

## "HYPERSPACE BLUES"

SUGGESTED ERA OF PLAY: **TNG**

SUGGESTED SPOTLIGHT ROLE: **CHIEF ENGINEER**

## SYNOPSIS

While exploring, the ship is disabled by a multispatial rift, as is a Pranir hyperdrive courier ship. Suddenly, they are attacked by two-dimensional cosmozoans called **Thinstars**. Their only escape seems to be the plasma-filled subspace corridor the Pranir ship was able to open with its hyperdrive, but a Thinstar also entered. The courier ship is damaged, unable to re-open an escape. The crew must work together with the Pranir to solve this dilemma before the plasma in the corridor, or the Thinstar, destroys them.

## OPENING LOG

*"A multispatial rift spewing polarons caused our ship to drop out of warp, and disabled our warp drive. We come across a strange ship also disabled by the polaron flood. The non-humanoid species is unfamiliar. We are debating whether to make contact—wait, what are those new readings?"*



## MAJOR BEATS

### THINSTARS ATTACK

Both the player ship, and a Pranir named **Seeks-New-Horizons** and his crew aboard the hyperdrive courier ship **Sail-Far**, are disabled by a multispatial rift emitting polarons (Scale 4 Class III anomaly that affects transporters, **Shields, Conn, and Engines**). While they debate First Contact, a swarm of **Thinstars** attracted by the rift attacks. The **Sail-Far** opens the only viable escape route: a hyperspace corridor, but they are pursued by a Thinstar. **Seeks-New-Horizons** reports that the **Sail-Far** is damaged, and needs the crew's help if they're all to survive.

### TRAPPED IN HYPERSPACE

Without a working hyperdrive, it's impossible to escape the plasma-filled subspace corridor. The plasma has slowed the Thinstar, buying them some time. (See **Pranir Encounter Seed: Trapped in Hyperspace** for damaging effects.) They discover the **Sail-Far** is beyond repair, and must now install a temporary hyperdrive on their own ship.

### STRANGE NEW DRIVE

**Seeks-New-Horizons** will work with the crew to somehow connect a hyperdrive to their systems. The crew must also navigate the plasma currents to get to a safe region (the nearby Pranir colony of **E'yri**, while fighting off the Thinstar still chasing after them. Once they follow the Pranir's directions, they can then attempt to open an exit into normal space.

## MINOR BEATS

The crew can learn more about the Pranir and their hyperspace technology, and other species like the Santari and T!rir who use the same hyperdrive tech. They must decide if the Prime Directive applies to an interstellar power that uses non-warp technology. The Pranir express interest in warp drive, transporter, and subspace communications tech, which they do not have. The crew can also study Thinstars.

## KEY NPCS

Search our site for [ADVO05](#) for stats and information on the **Pranir** (NPCs and culture), the **Pranir Courier Ship, Seeks-New-Horizons**, and the **Thinstars**.

## CONCLUSION

If they're successful in escaping hyperspace, **Seeks-New-Horizons** will take them to **E'yri** where repairs and proper First Contact may ensue. If they need outside help, have a Pranir Trader Ship come to the rescue, but the ship will need extensive repairs after the damage from the hyperspace plasma.

## ADDING THIS MISSION TO YOUR CAMPAIGN

The mission can be adapted for any era or non-Federation campaigns (which may not have Prime Directive considerations). This adventure may be used with others involving hyperdrive users, such as the Santari and the T!rir. If playing in Sargon & Beyond, the Thinstars are a reminder that the region has dangerous Cosmozoans.