

STAR TREK™
ADVENTURES

Prayers of Suppression

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INTRODUCTION

"Prayers of Suppression" is an adventure for *Star Trek Adventures*. This adventure is meant to be played by a Gamemaster (gamemaster) and 3-6 players, using the pre-generated characters provided in various supplements or homegrown characters.

To run this adventure, the gamemaster needs to be familiar with the adventure itself, the *Star Trek Adventures* playtest rules, and the pre-generated characters.

For this playtest, you will need:

- At least two 20-sided dice (d20) per player, and several d6s to serve as Challenge Dice
- A set of chips or tokens for Determination
- A set of chips or tokens for Threat
- A set of chips or tokens, or some other manner of marker, for group Momentum.
- The pre-generated character sheets, and your selected starship sheet
- The Star Trek Adventures Core rules

Synopsis

The crew has been pursuing the dark matter thread they discovered while on the planet of Ictharys. (See [Planet of the Ebon Pearl](#) Campaign. The line leads them dozens of light years away in the SR-212 system. Unlike Ictharys where the dark matter orb was housed inside a dormant volcano, the first planet in the SR-212 is surrounded by thirty-seven dark matter orbs that act as satellites in orbit around the Class M world.

The crew scans the planet and discovers that the pre-industrial civilization is comprised of an orange-skinned, dark speckled species of humanoids numbering in the hundreds of millions spread over thirty-seven major bodies of land. There is no modern technology detected on the planet except what would be considered [Iron Age](#) by human standards. Preliminary scans determine that thirty-seven dark matter threads descend from the thirty-seven satellites down to thirty-seven temples scattered on the surface of the various continents. It is decided that an away team is warranted to investigate the dark matter technology.

Upon investigating the civilization who call themselves the Oreison, the crew learns that the highly-religious culture forbids the development of advanced technology. A priestly class routinely arrives at temples to pray to their gods, the K'si, to help determine if new technology is heretical or not. If technology is deemed heretical is immediately destroyed. Proponents for the new technology are asked to renounce development of such technology. Rebellion means a death sentence.

It doesn't take long for the away team to discover a secret sect of Oreison intent on advancing the technology of their planet. These forward-thinking natives operate in the underground developing steam-based technology discounting the divinity of the K'si.

The away team must try its best to avoid violating the Prime Directive while uncovering the mystery of the dark matter orbs and temples. This mission also stresses how much work goes into clandestinely observing alien cultures.

*NOTE: This module serves as the **second** mission in the Continuing Mission Campaign: Supreme Mandate. Even though they will not make an appearance, the alien K'si's technology will be further investigated. GMs should make sure that no spoilers are given regarding the actual identity of the K'si. This will be revealed in future modules.*

The gamemaster begins this adventure with two points of Threat for every player character in the group.

Rules for the Cordon Nebulae

The **Cordon Nebulae**, also called the Cordons, are a vast number of ribbon-like nebulae that separate the Sargon Region from **The Space Beyond** (as locals call it). Although the nebulae gases appear harmless, ships that travel through the Cordon Nebulae are rumored to be plagued with bad luck, and many have gone mysteriously missing. For that reason, very little is known of The Space Beyond.

Effects of the Cordon Nebulae

Class I Nebulae - The Difficulty of all Tasks is increased by 1 while within the nebulae, and the Complication Range increased by 2 for any use of Computers, Engines, or Weapons within the nebulae.

Avoiding the Cordon Nebulae

The Cordon Nebulae is on average two light-years in width, like a maze-like veil separating the two regions of space. To plot a course through the Cordons that avoids all nebulae entirely is an Extended Task. Failing to achieve a Breakthrough on the Task indicates that the ship entered a nebula inadvertently, and is affected by the effects of the Class I Nebula until the next Breakthrough is achieved.

- The basic **Task** is Difficulty 3 **Reason + Conn Extended Task**, assisted by the **Ship's Sensors + Conn**. This assumes an average Warp Factor of 4.
- Adjust the Difficulty down for each Warp Factor below 4, or up for each Warp Factor above,
- **Interval** = 2 days at Warp 4; adjust for other speeds
- **Complication Range** = 3
- **Work Track** = 10
- **Magnitude** = 3
- **Resistance** = 1



If no attempt is made to avoid the Cordon Nebulae, apply the effects of the Class I Nebulae until the end of the Mission where the crossing was accomplished.

Scene 1: In Orbit around SR-212

When the players are ready to begin, read the following:

CAPTAIN'S LOG

"Our crew and vessel have been steadily pursuing an ultra-thin stream of dark matter that we first detected on the Class M planet of Ichtharys nearly one week ago. Due to the treacherous conditions that exist in the Cordon Nebulae we have had to maintain a speed of warp 2.9. We have finally arrived in the SR-212 system, so named by our early mapping of the Sargon Region.

We are now in orbit around the first planet of the SR-212 system, a Class M world orbiting an O-type star. Preliminary scans indicate that there is a bustling civilization on the planet. Much like Ichtharys, there are no signs of war, pollution, or disasters on the planet. The civilization is definitely pre-warp. There are thirty-seven major continent, which we estimate have a combined total of nearly two hundred million inhabitants.

What is most interesting is that the dark matter thread intersects with one of thirty-seven dark matter orbs in orbit around the planet. Each orb emits its own dark matter thread which extends down to the planet landing within huge ziggurats that our paleontologists and culture specialists suspect to be temples that serve a religious purpose. It has been deemed that more investigation is warranted. As such, I am assigning an away team to beam down and investigate. We are compelled to learn more about these mysterious dark matter orbs.

The Prime Directive is in full force so I am only assigning my best officers to this potentially perilous assignment."

The adventure begins with Players assembled on the meeting room off of the bridge to discuss their plan of action. Allow the Players to discuss the facts they picked up during the Ichtharys mission. Those facts might tell how they approach this situation.

At this time an officer with a specialty in Religious Studies, Archeology, Alien Cultures, etc. or another appropriate PC can roll a task to form some logical conclusions about the world. This is an **Insight/Reason + Science** assisted by ship's **Sensors + Science** with a difficulty of 1. If the tasks generate Momentum, the characters can spend points to Obtain Information. The information gleaned is based on the amount of Momentum spent.

- **1 point of Momentum:** The pre-industrial civilization is comprised of an orange-skinned, black speckled species of humanoids numbering in the hundreds of millions spread over thirty-seven major bodies of land. There is no modern technology detected on the planet except what would be considered [Iron Age](#) by human standards. Preliminary scans determine that thirty-seven dark matter threads descend from the thirty-seven satellites down to thirty-seven temples scattered on the surface of the various continents.
- **2 points of Momentum:** Interior scans of the temples have proved impossible, as electromagnetically neutral particles similar to those in Ichtharys' dormant temple are obscuring scans. The scans revealed non-baryonic matter that bears resemblance to weakly interacting massive particles (WIMPs) like those found in super-massive black holes. The repetitive nature of the neutrino fluxes indicated technology of some sort installed in the temples, though further scan will reveal nothing.
- **3 points of Momentum:** Based on observation from space, the civilization seems to be a highly-religious culture. There seems to be a priestly class that is consistently present at the towering temples and engage in what seems to be prayer surfaces around the exterior courtyards. At this point, there is no way to determine what goes on inside the temples wherein the dark matter threads descend.

At this point, the characters can devise a way to research more about this world, that is, unless they chicken out so as not to risk violating the Prime Directive.

Scene 2: Onto SR-212

Once the ship is in position, read the following:

Getting into disguise so as to seamlessly integrate into the general populace is the next task that must be handled. Unlike the extreme physiological differences of the monopod and amphibious Ichtharys species, the humanoids of SR-212 have many similarities to Alpha Quadrant humanoids—two eyes, hands with five digits, teeth, nose, ears, etc. The only significant difference is their orange skin replete with black-speckled patterns in various natural designs and a protruding cranial structure. Now, the doctor will need to make some cosmetic alterations to accomplish a clandestine infiltration.

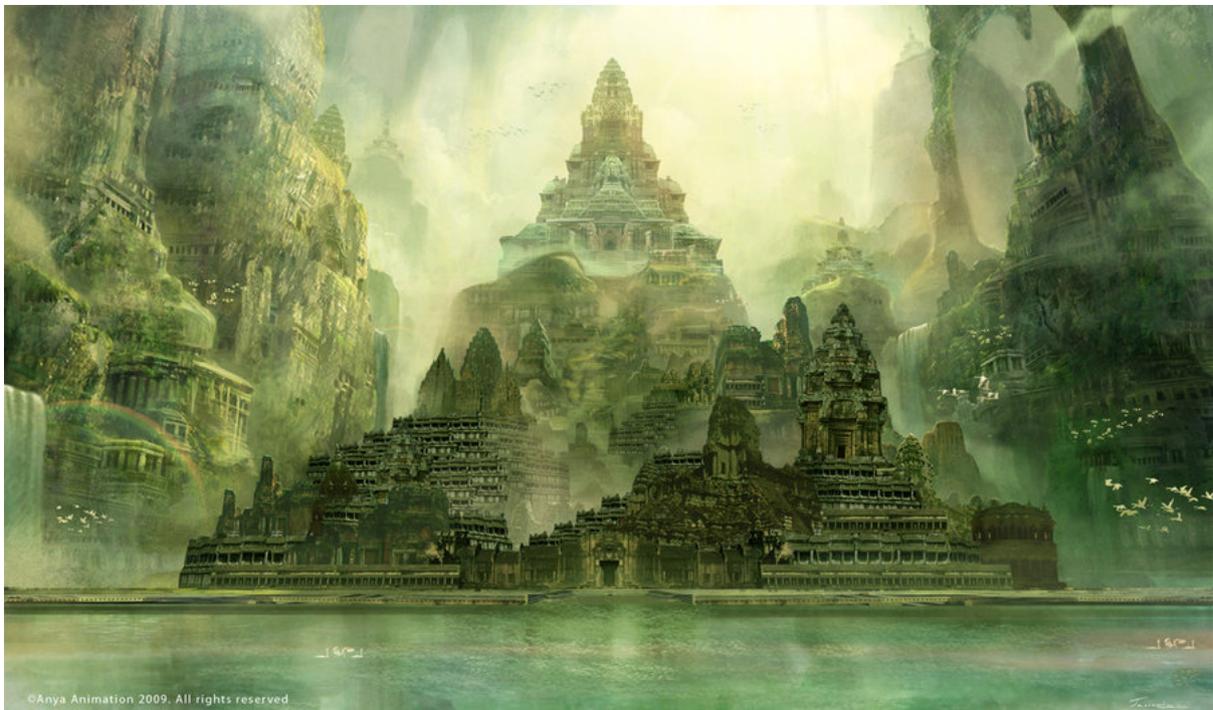


Male specimen from the first planet in the SR-212 system

Members of the away team must undergo minor cosmetic surgery. The doctor must complete a **Daring + Medicine** task along with ship's **Computers + Medicine** with a difficulty of 2 to complete the cosmetic surgery on the away team. Up to two characters (PC or Support) may assist. This roll must only be done once no matter how many away team members there are.

Now that the away team has been modified, they need a little training on SR-212 culture and habits. Select a crew member or character adept with alien cultures. You may need to activate a support character. They must roll an **Insight + Science** with a difficulty of 2 to instruct the away team on the dos and don'ts on SR-212. Failure indicates two (4) additional days of training are required. Any complications rolled should effect the team's ability to integrate like *Confusing Gestures* or *Beyond Gender Norms*.

Outfitted in native clothing and with advanced equipment safely tucked away, the away team can now beam down to the planet's surface. Once they arrive, show them the picture below and then read the narrative.



The away team beams down in a lush patch of green vegetation directly across from a city of intricate ornamentation. A waterway full of aquatic life colored gold and yellow separates the away team from the city. The city's aged buildings are tucked among towering limestone cliffs and the buildings seem carved from or composed of the light green limestone. A long bridge is available to cross the waterway. The team proceeds to the bridge passing calm citizenry who go about their daily business: lovers walk hand in hand, children fish from the bridge, an artist paints the city, gloriously robed priests meditate, a vendor sells fried fish. The city is peaceful.

The away team continues into the sweet-scented town. Stunning frescoes, decorated columns and arches, and highly ornamented walls poetically tell stories or praise for their gods, the K'si, and the many rich blessings that have been bestowed on their great civilization since time unmemorable. The people call themselves the Oreison or "prayerful". The city is named Beseeching Glory.

Detailed alicatado, polygonal, colored glazed tiles, make up geometric patterns that take the breath away; a celebration of all that is good and beautiful and wonderful and life. Sweet stringed music echoes through the alleys; a small group of children playing a tune that is both ancient and fresh. One child has a set of acoustic drums composed of four different parts—some type of animal leather pulled over weaved cylinders of wood. He gently taps a steady tribal rhythm that made the toe tap. The Starfleet spies can't help but be amused as an elderly couple—obviously still deeply in love—who get up and dance, much to the pleasure of passersby. The polite giggles of the townsfolk and kind priests infect the stomach with laughter.

A warm wind flits through the clean, stone-tiled alleyways and a food vendor approaches the team with a plate of delectable meats and steamed vegetables. "For guests to our city. Welcome and love to Beseeching Glory. You are all so beautiful, as the K'si have created us all. Enjoy your travels." From their studies aboard their vessel, the food is compatible with humanoid digestive systems—pure with nary a pollutant on the planet. Yet, another paradisiac planet in the Sargon Region of space.

In the distance, sweet-smelling smoke from plumes of burning incense float heavenward from the main temple as a rainbow-colored flock of flying reptiles fly from the sky into their cliffside roosts.

Give the PCs a chance to play into the beauty of this city and its citizenry. They can feel comfortable having conversations and enjoying this pleasant planet. In doing so, they will meet a female (or male, depending on how you want to make this love interest) who will be most delighted to play tour guide to the group. Her name translates into Compassionate Benediction, but she likes to be called Bene (pronounced Beh-nee) for short. She should take a liking to one of the Players. The GM should make an effort to find some similarities to form an attraction, perhaps shared Focuses or Values. Give a little time to develop this relationship, perhaps a private scene laced with some romance.

Gamemasters' Guidance: *The name for people and places on the world of Oreison have some connection to prayer and a positive attribute. Look up synonyms for "prayer" if more names are needed.*

At this point, the away team should be encouraged to tour the temple. Ask them to make an excuse to Bene as to why they are visiting Beseeching Glory. Hundreds of priests conduct various prayer services in the spacious courtyard. A constant noise can be heard as hundreds of petitioners offer prayers of thanks and praise to the K'si. As on the streets, the away team is offered food and hospitality, a reflection of the benevolence of their gods.

Gamemasters' Guidance: *It is important to stress to Players the risk of being spotted using technology. Do not take it lightly.*

The away team may want to make scans of their area with their tricorders. They can choose to do this now or wait until they get into the temple. Of course, the Prime Directive forbids sharing this advanced technology with the natives. So, all scans must be done in secret. Scans can be done of the composition of the temple, the people, or any type of energy readings. Any scans will be a **Daring + Engineering/Science/Medicine** depending

on the type of scan. Due to the amount of people in the courtyard, this is a difficulty 3 task. Failure indicates that the equipment had been spotted which will immediately skip the team to Scene 4.

Bene is more than happy to lead the away team into the temple. Once inside the temple, read this to the Players:

The inside of the temple is even more ornate than the outside of the temple. Each corner is breathtaking in its artistry and beauty. Bene leads the way. She weaves through hallways passing humble and pleasant robed priests along the way. She takes the team up a tall spiral staircase, a sparking, rococo stained glass depicting a creation legend in the background shedding the officers in sparkling beams of warm light. They arrive at the top of the staircase landing on a wide balcony. They peer over the edge of the hand-carved balcony railing. Looking down, they see a dark matter orb floating in the middle of the chamber. Approximately six meters below the orb is a circular stage of sorts. Priests and patrons take turns mounting the stage, saying prayers, then exiting the stage. They are directly under the orb when they are on the stage. Above the orb is an open hole in the temple ceiling. The thin dark matter thread shoots from the orb into space, no doubt to a similar orb orbiting in space—one of thirty-seven.

If the team chooses to take scans from inside the temple, the task drops to difficulty 2 since there are less eyes present. If the tasks generate Momentum, the characters can spend points to Obtain Information. The information gleaned is based on the amount of Momentum spent.

- **1 point of Momentum:** The dark matter orb is of the exact same composition as the orbs in orbit and the orb on Ictharys.
- **2 points of Momentum:** The tricorders detect that the dark matter thread is a subspace filament, a phenomenon which can act as a natural carrier wave for faster-than-light signals. The stage that the petitioners consistently mount hides a transmission system that is synced with a harmonic resonance projector built into the structure. The technology is much more advanced than anything else on Oreison.
- **3 points of Momentum:** The material in the innards of the stage are a mixture of boridium, paricium, tetraburnium, and protomatter. The protomatter—usually an unstable substance with unpredictable qualities—is being stabilized by a microsingularity composed of strictly regulated cosmic string that is synchronized with the harmonic resonance of the subspace filaments. Somehow, the microsingularity is being regulated by the total network of attached dark matter orbs and subspace filaments. Disturbing the system could destabilize the singularity creating a black hole at this very location, most likely creating a chain reaction along the entire network.

Scene 3: Oreison Hospitality

After the away team has completed their preliminary scans of the temple and the orb (hoping they were not caught), they are invited by Bene to stay with her in her home. Read the following to the Players:

Bene invites your group of travelers to her home on the outskirts of Beseaching Glory. Her well-decorated home is covered with handwoven rugs and tapestries. Comfortable seating with plush pillows are scattered throughout the multi-roomed domicile. The smell of baking bread, oaky wine, and stewing meat fill the house.

She lives with her family. Bene introduces you to her aged mother and father, her grandmother, and her two brothers. They share a prayer to open up the meal and then the best delicacies the planet can offer are spread before the away team. They are also given wine to share from one vessel, a common bonding ritual on the planet. As is tradition, the mother tells a story of how she was truly blessed by the K'si. When she is done, she asks her guests to share a story.

Characters who take part of the wine being passed around the table might feel some of the effects. They should roll a **Fitness + Security** task with a difficulty of 2. Failure means that this alien wine had more impact than they expected. All other actions until the next morning are +1 difficulty.

When telling the story, Bene's mother should have three components to the story, which the GM will need to manufacture:

- 1) The want. What did the mother hope for?
- 2) The blessing. How was the want fulfilled? Bene's mother will attribute the blessing to the K'si.
- 3) The reflection. How did Bene's mother take the blessing and reflect it upon others, hence, enriching the life of the family or community at large?

After she concludes her story, Bene's mother will ask the oldest female present to share their story. In the absence of a female, she will look to the youngest male to tell the story. The chosen Player must now follow the formula. To determine if the story rings true or if it arouses suspicion, the Player needs to roll a **Presence + Command** with a difficulty of 1. (+1 difficulty if the character telling the story is inebriated.) Failure means that a complication is created like *Doubtful Brothers* or *Offended Audience*.

After dinner, the mother asks the travelers if they have come to town to watch the possible execution tomorrow. At this point, the father will silence the mother, expressing how her question is much too negative for the positive evening they have all experienced. This will no doubt peak the away team's interest as, up until now, everything on the planet seemed so perfect. The away team is invited to stay in the home overnight.

Gamemasters' Guidance: *The GM should reserve threat for the following encounter. Threat can be used to create conditions or complications in relation to the next occurrence.*

DECLINING THE INVITE: If the away team declines the invitation, they must make up an excuse to leave. Not accepting hospitality on this planet is considered rude so only a skilled person can decline and not give offense. The senior officer on the mission should roll a **Control/Presence + Command** with a difficulty of 1 (+1 if inebriated) to have their excuse sound plausible. Failure indicates they have been offensive and it might create more complications.

If the senior officer is the Player whom Bene has a romantic interest in, then this is a difficulty 2 task (+1 if inebriated). Failure, in this case, means that the team is convinced to stay overnight. The senior officer will make it an order. Allow the Players to question the motives of their senior officer, wondering if the decision is a mixture of alcohol and lust.

Gamemasters' Guidance: *If the away team manages to slip out, Bene will secretly follow. She is in love with one of the team members. This culture is innocent and she wants to pursue her love interest, the dreamy romantic she is. Without telling the Players why, have the character with the highest Insight rating make a roll. The task to discover Bene is an **Insight + Security** with a difficulty of 3 since it is night and the away team is unfamiliar with the city's many alleyways. (Other complications may increase the difficulty of detecting Bene, like being inebriated.) Failure to detect Bene means that she glimpses the away team using their technology somehow. The GM should come up with a reason, like spending 2 threat to create a condition where one of the away team snags their clothing on a piece of timber, causing the tricorder or communicator to clack to the ground. Bene will see this but not immediately react though. She will not reveal herself until the next scene. The GM should tell the Players that they are kindly reminded by a passing priest that tradition requires natives to find bedding before midnight so as to engage in their required nightly prayers. The team easily finds a private inn to sleep in overnight.*

ACCEPTING THE INVITE: If the away team accepts the invitation to stay overnight, they will be offered one of several rooms to sleep in. Bene, the hopeless romantic, will make a move on the object of her affection. The Player may willingly give in to a smooch-fest with Bene. If they are resistant, the GM should have them roll a **Control + Command** task with a difficulty of 2 (due to Bene's Romance Focus) to resist (+1 if inebriated). Bene will make three attempts to coerce her love interest, adding complications on her target like *Succulent Lips*, *Comely Figure*, or *Persuasive Whisperings* until they give in. If a third attempt fails, Bene will compliment her love interest on their stalwart chasteness feeling even more enamored than before. Still, she will retreat to her quarters alone.

Once the away team is tucked in for the night, Bene returns to the room of her love interest. In doing so, she discovers a piece of Starfleet technology that was not wisely hidden. The GM spends 2 threat to create the *Technology Discovered* complication. When this occurs, read the following to the Player(s):

Your groggy eyes slowly open. Pleasant dreams resulting from a full belly and ample wine drift away amidst the spicy remnants of this evening's meal wafting through the air. You see a figure crouching next to you in the room. It is the lovely form of Bene. You soak in her presence. Has she returned for more romantic exchanges? A blip of confusion fills your mind when you see familiar red, green, and yellow lights flicker in the nightly shadows. Your heart skips a beat when you realize that Bene has in her hand a Starfleet-issued tricorder. She looks at the machine with awe-inspired wonder. Then, her gaze shifts to you. Confusion is pasted on her face as she asks, "What is this?"

Gamemasters' Guidance: *If the away team has stationed guards to keep watch throughout the night, the GM spends 1 threat to create the Too Drowsy to Stay Awake condition. (If the away team brought a doctor along and they thought about this possibility and created some sort of antidote for the effects of alcohol, the GM must spend 2 threat. This indicates that something native to the planet and imbued in the wine counteracted any antidote.)*

Allow the Player to dialog with Bene, offering the best explanation they can come up with. Bene is fascinated. Much of that is due to the fact that she and her family are part of a secret faction who are trying to advance technology on their planet and question the divinity of the K'si, facts she will share with her love interest now that she thinks he too is a native technologist. Bene will reason that the fact that they are both part of an underground network of technologists to be the reason she felt drawn to the Player character. She also invites the Player and his team to meet with others like her.

Scene 4: Prayers of Suppression

If the away team declined the overnight stay at Bene's home, she will run into them in the morning and tell whomever she is in love with what she witnessed the night before. The conversation will go much the same as if she confronted her love interest during the night in their room. Give the Players time to react to their technology being exposed.

At this point read the following to the Players:

Bene summons her two brothers. She lets them know that the away team are also technologists. She and her brothers then lead the away team to a narrow passageway accessible through the basement of her home. They walk down mossy stone steps and arrive in a corridor that extends into darkness. Bene lights a torch. With sufficient light to move forward, she leads the away team for nearly ten minutes. Eventually, your group arrives in darkened chamber roughly twenty square meters large. The air is humid. There is a wide door on the far side of the room. The room is filled with what looks like steam age technology. Steam pumps, a rudimentary steam engine, and various other steam-based technology seems to be in development.

Bene moves to the door on the far side of the room. She opens it and cool, dryer air wafts in. There is a lagoon to the exterior of the chamber, which seems hidden inside of a cliff located somewhere in the jungle. "It is much cooler now," Bene says. "It gets quite humid in here sometimes."

Give the Players time to get acclimated to their surroundings. Any Player may make a **Reason + Engineering** task with a difficulty 1 to determine what type of technology is around them. Success will mean that the character is drawn toward one more advanced machine—a steam turbine.

A steam turbine is a device that extracts thermal energy from pressurized steam and uses it to do mechanical work on a rotating output shaft. Because the turbine generates rotary motion, it is particularly suited to be used to drive an electrical generator, which it seems Bene and her brothers have been developing. If asked about the machine, Bene will explain its function in very basic terms. For example, "The steam machine heats water. The water becomes warm, wet air that contains power and heat. This hot, vaporized water is powerful; it can expand and make these mechanical parts move." She is still deeply fascinated about the away team's technology wondering if they, too, are using some sort of steam technology.

Once enough dialog has happened, read the following:

Bene and her brothers are deeply intrigued by the interchange with your team. As they are about to ask more questions, however, a dozen torch bearing Oreison priests exit the corridor. Bene's mother and father are held by the priests. The eyes of the priests widen as they see the steam-based technology (and possibly the away team's Starfleet-issued technology).

"By command of the Beseeching Glory Holy Order," the lead priest says, "you are all under arrest for practicing dark arts forbidden in our ancient scriptures. Your outlawed items will be confiscated and destroyed and you will all be tried in accordance with the Great Petitioner's Anti-Heresy Testament. As per our sacred law, those who fail to repent shall be terminated on the altar of the black orb."

If the Players ask how they have been found out, the priests will reveal that Bene's family has been under investigation for some time. The priests will now take all present into custody. If the away team tries to resist, Bene will plead on behalf of her aged parents who cannot fight. She will warn the team that even if they escape, her family will have to pay the price for practicing science without the Holy Order's approval.

If the away team still tries to stage an escape, the GM should use threat to add more priests until they are captured. If some away team members still manage to escape, the GM should spend a threat to separate the away team capturing at least one officer in the process. Those taken to the temple will be unable to be transported out due to their proximity to the dark matter orb. Any attempts to contact their ship in orbit will be met by immediate confiscation of communicators and other technology. The GM can decide to destroy the tech or not.

Since Bene is not resisting, the officer with whom she has struck up a relationship must make a **Control + Command** task with a difficulty of 3. Failure indicates that the love-struck officer is compelled to stay with Bene.

Once this has been resolved, read the following:

The captured away team are led to the temple along with Bene, her parents, and her brothers. The citizenry lines up on each side of the street as the criminals are paraded into the main courtyard and into the temple. They are taken into the large chamber wherein the dark matter orb hangs several meters above the stage.

The lead priest mounts the stage and kneels in worshipful way. With hands raised toward the dark matter orb, he prays, "Oh, hear me, great K'si, Guardians of Eternity, Givers of All Life. Today, we fear that your law has been forsaken. We have uncovered objects we are afraid could be of evil origin. Only in your great wisdom can you give us guidance in such matters. Hear us and tell us your will in this matter."

With that, the priest waved to his fellows, some of who hold pieces of Bene's steam-based technology. They place the technology on the stage in a circle around the lead priest. His prayer continued, "Here are the objects in question. Examine them. Examine them and let us know your will, Honorable K'si."

The away team observes nothing significant happening at first except for the sound of onlookers and priests chanting in unison. Suddenly, a pulse of black energy flew in every direction from the orb. For a mere moment, all sound disappeared. Sound returned with a thud popping sound and the entire chamber began to vibrate. The hum from the vibration does not cease but continues resonating throughout the temple. Then, small

tendrils of dark matter began to drip from the orb. They reach down to the steam-based technology and completely enshroud it in blackness. An even louder hissing noise fills the chamber. Finally, the tendrils retract into the orb leaving only steaming ash on the stage.

“The gods have spoken,” the priest exclaims in terror as the humming continues in the chamber. “The objects were of evil.” He stands and looks at the away team and Bene’s family. “Who is the creator of such wicked things? Who will confess their sins? They who confess shall be terminated in accordance with our laws but spare the rest. A sacrifice of penitence is demanded by the K’si or risk withdrawal of their blessing upon the Oreison!”

Bene’s oldest brother will be the one to demand to die to spare the rest. No matter how much the away team resists, he will run forward to sacrifice himself. Once placed on the stage, he too will meet the same end as the technology with but a small amount of ash left drifting from the stage.

Gamemasters’ Guidance: *In a later story, the fate of anyone sacrificed on the stage will be revealed. For now, it can be assumed that the executed people have died.*

Scene 5: Time for a Rescue Mission

The away team and Bene’s family are not totally off the hook once the first execution has been completed. All technology that was discovered will be destroyed on the stage under the dark matter orb. In addition, the priest informs them that they are required to serve in the temple under the Rules of Atonement for a full solar rotation. Any Player making a **Reason + Science** task with a difficulty of 1 will know that this will be a two-hundred six day sentence.

Gamemasters’ Guidance: *This last scene could very well be the longest scene of the mission, depending on what type of plan the Players hatch to escape the planet.*

Most likely, the away team will not like this. But stripped of their technology, how will they mount an escape? What will they do about Bene’s family? As per Starfleet protocol, what will the ship in orbit do when the away team fails to report in for a full 24 hours?

A few other points about this mission:

- Remind the Players about Starfleet’s Prime Directive and interrupting the natural advancement of alien cultures.
- Now that the members of the away team are viewed as heretics and criminals, they will be kept under strict watch in and around the temple.
- Any attempts to disrupt or destroy the dark matter orb will undoubtedly cause a black hole to form, destroying the whole planet and most likely create a chain reaction that will engulf a good portion of the Sargon Region.
- Players might consider offering Bene’s family asylum. This would be a gross violation of the Prime Directive. Might the love interest of Bene decide to stay on the planet to pursue a lifelong relationship?
- When the mission ends, will any disciplinary action be warranted against any members of the away team?

Resolution

This is where the Players need to make a decision on how to move forward. The decisions they make here will affect their First Contact with the K’si, a race of aliens who follow the Supreme Mandate that allows them to subjugate “lesser” worlds posing as gods to their populations. Any attempts to hack, alter, or send a message to the K’si will be met with no response. This module is connected with follow-up campaigns where the Players will learn about the K’si. The K’si are unaware that other warp-capable civilizations exist, as the Cordon Nebulae surrounds their star-spanning civilization and has prevented them from making significant long range

scans. They have warp capabilities, though limited compared to Federation standards. As such, they would meet with great suspicion any transmissions coming from the first planet in the SR-212 system.

Average Oreison

Traits: Humanoid; Very Religious; Anti-Technology

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
7	6	8	7	8	8

Disciplines

Command	Conn	Engineering	Security	Science	Medicine
0	0	0	0	0	1

Stress: 8 **Resistance:** 0

Weapons:

Unarmed (Melee, 3[CD], Knockdown, Size 1H, Lethal)

Compassionate Benediction “Bene”

Traits: Curious and Intelligent; Open-Minded

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
7	8	8	9	9	10

Disciplines

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

Stress: 8 **Resistance:** 0

Focuses: Romance; Underground Tactics; Steam Technology

Weapons:

Unarmed (Melee, 2[CD], Knockdown, Size 1H, Lethal)