

Version 0.1

# ***KEKER BELT***



An ENDEAVOUR Adventure by Michael Purcell

## Keker Belt

**Captain's Log:** *We have arrived at the the Keker Belt, an asteroid field that is home to two different species, the Keker Belters and the X'un. Recently, tension between the two has been mounting, fueled by a series of hijackings and ransom demands by a group of aggressive X'un pirates. We are here as peacekeepers and to prevent any further escalation of violence.*

*Kazzark, the Keker Belter ambassador to the X'un, has been tasked with contacting the pirates and negotiating a ceasefire agreement. We have agreed to deliver him and a convoy of supply ships to a remote settlement near where the pirates are rumored to have a base of operations.*

## Arrival

As you pass through a particularly dense part of the asteroid field, four saucer-shaped pirate ships converge on the convoy and attack, disabling a large cargo hauler that had fallen behind due to mechanical trouble. Its captain, fearing a core breach, orders all hands to abandon ship.

After their initial pass, the **X'un Pirates** execute a series of elaborate evasive maneuvers before turning to attack again. Three ships attack the convoy, while the fourth attempts to capture escape pods as they are ejected from the cargo hauler.

## Ambush

- *Will you interfere with the pirates' hijacking attempt?*

**Operations & Engineering vs. X'un Pirates.**

If you suffer, the pirates capture several escape pods and hold their occupants for ransom.

- *Or will you defend the convoy?* **Strategy & Tactics vs. X'un Pirates.** This is a *Grueling* challenge. If you suffer, the pirates destroy the Endeavour's weapons systems.

## Trials

### Aftermath

Escape pods from the damaged cargo hauler are strewn throughout the void around you. *Can you recover the escape pods before the pirates return?* **Operations & Engineering** vs. **Asteroid Field**. Among the survivors of the attack are small group of X'un who served aboard the cargo hauler as maintenance workers and stewards for the ship's officers.

### Internment

Kazzark fears that the pirates have infiltrated the convoy. He relieves all X'un crew members of duty and confines them to their quarters. *Will you defend the X'un crew members from Kazzark's wrath?* **Leadership & Negotiation** vs. **Kazzark**.

### Signals Intelligence

The X'un ships are in constant communication with one another. While it is easy to intercept these signals, any messages that you collect are heavily encrypted. *Can you find a way to break the encryption?* **Science & Medicine** vs. **Encrypted Messages (3d8)**. If you prevail, you get a 1d8 advantage die on all future challenges vs. **X'un Pirates**.

## Crisis

- *Will you confront the X'un pirates directly?*  
**Threats:** The Endeavour is captured by the X'un pirates. Kazzark is assassinated by a X'un internee. Hundreds of X'un civilians die as they are caught in the crossfire.
- *Will you convince the X'un pirates to surrender peacefully?*  
**Threats:** Kazzark is kidnapped by the X'un pirates and held for ransom. The Keker Belters cut off all diplomatic ties with the X'un. Hundreds of Keker Belters die when peace talks break down and hostilities resume.

## Characters

- **Kazzark (d10):** Keker Belter (d8), Populist (d10), Ambassador (d10 *Sensitive*), Reactionary (d8).
- **X'un Pirates (d6):** Fearless (d10), Aggressive (d10), **COORDINATED** (Increase the size of the pirates' name die by one step for each ship that participates in a challenge).
- **Asteroid Field (d8):** Dynamic (d8), Unfamiliar (d8), Dense (d8 *Dangerous*), Obstructing (d8).

## Places

- **Keker Belter Habitat:** A twisting maze of tunnels bored directly into the rock of an asteroid. Crowded, noisy, and filled with exotic technological marvels.
- **X'un Pirate Ship:** A ramshackle starship cobbled together from the parts of captured vessels.

## Mysteries

- **Most Keker Belters look down on the X'un.**  
Both species are insectile humanoids. The Keker Belters are very social but retain a strong sense of individual identity. The X'un are eusocial creatures and each X'un colony effectively functions as a single organism.  
*How do the X'un feel about the Keker Belters? Why do the Keker Belters feel such disdain for the X'un?*
- **The X'un pirates think of themselves as soldiers.**  
The X'un are treated as second-class citizens by the Keker Belters. The X'un pirates took up arms in response to their depressed economic and political circumstances.  
*What are the pirates trying to accomplish? Why won't the Keker Belters help them get what they want?*