

Episode
"Lost & Found"
Stardate:

Synopsis:

Admiral Ethan Harris and his entourage were scheduled to attend a peace conference on Altair when the Franklin Morgan developed difficulties and never arrived.

Starfleet has dispatched the Essex to search for the lost ship. The Essex discovers that it has crash landed on a primitive planet and that the Admiral and his assistants have been taken prisoner by the locals. To make matters worse, the natives have been exposed to Rigellian fever, and are facing a deadly epidemic.

GM notes: This adventure follows a fairly linear format and moves under various assumptions. Here are some examples:

1)Once the crash site is found, the players will choose to investigate further, rather than recover the ship.

2)The players will walk to the city rather than transport.

3)The players will open dialogue with the city council to negotiate for the crash survivors instead of mounting a clandestine rescue.

There are many others to be sure. It would be impossible to predict what the players might do in any situation, but it's even harder in an adventure like this where most of it is interaction with the natives. Without fail, one player will navigate around an encounter, or find some detail that might throw off the rhythm. Be flexible. If an encounter doesn't work as written, re-work it or change the timing and/or location. Even better, add your own.

Prologue:

The USS Essex is en route to earth colony Titan Asteris IV to deliver needed supplies after a devastating earthquake destroyed much of their supply compound.

A communication from Commodore Larz Feighan orders the Essex to suspend its current mission and divert to begin search and rescue operations. A diplomatic courier, the *USS Franklin Morgan*, on its way to Altair for a peace conference, never arrived. On board were Admiral Ethan Harris and six members of his staff. The courier's flight plan and last known position is sent at the end of the transmission.

Last Known Location

The Admiral's ship sent a brief position report to Starbase 7 stating it was 4 days from Altair at W5. The area is out of scanning range of most habitable systems and outposts. **A roll vs. St. Sensors will reveal a faint energy signature. A second roll at +10 will identify it as residual plasma emissions, possibly from a warp core. A roll vs. Warp Drive Tech will confirm that it is. Further investigation will reveal that the emission must have been sudden and brief, because it trails off leaving no clue as to where the ship could have gone.**

There are several systems relatively close where the ship could have made to.

(Insert planetary backgrounds)

Standard orbit

Scans from orbit reveal a mostly temperate climate, 4 large continents separated by moderate size oceans. Initial surveys of the planet's inhabitants indicated a pre-industrial society, similar to 18th century earth. **The inhabitants of the planet are so similar to humans that shipboard sensors cannot differentiate the captured crew. Also, the planet has a large quantity of (insert radioactive mineral here), interfering with sensor scans and preventing detection of the crashed ship. Evidence of a crash site may be detected with a systematic planetary surface scan. A successful roll vs. (Starship Sensors + LUC)/2 will locate the crash site. One roll is made per hour.**

The Crash Site

GM NOTE: Advise the players that this culture remains protected under the prime directive, even though there has been contamination.

The crash site is a fairly forested area near a small city on the planet's largest continent. A trench roughly 200m long leads to a small encampment where the ship came to rest. Tents and small campfires surround the vessel and the considerable amount of debris it created when it burrowed its way through the brush. The mission class courier appears to be largely intact, though scorched. All the exterior hatches appear to have been opened. The area is also teeming with natives: uniformed, armed, and roughly 3 dozen in number.

*The natives wear dark green long coats crisscrossed with leather belts and straps attached to pouches, weapon sheaths and holsters. Some wear brimmed felt hats, presumably those of command status. Their pants are dark gray tucked into polished black leather boots. There is no sign of the crash survivors, if any. **The technology level of this culture is roughly that of 18th century earth. Foot soldiers carry a single shot musket-type weapon and a long dagger. Officers carry single shot pistols (that doubles as a clubbing weapon), a dagger and a sword. The players may want to stun the entire encampment (see TOS episode "A Piece of the Action"). Advise them that such a course could cause a bit of a stir--"shafts of fire" and "pillars of flame" to use descriptions--and would be in violation of the prime directive.***

The ship itself is recoverable, with supplies from the Essex and an engineering party. An apparent surge from the anti-matter injectors severely damaged the main energizers, crippling the ship and forcing it to land before repairs could be made. The chief engineer can roll 1D10 to determine how many hours it will take to repair the ship. Note that it would take an unobstructive view inside of the ship to make an assessment.

The City of Armand

About 10 miles from the crash site lies the city of Armand. It has a population of about 150,000 people and is the seat of government in this region. The layout of the city is a wheel-and-spoke pattern, where the main roads lead directly to a central plaza. The buildings are mostly brownstones and mortar, and get progressively taller as one approaches the central city. Plumes of dark smoke rise from stone stacks in the inner city; the sign of a fledgling industrial center.

Areas of Interest

Outer City: The outer edges of the city are agricultural and modest residential areas. *An odd mixture of animal and harvest scents permeates the air. Stone and thatch roof homes line the streets separated by the occasional local market and shopkeeper. People drawing water in buckets from community wells is a common sight. Here, the streets change from dirt to cobblestone moving into the city.* **A roll vs. INT at +20 will note to a player that the market area is eerily quiet for the time of day. Also, shops and businesses also are closed or unpatroned.** **Encounter:** *A modest group of people huddle in a small grassy area. The men have dark sashes across their chests; the women, dark shawls over their heads. In the center of the field, away the group, is an engraved stone monument surrounded by flowers. A robed man standing on a small pedestal is addressing the solemn gathering. The wailing of an old woman, crying "Yama has cursed us!", frequently interrupts the service.* **Most of the gathered are family, and aren't much in the mood to speak with strangers. Any player wishing to speak with any member of the bereaved should have a CHA score of +40. The service is a funeral for a pair of young boys from this area. They were the sons of a grain miller, (Dom, 7, and Henat,9) suddenly struck down by disease several days ago. The wailing woman is the children's grandmother. The boys were one of the first to discover the crashed ship. A background check of the ship's crew will reveal that Lt. Falleen, one of the crash survivors, acquired Rigellian fever as a boy and remains a carrier of the virus. When the boys encountered the crash site, they became infected and perished several days later. In the course of that time they encountered several people, continuing the spread of infection. 'Yama' refers to their god of harvest and seasons.**

The Inner City: The city begins a shift from agrarian to a more industrial demographic. *Homes and small farmer's markets are slowly replaced by small steel mills and fledgling factories. Buildings become larger to accommodate the influx of workers and their families. There is greater hustle and bustle in the streets, drawn carriages carrying people and merchandise crowd major intersections. Housing becomes more congested and sparse in some areas, forcing some to the streets. Some of these areas are depressed and dilapidated, with raw sewage running in the streets.* **Encounter: In one of the lesser areas, the players stumble upon a gruesome sight. Two haggard looking men down a narrow alleyway set a pull cart down onto the sewer drenched cobble street. They approach a dark figure slumped in a doorway. The closest man nudges the figure with his foot, and steps back for a moment. He then motions to his companion and together they hoist the figure up and into the cart. If the players investigate the cart, they'll see it filled with corpses. A quick scan with a medical tricorder will identify the virus. The 2 men were employed by the city council recently to collect and dispose of dead vagrants. "If it weren't for us," the larger of the 2 men claims, "the streets would be knee deep in death!" The need for their services roughly corresponds to the time of the crash. The dead are taken to a mass grave outside the city limits.**

The Central City: All the roads eventually lead to the city square. The center of the city holds the seat of government, culture, and a cosmopolitan lifestyle. *The elite leave their spiraling mansions and casually enjoy the blessings the city has to offer. The main square is highlighted by a stone fountain decorated with various works of local mythological figures. Surrounding the fountain are impressive buildings housing the various offices of the government. The largest structure in the square is a majestic temple directly across the main government building.*

Encounter: *A large crowd has gathered in front of the largest of the government buildings. They seem angered, shouting and waving fists at a gray haired individual standing from a 4th story balcony. Cries of "kill the harbingers!" echo throughout the plaza. The gray haired man is trying to calm the crowd with reason though having little success. The group becomes more agitated and increasingly violent. Soldiers (like the ones at the crash site) burst from the building in an attempt to stem the violence-with only marginal success. Pockets of fighting erupt in the crowd. Player with the worst LUC score should roll vs. to see if a fight breaks out with him/her. A failure indicates 1D10 members of the mob have engaged with 1D10/2 military guards with the players caught in the middle. The crowd has no weapons and the guards are using a short club.*

The Fountain: The fountain is an impressive work of stone masonry, cut from solid marble and standing 12 meters. Four large stone figures make up the center of the fountain, each tipping a shallow basin from which water flows. **A quick tricorder scan will reveal that the water is supplied by an enormous underwater spring on which the entire city rests. This would be the best method to introduce Rigellian fever anti-bodies, unless the players discover another method of getting to the underground spring. The supplies the Essex is carrying for the colony on Titan Asteris IV has enough raw material to produce the anti-bodies.**

The players may create their own plan to cure the inhabitants, in which case, allow for a little creative thinking.

The Armand Council: The ruling body of Armand is an elected council of 12 elders, each representing a district of the city. Council Head Tano (**the gray haired man from the balcony-see 'The Central City'**) presides over their meetings and stands as the main figurehead. **Despite their technological level, the council can be opened to the fact that there are other intelligent cultures in the universe, though this may take some persuasion. The council will freely discuss how they discovered and the current disposition of the survivors.**

The Survivors

_____ The crash survivors were discovered by 2 boys, Dom and Henat several weeks before (see 'The Outer City' encounter. The boys, uncertain as to what they had found, told their father, who in turn informed the local magistrate. The magistrate, after seeing for himself, immediately dispatched the militia.

The survivors were taken to the council where they were held and tended to. Since the outbreak of the disease, the council thought best to hold them in seclusion for everyone's safety. Many of the locals correctly believe that the strangers brought the disease with them, and some of the more aggressive ones believe that killing the strangers will end the spread.

The Abduction

While the landing party discusses the issue with Council Head Tano, an aide bursts through the door of the chamber and says that the mob has broken into the building and taken the survivors.

The crowd outside has dispersed, save for a few onlookers whispering and pointing amongst themselves. Several militiamen lay injured near the front of the building. More militia

are guarding the entrance while the injured are tended to by locals, most likely healers. There doesn't seem to be any evidence as to where the crash survivors were taken.

Players wanting to interview the remainder of the crowd need to make a save vs. CHA at +10 to retrieve any useful information. There are 2D10 civilians in the square, only half of these people actually saw the event (1D10/2). Only 10 militiamen are left in the square. Of those, half are injured and only 2 know what happened to the prisoners. With enough coaxing (allow the players some role-play and arbitrarily decide), the soldiers will identify the 2 men.

The mob has taken the crash survivors to a nearby smelting factory, where they will presumably be killed.

Mounting a Rescue

Encounter: *Roughly 2km from the city square lies the smelting factory. A brown stone building 5 stories tall with a single smokestack rising another 10m. The building is coated with a layer of dark soot. Though the building has large, narrow windows, hardly any light can be seen through the dirt. The chanting of a large crowd can be heard through a large set of wooden double doors.*

50 angry civilians yelling various obscenities are standing around a large, heavy wooden platform. The platform, some 4meters high and 50 meters long, is built around a half dozen casting molds in which molten metal is poured into from a kettle hanging from a crane overhead.

Standing on the platform are 6 men walking the Admiral and crew, bound and blindfolded, into the molds.

The players will need to devise for themselves a method of rescue. Without insight into the players' actions, it would be hard to provide enough background for every possible scenario. Encourage creative ideas, but detour outlandish ideas that may unbalance the adventure (i.e. "we phaser stun them all from orbit!" or "I'll transport the molten steel out into space!")

Endgame

Recovering the Franklin Morgan: Unless the players come up with a truly creative way to distract the militia guarding the ship, they'll have to get some help from the Armand council. Council Head Tano will be receptive to the players provided they take him into confidence and offer to help cure his people.

Curing the population: This adventure was set up for the players to use the underground spring via the fountain to spread the cure with the least amount of social contamination (the Prime Directive is in effect still). The players may have their own ideas - if they're not too outrageous, go with it!

The Prime Directive: Nothing can be done about the contamination caused by the crash and the survivors. Further contamination depends on how the players act and react. If the adventure plays out as designed (and the players are careful), there will be no more considerable cultural interference. If the players are not careful, they could land in front of a board of inquiry!

NPC's

Commodore Larz Feighan (h,m,48)

Crash survivors:

Admiral Ethan Harris (ret)(h,m,60), Federation negotiator

Commander James Lithgow (h,m,33),ship captain

Lt. Helen Gilbert (h,f,27),exec/helmsman

Lt. Azo Falleen (ac,m,24), navigator,Rigellian fever carrier

Lt. Nathan Richards (h,m,25),science officer

Armand NPC's

Council Head Tano

Armand militia

Credits:

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If anyone has any additional ideas, backgrounds, questions or comments about this adventure, feel free to

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