STAR TREK™

ADVENTURES

PUNISHMENT & CRIME

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A LIVING CAMPAIGN MISSION FOR 2269

INTRODUCTION

Punishment & Crime is a mission for the *Star Trek Adventures* Living Campaign series. This mission is meant to be played by a Gamemaster and 3-6 Players and has been designed to be used for the *U.S.S. Lexington* and her crew in 2269.

To run this mission, the Gamemaster needs to be familiar with the mission itself and the *Star Trek Adventures* rules.

For this mission, you will need:

- At least two 20-sided dice (d20) per Player, and several 6-sided dice (d6) to serve as Challenge Dice
- A set of chips or tokens for Momentum
- A set of chips or tokens for Threat
- characters and the *U.S.S. Lexington* starship sheet

SYNOPSIS

The crew of the *U.S.S. Lexington* arrives at an uninhabited moon. As they wait for Starfleet's follow-up orders, an unexpected coronal flare from the nearby star causes the ship to temporarily shut down – and reveals that the tech on the moon's surface isn't derelict or disabled. As the ship is repaired, Pruitt expresses a chilling but far-fetched tale of possession and evil technology, while Admiral Stoker confides that Starfleet cannot be fully trusted on this matter.

When the ship is restored to working order Pruitt cobbles together her own transporter interface (if in the brig) or uses the ship's transporter to reach the surface. The crew follows her down, only to find that she is well ahead of them and appears to be fleeing. She is discovered in due time, only for the crew to realize that she is somehow interfacing with the ancient technology directly. The crew must face the protections of the alien research station and secure their own positions before they are killed or run out of air.

Pruitt is released from the machine and confirms that a dire plot is unfolding throughout the galaxy as more stations will be activating across other systems. Admiral Stoker suggests using the alien technology to create a cover story for their own deaths and adds that "going rogue means that we already know who we can trust."

As a moon-wide storm settles, the crew finds a repairable shuttle and escapes. Upon reaching orbit they witness what appears to be a Starfleet vessel firing on the *U.S.S. Lexington*, destroying it.

Gamemasters begin this mission with 2 points of Threat for each Player Character in the group.

SCENE ONE: PUNISHMENT

This scene assumes that Admiral Banna Stoker has been accepted by the crew (refer to the events of *Simplicity*). If the crew instead decided to put her in the brig, adjust the text. For crew members not present for that adventure, use this sidebar as you see fit:

ADMIRAL STOKER'S STORY (FROM *SIMPLICITY*)

About a year ago, Admiral Stoker's teenaged son Averly began behaving strangely, showing signs of schizophrenia. The best doctors in Starfleet could find nothing physically wrong with the young man. When Stoker took the time to try to understand her son's madness, she noticed some of the strange things he said made sense when put into a larger context. She also heard from doctors about a small number of other people, on Earth and elsewhere, showing similar symptoms. Doctors called it a new disease and moved on. Stoker didn't.

She went to visit the others afflicted with this madness. She saw similarities between what they were saying and what her son was saying. They talked of prisons, of traveling dimensions, of ruling the universe, of caretakers and planet-movers, of megaliths and quantum theories. Stoker believed that this new disease was something more than a physical or mental affliction, but no one listened to her.

Finally, Stoker met a woman who was able to make things clearer. Kassilandra Pruitt was an unassuming schoolteacher on Earth, dedicated to her profession and her students. One day, with no warning, Pruitt walked in a restaurant and killed everyone. She was caught and imprisoned, diagnosed with a severe form of this new disease. When Stoker talked with Pruitt, the admiral found the woman was more coherent than the others. She spoke of possession, and she promised answers if Stoker could get her to a lifeless moon in a remote planetary system.

At the same time, Stoker became suspicious that someone was trying to stop her investigation. She found her access to people being denied, victims of the disease disappearing after she talked to them, her notes erased or tampered with, etc. The combined coincidences of the claims of Pruitt and the potential cover up forced Stoker to take matters into her own hands. She has been directing crews of various ships, particularly the *Lexington*, to investigate potential sites of interest—while trying to stay one step ahead of forces within Starfleet who are possibly trying to stop her.

When everyone is ready, Read or summarize the following:

"Captain's Log, Stardate 5336. Admiral Stoker's wild tale may not be so "wild" after all. We've seen things that defy traditional scientific explanation. What are we doing if we are not on a science mission after all? The admiral has directed us to refrain from keeping specific notes on our mission and progress, but I have to say that I am challenged, intrigued, and even a little bit scared. Space is huge, and we don't know who – or what – is out there. And what the unknown can do to those we love. There are a lot of factors to consider here.

The command crew of the *Lexington* have agreed to take Admiral Stoker and Kassilandra Pruitt to a seemingly uninhabited. lifeless moon. Pruitt promises to provide answers for the mysterious events and illness that the crew may have seen in previous adventures.

Admiral Banna Stoker is a short, stocky human with close-cropped white hair. Her natural expression is a sarcastic grin, even when she is being serious. She has sharp, focused blue eyes that can be intimidating, as they seem to look right through you.

Kassilandra Pruitt is striking. She has the kindly face of a doting grandmother. The relaxed smile, the short grey hair, even the white cardigan: it all belies a dark glint in eyes that take in everything, calmly and coldly.

Give the crew a little time to interact with Pruitt and the admiral, and be sure to incorporate any changes needed if the crew had put either or both of them in the brig. Pruitt is eager to reach the surface, saying, "Everything we need, everything you need to know, is on the surface. We must get to the surface," while Admiral Stoker's comments and concerns are wrapped around a "trust no one" mentality. After a few minutes, read or summarize:

> *"Bridge to the captain. Captain, scans indicate plenty of technology on the surface but no signs of life – not even microbial. Nothing."*
>
> *Pruitt sneers at this, muttering, "Well, that's wrong."*
>
> *Before any additional explanation can be had, red alert klaxons scream through the ship as every system simultaneously shuts down.*

The ship has been affected by a sudden and unexpected coronal ejection from the system's sun. The moon's proximity to the sun (as it orbits the second planet in the system) results in the ejection having a deep impact on the ship's systems. The crew can learn this information as soon as they get to the bridge or engineering and discuss the situation with any other non-player crew members present.

If any of the crew remain within earshot of Pruitt, they can easily determine that as the electronics of the ship have gone silent, she is growing more and more agitated. She shudders and mumbles to herself, rapidly cycling through a variety of languages. If the crew succeed on a **Reason + Science Task** with a Difficulty of 1, they can discern that she is saying variations of the following phrases in a detached, monotone voice:

- "This isn't right."
- "It's too early."
- "I can hear you, yes, I am coming."
- "Purge the lightning. Purge-purge-purge-purge-purge!"
- "Take them as you have me. All are well. Will be well. Have been well."
- If the crew have not taken efforts to interrupt her, her eyes clear and she exclaims: "They've taken my mind for the last time! Our answers are on the surface. Please, I have to get down to the surface. It calls to me! Only there can we begin the purge of this technology, this plague, and bring peace back to our lives!"

Admiral Stoker takes this opportunity to pull the crew aside. If needed, she pulls rank to ensure that she can get them into a private audience; she is not willing to bring Pruitt along and orders the crew to leave Pruitt in the brig "for her own safety," or if properly convinced she acquiesces to Pruitt being left in the care of another non-player crew member for the duration of the meeting – but the admiral is adamant that Pruitt cannot be present. Once sequestered with the crew, she has the following to share:

- "This is the first time I've felt secure enough to share this – Starfleet is compromised."
- "High-ranking officials – I'm not exactly certain which ones – have been taken by a disembodied force: possibly organic, possibly mechanical, but entirely undetectable by our scanners."
- "Trust nobody. If they're not on this ship, they're not one of us. Until we resolve this matter, we cannot interact with any other Starfleet officers or crew."
- "Pruitt is… distracted. Watch her. She's our key to this. I can't explain it but I know that she's part of this – she knows more than she lets on. Do NOT let her know that we had this conversation."
- If pressed to prove her loyalty, she responds: "I said trust no one. Form your own opinions, but we are all we have out here. Do with me as you wish, but for the sake of the hundreds of people aboard this ship, we have to maintain pretense of normalcy. Our first job is to get the ship back online and get the crew settled into their jobs."

Getting the ship back to working order takes a significant amount of time and can be done with a group challenge involving the following tasks:

- An **Insight + Engineering Task** with a Difficulty of 1 to get the power back online
- A **Control + Security Task** with a Difficulty of 1 calm the crew
- A **Presence + Conn Task** with a Difficulty of 1 to stabilize the ship in orbit
- A **Presence + Medicine Task** with a Difficulty of 1 to deal with the crew injured when power was lost

THE HUM OF POWER RESTORED!

Once the ship's power has been restored, everything flips back to operational status immediately – as if nothing happened. Battery banks are restored at their previous states, with no indication of things needing to recharge or power on. Give the crew a moment to confirm settings and statuses, then read or summarize the following:

> *"Bridge to the captain. A power surge has been detected on the surface, and… it looks like a transporter."*

If Pruitt is within sight, the crew can see her fading away – a clear sign of transporter technology being used. If Pruitt is not within sight, one of the security team members contacts the crew and explains that Pruitt has been transported away. The engineering team can very easily determine the point of origin for this effect, with no skill checks needed: the moon's surface.

SCENE TWO: MOTIVE & OPPORTUNITY

Pruitt has been transported to the surface of the moon, snatched from the ship by an unknown technology. Not all is as it seems – something has been activated in the ruins.

THE MISSION

Despite the fact that a citizen has been abducted, the crew must be aware of what awaits them if they follow suit and beam down to the moon's surface. Scans indicate signs of powered technology – signs that didn't exist until the coronal flare. No signs of organic life are present except for Pruitt, likely due to the poisonous, chlorine gas-rich atmosphere. A human or similar species can expect to survive approximately two minutes without appropriate breathing apparatus and protective gear. Additionally,

the scans indicate that the transporter signal seems to bounce between endpoints on the surface and there's no way to determine which one is the "right one." Thankfully, all the endpoints are within about a quarter kilometer of each other and surrounding a large structure or complex.

When the landing party is formed, read or summarize the following:

> *Admiral Stoker looks at your group, smiles, and says, "I see the best of the best before me. Pruitt may have her issues, but whatever snatched her does not deserve her. You're heading into uncharted territory, an unknown moon with an unscanned surface."*
>
> *"I'm coming with you" she states, grinning. She then adds, "Because after all, I did tell you to trust no one – and you're going to need all the help you can get."*

The ship has plenty of gear for the landing party, and the crew is assumed to be aware of how to use it. Should they decide to rebuff the admiral's desire to join the landing party, she puts up a series of passionate arguments but eventually relents, saying that she will keep the ship in orbit and ensure that everyone remains on high alert.

TRAVELING IN STYLE

The crew can review the reports from the ship's scanners and see that the locations are in a sequence: 1, 3, 5, 2, 4, repeating.

As the engineering team prepares to engage the transporter, they find that the signal isn't strong enough for a successful beaming down. Every time a location is locked, something appears to "scrub" the destination – if compared against the observed pattern, it becomes clear that of the five locations, only one is viable at any given time and even then, only for a moment. The alternate mode of transportation is to take one of the shuttles to the surface.

Launching the shuttlecraft and piloting it to the surface of the moon requires a **Control + Conn Task** with a Difficulty of 0.

A SURFACE LONG UNSEEN

Once the crew and their shuttlecraft has broken through the cloud cover, they can see that the surface of the moon is littered with ruins. Clearly ancient, the cloistered buildings are crumbling, and many are part of the hills and mountains; at first glance, one might think that the entire moon was once a single thriving and gigantic metropolis. No signs of activity or life can be seen, but blinking lights sync up with the location that Pruitt was beamed to. The buildings are of an unknown alien design and once the crew draws close, they can see what appears to be exposed (though destroyed) circuitry running along the exposed panels and walls that have not yet succumbed to the ravages of time and entropy. No vegetation is apparent.

Landing the shuttlecraft on the surface requires another **Control + Conn Task** with a Difficulty of 0 as the long-dormant tractor beams arc out from the central facility; if the crew struggles against the tractor beam's control, increase the Difficulty by 2. A failure means the is damaged due to a hard landing, adding 2 to the Difficulty of all future checks to fly it until 8 hours of repairs are completed back on a vessel that contains repair equipment.

The crew can put on their exploration gear and exit the shuttlecraft when they're ready. Scans from the shuttle confirm that the atmosphere is poisonous, and the hazard suits on board all provide two hours of oxygen. There is one suit per crew member.

Exploring the area immediately around the landing site (the five zones are identical) is simple. The crew finds that their electronics operate as if super-charged: the lights are brighter, calculations are performed faster, and so on. Near the base of the crumbling buildings is a collection of exposed and frayed wiring; on close inspection, though, the "wiring" actually has the look and style of ivy and vines like one might see crawling up the side of a brick or stone building on a Class-M planet. Similarly, the debris scattered across the ground looks like leaves and a few of the narrow spires can be identified as something akin to trees that have been suffused and eventually replaced with technology. Any character that uses a tricorder here finds that their surroundings register as neither alive nor as any form of identifiable tech, instead generating a plain "ERROR" message.

GM Guidance: *Keep the descriptions as fresh and strange as you can; everything on the moon has been consumed by a mechanical structure the likes of which have never been seen. While the characters are unable to determine if this is alive (or indeed, what would qualify as "alive" in this case), you need to provide them with some incentive to move forward sooner rather than later. Some more experienced players may surmise that this has something to do with the Borg – but be aware that the Borg are not yet known in this time.*

Once the crew have had a few minutes to review their surroundings, the central structure emits a bone-rattling thrumming noise. The crew's scanners and tricorders flare up, then sputter out overloaded.

THE HEART STILL BEATS

The thrumming noise emanates from the complex that stands in the middle of the various transporter destinations. This large building offers dozens of pentagonal "doors" – openings, really – that lead into funnel-shaped tunnels. These tunnels become very narrow, causing the characters to need to squeeze through the final opening as they proceed into the heart of the building. As the first character steps into the tunnel, they can plainly see fresh, human-shaped footprints leading into the complex; the most obvious conclusion being that the tracks belong to Pruitt.

Once inside, there is a six-meter drop to the stone floor. This makes escape back through the tunnel problematic but not impossible (it would just require some creative thinking and problem solving). Fine filaments of cabling and metal create a sort-of "spider web" throughout the massive central chamber and impedes travel, slowing progress to one zone per turn. Consult the following list of optional complications if the characters need some guided interaction with the environment:

- The Characters must navigate their way through the razor-sharp metal filaments that cover this area. They must succeed on a **Fitness + Security Task** with a Difficulty of 2 to avoid contacting these extremely sharp edges; doing so results in a deep, gushing wound.
- The Characters may decide to use their tricorders on the cabling. As before, they receive the same "ERROR" message. If the Characters elect to study the cables and filaments, they may attempt a **Reason + Science Task** with a Difficulty of 2. Upon a success, they can identify that the cables appear to twitch and move, almost in sync with the thrumming pulse that emanates from the center of the building.

- The Character finds the preserved, skeletal remains of some unknown humanoid. The Character must succeed on a **Reason + (Medicine or Science) Task** with a Difficulty of 2 to determine that the mechanical elements of this area have replaced the organic compounds in this corpse, and that the original race is not known or catalogued though it has a vaguely human shape.
- Create your own using the preceding options as a template.

If any of the crew members have played the previous adventures that featured references to the Tilikaal, they may have identified similarities between the technologies. While there isn't enough information here to confirm that theory, they are indeed extremely similar.

SCRAMBLING FOR PROTECTION

When the characters have all had ample time to explore the interior of the alien building and have made their way to the center, continue with:

> *The cabling all seems to be connected in a massive, twisted ball in the center of the building. The thrumming also emanates from here – and you can plainly see Pruitt's face and outstretched arm. She makes eye contact with you and mouths the words "Help me."*

At first glance, Pruitt appears to be simply tangled in the cables. Upon closer investigation (no check needed, just proximity) the crew can easily see that Pruitt's limbs are tangled. Releasing her from this predicament is a Basic Challenge with the following Key Tasks:

- Extracting Pruitt from the cabling is an Extended Task, with a Work of 12, a Magnitude of 3, a Resistance of 1, and a base Difficulty of 3. Each Effect on a Challenge Die ignores 1 Resistance.
- Once the crew begins to interact with Pruitt, the entire building begins to shudder. The thrumming noise has become something closer to the crashing of thunder, and the tangled pile of cables and filaments that Pruitt had been tangled in rises in an arachnid form to attack.
- For this scene, Pruitt has Stress 4 and Resistance 0. Each time that a crew member fails their check during the Extended Task, Pruitt takes 1 damage. If no crew members have engaged the arachnid in a turn, it spends its turn feeding from her, inflicting 1 damage to Pruitt and healing 1 damage from itself.

I CAN SEE CLEARLY NOW

Share the following once Pruitt has been freed from the cables:

- Her environmental suit has been damaged and must be repaired or replaced. Crude repairs (including simply tying or clamping the gashes shut) keeps roughly 10 minutes of oxygen in her suit. A successful **Reason + Science Task** with a Difficulty of 1 can repair her suit and allow the crew to share their remaining air supply, bumping her to approximately 30 minutes of oxygen.
- The technology here isn't just some artifact of the dead civilization – it's alive! Pruitt swears that the tech here harbors a sentience, and that it was trying to communicate with her. A successful **Insight + Security Task** with a Difficulty of 1 confirms that she appears to believe this.
- Pruitt talks about "ghosts in the machine," claiming that there may be more than one thing living inside this tech. She says that they are malicious and that they are waiting for their

chance to strike – to take over everything that they interface with. They created the spider as well as this facility.

- She says that during her "brief sync" (as she calls it), she was made aware of the purpose of this moon and station: to broadcast obfuscated data. She is not clear on why this is the purpose; however, she knows that there are at least a dozen other installations of this sort throughout the galaxy.
- Admiral Stoker, if present, shares that she has had similar theories for some time now. She adds that near-identical signals to the one that brought the crew to this moon have been detected elsewhere in the Beta Quadrant.

SCENE THREE: CRIME

Having either defeated or outwitted the arachnid, the crew – along with Pruitt and Stoker, if they are present and alive – must determine how best to deal with the presence of an alien intelligence, a dwindling oxygen supply, and the impact of their presence upon the Prime Directive.

THE PRIME DIRECTIVE STATES...

As Starfleet officers, the crew should be keenly aware of the Prime Directive. While this is clearly not an emerging culture, it is very much the remains of a sentient one. The crew may get into some debate about how they should or should not interact with this place and the technology. Admiral Stoker is very much in favor of grabbing as many samples as possible, while Pruitt, shaken from her experience, would prefer to destroy everything.

If the crew does not appear to have any recollection of the Prime Directive, the Admiral brings the topic to the group.

If the crew is on edge after the encounter with the arachnid, feel free to describe the metal strands shaking and the echo of the twanging cables every few moments. There are no additional creatures here, but there is an air of malice and a palpable feeling of threat in the air.

EXIT STAGE LEFT

The location that was holding Pruitt is also home to an old computer console. The controls are rudimentary and there is enough power to make it work; pressing a few buttons brings up a holographic map of the moon and shows glowing points where the crew members are located if they look closely. If they wish to interact with the console as if it were a Task, allow them to do so using **(Reason or Insight) + Science** with a Difficulty of 0, though there is no chance for failure as the console simply projects a map and rotates the image. With a few moments of examination, an additional point of light becomes obvious and is located just outside the dome; the crew may recall that their shuttle is located in this same space.

The crew is unable to reach the *Wolcott* on their communicators. Huge amounts of static interference have begun to build and only silence can be heard. The metal strands begin to clang and the unmistakable sounds of howling winds can be heard from outside.

RAGE AGAINST THE WIND

Once the crew exits the dome, they find that the wind outside has picked up significantly. Large chunks of debris fly overheard, careening around and crashing into each other. As of now, their shuttle is undamaged (unless there was a rough landing previously) but unless they are extremely

crafty, this is likely their only way to leave the moon. A **Reason + Science Task** with a Difficulty of 0 confirms that the amount of debris and the atmospheric disturbance overhead would make the use of a transporter nearly impossible.

Piloting the shuttlecraft off the surface requires a **Daring + Conn Task** with a Difficulty of 2 as the winds and debris threaten to knock the shuttle dramatically off-course at best or crush it at worst. Each failed check causes 1 Breach in the shuttlecraft.

If the shuttle is knocked out of the air and disabled but the crew is still alive, read or summarize the following:

> *The violent storms abate after what seems like an eternity. Shortly after, your communicators crackle to life with a voice full of panic:*
>
> *"- landing party?* U.S.S. Lexington *to landing party?! I really hope you can hear this, but another Federation ship just dropped out of warp and hailed us. They said –"*
>
> *The communicator cuts out and a brilliant explosion lights up the night sky. No attempts to raise the ship are successful.*

If the crew can string together some reasonably difficult Tasks (three **Reason + Engineering Tasks** with a Difficulty of 1, for example) they can repair the shuttle and make it capable of flight again before their air runs out. The atmospheric disturbances are no more, so it's an easy flight – but there is no sign of the new Federation ship, and all that remains of the *U.S.S. Lexington* is the broken, dead hull (see Scene Four: TO BE CONTINUED…).

SCENE FOUR: TO BE CONTINUED...

As the crew leaves the moon and enters orbit, read or summarize the following:

> The moon's gentle rotation belies the chaos that rages beneath the clouds. Cresting the horizon can be seen the *U.S.S. Lexington* – and another vessel, a *Constitution*-class Federation starship. A massive flash fills the viewport of the shuttle as the starship opens fire, sending a barrage into the *Lexington*.
>
> The physics of space mute down the explosion that tears through the *Lexington*, but the end result is a terrible as expected: the *U.S.S. Lexington* has been completely destroyed. Countless chunks of debris are scattered and begin to burn as they enter the atmosphere, falling to the moon's surface far below.
>
> The shuttle's comms crackle to life as a sharp, feminine voice states:
>
> "Unidentified shuttle, identify yourself. This is Federation territory. You have ten seconds to comply."

The voice speaks in clear, crisp English but with a hint of a Vulcan accent. If the crew does not respond quickly, the voice chimes back in "Five seconds." Before the countdown can proceed any further, another coronal ejection arcs out from the system's star, causing the as-yet-unidentified Starfleet vessel to lose power for a few minutes. The shuttle that the characters are in, though, is unaffected. Both Pruitt and the admiral urge the characters to take this opportunity to flee; if neither of

them survived or are not present, the characters may simply feel that this situation is "not right" or perhaps have an inner monologue screaming at them to flee.

Use either the IDENTIFY YOURSELF or RUN FOR YOUR LIFE sections as needed.

IDENTIFY YOURSELF

Should the crew decide to identify themselves, read or summarize the following:

> *The voice on the communicator thanks you for your honesty.*
>
> *"The Federation thanks you for your sacrifice and for your service. Unfortunately, your contamination cannot be allowed back to into Federation space."*

The ship is too far away to read its designation and the shuttle's rudimentary sensors can't pick up any identification. With their comms not responding, the starship clearly isn't here to negotiate. Any reasonable attempt to determine the starship's intentions based on their statements over the comms confirms that this is an outright threat. The shuttle's sensors indicate that the starship is charging their phaser banks. Proceed to the RUN FOR YOUR LIFE section.

RUN FOR YOUR LIFE

Should the crew decide to flee the starship by refusing to respond to enigmatic voice or simply by fleeing orbit, read or summarize the following:

> *The voice crackles back over the comms as your shuttle turns and prepares to flee. "There's nothing out there. NOTHING. Save us all the trouble and just give up, will you?"*
>
> *The starship's phaser banks flare to life as a warning shot tears through space, seemingly meters away from your hull. "It will all be over soon. What did they show you down there? Never mind; can't have those secrets getting out, can we?"*

Escape can be had in a number of ways, limited almost entirely by the creativity of the crew. Allow the crew to create their own solutions and feel free to inject description of the starship firing several "near misses" in their direction. If the crew seems stuck, remind them of the sun's coronal ejections, the weather patterns on the moon below, or give them a hint that while the voice seems clear in its intent, the "near misses" feel deliberate.

Ultimately, the unidentified starship isn't interested in pursuing the crew that is now stuck on a shuttle, last seen in orbit around a moon with a very hostile atmosphere, and with the next habitable planet well outside the range of a standard shuttle's flight radius.

CONCLUSION

The crew should now be faced with irrefutable proof of the value of the alien tech on the surface of the moon. If they stayed in orbit despite observing the Starfleet ship destroying the *U.S.S. Lexington*, this would be a good point to end the adventure. If they fled the moon, they can use the intermittent solar flares to cover their escape, though they could certainly have returned to the surface and prayed that the atmospheric turbulence would buy them enough time to create another plan. The starship remains in orbit around the moon for purposes known only to them.

Regardless, their resources are strained and they are now faced with a bold new journey to go where no agent of Starfleet has gone before…

A NOTE ON CLIFFHANGERS

This adventure, as you can see, ends with a cliffhanger. Some players may not be happy with this, unwilling to wait to see how the story resolves itself. If you feel that your players will revolt at such an occurrence, consider the following points:

- The Tilikaal technology that is left behind is capable of moving entire planets and stars. Therefore, it is certainly capable of making it look like a starship was destroyed when it was not. Pruitt, and the Tilikaal soul inhabiting her, could have easily set the technology to do that before the crew left the moon.
- Similarly, the crew of the *Lexington* could have been beamed down to the moon before the ship was destroyed. Another ship, either of Tilikaal make or made in the specifications of a Federation ship, could be produced on the moon via the technology.
- Another Federation ship, or even one from another advanced civilization, could arrive to pick up the survivors. These others might be under the same compulsion as Pruitt, ready to take on Admiral Stoker's call to investigate the Tilikaal presence in the universe.

STAR TREK
ADVENTURES

ADMIRAL BANNA STOKER [MAJOR NPC]

Admiral Banna Stoker is a human, having served in Starfleet since she graduated from Starfleet Academy at the age of 19. She is short and stout, with short white hair and a twisted smile that verges somewhere between bemusement and wisdom. Her blue eyes are piercing and don't miss a beat.

Traits: Human

Values:

- My Universe Is Collapsing, And I Don't Know Who I Can Trust
- My Mission Outweighs Starfleet Regulations

ATTRIBUTES

Control	Daring	Fitness	Insight	Presence	Reason
07	12	08	10	10	09

DISCIPLINES

Command	Conn	Security	Engineering	Science	Medicine
04	02	02	03	03	02

FOCUSES: Debate, Espionage, Fleet Strategy and Tactics

STRESS: ☐☐☐☐☐☐☐☐☐☐   **RESISTANCE:** 0

WEAPONS:

- Unarmed Strike (Melee, 3⚔ Knockdown, Size 1H, Non-lethal)
- Phaser Type-2 (Ranged, 5⚔, Size 1H, Charge)

SPECIAL RULES:

- **Accomplished Commander:** Admiral Stoker is a skilled commander who honed her leadership skills over many years in Starfleet. When she attempts a Task to lead a crew or maintain control of a situation, she may spend 1 Threat to reroll her dice pool.
- **Adaptable:** Admiral Stoker may spend 2 Threat to immediately gain a single Focus for the remainder of the scene.
- **Menacing**

FERRO-ARACHNID [MINOR NPC]

The metallic spider-like construct appears to be almost identical to a Talarian hook spider, complete with curved hook-like appendages at the end of their legs. At nearly a meter in length, this ferocious guardian can nimbly travel across the threads of its massive, three-dimensional web inside the moon's dome.

Traits: as Talarian Hook Spider

ATTRIBUTES

Control	Daring	Fitness	Insight	Presence	Reason
10	07	08	02	02	04

DISCIPLINES

Command	Conn	Security	Engineering	Science	Medicine
01	-	03	-	-	-

Stress: ☐☐☐☐☐☐☐☐☐☐   **Resistance:** 1

Weapons:
- Hook (Melee, 4 ⚔, Knockdown, 1H)
- Bite (Melee, 5 ⚔, Intense, 1H, Deadly)

U.S.S. WOLCOTT [STARSHIP]

Traits: Federation Starship

SYSTEMS

Comms	Computers	Engines	Sensors	Structure	Weapons
08	07	09	08	06	06

DEPARTMENTS

Command	Conn	Security	Engineering	Science	Medicine
02	05	02	02	03	01

POWER: ☐☐☐☐☐☐☐☐ **SCALE:** 3

SHIELDS: **RESISTANCE:** 3

NPC SHIP BREACHES:

☐ **Impact:** Lose one turn per round, and 2 Power (not cumulative).

☐ **Damaged:** Increase the Difficulty of Tasks to repair the ship by +2.

☐ **Disabled:** The ship can no longer take any turns.

☐ **Destroyed:** The ship explodes.

ATTACKS:

- Phaser Banks ()
- Photon Torpedoes ()
- Tractor Beam (Strength 2)

SPECIAL RULES:

- **Improved Impulse Drive:** When the crew succeeds at the *Impulse, Attack Pattern, Evasive Action,* or *Ramming Speed* Tasks, you may spend 2 Threat to increase the Difficulty of attacks against the ship by 1 until the start of the ship's next turn.
- **Improved Reaction Control System:** Whenever a Task to maneuver the ship would increase in Difficulty due to obstacles or hazards, reduce the Difficulty by 1 (to a minimum of the Task's normal Difficulty).
- **Rugged Design:** Reduce the Difficulty of all Tasks to repair the ship by 1, to a minimum of 1.