



"The Cure"

Suggested Era of Play: TNG
Suggested Spotlight Role: Chief Medical Officer

Synopsis

With the ship docked and the crew given some time for R&R, an old colleague, Dr Leni Thro has contacted the CMO to request help to save a race that's dying due to an accelerating genetic condition. The *Salren* of the planet *Ren* will reach the point of no return in a matter of weeks. The shuttle has just arrived in orbit of the planet and begins its descent.

Opening Log

"We've just dropped out of warp near the planet Ren, it will be good to see my old friend again, after I heard that she'd resigned her commission to stay and try and help these people. I just hope we can do something before it's too late."

Major Beats

The Ket

The genetic condition (known as the Ket) is causing the *Salren* to die younger and younger with every generation, but their genetic structure is highly resilient to modification. Starfleet had to withdraw their research efforts after the *Salren* accused them of giving their people "false hope" The CMO must discover a cure before it is too late.

The Assistant

Dr Tho's only remaining assistant, a *Selran* named "Yareal" has been hiding symptoms of the Ket with secret injections of stimulants to keep her going and heavy make up to hide the outward signs, she is far along before it is finally discovered. This is a do or die test to see if the cure will work and save the Dr's friend.

The Delivery

Even with a cure, it still needs to be administered to an entire planetary population, a population which mistrusts Starfleet. All within the few remaining weeks before the *Salren* population becomes too small to recover. The race is nearing its end, success and the *Salren* will survive, failure, and they will die out.

Minor Beats

The *Salren* weren't always afflicted with the Ket, historical records show a time when they lived normal lives, the origins of the condition itself are unknown. Some of the population are angry with Starfleet, and want to drive them off the planet, while the facility itself hasn't been attacked, it could just be a matter of time. The facility is a Starfleet prefabricated base, built quickly to start work as fast as possible, unfortunately, with Starfleet leaving the planet and only Dr Thro and her assistant in the facility, it hasn't had its usual maintenance and not everything works reliably.

Key Non-Player Characters

Dr Leni Thro has given up a promising career in Starfleet to continue to fight this condition, use the Physician Notable NPC in the Sciences Division Supplement (Page 119). The Dr's assistant Yareal, is one of the few who aren't angry with Starfleet and desperately wants to save her people, even if it costs her own life, use the Nurse Minor NPC in the Sciences Division Supplement (Page 125). If *Salren* attack the base, they are desperate and angry, use the Starfleet Security Officer Minor NPC but only with Type-1 Phasers from the Core Rulebook (Page 314).

Conclusion

While the genetic affliction is intended to be difficult to cure, it should prove possible in the end, and how it is applied to the population can determine how long it takes the *Salren* as a species to recover, but they could turn up in future encounters as a fledgling member of the Federation, or maybe it could provide an avenue for diplomatic encounters as the Federation attempts to build trust with the *Salren*.

Adding This Mission In

This mission can slot in at any point during a campaign when the ship returns to a starbase for repairs and restock. It only requires a Runabout/Shuttlecraft to take the players to the planet.