

# „THE ROORD PART II“

Suggested Era of Play: **Any**

Suggested Spotlight Role: **Any**

## SYNOPSIS

After helping the two Roord, Yiif and Uzren, the player characters are invited to a great gala to celebrate the peace bringing wedding. There the Roord have another request for the player characters, to conduct the peace negotiations between the Roord Interspace Consortium and the Roord Star Empire. But not everyone embraces this long awaited peace.

## OPENING LOG

„We beamed down the two Roord Yiif and Uzren to the planet and transmitted the protocols of the wedding. After generations of war between the two factions, negotiations for peace can now begin. This marks an important milestone in the history of the Roord and I am proud that we have the opportunity to witness this process first hand. The Roord invited us to a great gala to celebrate the beginning of this new era. Time to iron our gala uniforms.“

## MAJOR BEATS

### CELEBRATING THE WEDDING

The two Roord worlds are at war for generations now. Thanks to the player characters the two royals – one from each faction – Yiif and Uzren were married after their own wedding yacht was sabotaged by weapon dealers or corrupt politicians.

While the player's ship is being repaired in a Roord space dock the player characters are invited to a great gala to celebrate the beginning of this new era.

At this gala the player characters meet the leaders of the Roord Interspace Consortium and the Roord Star Empire, some high ranked politicians and of course Yiif and Uzren.

The whole scene should really point out the peaceful – disregarding the war – and civilized nature of the Roord, which actually is an enormous contrast to their predatory appearance.

At some point during the festivities the player characters should witness a dispute between Yiif or Uzren and another Roord, claiming that the Roord factions will never be able to coexist in peace.

### AN HONORABLE REQUEST

After some time at the gala Yiif and Uzren come to the captain with a request. Although the player characters have already done so much for the Roord, they would be a perfectly neutral party to conduct the peace negotiations. Yiif and Uzren want to unite the two factions and function as their leaders. While this was the ultimate goal of the wedding, lots of negotiations are still to be made.

### PEACE NEGOTIATIONS

If the captain agrees to act as a chairman in the peace negotiations, the next day Yiif, Uzren and high ranked politicians and diplomats from both factions will gather at the meeting room. The player characters of course should have made their security preparations like positioning guards at key locations, installing transport inhibitors or whatever they find necessary.

After the negotiations have started it's the player characters' job to prevent it from escalating. Of course both factions want their politicians to assume the most important and prestigious positions in the new government, control over specific, resource rich areas and present all kinds of other claims.

### WHEN THINGS GO WILD

At the climax of the negotiations, when the discussions really heat up one of the Roord in the room starts to act more and more aggressive, until he bursts forward in a wild, primal rage and tries to kill Yiif and Uzren. It's the job of the security team to prevent this from happen. Similar like the Vulcans learned to live without their emotions the

Roord over the generations learned to abandon their wild, primal nature. But a conglomerate of weapon dealers and corrupt politicians started a conspiracy to prevent that peace from happening by killing Yiif and Uzren. They managed to administer one of the participants of the negotiations a chemical that brings back the wild and primal nature of the Roord and makes him go berserk.

## INVESTIGATIONS

The chemical was applied to the catering and activated after a certain time. Maybe investigations should start by finding out who of the service staff was able to give only that one Roord food prepared with that chemical.

Player characters can find the reason by using the scientific method. They should find first clues in a slightly changes physiology and recent cerebral alterations.

The clues ultimately lead to Kordac, CEO of the biggest weapon factory and chairman of a union of weapon traders.

## SHOWDOWN

It's totally up to the GM and the players whether they give this information to the local authorities or confront Kordac themselves in a spectacular showdown in his office.

## MINOR BEATS

While docked to a repair dock, the player ship could be infiltrated by a spy to gather information about federation technology or steal weapons from the weapons locker for the Roord weapon dealers. This could lead the players to the head of the conspiracy when they get stuck in the investigations down on the planet surface.

## KEY NON-PLAYER CHARACTERS

Yiif and Uzren are described in the module "The Roord".

To represent the roord politicians and Kordac the same statistics can be used.

The Roord berserk should be a much stronger and wilder character, capable of fighting multiple guards at once. Use the statistics of the Jem'Hadar First in the core rulebook on page 331 to represent him. Replace the value with "No one can stop my rage" and remove the "The Shroud" and "Victory is Life" special rules and replace the focuses with "Melee".

## CONCLUSION

The best conclusion of course would be, when the player characters uncover the conspiracy by the weapon dealers and the two Roord factions would unite. The Roord could even go a step further requesting federation membership.

But maybe the conspiracy is successful, destroying every hope of peace for the two Roord factions as Kordac fuels a new war.

## ADDING THIS MISSION TO YOUR CAMPAIGN

This mission is made to directly follow the mission "The Roord" by Michael Dismuke. You can find it on his blog at

<https://continuingmissionsta.com/2018/03/24/new-mission-the-roord>