

RUNNING HOT

Era: TNG or DS9

Spotlight Role: Engineer and/or Bajoran

SYNOPSIS

A Bajoran colony on the planet Wake is having power problems, and begrudgingly accepts the help of Starfleet. The crew will have to diagnose the problem, and uncover the mystery of what was on the planet before the Bajorans arrived.

MAJOR BEATS

ACT 1 - ARRIVAL

The away team arrives by runabout to assist a small settlement with power problems. The colony was unknown to Starfleet until recently, and unwelcoming to the crew.

The planet is very hot and dry and the settlement is a fishing town by the coast; some species may find it difficult here. After walking through town, the characters meet the friendly local Ranjan (Bajoran priest) named Reoh Nel, who put out the request to Starfleet for help. They point the crew to the main generator in town.

The generator is old and has been fixed many times over the 10 years of this colony's life. The engineer present is reluctant to help, but will eventually if the crew perseveres. Local machines are breaking down more frequently, and the crew will diagnose residual Metreon radiation is causing the problem.

ACT 2 - METREON SPIKE

Suddenly, a minor earthquake and Metreon spike will occur, disabling all electronics in the local area, including the runabout. Locals say blackouts have become part of normal life but the tremors are entirely new. The crew can reboot small devices like tricorders and comm-badges in a single task, but the runabout will take at least a day to get up and running.

The crew track the source of the Metreon radiation to a large circular bay on the other side of a ridge of hills. The Metreon seems to be coming from underneath the floor of the bay.

ACT 3 - DINNER INTERRUPTED

Players will be invited to dinner with the Ranjan and Ida Lares (the town leader) who are married. It will be a chance for Ida to make an impassioned argument for the settlement's independence from the Federation. Ida is blunt but not aggressive in asserting her opinions.

The meal is interrupted by shouting from the street, a fishing boat has found a body in an EVA. Investigation reveals the person has large amounts of Metreon radiation in their body and has been dead for around 100 years. Opening the suit reveals an unknown humanoid lifeform.

ACT 4 - DIVING EQUIPMENT

The crew will need to devise a way to get underwater, and on the way to the bay another small earthquake and Metreon spike will occur. Once at the bay, the crew will notice an underwater chasm has opened at the bottom of the bay. Diving into the chasm, the crew find themselves inside a crashed spaceship under the sea floor. Working to access the rest of the ship, a final earthquake will seal the crew inside, with only an hour's air supply.

The spaceship is a small exploration vessel, crew all dead, an engine room, and a final remaining escape pod. The power source of the ship is leaking Metreon Radiation, but also about to go critical after 100 years of degradation. The Starfleet officers will need to shut down the reactor safely while working underwater, then launch the escape pod to safety. Thankfully the escape pod only had ½ meter of sand to punch through that is easily discovered by the crew.

CONCLUSION

Depending on how the crew interacted with the town, the town leader may change their opinion on the town's isolation. However, they will always greatly value their independence. The shuttle's crew may also be invited to shore leave here for a few more days before leaving.

METREON RADIATION

Metreon radiation on Wake is leaking from a starship reactor that mixes it with Dark Matter similar to how Starfleet ships mix Matter and Antimatter. The radiation has not had adverse health effects on the population due to the short bursts. Other effects of Metreon radiation include: reacts violently with Dark Matter, false sensor readings, radio distortions, temporal distortions, subspace distortions, power system failure.

KEY NPCs

THE RANJAN: REOH NEL

A friendly and welcoming older man who is a Bajoran priest, likes to offer food and shelter to the away team. Married to the Village Leader.

THE TOWN LEADER: IDA LARES

A standoffish Bajoran woman who believes in keeping the colony as far away from the politics of the quadrant as possible. She is well-liked amongst the townspeople for being straightforward and resourceful.

GM NOTES

This was originally designed as a chance to explore one of my crew's Bajoran identity. The Ranjan and the town leader were a PC's parents, leading to some purposeful awkwardness. In adapting this adventure to your own crew, think about your crew's species and which player would get the most out of "butting heads with their parents".