

**Star Trek Adventures**

**"The Path of Distress"**

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## INTRODUCTION

*The Path of Distress* is an adventure for Star Trek Adventures. This adventure is meant to be played by a Gamemaster and 3-7 players. To run this adventure, the gamemaster needs to be familiar with the adventure itself and the **Star Trek Adventures** rules. Additionally, the gamemaster will need to dedicate additional prep time beyond the norm for an adventure, and will need to make a decision about converting the adventure to remove certain elements (see **Converting the Adventure**, below).

For this adventure, you will need:

- At least two 20-sided dice (d20) per player, and several d6s to serve as Challenge Dice
- A set of chips or tokens for group Momentum
- A set of chips or tokens for Threat
- The **Star Trek Adventures** rules

## SYNOPSIS

Investigating a distress call from a derelict freighter, the Away Team beams into a planetoid in search of its missing crew. Instead of grateful survivors, they find themselves in a strange land filled with mythical humanoid races and creatures, where magic apparently holds sway! As they follow the likeliest trail of the survivors, they engage in a series of increasingly trite swords-and-sorcery style encounters. Finally, they come upon the instigator behind these nonsensical troubles, a youth temporarily "grounded" by the Q Continuum due to his prior misbehavior with one James T. Kirk. After defeating his schemes, before any revenge can be taken on the Away Team, a more responsible member of the Continuum arrives to take Junior in hand and set things right.

## SOURCES

Star Trek (the Original Series), "The Squire of Gothos". The inspiration for the adventure  
Star Trek: the Next Generation, "Q-Pid"

## CONVERTING THE ADVENTURE

If you believe your players will not react well to including elements of Q in your game, will view the resolution of the adventure as a *deus ex machina* (even though they must defeat the main villain to reach that point), or you yourself do not wish to include these elements, then this adventure could be converted to an afternoon's entertainment on the Holodeck. In this case, the adventure will begin near the end of Act 1, and notes about converting the adventure will be given in callout boxes.

Adapting this adventure to the *Enterprise* or *Original Series* eras will be difficult, as the Squire of Gothos is first encountered by Captain Kirk during the *Original Series* era. Further, Holodeck technology is not available aboard Starfleet ships in these eras to allow the use of the conversion suggestion above. Finally, all-powerful entities are not in character for the *Enterprise* era, at least as presented in the TV series. All this is not to say that another all-powerful race of energy beings (or the Q themselves in disguise), a pleasure planet such as the one in the TOS episode "Shore Leave", or another advanced thrall-using race such as the Gamesters of Triskelion, could be behind these events, but further advice on fitting this adventure into a pre-TNG campaign falls outside the remit of this advice.

# ACT 1: THROUGH THE LOOKING GLASS

Stardate 58392.2. Your ship is cruising to deliver a supply of tyrellium reactives to Deep Space 74. As there is no urgency, some of the crew is engaged in general maintenance work to keep up with the never-ending backlog of maintenance that accumulates aboard a starship. Others are taking advantage of the downtime to pursue projects of their own or even catch up on deferred recreational time. What are some of the things each of you are doing?

## Scene 1: The Derelict

Allow the players to settle into character by describing what each is doing with their time aboard ship. When this gets dull, move forward with the action.

Another blessedly quiet day seems in order when a faint distress call comes in at the tactical station. Cleanup seems to indicate that it is an automated beacon from the *Seven of Clubs*, a *Sparrow*-class small free trader, privately owned. A quick computer rundown shows the crew complement for the model is a maximum of eight. The ship is registered to and is under the command of one Phineas Avirender, out of Denobula. The *Seven of Clubs* is a month overdue at DS 74, coming from the Adelphous system. This signal is fairly close to a reasonable course between the two, and depending on what happened, it's not unlikely that navigational drift could have taken the ship here. Six hours at maximum warp will get the ship to the signal, though nothing further about the signal will be discernable in transit.

When the PCs arrive, they will see the *Seven of Clubs* in orbit around a rogue planetoid. There is no solar system here; the planetoid apparently spun off from a system in the distant past. PCs can scan the ship and planetoid using REASON+SCIENCE (1), assisted by SENSORS+SCIENCE. They can detect:

- Success: There is an open pocket of space deep under the surface, apparently heated by the core of the planetoid. It appears to be breathable with the aid of rebreathing apparatus (i.e., not full EVA suits). However, the thickness of the crust as well as its metals inhibit more detailed scanning, but intermittent life signs appear on sensors.
- +1 momentum: There is no habitable atmosphere aboard the *Seven of Clubs*
- +2 momentum: Life support on the *Seven of Clubs* has failed but the ship's structure is intact

PCs will automatically Succeed at a Cost if they fail to get a success. Perhaps intermittent issues with the sensors requiring extra repair work might explain why the PCs are having such difficulty?

The players may choose to investigate the ship first, though the point will be raised (by an NPC if no player makes it) that if there are survivors below, they may be on a short clock, and their rescue should be prioritized.

If the PCs investigate the *Seven of Clubs*, nothing unexpected appears out of the ordinary. Their cargo, though containing some questionable grey market items, contains nothing illicit. Crew cabins turn up items that would be contraband aboard a Starfleet ship, but standards are different in the civilian world. There are two notable discoveries aboard the ship. First, there was some sort of a plasma fire in the life support system that would have rendered the ship increasingly unlivable to the point where environmental suits would be necessary (and indeed the suit lockers are empty). Backup life support

was poorly maintained, failed quickly, and could not be repaired, as the array of scattered tools and half-removed components attest. Second, almost all of the transporter circuits are blown, though the coordinates set do appear to be within the planetoid. The most likely cause would be the transporter blowing its safeties trying to complete a difficult transport. PCs can learn this through a REASON+ENGINEERING (2) check, or by your confirmation of questions from an appropriate PC.

As the PCs investigate the planetoid further, they will discover neither any passages from the surface nor any way to access the pocket of atmosphere save beaming in. Because of the unknown situation and its risks, protocol (and a high-ranking NPC) advise a minimum Away Team. So far as the PCs know at this point, they are likely facing a simple rescue mission, hardly requiring teams of heavily armed security personnel tripping all over the Away Team and potentially hindering the rescue. However, it is perfectly reasonable for the Away Team to bring pattern enhancers given the interference from the planetoid's crust and so they should not be charged an Opportunity Cost for them. Likewise, the PCs should be free to bring rebreathers, but if they wish to bring EV suits (Core Rulebook p. 195), remind the players that operating in suits is clumsy and can result in penalties – in other words, they can bring them, but they shouldn't wear them – and that there is an Opportunity Cost of 2 for the suits.

## Scene 2: What Lies Beneath

When the transporter fades, the PCs find themselves in an unexpected place, behind a building adjoining an idyllic meadow on the edge of what appears a bucolic town. A sun shines in the sky (astute PCs will recall that the planetoid was in deep space, not near a star). They hear signs of life such as birds chirping and the sounds of insects. If they try their communicators, they do not work – they do not give the "error message" fuzzy sound; they do nothing when tapped. None of their technology has or can store any energy, nor will it work in any fashion, and as such in the course of the adventure is henceforth primarily useful as a source of minor treasure (e.g., combadges contain some gold and phasers use fine crystals unknown in this setting). Then:

Around the other side of the building, you hear feminine giggling followed by an elderly man saying something, then laughter all around. But the laughter is interrupted by screams as you hear guttural shouts and the rapidly approaching sound of hooting, cursing men!

Near the PCs, there are tools, fenceposts, lengths of wood, and so on. Each PC can choose to arm themselves with a small implement (+1♣ to unarmed combat, 1H) or a long implement (+3♣ to unarmed combat, 2H, the aim minor action cannot reroll attack rolls with this weapon), and each implement can be either blunt (non-lethal, knockdown) or sharp (lethal, vicious 1). Allow each PC to arm themselves before rushing to the fight.

Opponent	Ctrl	Dar	Fit	Ins	Pre	Rea	Cmd	Con	Sec	Eng	Sci	Med	Str	Res
Thugs	8	9	9	8	9	7	2	3	3	1	0	0	12	1

Focuses: Leering, looting. Attacks: 50% have Clubs 5♣Knockdown; 50% have Swords 5♣Vicious 1

Once the PCs fight off the thugs, they will see the older man, Ostler Prendigoot, lying on the ground with a head wound (which looks worse than it is) and the women frightened but unharmed. One of them, a plucky young teenager by the name of Myrnah, will ask the PCs why they wander around in their nightclothes. Shortly, hopefully after the PCs administer first aid to Ostler Prendigoot, a band of farmers and townies run up to the scene, thank the PCs, and stand a round of drinks in his tavern, the White

Rose, which is the building the Away Team appeared behind. PCs can find out the following information through roleplaying; rolls are not necessary:

- This is the town of Brightdale, part of the domain of Duke L'Roun of Aelberoth (huzzah!)
- Another group of outsiders, six in all, came through more than a fortnight ago
- They sought "ones who transported" and "ones who communicated" and seemed in distress
- In response to our answers, they laughed at our horse-drawn wagons and town criers and wanted to talk to someone who "knew something"
- Though Duke L'Roun of Aelberoth is a fair and just ruler, he does not dabble in forbidden knowledge. And sages and wizards? Who can know their comings and goings?
- At this point, Myrnah will say, "I might have mentioned that King Pahček's court vizier is a powerful wizard"
- King Pahček is the ruler of Korothe, a dark and shadowy realm that lies close by. Aelberoth, and specifically this town of Brightdale, stand on guard against incursions
- All manners of foul and evil creatures make their homes in Korothe
- The Vizier possesses amazing magic – an odd wand that issues a ray that turns a full-grown man into naught but dust, a magical ear in a small box so his voice may be heard at a distance, and many more besides
- Upon hearing of these magical items, the six travelers set out to find the Vizier

Ostler Prendigoot will have recovered by this point and shout, "Don't you fools see? The prophecy is true! Thank the Seven Holies for our deliverance!" After some confusion, he will recite these lines:

Though as from nowhere, like from the grave just arisen  
And offer justice and right to meet dark derision;  
By courageous arm, they deftly ward off the fell blow  
And gleaming valor lays the crass malefactors low

(When questioned, the PCs' outfits very closely resemble in appearance burial shrouds used in Aelberoth.) Ostler Prendigoot will rush into the cellar with another townsman and bring up a large chest, shouting, "out, all of you, save the heroes!" When they have left, he will open it, revealing the basic armor and weapons the PCs can use. (See **Appendix: Character Conversion.**) PCs will also get backpacks with basic camping gear, rations, wineskins, torches, and two coils of rope, as well as hooded cloaks and belts with pouches.

The road to Korothe and eventually Pahček's castle can be found a couple of miles outside of town. Unless the Away Team wishes to take over as the ruling class of a medieval town, they would be well advised to pursue the two clues they have: the trader's crew apparently went into Korothe, and the Vizier appears to possess Federation technology.

Holodeck play note: The PCs are medieval travelers trekking through Brightdale in search of a band of wine traders. They can start within the inn and hear the shouting outside. Let them arm themselves with what is at hand as though they were outside and rush to the aid of the peasants. The prophecy will match their strange, foreign garb and the PCs will feel obligated to rescue the innocent wine merchants.

## ACT 2: INTO THE WILD

Shortly after you enter the bleak and dark woods of Korothe, the environment perceptibly changes. The air becomes fetid and damp with an uncomfortable chill. The trees at once are bare and thin, giving disturbing views into a foggy miasma where anything could be hiding, and yet they crown over the PCs oppressively, raining down dead and diseased leaves. The road is easy to follow as it is the only well-traveled path, with trails intersecting it. You reluctantly continue down the road, ready for anything.

### Act 2 notes

Act 2 will contain a series of encounters, both combat and environmental, for the Away Team to overcome. As Gamemaster, you must use your judgment which are to be used; all of them might be too tedious, particularly considering that Act 3 is especially combat heavy. As to the order, try to intersperse environmental challenges in combat challenges to break up the routine. The only "mandatory" encounter is Young Drake, and that only so the PCs can get a hint at a password for a later obstacle.

### 2.1 Bandits Ambush!

A small group of desperate but frightened highwaymen, two per PC, attempt to sneak up upon the Away Team and surround them. Each PC makes an Insight + Security (1) check to avoid being surprised and losing their first turn if a fight breaks out immediately. If the entire Away Team makes their checks, then the Away Team notices and stops short of the ambush zone.

If the PCs do not immediately leap into combat, the bandits will demand surrender in an appropriately shaky tone. The Away Team can scare off half of them with decent strategy. They may also attempt to negotiate passage with crystals from phasers, gold from combadges, etc.

Opponent	Ctrl	Dar	Fit	Ins	Pre	Rea	Cmd	Con	Sec	Eng	Sci	Med	Str	Res
Artax	11	10	10	9	11	8	4	3	4	2	1	1	14	2
Bandit	8	7	9	7	8	7	2	3	3	2	1	2	12	1

Artax: Focus: Hand-to-hand. Sword attack: (Crit 4) To hit 15, 7▲Vicious 1; Crossbow 14, 6▲Piercing 2

Bandit: Sword attack: To hit 11, 6▲Vicious 1; Crossbow attack: To hit 10, 5▲ Piercing 2

### 2.2 The Hanged Men

The PCs pass a gibbet that has 1 hanged corpse for every two PCs. (This is not the first gibbet they've passed in Korothe.) However, evil has animated these corpses! They attack!

Opponent	Ctrl	Dar	Fit	Ins	Pre	Rea	Cmd	Con	Sec	Eng	Sci	Med	Str	Res
Zombies	7	9	12	7	9	0	0	0	2	0	0	0	14	3

Focus: Hand-to-hand combat. Claw attack: (Crit 2) To hit 11, 7▲Vicious 1

## 2.3 Washed Out Bridge

The road spans a 25' drop to a muddy bank with a wide rush of cold water (the depth of which is 8'). Crossing the water is a Daring+Conn (3) check, which becomes a Daring/Fitness + Conn/Security (2) check once a rope is tied off at both ends. Crossing in any fashion inflicts 4♣, and each failure inflicts 4♣ more damage. In case of a failure, roll one more ♣, where an Effect indicates the PC has washed up on the far side of the river.

Crossing the ruined bridge is a Control+Conn (2) check that Succeeds at a Cost. (Once a PC has succeeded, they can tie off a rope, allowing it to be a Control/Fitness + Conn/Security (1) check for the remainder.) Any failures result in a Complication of a lingering injury reducing attributes by -2 for tasks involving the affected limb:

**Limb damage, roll d20: 1-6 leg, 7-9 dominant arm/hand, 10-12 off arm/hand, 13-16 torso, 17-20 head**

## 2.4 We're Not in Kansas Anymore

As the PCs travel along the road into Koroth, they immediately feel a change...the land is darker and colder. The wind cuts through their clothes. Removing a cloak makes it feel worse, but putting it back on barely helps. Even midday seems closer to twilight than noon, and moving shadows more often seem to be grotesque forms than swaying trees. As the mood is set, a small pack of feral, starving wolves attacks. Unless half the party succeeds in an Insight+Security (1) roll, the Wolves will attack first from melee range

Opponent	Ctrl	Dar	Fit	Ins	Pre	Rea	Cmd	Con	Sec	Eng	Sci	Med	Str	Res
Wolves	8	10	8	10	8	4	3	3	3	0	0	0	11	1

Focus: Hand-to-hand combat. Bite attack: (Crit 3) To hit 13, 5♣Knockdown

## 2.5 The Swamp of Sorrows

The Away Team encounters a fetid and choked swamp that intersects the road, which disappears into the swamp, leaving no trace. The Away Team must enter and find it. This is by far the most unpleasant terrain they have encountered in Koroth. Narrate what is happening and encourage role-play. The PC leading the Away Team through the swamp makes an Insight or Reason + Conn (2) roll to navigate, which may be assisted. Everyone, including the leader, then rolls against their choice of Attribute + Daring. That is, the roll doesn't include a Discipline but two Attributes, and may not be picked twice. The difficulty is 2 or 3, depending on whether the navigation roll was successful or failed. Focuses are irrelevant to this roll. Anyone who fails or rolls a Complication gains the psychological Complication "**Disheartened**", which cannot be healed either by First Aid or the PCs' newfound powers.

*Example: CMDR Greenville made the navigation roll through the swamp. The entire Away Team now much check against a difficulty of 2. Lt. JG Morg has Daring 10 and Fitness 10. He rolls an 11 and a 20. He has gotten two successes but rolled a Complication, so he is **Disheartened**. CMDR Greenville has Daring 7 and Reason 11. He rolls a 4 and a 19. He scores only one success and thus is **Disheartened** as well.*

## 2.6 Young Drake

The Away Team witnesses a young drake swooping into a large clearing to attack a group of traveling mendicants, who scatter in fear. It can fly and hover.

Opponent	Ctrl	Dar	Fit	Ins	Pre	Rea	Cmd	Con	Sec	Eng	Sci	Med	Str	Res
Drake	10	10	11	9	11	9	3	5	4	1	3	1	15	3

Focuses: Hand to hand, acid breath. Attack (Crit 4) To hit 14, either Claw: 8♣ Vicious 1; Breath: 4♣ Area

The Traveling Mendicants worship Ivek, the Suffering Holy, one of the Seven Holies. They are a band of 15 monks, wearing robes, sandals, and walking staves. They will explain their mission, which is to bring the word of their deity to these benighted lands. They have nothing with which to reward the PCs save a shared peasant meal, but their medical skill is such that they can heal one Physical Complication per PC.

# ACT 3: HAVE FUN STORMING THE CASTLE

## Act 3 notes

When presenting act 3, offer the players choices ("Do you wish to go left, straight, or right?"), but the sequence of encounters will be linear (with one possible exception). If they split up, warn them that they can't go far as they have no means of staying in contact and two groups equals twice the chance to alert guards. If they do persist, then have one team find an uninteresting wing (reception halls, chambers, etc.).

Over a rise, you see what must be Castle Koroth, as it is the only structure made of stone resembling a keep that you have seen along these roads. From what you remember hearing of King Pahček, it is unlikely he would allow anyone else to build a fortified structure in his realm. It is in disrepair, with some minor crumbling of the upper parapets, but still solid. It is surrounded by a dry moat, forded by a lowered drawbridge. A suit of armor stands motionless in the middle of the drawbridge.

## 3.1 The Drawbridge and the Gateward

On the drawbridge is an animate suit of plate mail, which is immune to ranged attacks, including magical spells. If the PCs attempt to bypass the Gateward on the drawbridge or through the gate, it will unerringly pursue them until it is destroyed. Two possible methods to avoid the Gateward are to use a grappling gun to climb over the wall (if a PC has been given this or similar equipment) or to give the password, "Ivek, the Suffering Holy" (never let it be said the Vizier doesn't have an inappropriate sense of humor, as those who oppose the Gateward often find themselves praying to Ivek that their wounds be saved).

Opponent	Ctrl	Dar	Fit	Ins	Pre	Rea	Cmd	Con	Sec	Eng	Sci	Med	Str	Res
The Gateward	9	11	11	9	10	0	0	4	4	0	0	0	15	4

Focuses: Mace, Shield bash. Mace attack: (Crit 4) To hit 15, 7  Knockdown. Special rule: The Gateward does not take turns in combat as normal. Instead, after a character ends a turn when they either did damage to the Gateward or are closer to the castle than the Gateward's initial position, the Gateward will take a turn and attack that character, freely moving to that character if needed. The Gateward will take this turn regardless of how many turns the Gateward has taken in this round.

## 3.2 The Riddle of the Door

The PCs begin wandering through the castle. They come to a magnificent stone door engraved with a stone mouth. The mouth speaks! "Deduce my riddle and be rewarded! Fail and know pain! Speak your answer firmly aloud within one minute...The more you take away, the greater I become. What am I?" The answer is a hole, but a deficit or poverty are some of the possible alternatives.

If the Away Team answers incorrectly or does not answer within a minute, a shrieking sound fills the chamber, first disorienting, then rising to a painful pitch. Each PC will need to make a Difficulty 1 test against double their Fitness; if failed, they gain the Complication **Hard of Hearing**. The sound will persist until the Away Team is far from this room.

Then, whether or the Away Team successfully answered, the mouth will disappear and the faces of three lions will appear on the door. If the PCs were successful, a small ball of gold will roll out of the mouth of each lion. (The balls are valuable but not magical.) The door clicks open.

As soon as the entire Away Team passes through the door, it shuts and the floor opens into a pit. Each PC must make a Fitness/Daring + Conn/Security (2) test to avoid the trap. If a character notes that "pride goeth before a fall" (the lion faces) or makes an appropriate test against a skill, the test is reduced to Difficulty 1. Anyone failing the test suffers a random physical Complication to an extremity:

**Roll d20: 1-6 leg, 7-9 dominant arm/hand, 10-12 off arm/hand, 13-16 torso, 17-20 head**

### 3.3 The Party of the Damned

The Away Team hears a loud, raucous noise ahead. Upon investigation, gross, misshapen creatures are feasting and celebrating, which includes the torture of apparent peasants. The Away Team could sneak around and avoid this encounter, but may well choose to stop the depravity. (Be sure to award Determination as appropriate.) The golden balls from the Riddle Door can be used to provide a distraction in combat. There should be one orc and two goblins for every two Away Team members. There are three areas within the feasthall, within which the opponents should be roughly divided, with the prisoners in one area.

Opponent	Ctrl	Dar	Fit	Ins	Pre	Rea	Cmd	Con	Sec	Eng	Sci	Med	Str	Res
Orc	7	10	10	7	9	7	2	2	3	1	1	1	13	2
Goblin	10	7	7	9	7	8	1	3	2	3	3	1	9	0

Orcs: Focus: Hand-to-hand. Sword attack: (Crit 3) To hit 13, 6♣ Vicious 1. Thrown knife attack 10, 5♣  
 Goblins: Short bow attack: to hit 13, 4♣ Piercing 1. Dagger attack: to hit 10, 3♣ Vicious 1

### 3.4 End of the Line

When the Away Team touches the door to the library, they are all teleported inside in a flash, accompanied by the sound of the door magically locking and an invisible bolt being thrown. A man wearing an outlandish velvet long coat leading a drake on a long chain walks toward the Away Team and says, "Welcome to my humble demesne! I am your host, Darkwynd Doomtally. I've been waiting so long for you to reach here but I must say it's been ever so entertaining watching you Starfleet primates bumble along the path. I certainly hope that you provide me with more entertainment than the last group of morons did. And let us begin!" He yanks on the chain, which falls away from the drake's collar.

All PCs without the **Disheartened** Complication can see several humanoids sitting around a table in a back corner of the library, seemingly ignoring what is going on. Assuming that cognizant PCs try to warn

the others, every round before they act, each **Disheartened** PC can make a free test against double their Insight (2) to lose the Complication. The only effect of the Complication is an inability to see the table.

When PCs look at the table, they'll notice that the humanoids are wearing ratty outfits that might have once been traders' garb. They seem to be playing some sort of game and conversing amongst themselves, totally oblivious to the outside world – if held or restrained, they will continue talking and playing, asking another to "roll for me" and the like. Disrupting the game is an Extended Task using the player's choice of attack roll. The work is 15, the Magnitude is 3, and Resistance is 0. This is the only way to end the encounter.

The drake's breath will not affect the contents of the room, Darkwynd, or the game players. Darkwynd will observe, laugh, and taunt, but once the Away Team starts interfering with the game, he will rush over and begin dueling with players. He does not strike to kill, just to fluster. Darkwynd Doomtally will parry, dodge, or dispel ranged attacks with panache. If PCs manage to inflict damage on him in melee combat, they will initially rip his cloak, disarm him (which he will rectify immediately by kicking his sword into the air and grabbing the hilt), slicing a lock of his hair, and so on. If they persist, they will eventually proceed to such critical wounds as delivering a 3 cm slash across his cheek, which will cause a single tear to run down his face. It should be obvious relatively quickly that Darkwynd is immune to damage from the PCs.

Opponent	Ctrl	Dar	Fit	Ins	Pre	Rea	Cmd	Con	Sec	Eng	Sci	Med	Str	Res
Adult Drake	11	11	12	10	12	10	4	5	5	1	4	1	17	4
Darkwynd	20	20	20	20	20	20	10	10	10	10	10	10	–	–
Great Wyrms	15	15	15	12	15	12	5	5	5	1	5	1	20	6

Drake: Focuses: Hand to hand, fire breath. (Crit: 5) To hit: 17. Claw: 9♣ Vicious. Breath: 5♣ Area

Darkwynd Doomtally: Focuses: Swordfighting. (Crit 10) To hit: 20. Sword: 5♣ Knockdown

Great Wyrms: Focuses: Hand to hand, breath. (Crit: 5) To hit: 20. Claw: 11♣ Vicious 1. Breath: 7♣ Area

Once the table is flipped or the game otherwise disrupted, Darkwynd will begin to shout, "Now you've done it! I will have my Drake eat your hearts out of your bodies and you will feel them regrow! You'll be given to the orcs and goblins as playthings! And every member of your crew will face the same tortures until I have some real fun here...wait, no, it can't be! No, stop!"

There's a flash and a middle-aged man wearing a slightly retro Starfleet captain's uniform appears in a flash. He ignores the Away Team, snapping his fingers as a PADD dematerializes from the table into his hands. "What is this human garbage you've been wasting your time with? Firedrakes and Flintlocks? Your parents will be so ashamed once word of this gets out, tsk tsk. I hate to think about where you'll be grounded next time, Junior!"

"It's not my fault they landed here! Please let me stay! C'mon, be cool, don't tell on me."

"When you can learn not to fry ants under a microscope, then maybe I'll think about it." He snaps and everything is gone. It's just a subterranean cave with the six traders, the PCs (wearing their uniforms once again), and a stack of pattern enhancers in the corner.

The man who is definitely not a Starfleet captain turns to the Away Team and says, "Now, I've just rescued you and some of your Federation peasantry from a fate worse than death, so let me be clear: don't make the mistake of having any of the Continuum's internal affairs appear in anything so prosaic

as a Starfleet mission report, understand?" He looks like he's about to snap his fingers, and asks, "What did he call himself?" When told, he shakes his head and says, "And I thought he couldn't do worse than the Squire of Gothos." He snaps his fingers and he's gone.

A combadge chirps. The ship hails the Away Team. "Please verify the transport was successful. There was a lot of interference on the transport down."

Holodeck play note: Ignore the table of gamers. Darkwynd will disappear once the Drake is loosened. Then, once the Adult Drake is defeated, Darkwynd will reappear, threaten the Away Team with everlasting doom and the like, and then disappear. PCs will then see a giant scaly talon peel the roof of the library back. The Away Team has two more rounds before Darkwynd, in his new form as the Great Wyrm, enters the library to fight. It should be obvious that before he enters that he will breathe, and each PC should have the opportunity to seek 3▲ cover. Once defeated, the drake will disappear, and the body of Darkwynd will lie before the PCs. A regiment of knights from Brightdale will arrive at the castle and Duke L'Roun will personally thank the Away Team for ridding the realm of the menace.

## Appendix: Character Conversion

These are guidelines and you should feel free to break these as you wish.

1. Determine what fantasy race and class the PC will become. The more cliched, the better.
2. Determine a resistance of 1 or 2 based on light or heavy armor
3. The PC's highest Discipline becomes their Prime Requisite (PR)
4. Primary attack does 4+PR damage. Subtract 1 for every quality or damage effect added on (but no modification if it's limited like *charged*)
5. Secondary attack follows same rules but generally does 1 less die of damage
6. Attack rolls are Daring+PR for melee; Control+PR for ranged. Crit on PR as if PC has focus
7. Once per encounter power: Usually as primary attack +5 damage. You may choose to add some small bonus onto the power, especially if the power primarily assists another.
8. Determination power: Doesn't require "use of value" to invoke. It should usually not have a to hit roll. It should do highest attribute + PR damage. Add minor flexibility to this if appropriate.
9. Add skills and bennies as appropriate to character's equipment, race, and class

### Examples:

Tellarite Engineer: You are becoming shorter and stouter, and are beginning to grow a magnificent beard! Resistance: 1 (chain mail). Daring/Control/Engineering = 10/10/4.

- Ranged attack: 8d6 damage blunderbuss. Hit on 14, crit on 4. Minor action to prepare variant ammo for next shot. (Options: area, vicious 1 [each Effect = +1 damage], Intense [harder to recover from injury], or piercing 2 [ignore 2 resistance for each effect rolled])
- Melee attack: 7d6 damage Vicious 1 [each Effect = +1 damage] bayonet. Hit on 14, crit on 4.
- Once per Encounter power: Snapshot, full task. Either (a) After firing your blunderbuss, take a second unaimed, unprepared shot without spending momentum or (b) Before firing your blunderbuss, aim and prepare your shot without spending minor actions or momentum
- Spend a point of Determination to use: Overloaded Gun, full task. No roll to hit, 14d6 damage, split damage among targets how you like
- Skills: Grappling hook gun, full task. Daring+ENG, requires using existing rope. Insight+ENG: Detect sloping passages/dungeoneering. Reason+ENG: Disarm traps/open locks. Presence+ENG: Magic Resistance

Human XO: A faint nimbus of light surrounds your head; lilting chorus of heavenly voices can be heard when you draw near! Resistance: 2 (plate mail and shield). Daring/Command = 9/5

- Melee Attack: 8d6 damage Vicious [each Effect = +1 damage] Sword. Hit on 14, crit on 5.
- Warlord's command, full task (in place of your attack): Ally attacks, rolling 3d20 to hit (one die counting as your assist)
- Skill: Rally troops, minor action = Presence + CMD (1). Insight+CMD = Deduce enemy's battle plan. Reason+CMD = determine battle plan
- Once per Encounter power: Direct the Strike, full task. An ally attacks, rolling 3d20 to hit (one die effectively counting as your assist), and does +5d6 damage

- Spend a point of Determination to use: Double Attack, full task. You and ally attack a single target, each rolling 3d20 to attack (one d20 counting as aiding each other's attack), totaling attack damage before subtracting target's resistance

Betazoid Security Chief: You become slightly taller and slither, your ears grow to a Vulcanesque point, and your skin takes on a dark hue. Sunlight begins to be uncomfortable! Resistance: 1 (studded leather armor). Daring/Control/Security = 10/9/5

- Melee attack: 7d6 damage shortsword Vicious [each Effect = +1 damage] and Intense [harder to recover from injury]. Hit on 15, crit on 5.
- Ranged attack: 7d6 damage throwing knives, Intense [harder to recover from injury]. Hit on 14, crit on 5.
- Once per Encounter power: Sneak Attack/Flank Attack, full task. You must attack "with advantage". You aim without taking a minor action. Your damage is 12d6 for this attack. Use with either melee or ranged attack.
- Spend a point of Determination to use: Ambush, full task. You must attack "with advantage". You do not roll to hit. You inflict 15d6 damage. Use with either melee or ranged attack.
- Skills: Presence+SEC = Sleight of Hand. Fitness+SEC = Stealth. Insight+SEC: Detect traps. Reason+SEC: Disarm traps/open locks.

Vulcan Science Officer: You become slightly taller and more slender. Your ears become finer and more pointed. Resistance 1 (mage armor). Control/Daring/Reason/Science = 11/7/12/5

- Melee attack: 5d6 staff, knockdown. Hit on 12, crit on 5.
- Ranged attack: 7d6 magic missiles, accurate (Aim allows you to reroll all d20s, not just one), spread damage among hit targets as you choose. Hit on 16, crit on 5.
- Once per Encounter power: Post-combat, Make Reason+SCI Botany roll [Difficulty 2 in nature, 3 elsewhere] to gather and apply healing herbs to cure one Physical complication
- Spend a point of Determination to use: Ball Lightning, full task. No roll to hit, affects all targets in one area, 17d6 Lightning damage.
- Spells: Insight+SCI = Detect Magic, Reason+SCI = Identify Object

Trill Medical Officer. You are definitely getting shorter. Your feet are growing to the point where boots are uncomfortable, and to your surprise your feet are rugged and hairy. Resistance: 2 (plate mail and shield). Control/Daring/Medicine = 10/10/5

- Melee attack: 7d6 mace, knockdown. Ranged attack: 7d6 Searing light, Accurate (Aim allows you to reroll all d20s, not just one). Both Attacks: Hit on 15, crit on 5. Additional Crit Effect: Each attack die you roll that crits allows one party member to recover 5 stress
- Skills: Presence+MED = turn undead. Insight+MED = cure disease. Reason+MED = bless target
- Once per Encounter Power one: Remove Fatigue, free action on your turn. Restore a used Recovery
- Once per Encounter Power two: Cure Moderate Wounds, full task. Heal physical Complication
- Spend a point of Determination to use: Cure Critical Wounds, free action, any time. For one target, heal all stress, regain consciousness, heal all physical complications, they stand up, and they regain their recovery