STAR TREK™ ADVENTURES



MISSION BRIEFS

ANOMALIES

TALES FROM *THE NEXT GENERATION* ERA

AL SPADER

CREDITS

051426

010670

020420

AUX SYS

LEAD DESIGNER
NATHAN DOWDELL

WRITER
AL SPADER

EDITOR
JIM JOHNSON

GRAPHIC DESIGN
RICHARD L. GALE

LAYOUT
ROXANNE THOMPSON

ART DIRECTOR
JIM JOHNSON

COVER ARTIST
ROXANNE THOMPSON

PROOFREADER
KELLI FITZPATRICK

PROJECT MANAGER
JIM JOHNSON

PRODUCTION MANAGER
PETE GROCHULSKI

CHIEF CREATIVE OFFICER
CHRIS BIRCH

CHIEF OPERATIONS OFFICER
RITA BIRCH

MANAGING DIRECTOR
CAMERON DICKS

HEAD OF PRODUCT
SAM WEBB

HEAD OF CREATIVE SERVICES
JON WEBB

FINANCIAL CONTROLLER
LUC WOOLFENDEN

LOGISTICS MANAGER
PETER GROCHULSKI

VIDEO CONTENT PRODUCER
STEVE DALDRY

CUSTOMER SERVICE
LLOYD GYAN

OFFICE MANAGER
SHAUN HOCKING

WEBSTORE MANAGER
KYLE SHEPARD

DATA ANALYST
BENN GRAYBEATON

BOOKKEEPER
VALYA MKRTCHYAN

FOR VIACOMCBS
MARIAN CORDRY

WITH THANKS TO
GENE RODDENBERRY, JOHN VAN CITTERS, AND THE MANY FANS WHO HAVE SUPPORTED THIS GAME

MODIPHIUS® ENTERTAINMENT
2D20™

Published by Modiphius Entertainment Ltd.
2nd Floor, 39 Harwood Road, London, SW6 4QP, U.K.

INFO@MODIPHIUS.COM
WWW.MODIPHIUS.COM
STARTREK.COM

Modiphius Entertainment Product Number
MUH052203-PDF

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MISSION BRIEFS

ANOMALIES

TALES FROM *THE NEXT GENERATION* ERA

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CHAPTER 01.00

ANOMALIES

INTRODUCTION

For as long as explorers have travelled through space, they have encountered or reported an abundance of amazing anomalies, many of which remain unexplained. Scientific wonders of all kinds scattered throughout the vastness of space await bold Starfleet officers to discover and study, engage, or avoid.

This packet presents ten detailed mission briefs oriented around strange and wondrous anomalies, each of which you can modify for use as adventures in your ***Star Trek Adventures*** campaigns set during *The Next Generation* era (approximately 2360–2379). Each mission brief is designed to stand alone, though they could be strung together into a story arc or added to an existing campaign with minor modifications.

ELEMENTS OF A MISSION BRIEF

A mission brief contains several elements that collectively create a high-level outline for a ***Star Trek Adventures*** mission. Each element may be modified as needed to suit the needs of your particular game and group of players. The elements of a mission brief include:

- **Title:** An evocative title for the mission.
- **Suggested Era of Play:** The *Star Trek* time period in which the mission is recommended to be set (*Enterprise* era, Original Series era, *The Next Generation* era, etc.).
- **Suggested Spotlight Role:** The suggested focus player character role. This can be used to help you and your players plan milestones and character arcs.
- **Synopsis:** High-level summary, detailing key points such as location, antagonists, the plot, etc. The synopsis generally explains how the story might relate to the player characters and provides the essential details needed to start developing the story.
- **Opening Log Entry:** A captain's log or a personal log, usually written with the suggested spotlight role in mind.
- **Major Beats:** Key scenes or encounters to include, leaving room for you to bridge them as needed with material unique to your cast of player characters and campaign events.
- **Minor Beats:** Secondary plot elements or suggested subplots that you could weave into the mission as a side scene or subplot.
- **Key Non-Player Characters:** Brief descriptions of key NPCs, including the main antagonist(s). This element may also suggest specific NPCs from the core rulebook to use or adapt. Note that any page references listed in this document refer to the Starfleet-oriented ***Star Trek Adventures*** core rulebook.
- **Conclusion:** The intended ending of the mission, with suggestions on how to adjust the conclusion if the players move the story in unanticipated directions.
- **Adding This Mission to Your Campaign:** Advice on how you might fit the mission into your ongoing campaign.

CHAPTER 01.10

THE ORDER BEYOND

Suggested Era of Play: *The Next Generation* Era
Suggested Spotlight Role: Science Officer

SYNOPSIS

The player characters' ship is sent to investigate a newly-formed white hole that opened relatively close to a settled system. Upon arrival, the ship is bombarded by subatomic particles, overloading its systems. With engines down, the crew must navigate shifting gravity fields, discover what or who caused the white hole to open, and determine the impact it is having on this area of space.

OPENING LOG ENTRY

We have been ordered to investigate a white hole that ruptured a little over a week ago. Preliminary data reveals large, spherical objects orbiting the breach. Why did this white hole open up? What impact is it having on the surrounding area? Hopefully the answers will come without incident.

CAPTAIN'S LOG

MAJOR BEATS

UNANTICIPATED EFFECTS

When the ship arrives, it is bombarded by subatomic particles as they spiral out of the white hole. This energy wave disables sensors, shields, deflectors, and both warp and impulse engines. The crew must work together to bring systems back online as the ship is shunted around by the fluctuating gravity fields.

A WORLD NOT LIKE OUR OWN

Once systems are restored, the crew interacts with the white hole and the spherical objects orbiting it. The crew discovers that the universe on the other side of the white hole is one where quantum mechanics are orderly and predictable. Without entropy, the matter there doesn't break down into subatomic particles. The crew also learns that the spheres orbiting the white hole are single atoms of this orderly matter. The spheres are expanding and the energies inside are fluctuating due to deterioration of the force holding them together. The spheres will explode in a small-scale Big Bang that will destroy dozens of surrounding solar systems.

COMMUNICATION IS KEY

A pulsating hum starts emanating from all subspace communication systems aboard the ship. The pulses alternate between high and low pitch, seemingly at random. The crew discovers the sounds are a form of trinary code. Breaking the code reveals the spheres are sentient explorers. When the spheres arrived, the quantum physics of this universe began destroying their own quantum signature and they became stuck here. The entities wish to return to their universe.

MINOR BEATS

You can add direct communication from the spheres to individual player characters in order to challenge values. Some characters may also discover that the matter within the spheres and on the other side of the white hole allows for low energy fusion but fission is nearly impossible.

KEY NON-PLAYER CHARACTERS

While the spheres are not true NPCs, communicating with them should feel like having a conversation with a living being.

CONCLUSION

Ultimately the crew will decide whether to return the spheres to their home universe and close the white hole, or find a way to keep the spheres from exploding and keep the white hole open. Some players may try to explore the other universe beyond the white hole.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission is a good way to give your non-bridge crew members a chance to shine. This mission can also be thrown in as a random side trek as the ship travels to a new location. Another idea is to use this mission as a gateway to multiverse exploration.

CHAPTER 01.20

THE SEED

Suggested Era of Play: *The Next Generation* Era
Suggested Spotlight Role: Science Officer

SYNOPSIS

The ship detects a verteron burst emanating from around an M-Class planet with no known sentient life. When they arrive, the crew finds a gigantic plant growing out of an old satellite. Further investigation reveals that as the plant absorbs energy and grows, it creates a spatial rift to another universe. On the planet below, several similar species of plants have grown together to create ship-sized rifts. The crew must determine the threat these rifts pose and how to deal with them without causing the extinction of an entire plant species.

OPENING LOG ENTRY

A verteron burst like the one we detected has only been seen around wormholes in the past. Perhaps a new wormhole has opened? Perhaps it is something else entirely? Either way, our pilots are prepping for navigating through subspace distortions.

CAPTAIN'S LOG

MAJOR BEATS

THE ROOT OF THE PROBLEM

Upon arrival, the ship finds a satellite occupied by a massive unknown plant species. Sensors detect the verterons shot out of the satellite. With subspace distorted, taking a shuttle is the safest way to get to the satellite. While dodging flailing tendrils, the away team discovers a spatial rift inside the plant's seed pod at its base. The plant is feeding on the energy being released from an old fusion reactor. A polaron energy burst detonated within the rift will seal it and killing or stunning the plant will keep the rift from growing larger.

AS ABOVE, SO BELOW

Another massive verteron burst erupts from the planet below. The crew investigates a field that covers a third of the planet's surface, finding it is home to several species of the plant they found on the satellite. Many of the plants growing near each other have allowed the spatial rifts to converge into colossal super rifts.

ESCAPE PLAN

There are thousands of plants on the planet; each species' rift leads to a different alternate universe. The only way to close the rifts is to overload them with energy from within. Further research shows that the rifts begin to form between the vegetative and budding phase of the plant. As such, once the rifts are closed, they will no longer grow and the plants will survive. The plants will try to defend themselves from perceived threat by swatting at the shuttle with flailing tendrils and shooting it with massive thorns.

MINOR BEATS

Player characters with science or medical skill may perform genetic research on samples taken from the plant or determine the quantum signatures of what lies beyond the rifts. Others may be interested in who this satellite belonged to and if these plants are naturally evolved or engineered.

KEY NON-PLAYER CHARACTERS

Though none are presented here, feel free to add enemies as would be appropriate in your campaign.

CONCLUSION

The crew must decide how to close these rifts or kill off these plants. Some may wish to explore where the rifts go or where they came from. Starfleet may determine that the rifts pose a liability if discovered by enemies.

ADDING THIS MISSION TO YOUR CAMPAIGN

This encounter offers a chance at a heroic moment for a pilot on the crew. It is also a great way to open a larger story about who is responsible for creating these plants and the satellite. Some players may want to take a smaller plant with them for further investigation which could open up many side treks.

CHAPTER 01.30

TIME LOST

Suggested Era of Play: *The Next Generation* Era
Suggested Spotlight Role: Captain or Executive Officer

SYNOPSIS

When sent to a newly-forming star in a nearby nebula, the players' ship is hit by a chroniton wave and time becomes distorted for everyone on board. The crew then finds a small ship hovering in the new star's corona with a single life-sign on board. The crew boards the vessel to find a mourning Romulan engineer who is trying to construct a time machine so she can fix what she lost.

OPENING LOG ENTRY

We are en route to a nearby nebula where sensors have detected a newly-born star on the verge of beginning its fusion reaction. Keeping with Starfleet protocol, we will keep detailed scan logs of the event for the standard two-day interval. Here's hoping we don't get delayed.

CAPTAIN'S LOG

MAJOR BEATS

TEMPORAL CASCADE

As the ship arrives at the newly forming star's location, they prepare for collecting the data they need. Within a few hours, the fusion reaction occurs, creating a rapid predictable release of energy. However, the energy is different than any in the computer systems as the radiation is full of chronitons which become embedded within the ship and many of its crew members. As each person and area are affected differently by the wave, player characters will observe some people and objects moving in fast forward while others are moving in slow motion or even paused in place.

ALONE IN THE RIVER

After sorting out how these temporal effects are affecting the crew and the ship, the players detect a small vessel in the corona of the newly formed star. The chroniton wave appears to have been released by the vessel and not the star. Sensors will detect a single lifesign on the ship. If hailed, there is no response from the vessel. The crew should take a shuttle to the ship and try to figure out what is going on. Shuttles may have been affected by the chroniton wave and may move slower or faster than normal.

TO WHAT END?

Once they reach the vessel, the crew finds major modifications have been done to it, including modules designed to absorb solar radiation and a strange reactor. The crew determine whoever is on this ship is trying to create chronitons. Upon further investigation, the crew finds a grieving Romulan engineer named Mirrsul trying to fix her device. With diplomacy skills, the away team can learn that Mirrsul's wife died when a warbird was destroyed. Mirrsul is trying to send herself back in time to keep her wife from getting on the ship that was destroyed. Mirrsul has no idea that the chroniton wave is causing so much chaos.

MINOR BEATS

This mission allows for many character interactions. Consider pairing a character moving fast with a character who is moving extremely slow. Another option would be to have several characters unaffected by the wave become stuck in a turbolift or shuttle that is paused in time.

KEY NON-PLAYER CHARACTERS

Mirrsul can be represented by the statistics for a Romulan Centurion (page 320), but feel free to make her a different species that works with your campaign.

CONCLUSION

Mirrsul doesn't want her work affecting others. She can be convinced to turn the device off. The crew should decide what to do with the device once Mirrsul has relinquished control. If you'd rather not have your crew gain access to a device this powerful, Mirrsul could program the device to fly into the star.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission could be a fun episode that encourages challenging character interactions. It could also challenge characters who have lost loved ones by opening a dialogue about the grieving process.

CHAPTER 01.40

THE OTHER END

Suggested Era of Play: *The Next Generation* Era
Suggested Spotlight Role: Engineering Officer

SYNOPSIS

The player characters suddenly find themselves in an asteroid field in another quadrant. In the blink of an eye, the ship returns to its previous location. After being translocated several times and suffering damage, the crew realizes it is quantum entangled with an object in the other location and is swapping positions with it. During one of the leaps, the ship detects a space probe broadcasting a subspace message explaining that its owner is trying to solve the problem but requests help as the task is beyond him.

OPENING LOG ENTRY

The information we traded from the Antedeans is fascinating. The engineering team is consuming all the information about improving the warp reactor's capabilities. I am more interested, however, in the conceptual space drives they included. Perhaps their theories could one day allow for warp travel needing far less energy.

CAPTAIN'S LOG

MAJOR BEATS

ANOTHER PLACE

The ship suddenly collides with an asteroid that wasn't on sensors. The crew then realizes they seem to have teleported into the middle of an asteroid field in another quadrant. Just as they start to process what this information means, they are back at their original location. This happens several times before the science officer can determine that the ship and everyone inside have become quantum entangled with something and keep swapping places with it.

MESSAGE IN A BOTTLE

After several spatial swaps, the ship finds a space probe that wasn't originally in the asteroid field. The probe is broadcasting a subspace distress message in a language that is unfamiliar. The crew learns that they have become entangled with another ship and their crew who call themselves Caranids. They are trying to fix things by cutting the entanglement, but are having difficulties and need help.

EXTENDING A HAND

The player characters help fix what the Caranids call an entanglement drive. The crew learns the drive is supposed to work by becoming quantum entangled with buoys around different planets for rapid relocation. The Caranid ship was experimenting with having a personal buoy that is piloted by one of their flight controllers. This relationship would allow for an especially maneuverable ship in asteroid fields and combat. When the buoy was destroyed, the Caranids' ship became entangled with the player characters' ship. The player characters can help the Caranids sever the connection, but not before the ships swap locations a few more times so everyone is back where they belong.

MINOR BEATS

Tis'Lin could offer a trade of his space buoy for some tech he observed on the Federation ship. Another idea could be to use the quantum jumps to create disorienting effects among crew members. Some crews may seek to learn more about Tis'Lin's species.

KEY NON-PLAYER CHARACTERS

Tis'lin, the Caranid captain, is also a quantum physicist. Use the Ferengi Salesman (page 326).

CONCLUSION

The crew either helps the Caranids or infiltrates and disables the entanglement drive. Once back on their own ship, the crew can analyze what they learned about the conceptual drive.

ADDING THIS MISSION TO YOUR CAMPAIGN

The swapping can occur while the ship is traveling or docked. If it happens while docked, there can be even more complications with people on board the space station. You could use the other ship as a new enemy threat that the away team needs to infiltrate in order to disable the entanglement drive.

CHAPTER 01.50

FLUID MECHANICS

Suggested Era of Play: *The Next Generation* Era
Suggested Spotlight Role: Science Officer

SYNOPSIS

While traveling to their destination, the ship is forced out of warp and becomes stuck in space. The crew discovers that the material they are stuck in is semi-gelatinous and organic. After modifying impulse engines to work in the substance, the player characters discover a debris field that used to be a station at the center of the anomaly. The crew then finds a single, unknown life sign on one of the larger pieces of debris. With transporters useless in the sludge, an away team investigates to find an alien genetics facility and a reactor that has breached to another dimension, pulling more of the fluid into normal space. The players must neutralize the threat while facing an alien antagonist.

OPENING LOG ENTRY

Minutes ago the ship was pulled out of warp and has become stuck in a bizarre liquid floating in space. Even more curious, the warp drive won't even function in the stuff and impulse engines are strained. The team is about to collect a sample of the goo. Hopefully we can find a way to get out of this tar pit.

CAPTAIN'S LOG

MAJOR BEATS

STUCK IN THE MUD

The crew discovers the fluid is made of organic material that seems to defy physics by not freezing in the vacuum of space. The ship's engineers make adjustments to the impulse engines, allowing them to further explore the anomaly. The crew also finds that transporting outside of the ship doesn't work.

WHAT ONCE WAS HERE

Scans show massive chunks of organic material toward the center of the fluid field. Here the player characters see a dozen chunks of what look like asteroids connected by a network of organic tendrils. The pieces are slowly being pulled back together. Each piece has several rooms and tunnels inside, suggesting this was once some kind of organic station. A single alien life sign is detected on the largest chunk.

EQUILIBRIUM

An away team is sent to investigate. Inside, the crew finds a genetic research facility with bio-organic computers as well as a bioreactor that has breached to another dimension. An alien life form monitors the systems and will attack immediately if it notices the team. The away team also discovers that more of the fluid is seeping into normal space from the breach inside the reactor.

MINOR BEATS

This mission could open up new possibilities for Starfleet in the form of bio-organic technology. Another option is to reveal the alien's genetic operation. Perhaps they are trying to mimic different species in the region or maybe they're trying to make themselves into the biotechnological equivalent of the Borg.

KEY NON-PLAYER CHARACTERS

Use any creature from the core rulebook to represent the alien lifeform controlling the facility.

CONCLUSION

The crew must decide what to do about the reactor rift. Perhaps the breach was an accident, or perhaps the alien is trying to bring more of its home dimension here. The creature itself is nefarious and will not try to negotiate.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission is meant to tease fluid space into your game. Depending on when your game takes place, Starfleet may or may not be familiar with the dimension. This mission also works well as a survival horror story by having the alien stalk the away team on the station.

CHAPTER 01.60

FOLLOW THE LEADER

Suggested Era of Play: *The Next Generation* Era
Suggested Spotlight Role: Flight Controller

SYNOPSIS

While conducting a routine investigation of a newly discovered comet's tail, the ship becomes gluonically bonded to the comet's nucleus. While attempting to solve the problem, the crew finds other victims of the comet and then charts its course, discovering the ball of ice will collide with a nearby star. The crew learns the comet isn't quite what it appears.

OPENING LOG ENTRY

Our survey of comet 2X4-11S is coming to an end. The last leg will require me to fly the ship through the comet's tail. Last scan shows many chunks of ice and debris that the ship will have to avoid during transit. This shouldn't be a problem; I've done this before.

CAPTAIN'S LOG

MAJOR BEATS

A STICKY SITUATION

The ship conducts its final sweep through the comet's tail to collect data. The pilot must dodge debris of stone and ice as they guide the ship through. Before it leaves the tail, the ship becomes stuck with impulse engines no longer operative. The crew learns the ship has somehow become gluonically bonded to the comet and is being held in place by the strong subatomic force.

NO LONGER ALONE

While dodging the barrage of comet dust, the ship detects indications of a Romulan ship in the tail. Comms are distorted by the radiation flowing from the comet but are adjusted to find a Romulan crew led be Shalar, who are having the same issues as the player characters and have been stuck for over a month. Together, the two crews discover the asteroid is heading toward a star.

CRY FOR HELP

The Romulans are convinced to share what data they have, revealing a pattern of atoms flowing from the asteroid. The matter being released is similar in composition to pheromones. Studying this pattern suggests the matter is being released with a purpose. The crew then takes a shuttle to the comet itself, only to discover that a cosmozoan is cocooned within. With analysis, the crew communicates with the creature to learn that it knows its path will lead it into the star and it wants to live.

MINOR BEATS

This mission can provide thrills for people in a shuttle. You could also create an espionage subplot by having the Romulans responsible for the course the comet is taking. Another option would be to have the comet cosmozoan be malicious and instead about to collide with a planet that it wishes to consume.

KEY NON-PLAYER CHARACTERS

Shalar is a Romulan Uhlan (adapt the statistics on page 320 as needed).

CONCLUSION

The cosmozoans will free the ships if the player characters offer to help redirect its course. The Romulans are thankful for Starfleet's help with the situation. How the two crews help the cosmozoan should inform future interactions with the entity and the other ship.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission works well as part of transitioning from one area to another. It could also be used to jump-start an ongoing story with the Romulans. Another idea is to use these cosmozoans as harbingers of a larger threat.

CHAPTER 01.70

THE SPACE BETWEEN

Suggested Era of Play: *The Next Generation* Era
Suggested Spotlight Role: Medical Officer

SYNOPSIS

While transporting a foreign dignitary, the ship is hit by a blast of radiation which affects the crew on a subatomic level, causing them to begin shrinking. Medical officers must act quickly to counteract the bizarre phenomenon.

OPENING LOG ENTRY

A sudden radiation burst has damaged propulsion systems, but that isn't the most concerning part. Many of the crew members have been reporting headaches and shortness of breath in the wake of the burst. We are currently taking tissue samples to see if there was any genetic damage that would cause the side effects.

CAPTAIN'S LOG

MAJOR BEATS

NO SMALL MATTER

Crew members start falling ill, complaining of headaches and shortness of breath. Careful scans reveal that the sickened crew is beginning to shrink. Inch by inch, all organic matter is getting smaller. The doctors determine that everyone's DNA is twisting tightly together and the space between the electrons and nuclei of the atoms are shrinking. As the crew gets smaller over time, it will become more and more difficult to breathe, as well as use the electronics on the ship.

THE INVESTIGATION

Only a foot tall now, the crew must deal with the ever more challenging effects of getting smaller. Sensor scans detect a bizarre form of radiation that isn't connected to the microwave burst. The radiation has only been recorded once before: dubbed spiroid radiation, it is responsible for making spiral formations contract tighter. The source of the radiation is detected in the dignitary's quarters.

UNKNOWING

Now less than an inch tall, the crew makes their way to the dignitary's quarters to find the radiation is coming from a glowing crystal on a shelf. The crew then confronts the dignitary who had no idea the crystal was a device; it was given to him as a gift when he got the dignitary job.

MINOR BEATS

This mission allows for fun athletic challenges as well as intriguing solutions for doing things as simple as pushing a button. Consider having injuries happen so the doctors have to figure out how to mend a small person with gigantic equipment.

KEY NON-PLAYER CHARACTERS

The species of the dignitary is purposely left out so you can make them whatever fits your campaign needs.

CONCLUSION

The crew must destroy or get rid of the crystal device or suffer staying the size of ants indefinitely and potentially suffocating from decreased lung capacity. How the crew deals with the dignitary will inform future missions when dealing with their species again.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission is a great way to encourage your crew to think outside the box to find creative solutions. This mission is also a great way to start interactions with a new species that the crew may deal with again in the future. Another idea is to have the dignitary be a malicious new enemy.

CHAPTER 01.80

UNSEEN

Suggested Era of Play: *The Next Generation* Era
Suggested Spotlight Role: Medical Officer

SYNOPSIS

After completing an information trade with a new civilization, crew members begin to disappear around the ship. Along with being invisible, the affected crew members are also unable to be heard. While investigating where the missing crew have gone, the doctors determine the crew is still physical, just not reflecting light waves. Once the crew finds a way to communicate with the cloaked crew members, they must piece together the answer to the mystery.

OPENING LOG ENTRY

There are reports all around the ship of people disappearing into thin air. One ensign swears she saw a coffee cup float around in the air in front of her. What is turning our crew into ghosts? I must get one to sickbay to investigate further.

CAPTAIN'S LOG

MAJOR BEATS

GHOSTED

The ship has just completed an information exchange with a newly-discovered species when reports start pouring in that people are disappearing randomly all around the ship. An investigation reveals that the crew members are physically still there, just unable to be heard or seen. The people who have disappeared see things as normal on board the ship but are unable to communicate with their voice.

INTERACTION

The player characters figure out how to communicate with the cloaked crew members in creative ways. Several of the affected are asked to report to sickbay. Once there, the doctors discover that their vocal cords have been paralyzed. This problem is easily solved; however, the doctors also discover the skin of the cloaked individuals is projecting a quantum phase bubble, allowing light and other radiation to teleport through them. The bubble is also reducing sound within to inaudible subsonic levels.

SEEING THROUGH

After finding a way to speak to the ghosts and interviewing the invisible crew members, the one thing they all have in common is eating from the replicators in the ship's galley. Upon further investigation, the crew discovers a computer virus written into the replicator codes that adds and changes a few molecules in the food that is created. These new molecules are creating a localized cloaking field around the people who consumed the food.

MINOR BEATS

Consider having several NPCs in the group become invisible. Allow the characters to challenge values that are related to death. Encourage interesting and fun ways for communication before the characters realize they can write or type. The ghosting doesn't have to happen all at the same time.

KEY NON-PLAYER CHARACTERS

None.

CONCLUSION

The molecules pass through the body within 48 hours and the crew will become visible again. Fixing the virus within the replicator programming will make it so nobody else is affected. Ultimately the crew must decide what to do with the information gained from this virus.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission could be a fun, creepy episode with many ghostly horror tropes. You can also use the sudden disappearance of colleagues to create opportunities for player characters to work through issues with death. You could also use this mission to create a new enemy for the crew. Perhaps the information trade wasn't equal, or perhaps the new species has a spy on board.

CHAPTER 01.90

STIMULANT

Suggested Era of Play: *The Next Generation* Era
Suggested Spotlight Role: Medical Officer or Ship's Counselor

SYNOPSIS

The ship has been called to investigate a rogue asteroid. Initial observations reveal dozens of cryo-volcanos spewing violet ice into its atmosphere. Upon viewing the asteroid, several crew members begin to suffer symptoms of withdrawal when they no longer see it. While mild at first, the symptoms become deadlier the longer they are away from the asteroid's brilliant show.

OPENING LOG ENTRY

The scans of the asteroid should be finished soon. I am hearing that some of the crew have gathered in the galley to observe the beautiful phenomenon. I believe my nurse was there before their shift was meant to start. They are currently seventeen minutes late. I will make note and call them if they aren't here in the next three minutes.

CAPTAIN'S LOG

MAJOR BEATS

ERUPTIONS OF BEAUTY

While analyzing the mineral contents of the asteroid, crew members flock to viewports all around the ship to watch the shimmering firework display. As the tests and scans finish, the player characters start to notice people lingering in the viewing area, often staring with mouths agape. Once people are spoken to, they snap out of their trance-like states and go back to normal, often losing track of the time. Minutes after leaving the windows, people start suffering withdrawal-like symptoms.

TRYING TO HELP

The medical bay fills with patients as those who witnessed the cryo-volcanos lose control of their emotions and start falling sick. Scans reveal high levels of dopamine in their systems but no evidence of any drugs. The rest of the crew discovers a strange light fluctuation just outside of the visible range that, when focused through a lens, causes the brain to feel like it is high on drugs. People who haven't seen the light for a while start suffering extreme depression.

COUNTERACTION

The crew can harvest some of the ice flakes from the asteroid to slowly wean the affected crew members off the stimulant without killing them. The ship then deals with the asteroid and its hypnotizing side effects.

MINOR BEATS

The issues of severe depression and feelings of worthlessness can challenge values the characters may have. Maybe a character had a substance problem in the past or knows someone who did. Another idea is to have high-ranking officers affected and have lower-level officers need to take charge. Also consider having the crew take a shuttle to collect the ice samples to increase difficulty.

KEY NON-PLAYER CHARACTERS

None.

CONCLUSION

The crew decides how to deal with the asteroid and how to move forward with their interpersonal relationships. Many crew members will be emotionally impacted by this and may visit the ship's counselor during treatment and once they are recovered.

ADDING THIS MISSION TO YOUR CAMPAIGN

As this mission deals with the topic of addiction, it may bring up strong emotions for both characters and players. Make sure to prepare your group and adjust accordingly based on player input. If someone is uncomfortable with these concepts, try a different mission brief. This is also a great mission to run when a player can't make it to a session, as their character can just be hypnotized the whole time.

CHAPTER 01.100

ANACHRONISM

Suggested Era of Play: *The Next Generation* Era
Suggested Spotlight Role: Security Officer

SYNOPSIS

After narrowly avoiding a spatial sinkhole, crew members start experiencing random hallucinations that make them believe they are in a far, distant time with everyone on the ship out to get them. The crew determines that the spatial sinkhole has allowed "chaotic space" to leak into their universe. With graviton shear pulling on the ship, crew members begin fighting each other, causing chaos onboard.

OPENING LOG ENTRY

The crew is restless as we are finishing up the tail end of our mission schedule. It has been months since most of the crew has set foot on terra firma. These days, tempers are short and emotions run high. Security has been increased to help keep the crew calm until we get home.

CAPTAIN'S LOG

MAJOR BEATS

SURFING THE EDGE

The ship is yanked from its forward trajectory as gravitons shift toward a point in the distance. The ship's hull is tortured as a spatial sinkhole sucks in the matter surrounding it. Careful navigation keeps the ship on the edge of the anomaly's effects. Sensors detect a wave of unknown particles projecting out of the sinkhole. Unbeknownst to the crew, some of these chaotic matter particles embed themselves in the ship's hull.

NOT WHAT IT SEEMS

Crew members begin having hallucinations that they are in the past and preparing for war. Some see themselves as knights in armor while others see themselves in a Klingon arena, and so on. While hallucinating, the characters see others as people out to get them. This may lead to hand-to-hand combat among characters who are hallucinating.

THE PURGE

While the security officers try to subdue the chaos, the bridge officers determine that the chaotic matter has attached itself to the ship's hull. The matter is emitting radiation that is causing the hallucinations. Removing the chaotic matter is extremely difficult as its position is always shifting to a new location.

MINOR BEATS

Feel free to play up the hallucinations as though they are holodeck programs gone wrong. Maybe two crew members haven't seen eye to eye and can have a duel to settle things. Gathering more information about chaotic space and how it intersects our space would also be helpful to Starfleet.

KEY NON-PLAYER CHARACTERS

None.

CONCLUSION

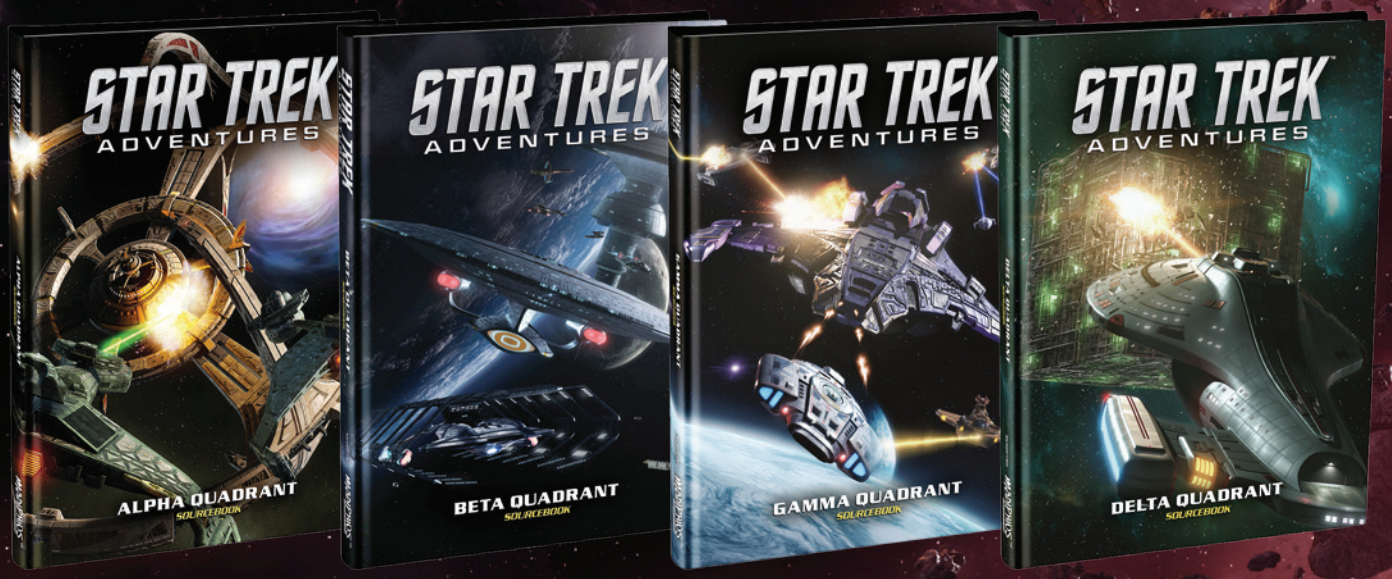
Once the chaotic matter is removed from the ship's hull, the hallucinations end. How the crew reacts to each other post-hallucinations should be included as scenes at the end of the mission.

ADDING THIS MISSION TO YOUR CAMPAIGN

To increase entertainment value, make the hallucinations something your player characters are interested in and then give players the opportunity to challenge their characters' values. This mission also works to rebuild relationships that have deteriorated on board the ship.

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