

“THE HUR’Q”

SUGGESTED ERA OF PLAY: **TNG (KLINGON)**

SUGGESTED SPOTLIGHT ROLE: **ENGINEERING OFFICER (JONPIN):**

SYNOPSIS

The crew uncovers a cavern of degrading technology while overseeing the excavation of an ancient Hur’q site. They find a strange machine that contains a fractured [time crystal](#) (or *poH gut* in Klingonese). The crew’s vessel has the ability to scan the *poH gut* but the attempt sends the Klingons into the past. What will they learn about the origins of their people that might alter their view of the present?

OPENING LOG

“We are on the moon of Ru’qoT overseeing a band of our finest scientists. They are eager to unearth a batch of Hur’q machines discovered during a mining operation. We are aware that weapons of great power might be included in the find. I will personally guarantee that any technology found will be used for the glory of the Empire and, of course, my House.”



MAJOR BEATS

RESEARCH THE CRYSTAL

The crew’s science and engineering officers should be rifling through the technology in the cavern. Various type of tasks will finally reveal the existence of a device that contains a fractured *poH gut*. Sensors available in the cavern are inadequate to learn more about the crystal, which is considered holy by the [Followers of Kahless](#). The goal is to safely transport the *poH gut* to the crew’s ship and learn about its origin.

CAST BACK IN TIME

While trying to manipulate the crystal’s energies, the players are flung back in time to when the Hur’q first landed on *Ru’qoT*. Research will reveal that the Hur’q used this location to store materials as a resource center as they tried to conquer Qo’noS. The Klingons may interact with ancient ancestors taken to the moon as slave labor. The crew must not reveal their origins as the Hur’q will not respond kindly to time travelers. Unwisely manipulating events here will endanger the future of the Empire.

THE PATH BACK HOME

They must locate the *poH gut* device. They will battle Hur’q for security codes, transmit the codes to [Qo’noS](#) (which allows [Kahless](#) to turn the tides of the invasion), and locate and operate the original device to send them back to their proper time.

MINOR BEATS

Crew members can interact with ancient ancestors, finally see what Hur’q look like, question Hur’q about their origins and goals, and ask their ancestors about historical events relevant to the establishment of the Klingon Empire under Kahless.

KEY NPCS

Search our site for ADV011 for stats on the [Hur’q](#) and [Hur’q vessels](#). Allow the players to create their ancient ancestors during the “Cast Back In Time” beat.

CONCLUSION

If all goes well, the crew manages to travel back to the present without having altered the timeline. All things are as they were. However, the *poH gut* used to go back to the future destabilizes after transit. The destabilization effect creates a chain reaction that destroys the fractured *poH gut* originally discovered in the ancient cavern on *Ru’qoT*. Hopefully, the crew will have learned about their brave ancestors and bring honor to their Houses.

ADDING THIS MISSION TO YOUR CAMPAIGN

The mission can be adapted for a variety of time periods especially since the location of the *poH gut* discovery can be changed. It also works for Federation campaigns, but it may change as ancient Klingons might act differently when meeting non-Klingons.