, the **Complication Range** is reduced to 2 (**Complication** occurs on 19-20). Once successful, the crew can return to the transport room (where they first arrived) to send themselves home.

CURING THE APOSTATE

A Character with a full medical kit can perform the minor surgery necessary to restore speech to the Apostate. The operation takes about 15 minutes and requires a successful **Control + Medicine Task** with a Difficulty of 2. Generations of being mute has left the Apostate with a limited vocabulary. Still, this makes communication easier and allows them to speak.

The Apostate know of an ancient medical facility located not too far away from the engineering section. They may be able to communicate this before their speech is restored -- but certainly after the surgery they can reveal its presence. Getting to the medical facility requires about 10 minutes of travel, so keep this in mind when the Covenant arrive.

Some time and effort is needed to evaluate the use of the medical facility, requiring a successful **Reason + Medicine Task** with a Difficulty of 2. Once a doctor understands the controls, they can devise a treatment for the radiation. Removing the effects of the radiation requires a successful **Reason + Medicine** task with a Difficulty of 2. Spending 2 Momentum allows the doctor to reverse its effects, regenerating the coral-like substance that normally grows on the sides of their heads. This process takes 15 minutes per Apostate to treat the radiation and another 30 minutes to reverse the effects. Once the first patient is treated, the doctor can show one of the Apostates how to perform the procedure.

SCENE 6: THE COVENANT ARRIVE

The pursuing Covenant arrive 8 hours after the Characters escape. Where the Characters are with the repairs and possibly curing the Apostate can be determined by adding up the travel time plus any time for repairs. To add to the dramatic tension, if the Characters manage to get to the Apostate, negotiate with them, and make all the repairs in under 8 hours, have the Covenant show up when they have just a few minutes of repair work remaining.

Two dozen Covenant, bent on vengeance, arrive. The players can shoot it out with them or try to talk. High Curate Meheron shouts at them from across the room, vowing to punish the "False Messengers" and to eliminate the Apostate scourge once and for all.

A Character can attempt a **Presence + Command Task** with a Difficulty of 5. Reduce the Difficulty by 1 if Balaq is with the Characters, by an additional 1 if the Apostate can speak, and an additional 2 if the effects of the radiation have been completely reversed.

Alternately, a character who has had an hour to examine the machinery here and successfully makes an **Insight + Engineering Task** with a Difficulty of 2 discovers that the reactor chamber has containment fields (force fields) that can be raised and lowered. These could be used to trap the Covenant to give the crew a chance to talk to them or until they finish repairs. Someone would have to lead the Covenant to the proper location by making a successful **Reason + Security Task** with a Difficulty of 3. (Failure means that the Covenant get off a few shots before the character can try

again.) Someone else must then make a **Control + Engineering Task** with a Difficulty of 2 to activate the field.

SCENE 7: GOING HOME

Once power has been re-established to the transport device, the Characters can return to the transport room where they arrived. If peace has been made with the Covenant, they can return without difficulty, accompanied by twenty armed Covenant. If the situation was resolved through combat, they must sneak, fight, or bluff their way back to the transport room.

Once there, they must figure out how to activate the device. They need to make a successful **Insight + Engineering Task** with a Difficulty of 2 to successfully activate the device. Moments later they find themselves back in the chamber they left. When they arrive, they hear and feel a powerful rumbling in the ground and cracks appear in the walls. The power surge from using the transport has caused an irreversible power surge that is causing the entire structure to self-destruct.

Assuming the crew flee the room immediately, they can make it up the stairs and outside (the Gamemaster can make them dodge a few falling rocks for added excitement if you so choose) before the entire mountain implodes on itself. Soon after, the ground begins to shake, and fissures open in the rock. Once outside the mountain tunnel, the crew can contact the ship and be beamed aboard. They make it to the bridge just in time to see the planet being ripped apart.

CONCLUSIONS

After the events of the adventure, Admiral Banna Stoker contacts the ship and demands to speak to the captain. She asks for a full report, and, as in previous adventures, orders the captain and the entire crew to keep everything that happened secret. They can prepare reports and collect data, but they are not to send any data to Starfleet or place the data into locations that can be accessed by people outside the *Lexington*.

If Balaq returned with the Characters, Admiral Stoker remains stoic but is obviously suppressing a mix of frustration and curiosity: she is finding it harder to hide the dangerous possibilities presented by the massive technology of the ancient race, but she also wants to know more. She instructs the crew to keep Balaq safe, letting them know she will rendezvous with the *Lexington* soon to debrief Balaq and the crew personally. In the meantime, there is another planet that she wants investigated based on the information retrieved at Bacchus IV. But that's another mission....

COVENANT [NOTABLE NPC]

Traits: Covenant

ATTRIBUTES

Control	Daring	Fitness	Insight	Presence	Reason
09	08	07	12	11	11

DISCIPLINES

Command	Conn	Security	Engineering	Science	Medicine
02	03	02	01	01	02

Stress:

Resistance: 0

WEAPONS:

- Stun Stick (Melee, 3 ▲ Knockdown, Size 1H, Non-lethal)
- Slug-Thrower (Ranged, 2 ▲, Size 1H, Deadly)

SPECIAL RULES

One of the following special rules may be used depending on the Covenant's caste:

- **Curate:** They are natural leaders. Whenever the Curate uses the *Direct* or *Assist* Tasks to aid a Functionary or a Blessed, the assisted character may re-roll a single d20.
- **Functionary:** They are blessed with technical intuition. When trying to decipher the workings of an unfamiliar piece of technology the Functionary can reduce the Difficulty by 1, to a minimum of 1.
- **Blessed:** They are the Covenant's defenders. When defending another Covenant, the Blessed may re-roll a single d20.

MURGAR (TUNNEL RATS) [MINOR NPC]

The *murgar* (as they are called by the Covenant) are six-legged, lizard-like creatures. They have four eyes on either side of the head, four matching horns (that act as secondary sensory receptors), and a spiky, fur-like ruff around the neck. They have a long, skinny tail that changes color based on its mood.

Traits: Murgar

ATTRIBUTES

Control	Daring	Fitness	Insight	Presence	Reason
10	08	06	12	06	12

DISCIPLINES

Command	Conn	Security	Engineering	Science	Medicine
-	-	02	-	-	-

Stress:

Resistance: 1

Weapons:

- Bite (Melee, 2 ▲)

APOSTATE [MINOR NPC]

The Apostate are the same species as the Covenant, but millennia living in the bowels of the space station amid the machinery that powers the station has caused them to mutate. The radiation from the machinery has caused their head coral to cease growing, leaving them with pocked flesh on their heads. The mutations have also left them mute. They communicate now through grunts, howls, and hand gestures.

Millennia ago they were the engineers of the station, responsible for the maintenance of the station's engines and maintaining important systems. They have lost much of their knowledge but still retain a lot of their skill: enough to repair things and keep them running.

The Apostate are inherently peaceful, and their mutations have left them unable to effectively fight. Though they do not share the religious beliefs of the Covenant, they take their ancient duty to maintain the station's engines very seriously and defend the area against intruders. They are also very suspicious of the Covenant but rather than face them, if it comes to a fight they flee.

Traits: Apostate

ATTRIBUTES

Control	Daring	Fitness	Insight	Presence	Reason
10	08	07	12	06	12

DISCIPLINES

Command	Conn	Security	Engineering	Science	Medicine
–	02	01	02	–	01

Stress:

Resistance: 0

ATTACKS:

- Unarmed Strike (Melee, 2 ▲ Knockdown, Size 1H, Non-lethal)
- Bludgeon (Melee, 3 ▲ Knockdown, Size 1H)