

R & Arrrrrr

Setting Era of Play: Next Generation or later

Suggested Spotlight Role: Command/Security Officer

Synopsis:

After a long diplomatic mission, the crew has been invited by the anthropology officer to try out their new Pirate themed Holonovel. Trouble ensues when the file corrupts, trapping the crew in the simulation with a mad pirate and an injured crewman.

Captain's Log

*"It's been a grueling 3 weeks of diplomatic functions and tense negotiations, but the treaty is finally signed. My crew performed outstandingly and I have offered relaxed shifts until we make it back for some shore leave. Our anthropology officer has extended an invitation to the entire senior staff to try out her new holonovel *Curse of Isla de la Muerte*." This should be fun.*

Major Beats

Holodeck Hijinks Turn Deadly

The crew is invited to the holodeck by the ship's enthusiastic anthropology officer, who has prepared a historically accurate 18th-century pirate simulation. The goal is a day of swashbuckling fun on the high seas, complete with a bustling port town, sea shanties, and a ship waiting in the harbor. The officer beams as they distribute costumes and props, eager to share the adventure.

The simulation begins as lighthearted chaos—rowdy taverns, rolling decks, and slapstick encounters with rival pirates. But the tone shifts abruptly during the first encounter with Captain Deadwake, the holodeck's flamboyant and dangerous pirate lord. Deadwake greets the crew with theatrical villainy before suddenly shooting the anthropology officer with a musket ball. The officer goes down in pain, and tricorders confirm the injury is real. The safeties are off. The holodeck doors are sealed.

The crew now has no choice but to play Deadwake's

game to survive. The pirate king taunts them, declaring that if they want to leave, they must sail to *Isla de la Muerte* and prove themselves worthy to face him.

The Trials of Isla de la Muerte

Sailing through mist and crashing waves, the crew lands on the jagged shores of *Isla de la Muerte*, a foreboding island shrouded in legend. The air smells of salt and decay, and distant creaks echo through the trees. Deadwake's mocking laughter booms across the island as the crew discovers they must face three trials to reach his hidden cove.

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The first obstacle is the Shipwreck Gauntlet, a half-submerged graveyard of splintered hulls and rotting docks. The crew must pick their way across before the tide rises, securing ropes and bracing planks to prevent disaster. A single slip can send a crew member plunging into the surf, where a snapping holographic shark or sea serpent makes for a thrilling near miss.

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Deeper in the jungle, the crew faces a Skeleton Ambush. Holographic skeleton pirates burst from the sand and foliage, swinging rusty cutlasses and firing old flintlocks. The encounter is fast and cinematic, with room for creative problem-solving—knocking enemies into pits, using the environment, or pulling off classic swashbuckling stunts.

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Finally, the crew reaches a rocky bluff overlooking Deadwake's secret cove, where his loyal pirate crew blocks their path. The cutthroats demand that the crew prove their worth before they can face Deadwake. This trial is all about roleplay and Command skills: bluffing as legendary pirates, impressing the crew with daring feats, or even charming them with a rousing sea shanty. Failure triggers a short, chaotic skirmish, but success or grit earns them passage into the cove—where Deadwake awaits.

Battle at Deadwake's Cove

The final confrontation takes place in Deadwake's hidden cove, where his massive black galleon waits, surrounded by jagged rocks and rolling storm clouds. Cannons boom, lightning flashes, and the pirate king bellows from the deck as the crew approaches. The climax is a cinematic, swashbuckling battle that can unfold as a ship-to-ship exchange, a daring boarding action, or a mix of both. Deadwake is a larger-than-life villain: he swings from ropes, laughs in the face of phaser fire, and refuses to go down without spectacle. After a dramatic fight, the crew defeats or outwits him, breaking his hold over the holodeck and restoring control.

Minor Beats:

Polly-17, the Taunting Parrot

From their first steps on *Isla de la Muerte*, the crew finds themselves followed—and mocked—by a brightly colored holographic parrot named Polly-17. Perching on tree branches, shipwrecks, and occasionally a crewmember's shoulder, Polly-17 squawks riddles, insults, and pirate nonsense in a singsong voice.

Though mostly an annoying presence, Polly-17's cryptic rhymes sometimes hint at upcoming dangers or solutions. Clever players might interpret its squawks as clues using an *Insight + Command* or *Reason + Science* roll.

Conclusion

With Deadwake defeated, the simulation ends in a flash of light and a fading echo of cannon fire. The holodeck doors finally open, and medical teams rush to treat the injured anthropology officer. The adventure closes with the crew victorious, wet, and likely covered in sand and seawater. As the crew exits, Polly-17's final squawk echoes down the corridor:

"Yarr... come back soon, mateys!"

The parrot vanishes in a shimmer, leaving smiles and shaking heads behind.