

STAR TREK 'THE GREAT GAME' EPISODE 03 - THEREAIN'T NO SUCH THING AS A FREE LUNCH.

(Collaboration between Corey and Kathee Bass)

This adventure can and maybe *should* be played for a few chuckles. It's all about receiving a large/huge amount of luck and then surviving the opposite descent into 'bad luck'

What the players get in the 'good luck' phase basically will be taken away from them in the opposing bad luck one. It wouldn't be fun if the bad luck phase causes too many problems, but Complications can be played for good/bad luck as well. I ran this for a group of two players, (probably 3 maximum would be best for this adventure) played a little bit of it for laughs and surprise for the characters and kind of 'squished' it into a 5 hour gaming session.

Internet Help links and possible conversion ideas will be at the end of the adventure.

Stardate 52465.5 (About a week before Episode 7x17 - Penumbra)

The Leichardt has travelled to Deep Space 9 for basic repairs and some resupply of vital ship needs, while at the same time allowing a few days leave time for not only the Bajoran crewmembers but all the crew. The war is still going strong and worries are high and morale is low, a bit of free time, even though short, can lift up the crews morale.

Captain Sisko and the crew are off somewhere else in the Defiant, leaving backup Federation and Bajoran officers controlling the bridge.

The chief medical officer needs someone to take medical supplies to Infirmary on DS9, when finished they are free to do whatever they wish. As the players are heading to Infirmary a Ferengi in torn and rough looking clothes and a sick looking appearance stumbles into them on the Promenade. After saying sorry (He looks like he hasn't eaten or cleaned himself in days) he will offer them a small box about 30 cms in height, almost beggingly asking them to take it, he doesn't want any kind of payment for it, he is happy and willing to give it away for free. He won't take no for an answer. If the players don't take it, he will leave it with them no matter what and then leave as fast as he possibly can.

(In my game the Ferengi stumbled into both players – A Daring + Security Check of D1, both should be touched (This does nothing but later the players will think it does) a failure being that they are knocked to the ground.)

A Reason + Science check (with possibly a Xenocultural Focus) with a Difficulty of 1 will reveal that it is definitely strange that a Ferengi would give anything away without recompense. More successes on this check may reveal more of the Rules. Several Ferengi Rules of Acquisition state

135. The only value of a collectible is what you can get somebody else to pay for it

144. There's nothing wrong with charity ... as long as it winds up in your pocket

164. Never spend your own money when you can spend someone else's

166. Never give away for free what can be sold

203. A Ferengi in need, will never do anything for free

A scan of Deep Space 9 will show that there is currently Six ferengi on board, two in Quarks bar, two in seperate quarters and one in the Replimat. A check on the log of incoming travellers show the names of each ferengi. The First 2 are Quark and Rom in the Quarks Bar, Grill, Gaming House and HoloSuite Arcade, Two of the ferengi are simple (if you can call any Ferengi simple) merchants, The one in the Replimat is a member of the government back on Ferenginar. The last is the 'culprit' Kolar Zel. There are several ways you can get Zel away from the players, one is that he is trying to leave and he does escape, or he can fall into a coma and be left in the Infirmary.

The Ferengi is Kolar Zel, a merchant. He was famous in nearby circles for being a very rich entrepreneur, he had a pair of ships , even a castle/ mansion on Ferenginar. All of this within a few months. Then all of a sudden he lost it all, his wife left him taking his 5 children, his mistresses left him taking most of his money, he lost his two ships in a raid by the Dominion, and finally his castle on Ferenginar got knocked down in a storm and an earthquake.

(My players lost him but got information from Quark later in Quarks bar. A few strips of latinum that they won off the dabo tables made his memory pick up very quickly.)

The gift is an idol of some sort of alien race, it is humanoid in appearance, having four arms and a cranial crest coming from the top of the head all the way to the middle of the upper arms. It isnt an Alpha or Beta Quadrant race, but (*Read towards the end*) from the Gamma Quadrant. So the story builds that they take the gift, and then things start happening.

They get an awesome string of good luck, in Quarks bar.

- x 1:- They are the 10 millionth customers in the bar. Flashing lights and bells go off (set up by Rom to Quarks disgust), they get 2 rounds of free drinks for nothing, they get free chips for the dabo tables and Quark even throws in 8 free hours in the HoloSuites suites. He even provides them with a pair of his most popular programs.

Every time they play on the tables, even going for something impossible (1 in a million chance etc) they win and get huge rewards. The Dabo girls try to distract them and they still win. Even quark can't stop them from winning They can make mega-latinum !

(When my players ended up winning 4 rounds of dabo in a row I (Reason + Security D1) allowed them to notice that Quark was looking very worried at the Dabo girl at the table he was waving his hands at her and miming to press a button underneath the table, the Dabo girl was nodding and replying the same way that she had been pressing the button – Odo standing at the door smiling and then walking away saying loud enough for a lot of people to hear 'I thought your tables were rigged')

- x 2:- When they leave the bar they find an alien merchant getting robbed, when they save his life he offers them part of his most prized object, a small shuttle from his ship. Alternatively he can give them his first born offspring He won't take no for an answer, if they don't take it he will lose GREAT honour.
- x 3:- Opposite sex members of their crew and even some other aliens all of a sudden are attracted to the pair of them, perhaps even an overly amorous Klingon woman. This may go even more crazy, with perhaps one of the alien women wanting to have one of their offspring. The partners don't want them to leave, even trying to force them to stay when they are called for any reason back to the Leichardt.

(one of my players was surrounded by a pair of interested women at the Dabo table, one a Klingon, the other a Bajoran.He tricked them to escape their attention by giving them the HoloSuite time and suggesting he might turn up later. He didn't)

They are basically getting their ego's stoked beyond belief, maybe having to make checks versus emotion and willpower,or go against their characters Values, all the time the

difficulties are steadily increasing.

This happens for about a day or so that they are on the station, then when they are to be called back to the Leichardt, all of a sudden things change for the worst.

The characters walk past consoles that all of a sudden flare and spark, they even for a time don't register to the players. Lights flicker when they get near, turbolifts don't work for them, (Though if used by others they still do) overly attentive women/lovers become stalkers. Transporting from place to place goes up at least a level of Difficulty, and sometimes doesn't even work.

Food they are about to eat magically spoils within minutes, even as they are eating it, or the replicators just give them indistinguishable or disgusting food. Gravity in the section they are in drops to nothing for minutes and then suddenly doubles or even triples for the same amount of time. Turbolifts don't register their presence or work erratically for them. Any Complications rolled during this time are done at 1 higher level. (20 goes to 19, 19 to 18 and so on) Don't go making the difficulties too high, just raise them enough (1-2 levels at maximum) to make things a little annoying. *Perhaps consider spending Threat just at the right time.*

Any scans of the idol (Reason + Science D3) will reveal it is a solid gold artifact and it weighs a little bit more than the equivalent amount of gold should weigh. Momentum spends will increase the information in the following ways.

- The idol has circuitry built into the gold, it is basically all a small machine.
- it has on the base what looks like some sort of locking mechanism, as if it belongs in something else and is locked in.
- it affects the surroundings, manipulating probabilities for good until the 'charge' has reached a certain level then changing the probabilities to negative ones.

(My players tried to put the idol into a forcefield and tried to block the 'bad luck emissions' from the idol. They tried but they also rolled Complications (19-20) and had troubles with the consoles they were using. I think I scared them a little but I was willing for them to try again, but they got scared off first time trying. One of them, the Section Head of Science of all things, and a Vulcan to boot, was just going to throw it out an airlock, but I showed that even a kilometre or so distance didn't fix the problem.)

There are two ways to fix this problem that the players have had thrust upon them. One is to give the idol back to Kolar Zel, the Ferengi that gave it to them, or to return the idol back to the planet it belongs. The first option is only a stop gap fix, it basically dooms Kolar Zel to a life of unluckiness. The second option will fix the problem for good. Honour and Star Fleet morality will show them that the second option is the right one.

The players can either ask Zel where he got the idol from or they can track the places and merchant deals that he had been doing over the last year, all of them have been logged. After however long it takes Kolar Zel's information reveals that he bought the idol for a very good price from a trader from the Gamma Quadrant, who said it came from a world called Perdra.

Perdra is 3 days away (Warp 5) through the wormhole, it has a pre warp civilisation, highly religious but still humanoid *(As described above)*.

(My players got the permission of their Captain to take a runabout and a Supporting Character from Engineering to pilot it and they wouldn't touch ANYTHING until they beamed down – by the

engineering officer of course – to Perdra and replaced the idol.)

The idol will have to be replaced within the temple in its sacred spot, placed and locked in once again before the bad luck disappears. All of this without breaking the Prime Directive, and hopefully with the goodwill of their Captain.

All of this too can be fun, make things slightly hard for the players, but still make it enjoyable.

Possible changes to other Time periods.

This *could* be placed in both The Enterprise and TOS timeline with a (*fair*) bit of work. An unknown alien race drops the idol on the players when they happen to get to a very busy space station filled with all different type of aliens. Lots of unknowns would affect the players and they would certainly have to work harder. A Klingon merchant in TOS may be the replacement for Kolar Zel.

Perdra definitely wouldn't be in the Gamma Quadrant but perhaps only half a sector away and may take the working of the whole ship to complete this mission.

<http://memory-alpha.wikia.com/wiki/Dabo>

http://memory-alpha.wikia.com/wiki/Rules_of_Acquisition

<http://memory-alpha.wikia.com/wiki/Promenade>