

# The Book of the Perfect Scream

or Klingon opera generator

Ready to unleash the epic adventures within your crew? Try our opera generator - your gateway to becoming legendary Klingon heroes! Whether immersed in the Star Trek universe or venturing into other captivating sci-fi adventures, the diverse array of options below will make your RPGs adventures more exciting! And deadly. But also fun, we promise!

The generator uses d20 dice. Roll on each table and read the result.

[Online generator](#)

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# Opening scene

Roll d20	Description
1	The last fortress of your House is being besieged by enemy troops.
2	The wedding is underway, but the groom has been kidnapped, and it's time to find them!
3	In a remote colony devoid of resources, the colonists are facing starvation.
4	Among the desert, in the arena run by pirates, you find yourself bound by a thick chain. As the crowds roar with excitement a blinded dragon attacks you, and you must fight for your life.
5	In the Klingon afterlife, you find yourself pursued by demons riding on chariots.
6	You are taking part in the culinary contest.
7	At the slope of the volcano, stands the remarkable obsidian organ. Nearby, a lava waterfall is casting a fiery glow upon the scene. An opera performance is in progress, captivating all who bear witness to this epic spectacle.
8	A colossal Klingon ship stands proudly. On board, peace negotiations with the Federation are underway.
9	The legendary Klingons once vanquished their gods, or so the tales say. But not all were truly slain. Now, the quest begins to chase down the last remaining deity.
10	In the far reaches of space lies a forgotten mausoleum ship, full of the sacred tombs of great Klingon warriors.
11	Amidst the fluorescent sea, stands an oil rig. A monstrous storm is coming.
12	Prepare for a fierce boarding action as you and your comrades engage in an epic battle on a Romulan warship.
13	You have arrived on the planet shrouded in an ancient jungle. An epic beast hunt awaits.
14	A treacherous icy maze, where the frozen corridors are full of perilous traps at every turn.
15	You stand atop the majestic pyramid. Dense clouds obscure the surroundings, shrouding the landscape in mystery and a fury of a thunderstorm.
16	On a sky island growing from the back of a space whale, a tribe of praying mantises is chasing you.
17	You joined in the festivities in honor of the legendary Klingon warrior, Kahless. Bonfires around you illuminate the horizon.
18	You arrived on a planet of telepathic resonance, where the mind's deepest fears materialize into haunting reality.
19	High above the world, a wondrous city resides among the clouds. You have just entered a long and brightly lit conference room within this splendid metropolis. Too bad it's an ambush.
20	In an ancient library on a destroyed planet, you've awakened the guards.

# House and names Generator

Come up with a family name and character names or use our generator. Modify the outcome freely to get the best result.

Roll d20 on each table column and read the result. The result (empty) means that the name consists of only one part.

Roll d20	First part	Second part
1	(empty)	(empty)
2	Be	kar
3	Ch'	otar
4	Niq	sor
5	Shol	tan
6	Kor	qan
7	Kell	khren
8	Gor	ghar
9	Orsh'	taqa
10	Leh	burth
11	D'er	'ed
12	Ty'	less
13	Ho'	lan
14	Ez	erta
15	Var	varr
16	Khre	in
17	Ql'	ang
18	Ru'	sha
19	Kalh'	dran
20	lr	oh

Roll d20 on each table and read the **House status** and **House symbol**:

Roll d20	House Status
1-3	flourishing
4-6	fallen
7-9	living in its former glory
10-12	promoted for fresh achievements
13-16	strongly dependent on another house
17-20	associated with the power elite

Roll d20	House symbol	Random color
1-2	broken sword	crimson
3-4	a crown of claws	emerald
5-6	clenched fist	yellow
7-8	full moon	orange
9-10	copper chessboard	red
11-12	bloody letter (first letter of your house name)	purple
13-14	flaming arrow	teal
15-16	gearwheel	black
17-18	stylized triangle	white
19-20	chevron	brown

# Heroes

Roll d20 on each table column and read Hero's **Trait**, **Profession** and **Item**. Then find out what is their **Secret**.

Roll d20	Trait	Profession	Item
1	patient	adventurer	family banner
2	impetuous	priestess	Grandpa Krung's tibia
3	full of passion	mechanic	ceremonial mask
4	inquisitive	leader	a set of playing cards
5	focused	arbitrator	fife
6	proud	assassin	half sword
7	stubborn	librarian	scout ship
8	impatient	warrior	crystal goblet
9	bloodthirsty	master of Klingon spelling	long chain
10	vindictive	accountant	trained targ
11	hospitable	bard	ancient scroll
12	loyal	pilot	toolkit
13	honest	healer	plasma guitar
14	disciplined	scientist	Imperial Guard uniform
15	precise	trailer	trophy
16	prudent	servant	combat glitter
17	cunning	the architect of pain	laser torch
18	vain	beast trainer	bone dagger
19	cynical	mistress of ceremonies	laser saber
20	arrogant	guardian of ancestral recipes (cook)	a large pot of soup

# Secret

Roll d20	Description
1	witnessed their demise
2	they cannot recall their origins
3	they abhor violence, they cannot bring themselves to take a life
4	they have a child who desires their death
5	they sold their soul to a demon AI
6	lost the family fortune in a bet
7	are in love with a Starfleet officer
8	they find themselves trapped, reliving the last three days
9	they are a shapeshifter posing as a Klingon
10	the antagonist once saved their life
11	killed the family leader in an unfortunate accident
12	is related to the antagonist
13	prosecuted on false charges
14	they were artificially created by the antagonist
15	they must feed on the emotions of other beings
16	they are terminally ill and no one knows about it
17	they are a body controlled by the magical weapon
18	they feel no emotion because the antagonist has stolen their soul
19	it comes from the mirror universe
20	a personal disgrace they wish to erase

# Who is the antagonist in this story?

Roll d20	Description	Henchmen	Big Evil Plan
1	Flur'h, a cloud of toxic gas	androids	gain absolute power
2	Ferengi	Klingon mercenaries	kill all the PCs
3	AI planet	space pirates	steal great wealth
4	Chancellor of the High Council	lesser spirits from the vampiric mist	win the hand of the princess
5	animated legendary weapon	animated armor	drain all the emotions in the universe
6	Yer, head of the (disgraced) House of Duras	worshippers of the dark god	gain knowledge by force
7	intelligent flesh-entraining mushrooms	hunting tribbles	breed a new caste of warriors
8	tethSa', a legendary warrior	war dancers	get true love
9	descent from the dead founder of your House	big spiders	spread the disease
10	a swarm of cosmic hypnotic moths	predatory vines	devour memories
11	a colony of maggots roaming space in the body of a rotting giant	demons from forgotten earthly mythology	successfully execute a palace coup within the Empire
12	skeleton wolf devouring souls	drones	change the past
13	The Doomsday Machine	motorcycle gang	take revenge on the Klingons
14	Bluebeard, a degenerate Starfleet captain	dinosaurs shooting lasers from their eyes	conquer the mighty forgotten fortress ship
15	Operation New Dawn, Romulan scheme	phantoms of dead warriors	take over the dreams of thinking beings
16	The Borg Queen	electric moray eels	awaken even greater evil
17	time-manipulating obsidian golem	animate items	absorb any existing heat
18	The economic crisis	assassins	steal the Emperor's body
19	Qajunpakt, prehistoric dragon	mechanical bears	turn organic life into synthetic one
20	You	Orion Syndicate	subjugate all Klingon Houses

# Complication

Roll d20	Description
1	Ferengi are raising interest rates on loans
2	Borg attack
3	Romulan spies are festering
4	elections to the High Council, the country is on the brink of civil war
5	pirate boarding
6	fiscal control
7	Starfleet meddles in matters beyond its jurisdiction
8	someone is trying to force PC into a matrimonial ceremony
9	Q is up to something again
10	uncontrollable multiplication of tribbles
11	andorian tourists
12	something explodes
13	a great celebration is approaching - it will be dishonorable not to attend the ceremony
14	Your house joins the antagonist
15	you hear the dead
16	Your alternate reality versions are trying to kill you
17	the crew mutinies
18	nightmares haunt you
19	The Federation is trying to bring you to justice
20	you start to lose your memory