

"ORDER OF THE AMBER PENDANT"

SUGGESTED ERA OF PLAY: **TNG**

SUGGESTED SPOTLIGHT ROLE: **SHIP'S COUNSELOR**

SYNOPSIS

The crew must locate **Nakotti**, a Saurian swindler, for intel that only he possesses. They have tracked him through rumours to **Jira**, a peaceful independent Saurian resort planet friendly to all. But Romulans are also seeking Nakotti. Who will find him first?

OPENING LOG

"We've docked at Jira's spaceport. Nakotti is somewhere planetside, likely swindling resort guests, but we must find him quietly before the Romulans do. He could be using an alias. The government will allow our crew to take shore leave, but have prohibited the use of our own transporters and shuttles. We must use theirs. How do we find him among the thousands of tropical islands?"



MAJOR BEATS

FIND THE SCAM

Spaceport liaison **Yalsa** states that Jira takes their laws seriously, and will ban all visitors who violate them, and penalize their governments. No transporters, weapons, or shuttles, and they keep a constant scan. They use a survey to send guests from the station to the right island resorts, so the crew might profile where a swindler might go. On planet, they will find proud new members of **The Ancient Order of the Amber Pendant**, Saurians paying exorbitant membership fees to the **Grandmaster**. But the **Knights**, fronted by a female Saurian named **Sharro**, says that to meet the Grandmaster, one must pass Four Ordeals and pay the ridiculous fee.

THE FOUR ORDEALS

Only Saurians typically take the Ordeals, so cosmetic surgery, bribery, or clever negotiation may bypass this. Sharro proctors the tests of *Courage*, *Strength*, *Awareness*, and *Fortitude*. While easy for Saurians, design these Ordeals to be fun but challenging or time-consuming. Those that pass are beamed to a secret site to meet the Grandmaster.

EVADING ROMULANS

The crew finally meets **Nakotti**, the Grandmaster. But the Romulans of the **IRW T'Varen** have found him too. Nakotti demands sanctuary, so they must somehow smuggle him off-planet to their ship without losing Nakotti to the Romulans, or violating the laws of Jira.

MINOR BEATS

Romulan search teams peacefully crowd the spaceport before beaming planetside, giving the crew a chance to interact with or distract them. They might even cross paths with **Captain L'Mana**. It's also a good time to squeeze in some shore leave.

KEY NPCs

Search our site for [ADVOO1](#) for stats on the **Saurians**, **Nakotti**, and **Alien Gambler** stats for **Sharro** and Saurian **Knights** (+1 to *Fitness*, *Presence*, & *Reason*).

Use **Starfleet Security/Science Officers** (Core p.314-315) for **Yalsa** and other Jira personnel.

Use standard Romulan Uhlan and Centurion stats, and the stats for Major Verohk (Core p.321) for **L'Mana**. The **IRW T'Varen** is a *D'deridex*-class warbird (Core p.264).

CONCLUSION

If all goes well, Nakotti is given sanctuary on the crew's ship without incident. If open fighting breaks out, or laws broken, the crew must face the diplomatic fallout. If Nakotti falls into Romulan hands, a rescue might be in order.

ADDING THIS MISSION TO YOUR CAMPAIGN

The mission can be adapted for a variety of time periods, as can the intel that only Nakotti can provide. It also works for non-Federation campaigns, but it may change from subtlety to open confrontation. Romulans can be replaced with other antagonists appropriate to your campaign.