

STAR TREK® Scenario

The Korellian Caper

by Patrick Larkin

Treen in Trouble

While on routine patrol near the edge of the Organian Treaty Zone, the *U.S.S. Beresford* receives an urgent signal from the Federation ambassador on Korellios VI—a neutral world within the United Federation of Planets (UFP). The ambassador, the Honorable Willard Treen, is requesting *immediate* assistance from any Star Fleet vessel in the vicinity. Naturally, the *Beresford* is the only ship that fits the bill. Treen's signal does *not* contain any information about the nature of the emergency.

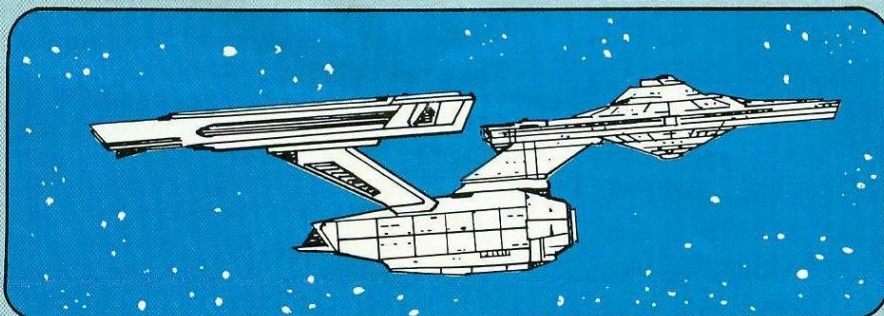
When the characters arrive in orbit around cloud-covered Korellios, a sensor scan will show only one other starship in the area, grounded at a landing field outside the planet's capital city. Treen, a gaunt, gray-faced man with a perpetual twitch, will beg the Captain and his senior officers to beam down to the Embassy as fast as they can. If pressed, he will admit over the communicator that both his Residence and a Terran merchant ship are under siege by the natives.

The characters will beam directly into the ambassador's large, plushly furnished office. The sullen, gray light of the

turned to uss. Nothing lesss will prevent the ssshedding of human fluids."

When questioned further, Sondar will explain. The Twelve Crystals have been the treasures of Korellios for several millennia. Although kept in the Vault of the Kadar, they have been occasionally removed and studied by scientists and art lovers from all over known space. Now, these priceless natural treasures have been stolen—by the crew of *Trelaine's Luck*, a Federation merchant ship. The guards at the Vault were stunned by phaser fire, and the small cases containing the Twelve were melted open. One of the guards recovered consciousness long enough to see four humans running out of the Vault. He alerted the planetary defense command in time to stop the ship from fleeing Korellios.

Treen explains that, although Captain Falconer of the *Trelaine's Luck* insists that he and his men are innocent, he has sealed his ship and refused to allow the Korellian authorities onboard. The ambassador wants the characters to discover the truth, recover the Twelve Crystals, and take Falconer and his crew into custody if necessary.



Korellian day filters in through a pair of windows, and Star Fleet's officers can catch glimpses of a vast crowd standing silently—many carrying green banners. As far as the eye can see, the city's squat buildings are decked with green streamers. Along the horizon, four active volcanoes lazily spew molten rock into the air.

Grand Larceny

Treen will introduce the characters to Sondar, a short, stocky Korellian wearing a dark green sash. Sondar is the Chief of the Kadar—the local government. When Treen tries to brief the characters on the situation, Sondar will interrupt: "The sssituation is sssimple. Those who ssstole the Twelve must be handed over and the Twelve re-

commercial transport, sits in the center of the vast, concrete field. Missile batteries and other weapons surround the ship, and its airlock is sealed tight.

When the characters arrive, the airlock will cycle open—revealing five phaser-armed crewmen. They won't allow Sondar or any other Korellian onboard, but they'll be glad to see Star Fleet uniforms. Max Falconer, the ship's captain, is on the bridge.

"Never thought I'd be glad to see you boys from Star Fleet, but I sure am now! These lousy xenos have us pinned down on this dirtball and they won't let us go. I figure a few phaser blasts from your ship will help 'em see reason!" Falconer, a tall, lean, rugged-looking man, will indignantly deny any part in the theft of the Twelve Crystals. Instead, he'll blame it on "local xeno politics," and demand protection as a Federation citizen. If they're arrested, he and his men won't resist unless it's clear that they're going to be handed over to the natives. (The characters should be aware that Star Fleet and the Federation won't regard action of that kind very favorably.)

Here a Crystal, There a Crystal

A thorough search of the ship's crew quarters and engineering spaces won't turn up the missing crystals. Eventually, the characters should find their way to the cargo bay. The *Trelaine's Luck* carries the following cargo:

1. 12 unsealed bins containing *thousands* of crystals. All the crystals in each bin are *exact* replicas of one of the Twelve Crystals of Korellios. They're listed as "trade goods for Korellios" on the ship's cargo manifest.
2. A number of crates containing wines purchased on Daros IV.
3. Approximately 100 SCU of electronics spare parts and computer equipment.
4. A high-temperature ore smelter tagged for trans-shipment to Boreas II.

The characters should note that only a fraction of the ship's available cargo space is filled.

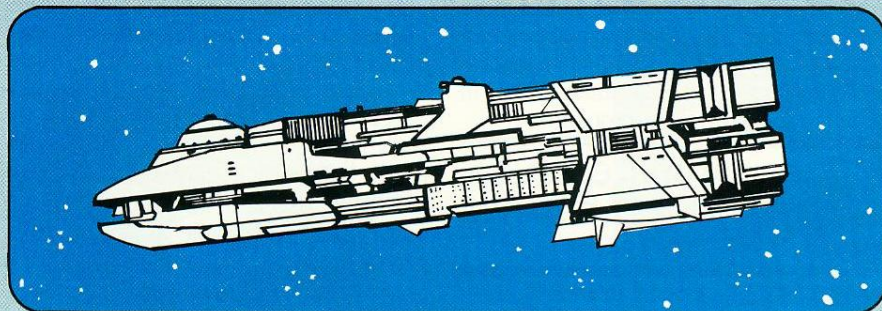
Solving the Mystery

Although it should be obvious that the Twelve Crystals are concealed in the ship's cargo bins, finding them won't be easy. The characters can't hand over the bins to the Korellians without violating the Federa-

The Trelaine's Luck

To get to the ship safely, the characters will have to persuade Sondar to provide them with a safe-conduct and an armed escort. He will be hesitant, fearing new Federation treachery, and one of the characters will have to use his diplomatic skills: Average the character's Skill Rating in Negotiation/Diplomacy with his Charisma (CHA) and subtract 10. If he makes the roll, Sondar will agree to their requests. Also subtract 10 from the die roll if the player's role-playing is especially good.

The landing field is a ten-minute ride outside the city. The harsh, acrid air and the menacing, armed mobs should make the trip seem a lot longer. The *Trelaine's Luck*, a battered, old *Argon*-class medium



tion's search and seizure laws in the process, and letting the natives onboard to look for themselves might lead to a massacre. However, if they've paid careful attention and used their library computer well, the characters should have enough clues to solve the mystery and find the Twelve Crystals.

Don't allow the characters to sit inside the *Trelaine's Luck* indefinitely. The Korellians will start getting impatient after waiting for a few hours, and Sondar will periodically come to the airlock door to warn them that their time is almost up. If they haven't returned the Twelve within one, 33-hour long Korellian day, the natives will storm the ship, seize its cargo and any survivors, and break off diplomatic relations with the UFP. This is what is known in official Star Fleet terminology as a "non-viable outcome, career-wise."

The Solution

The ore smelter is the key to finding the Twelve Crystals. If the characters dump all the crystals into the smelter and set it for the highest possible temperature, the forgeries will boil away—leaving the real treasures of Korellios behind. This process will take 9 hours; giving the characters less than 24 hours to come up with the answer.

Library Computer Data

Do not tell the players anything contained in the following listings *unless* they ask the *Beresford's* library computer for information on that particular topic.

Korellios VI: Diameter—14,300 km; Planetary Gravity—1.1; Land Area—381,480,000 square kilometers (68%); Length of Day—33 hours; Atmospheric Density—Terrestrial; General Climate—Warm Temperature; Mineral Content: Normal Metals—89%, Radioactives—65%, Gemstones—11%, Industrial Crystals—32%, Special Minerals—18%; Technological Index—368863; Socio-Political Index—47.

Korellios VI, Political Notes: The Korellians are governed by an elected council, the Kadar (literally, "the Geologists"). With their early astronomical experiments frustrated by the planet's near-constant cloud-cover, the Korellians opted to refine and pursue the earth-sciences instead. As a result, they have a high level of technology, but no interest in space travel. Consequently, they have refused to join the Federation, preferring to retain complete sovereignty on their single world.

The Korellians: The Korellians are a short, heavily-built race descended from reptiles. Their thick, gray skins are covered by scales in early childhood and shedding scales are a sign of maturity. Most Korellians are blunt in speech and single-minded in thought. (Cultural Note: Korellians regard the color green as a symbol of hostility and imminent conflict. Federation citizens visiting Korellios are cautioned to avoid wearing this color.)

The Twelve Crystals of Korellios: The Twelve are among the most prized treasures of the Korellian people. According to legend, the first Kadarin ("Geologist") found them floating in a pool of molten lava near the site of an active volcano. Sup-

posedly, their discovery and curious nature prompted the first interest in science among the then-primitive Korellians. Their beauty and unique physical nature have fascinated scientists and art lovers throughout the UFP for decades. Several prominent collectors are known to have offered to pay fantastic sums for the Twelve.

Boreas II: Boreas II is located outside the UFP. The entire human population lives on a small island just above the planet's equator. This island is the only land mass on Boreas II. The planet has no mining industry or manufacturing facilities.

Gamemaster Information:

If the players need a hint, remind them where the Twelve Crystals were found.

Ambassador Treen: STR 43, END 58, DEX 46, CHA 66, INT 69, LUC 68, PSI 0, Administration 62, Negotiation/Diplomacy 69.

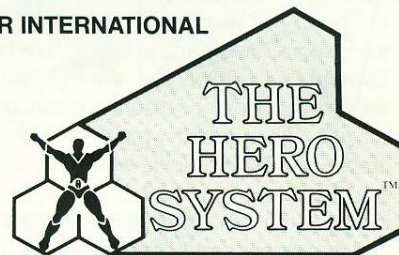
Captain Falconer: STR 62, END 59, DEX 49, INT 62, CHA 51, LUC 53, PSI 30, Negotiation/Diplomacy 47, Unarmed Personal Combat 47, Starship Combat Strat/Tactics 48, Leadership 59, Streetwise 65, Marksmanship/Modern Weapons 43.

Sondar: STR 57, END 46, DEX 45, CHA 31, INT 58, LUC 22, PSI 18, Armor-4, Damage 8, Leadership 55, Administration 53, Negotiation/Diplomacy 72.

Trelaine's Luck Crewman: STR 70, END 71, DEX 68, CHA 46, INT 48, LUC 49, PSI 18, Unarmed Personal Combat 54, Marksmanship/Modern Weapons 55.

Patrick Larkin has authored several Star Trek pieces for FASA Corp., as well as other FASA Corp. products, including Battledroids.

CHAMPIONS • JUSTICE INC. • DANGER INTERNATIONAL
FANTASY HERO



THE ULTIMATE GAME

Hero Games 92A-1 21st Ave, San Mateo, Ca 94403

Circle number 110 on Reader Inquiry Card