

Episode

"Curse of the Green Shoes"

Stardate:

Synopsis:

Leprechauns!

An alien species that resemble mythical leprechauns come aboard the Essex to create a little mischief!

While on a mission within the Federation interior, a series of neutrino emissions on board the Essex instigates an internal investigation as to their cause.

An odd visitor appears suddenly on board the Essex. A vibrant and very vocal little man, his origins and how he managed to appear onboard undetected is a mystery.

During the investigation, the rambunctious guest begins to reveal strange abilities as slowly equipment on board the Essex begins to mysteriously malfunction! The crew must solve the mystery before the Essex becomes a lifeless hulk!

Leprechaun- Mr. O'Shay

str-50

end-45

int-80

cha-70

psi-100

luc-99

Special powers-500 pts max power

***pass through walls-25pts**

***teleport(300m range)- 75pts**

***limited telekinesis(up to 50kg)-75pts**

***gold extricating(1 station)-100pts**

***force field(physical attacks)-1pt per 1pt damage**

***energy absorption-(replenishes power pool)-1pt per 1pt damage, weapons attacking at destroy or disintegrate replenish pool to full.**

A difference between the normal universe and the one the leprechaun comes from allows him to manipulate our physical laws to some extent.

The source of his power comes from a strange organ located near the center of his body. About the size of a baseball, its sole purpose is to generate bioelectric energy and store it for use. A thorough medical examination will reveal the existence of the organ, along with a handful of others whose purpose will puzzle any physician.

His people come from a close parallel universe and have been visiting ours for many centuries and have encountered the planet earth on many occasions. Weak points within the space-time continuum are opened near areas of strong magnetic force, which were known as ley lines across the planet and allowed the beings to pass through. The initial visits were benign and harmless, as the *Lichorpanns*, or Leprechauns as they were come to be known, and demonstrated their industrious nature amongst the primitive humans. That is, until, they discovered gold. Gold, as they quickly discovered, has a different property in their dimension: It becomes unstable at a n atomic level and eventually releases enormous amounts of pure energy. Since this discovery, the *Lichorpanns* have sought to obtain as much of the precious metal as they could, transmitting it back into their dimension, where massive storage containers await. Their time within our universe is limited, because once the magnetic force weakens, the space-time fabric strengthens, and pulls the *Lichorpanns* back to their dimension.

Beginning-

Stardate

The USS Essex on a mission in the Federation interior has been experiencing a series of high-energy neutrino spikes on board.

Reports from the crew begin trickling in about seeing a short statured individual out of the corner of their eye, and about a presence of something that vanishes when they turn around.

A general medical exam of the crewmembers will reveal nothing from the ordinary. A quick check of the duty roster will show a direct correlation between the sightings and the neutrino spikes.

Calibrating the internal sensors to determine the cause of the emissions requires a roll vs. Starship Sensors + Electronics tech / 2. Failures can be re-rolled every 4 hours. A success will reveal that the source of the emissions has other dimensional properties and occur mainly in more critical areas of the ship: Bridge, engineering, impulse deck, main computer room, etc.

Capturing a Myth

To capture the spike, the GM should allow the players creativity to solve the problem. In this case, for example, any type of interior force field trap will do. Depending on the complexity of the plan, the time to implement, for example, could be $1D10 + 5$ minus the appropriate skill(s)/10 hours with a minimum of 1.

At the GMs discretion, the capturing system snares the anomaly, which turns out to be an alien being.

A red bearded man, short in stature, now cursing profusely while frantically flailing his arms desperately trying to escape his technological snare.

Once released, the little man leans down to pick up his hat, adjusts his green vest and short coat, and produces a long ivory pipe from his breast pocket which he immediately clamps down on with his teeth. With a tip of his head and a squint from one eye he proclaims: *"I be Patrick O'Shay,"* with a thick Irish accent, *"and who be you?"*

Mr. O'Shay has every characteristic of the stereotypical leprechaun, down to the polished buckled shoes. Seemingly light hearted and congenial, Mr. O'Shay will amuse and delight whoever will listen, and answer questions casually without revealing his intentions.

Once his strength returns, O'Shay will begin to teleport throughout the ship, tapping into shipboard systems and removing gold elements, causing untold amounts of damage until he's stopped.

Teleportation Chart D100

Damage

Roll	Result	Damage
1-25	Crew Deck	1D10: 1-2 lighting, 3-5 food processing, 5-7 door malfunctions, 8-0
26-30	Computer Core	Computer returns gibberish
31-35	Communications	Communications systems; No Comm/Hull rolls
36-40	Sickbay	Sickbay systems, no Casualty rolls
41-65	Hangar	1D10: 1-5 Hangar bay door stuck in open position, 6-10 Door opens and closes
66-70	Deflector control	Shield system, no Recharge roll; Tractor system; Cloak
71-75	Transporter controls	Loss of transporter function
76-80	Weapons Control	Weapon systems (Roll 1D10; 1-7 Beam; 8-10 Secondary)
81-85	Main Life Support	Failure in 1D10+2 Hrs
86-90	Auxiliary control	
91-95	Engineering	1D10: 1 warp accident, 2-3 Life Support, 4-6 power outage, 7-8 null gravity, 9 maneuver ability loss, 10 self destruct (see starship combat rules!)
96-99	Security	Random weapons overload
00	Bridge	Role-play!!

Repair times are the appropriate skill rating divided by 10 minus 1D10, with a minimum of 1 hour.

Returning the leprechaun to his home dimension will not be an easy task. As the players scramble to determine what was it that caused him to appear to begin with, they will discover that their multiple dimensional travels has made their ship the focus of the space time weakness. To 're-strengthen' the universe and repair the ship, they must create a fairly massive space time distortion, more than the engines under normal use would create, and slightly less than exploding the ship.

Overloading the Impulse engines or the anti-matter reactor are obvious choices, but if the players come up with something a bit more creative, let them have it! Should it be decided that the engines are the route they choose, the engineer must roll against his Engineering

skill 5 times with a +5 cumulative modifier. A failure requires a LUC saving roll, with a success allowing the failed roll to be rolled again, but another 5 will be added to the modifier.

Credits:

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If anyone has any additional ideas, backgrounds, questions or comments about this adventure, feel free to
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