

# THE BROKEN DIMENSION

A 2371 Living Campaign Supplemental Mission

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## INTRODUCTION

“The Broken Dimension” is a possible mission to follow the *Star Trek Adventures Living Campaign* Season One finale, “The Displaced”. This is based on the adventure I wrote to conclude the Living Campaign for my players, give them a satisfying ending to the Living Campaign before starting our Season Two main storyline, *Silk Roads*.

## SYNOPSIS

In “The Displaced”, the starship and crew had the option of answering the Tilikaal’s call for help, and traveling through whirling dimensional portals into the broken dimension where the Tilikaal are trapped in an attempt to free them. There, they will discover that the physics have rendered their ship without power, and that the strange conditions of the broken dimension are detrimental to life, enticing minds to separate from dying bodies. The Lormeans, who were on the doomed Orgun III, were also transported into this other realm. If something isn’t done soon, the Lormeans face certain extinction...and the status of the Tilikaal remains to be discovered.

## DIRECTIVES

In addition to the Prime Directive, the Directives of this mission are to:

- Escape this dimension
- Rescue the Lormeans
- Rescue the Tilikaal

The Gamemaster begins this mission with 3 Threat per Player Character, as the fates of two species hangs in the balance.

## BACKGROUND

The Gamemaster is advised to review the following modules in the first season of the Living Campaign: “Decision Point”, “Assessor’s Gambit”, and “The Displaced”.

Also, if the group has played through “Biological Clock” from *These Are The Voyages*, review that module. If not, review the *TNG* episode, “Schisms”.

There will not be defined Scenes, but descriptions of the problems that the players will face and need to solve. Scenes will depend crucially on the actions that players take.

Keep track of time elapsed since arrival, since the longer time passes without a solution, the more Lormeans they will lose.

Also, it’s an adventure where the gamemaster should let the players come up with solutions on their own. Let them use their imaginations on how to cope with the problems. Improvise and have fun!

## ARRIVAL

Those who enter the dimensional rifts will reappear in the broken dimension that has trapped the Tilikaal. It is advised that the players’ starship from the previous adventure be transported completely to this other realm.

In addition to the players and their ship, Ash'tamalla of the Tilikaal also extended dimensional portals to the Lormeans, who were on the dying planet, Orgun III. Eager to escape their planet, the Lormeans have also entered the rifts. There are 17 million Lormeans, but that number may be different depending on how your players resolved that mission.

Everyone transported will appear in the same vicinity, but in a dimension suffused with air and light. There are impossibly large crystals latticing this dimension, dwarfing the players' vessel.

## THE PROBLEM OF POWER

One immediate problem that the players will face is that the strange rules of this broken psychic dimension do not permit matter-antimatter reactions, rendering the warp core unable to produce power. Even the impulse engines are affected by the changed physics, as the deuterium fusion reactions also do not work. Set the Power of the starship equal to its Scale. Tell players that their power has dropped precipitously. Someone needs to succeed at a Difficulty 1 Task, **Reason+Science** or **Reason+Engineering**, to figure out what's happening with Power. This Power cannot be replenished normally during the adventure, requiring extraordinary steps. The Players must be on guard as to how they plan to use what Power remains. Once spent, they will have a difficult time regaining Power.

There is no sign of Ash'tamalla or the Tilikaal in the area. The players may try to scan the crystals. That is a **Reason+Science** Difficulty 2 Task, assisted by the ship's **Sensors+Science**. They will be surprised to learn that the crystals are only semi-real: they are composed of some kind of psychic energy of a form they have never encountered before. They are real enough to cause damage to their ship if collided with, but also exist partly as mental constructs. As such, physical force (phasers and torpedoes) likely will not affect them.

## PSYCHIC PHYSICS

In addition, this is a psychic realm that is antagonistic to living things. The rules of this dimension allow sentients to tap into the natural psychic energy in this place, but experimenting with that psychic energy also make it easier for minds to separate from their bodies. The crystals will seek to draw any minds into them, trapping them within their matrices. Bodies will also weaken and die over time, as there is no way to sustain life here. This means there is a ticking clock, where the more time passes, the more likely it is that creatures trapped here, like the Lormeans, will separate their minds from their dying bodies and enter the crystals forever.

Some players may not have been on the ship, and only taken a personal dimensional portal. They will find themselves adrift in the strange, lit space, like the millions of Lormeans. Returning to their ship is likely their first priority. They should appear within visual range of their ships. If they are not transported onboard (which may cost precious Power), they may stumble upon the psychic nature of this realm: the power of thought can propel them through space. However, there is a cost. Allow them to try and come up with solutions themselves, and they may stumble upon the psychic power in this realm. If they aren't getting it, show some Lormeans seemingly propelling themselves through space somehow, and they may figure it out.

To tap into the psychic energy of the realm, the character using it increases their Complication Range by 1 per use, to a maximum of 4 times (i.e., Complication Range maximum of 16-20). Each attempt to use the psychic energy is a Difficulty 1 **Insight+Command** Task, that can Succeed At Cost. This will primarily manifest as telekinesis, but allow the Players to experiment with other uses. The psychic energy is tempting! Complications, however, will make their minds one step closer to abandoning their physical forms and becoming a free-floating mind forever.... They may face Difficulty increases on Tasks as they try to stay inside their bodies.

## THE LORMEANS

The millions of Lormeans will be confused by the transport. Some will be close enough to the starship and find a way to propel themselves onto the hull. Others will find refuge upon the crystals. Others will be helplessly floating where they are. Because there are millions of them, and many of them already wounded by the violent transport of their planet to the Candidate Three system, they are at risk of succumbing to the lure of the psychic realm, and becoming trapped in the crystals.

The players have a huge, seemingly impossible problem on their hands. How do you save a species stuck in this strange dimension?

If there's no intervention, assume that 5% of the total Lormeans population will 'die' every hour (they abandon their bodies and are absorbed by the crystals). At that rate, within 20 hours, none of the Lormeans will survive in their original bodies. The players may discover this after the first hour, and be able to calculate the rate of Lormeans lost per hour.

The players will likely seek a way to slow this rate. There may be many solutions that they come up with, but one surefire way is to understand that meditation, and halting use of the psychic energy, will safeguard their minds and slow the rate of attrition. The players will need to help the Lormean coordinate the spread of the message throughout their population, a kind of communication tree throughout the millions stuck here. That is a **Command+Presence** Difficulty 2 Task to spread the right message. If successful, change the rate of 'death' to 2.5% per hour. The Task itself will take 1 hour to complete. If this Task is failed, they may try again, but it will take another hour.

## LOCATING THE TILIKAAL

The players may seek the Tilikaal. This may be done only through psychic means. If there are telepathically-inclined characters, they may attempt to do so with a Difficulty 3 **Insight+Science** or **Insight+Medicine** Task. If there are no natural telepaths, they can experiment with the psychic energy as described previously. Each attempt takes 1 hour. If they succeed at contacting the Tilikaal, they can ask one question, plus one for each Momentum spent. Here is the information they can learn:

- Ash'tamallia and the Tilikaal are in another part of the realm, but it would take about 4 hours at full impulse to reach them, and dangerous crystal obstacles to navigate through;
- All the Tilikaal have formed a mental gestalt to keep themselves from being absorbed into the crystals. They can't open more gateways themselves. It's up to the players to find a solution to breaching the dimensions back to normal space;
- The Tilikaal have an innate sense of where their real bodies are, where Assessor Tredik had transported them;
- If a path is opened by the players, and if the Tilikaal have energy, they may be able to transport all the Lormean to a new, safe location in normal space.

## GETTING MORE POWER

As mentioned previously, there isn't any easy way of regaining Power. However, experimentation, or a Complication, may yield one possible solution. If a Complication is rolled aboard the ship, have an NPC engineering crewman suffer an accident while investigating the power situation. Their mind somehow entered the ship's power systems (or the bioneural circuitry, if on an *Intrepid*-class, for example), and Power goes up by 1. Their body is alive, but the mind is stuck in the power conduits/bioneural circuitry.

The crewman can be rescued with some form of psychic surgery, removing them from the power system. That is a Difficulty 4 **Insight+Medicine** Task to safely transfer the crewman's mind back. However, a Complication will kill the crewman permanently, highlighting the risk. It takes 1 hour to perform the surgery, or 30 minutes if a Momentum point is spent to halve the time.

However, this may give them the idea to power the ship with minds, as each mind that is added to the system will give them one Power. They must be surgically transferred back before Power reaches 0 (or they die). Emphasize that any Complication during the surgery, will result in a permanent death.

They may ask for volunteers from the Lormean for this. The Lormean will gladly help, but this counts as going against the Directive 'save the Lormean' or even the Prime Directive, since it is asking the Lormean to risk their lives for a technology they are not familiar with.

This may be deemed too risky, and the players may seek other ways to generate much needed Power.

## DIMENSIONAL EXPERIMENTS

The players will start trying to find a way out of this dimension. That may begin with a special sensor sweep: **Reason+Science** at Difficulty 2, assisted by the Ship's **Sensors+Science**. If they succeed, they detect *spatially inverted tetryons* piercing the dimensions.

*Spacially-inverted tetryons* are a special type of tetryons. Tetryons are generally only stable in subspace. A search through the computer databases will reveal that *spacially-inverted tetryon particles* were encountered by the *Enterprise-D*, when hostile solanogen-based lifeforms used them to create spatial ruptures between their tertiary subspace manifold and normal space. The subspace energy level for their tertiary subspace manifold is 16.2 keV. Players who have seen the episode will likely avoid going to that specific tertiary subspace manifold!

In addition, if the players have played through "Biological Clock", they may be reminded of the insectoid creatures from a tertiary subspace manifold, who emitted tetryon particles and were able to traverse between dimensions. They should still have the

technology for communicating with the Opterans, and also have the right subspace energy level for their tertiary subspace manifold (use 27.4 keV if you need a number).

Using the Scientific Method (Science Lead), players may attempt to figure out how to breach the dimensional walls. Allow them to hypothesize, with 'The Right Way' being *Particle Physics*.

The Worktrack is 16; Magnitude 3; Difficulty 3; Resistance 1. The Time Interval is 30 minutes. If successful, they are able to figure out how to create a 'spatially-inverted tetryon lance' to pierce the dimensional wall, to enter a tertiary subspace manifold on the other side with its own physics. Remember to keep track of time as that affects the number of Lormeans who can be rescued at the end of the mission!

However, there is a Power expenditure associated with the tetryon lance: Power equal to the Scale is needed to create a portal big enough for a ship of that Scale to enter. The portal only lasts for three rounds, and cannot be held open without more tetryon particles. Players may decide to experiment with shuttles at first, given their size.

Opening the spatial rupture to a new dimension is a Difficulty 4 Task, requiring **Reason+Science** or **Reason+Engineering**. However, in future attempts to bridge the same two dimensions, reduce the Difficulty to 3.

Travel through the spatial rupture will be hazardous. Difficulty should be equal to the Scale of the vessel, and require a **Daring+Conn** Task assisted by the ship's **Engines+Conn**. They may Succeed at Cost. Each Complication from this attempt inflicts damage equal to the **2 + the Scale of the vessel in Challenge Dice**.

Once through, the different physics of the tertiary subspace manifold will allow fusion and matter-antimatter reactions to resume, which will temporarily solve the Power problem for the ship that entered the portal. They may regenerate power.

"Biological Clock" players have the opportunity to try and contact their Opteran allies. If they are successful, the Opterans may assist them. The Opterans can assist whatever ideas the players devise, most likely as an Advantage.

Enterprising players may realize that they might be able to maintain a warp bubble that retained the physics of the tertiary subspace manifold, and bring the warp bubble into the broken dimension. That certainly is possible. However, this makes the journey between dimensions even more dangerous! The trip back is the same as the initial traversal through the spatial rupture, as above. They may Succeed at Cost. Each Complication from this attempt inflicts damage equal to the **2 + the Scale of the vessel in Challenge Dice**.

In addition, the person at Ops must also succeed at a **Daring+Engineering** or **Daring+Science** Task equal to the Scale of the warp bubble they wish to bring through. (For example, my players had used a Scale 1 shuttle, but needed to bring back a Scale 4 warp bubble so that they could envelop their *Intrepid*-class starship.) The ship may assist with **Structure+Engineering** or **Structure+Science**. They may Succeed at Cost, where each Complication reduces the size of the warp bubble by 1 in Scale.

## TRAVEL TO THE TILIKAAL

When they decide to travel to where the Tilikaal are, they need to take some things into consideration. Remember to track time carefully, so that you can determine how many Lormeans can still be saved.

First, they should likely direct the Lormeans to clear off their hull, and also construct a path clear of floating Lormeans. That can be a Difficulty 2 **Command+Presence** Task.

They may now **Plot Course** (p. 222). This is a **Reason+Conn** Task, assisted by the ship's **Computers+Conn**, with Difficulty 3. Allow Difficulty reductions as per those rules for the next Task the helmsman attempts. As this bulk of the journey is an Extended Task, only the first roll for the Extended Task will be reduced in Difficulty.

They may also attempt to **Chart Hazard** (as per page 222). It's a **Reason+Conn** Task, assisted by the ship's **Sensors+Conn**, with a Difficulty of 3. If they succeed, they may reduce the Difficulty of avoiding the mega-crystals by 2.

Travel through the crystalline maze, full of narrow passages, is tricky. It's represented as an Extended Task. The Main Task, Time Interval, and Resistance is defined depending on their travel preference:

- A) **Daring+Conn** at full Impulse, assisted by the ship's **Engines+Conn**, will make the journey faster, but it is also more dangerous. The Time Interval is 1 hour, and Resistance is 2.
- B) **Control+Conn**, assisted by the ship's **Engines+Conn**, means a more controlled flight, less dangerous but more time-consuming. The Time Interval is 1.5 hours, and Resistance is 0.

They may switch from one to the other if they wish. Either way, the Worktrack is 20; Magnitude 4; Difficulty 4. They may Succeed at Cost, but Complications can mean collision with a crystal, which will inflict 5▲ of damage. You can also use **Dead End** (unmark 4 from Worktrack) or **Unforeseen Problem** (increase Resistance by 2 to a maximum of 4) for the Complications.

Also, depending on what your players did, they may have carried a warp bubble from an adjacent dimension. If so, that warp bubble is centred on the ship that brought it in. They can envelop another ship (as my players did), allowing for restoration of Power since the physics in the warp bubble permits matter-antimatter reactions and fusion, but this also has its problems.

First, the warp bubble is larger and cannot navigate through the crystal maze as easily. Increase the Difficulty by 1. If there is collision with a crystal, if 5+ damage is rolled, the warp bubble collapses, and power problems return.

Second, if two ships have to fly in perfect synchronicity through the maze (carrying this warp bubble), there may need to be two flight controllers acting in sync (increase Difficulty by 1 but allow the flight controller of the larger ship to Assist). Alternatively, they could try setting up remote control piloting, wiring the flight of the larger ship to obey the movements of the smaller ship. There needs to be a Create Advantage roll (Difficulty 2 **Reason+Engineering**, assisted by the ship's **Computers+Engineering**) to enable this. If successful, there is no increase in the Difficulty of the Extended Task, but increase the Complication Range of the Extended Task by 2.

## THE TILIKAAL

When they arrive at the Tilikaal's location, they see an immense geodesic polyhedron ahead of them, cackling with blue energy. The Tilikaal have arranged their mental selves into a gestalt structure, fortifying themselves against the lure of the absorbing crystals. They have also configured themselves into a kind of mega-mind machine, with which they used to open the dimensional portals. However, they have been drained by the effort, and now need the players' help. Ash'tamallia will appear to them as a mental image, and will ask again for their help to return to their dormant bodies. They had travelled here, not realizing the dimension was broken, preventing their return.

If the players have not yet researched the spatially-inverted tetryons, they may now investigate how to breach dimensions. They will have to breach into a tertiary subspace manifold, and then into normal space. Ash'tamallia is able to convey a vector out into real space, to the sanctuary world where she and the other Tilikaal have detected their bodies. Once the path is stable, they will immediately rescue all remaining Lormeans by teleporting them to the destination planet.

The players may now attempt to open two portals simultaneously: from here to the tertiary subspace manifold, and from the tertiary subspace manifold to the Tilikaal sanctuary world. Use the rules from **Dimensional Experiments**. However, opening two breaches simultaneously is tricky. Players may realize that they need to open a portal at least as large as their ship to effect their final escape from the dimensions. Power needs may be an issue here for larger ships. Allow your players to come up with their own course of action here.

Players may decide to investigate the sanctuary world on the other side to see if it's safe. It's up to the Gamemaster to see how he wishes to design the sanctuary world, and whether to make it paradise, or deadly. (For my campaign, I incorporated the adventure 'Triplicate' from the ['Pandora's Box' Mission Compendium](#), requiring them to fix the tetryon projectors there to finish this mission.)

When the two-portal bridge to the real world is opened, the Tilikaal will start saving all the Lormeans, then begin transferring their minds back to their bodies. The players must maintain both gateways long enough for this to occur.

Once the Lormeans are all transported, things begin going wrong as the Tilikaal try to move their geodesic structure out of the broken dimension. This simple act begins destabilizing the portals. Now's a good time to use your remaining Threat!

Begin with the portal between the broken dimension and the tertiary subspace manifold collapsing, as the geodesic structure forces its way out. It explodes into Tilikaal minds, and the players' ship is rocked by a number of ▲ damage equal to the number of Threat

you wish to use, as the shockwave hits their ship. You may wish to save some Threat, as they must now hurry through the dimensional gateway back to their universe.

Travel through the final spatial rupture still has Difficulty equal to the Scale of the vessel, and require a **Daring+Conn** Task assisted by the ship's **Engines+Conn**. They may Succeed at Cost. Each Complication from this attempt inflicts damage equal to the **2 + the Scale of the vessel in Challenge Dice**. Here's where the remaining Threat can be used. As they can Succeed at Cost, they will find themselves back in the real world, but perhaps their ship takes significant damage in the escape.

## **TYING UP LOOSE ENDS**

The Lormeans that survived are now safe on the Tilikaal sanctuary world, and are starting to organize themselves and mull over all that has happened to their civilization. They will see the Tilikaal as gods.

Some but not all of the Tilikaal have been returned to their dormant bodies, which had been transported from Candidate III to here by Assessor Tredik. He may be here, or not, depending on the Gamemaster. If he is, he will convey thanks to the players, but advise them to stop using and investigating Tilikaal technology 'for their own safety'. Although the Tilikaal have successfully returned to their bodies, their bodies and minds require time to reintegrate, and begin the long rehabilitation to wakefulness. This will leave the Lormeans to figure out what to do next. As it will take months if not years for the Tilikaal to awaken, the players may leave the sanctuary world and return to Federation Space. They will discover that the sanctuary world is hidden by electromagnetic eddies against detection, so the Lormeans will be safe there.

## **FURTHER ADVENTURES**

Players may have Prime Directive concerns regarding the Lormeans and the Tilikaal. When the Tilikaal awaken, there may be opportunity to explore the fate of the Lormeans and the Tilikaal, and the Federation will interact with them.

Travel through the tertiary subspace manifold may have attracted the attention of solanogen-based species unique to that manifold, or worse. The players' ship may be a beacon to those creatures, who may seek to enter the universe through the players' ship.

The broken dimension was full of psychic energy. If the players' ship has bioneural circuitry, the gel packs may have been psychically contaminated, and attract the attention of curious entities. The gel packs may have to be replaced or somehow purged of the strange psychic imprint.