

"PLANETOIDS"

SUGGESTED ERA OF PLAY: **TNG**
SUGGESTED SPOTLIGHT ROLE: **CHIEF SCIENCE OFFICER**

SYNOPSIS

The crew enter an unsurveyed star system where six strange planetoids orbit the star in the Goldilocks zone, with a variety of lifeforms on them. When they investigate, they feel fear emanating from the planetoids, which turn out to be empathic living cosmozoans called **Graaroids**. It seems that they have been targeted by parasitic cosmozoans: **Photonic Devourers**.

OPENING LOG

"We are investigating six planetoids orbiting a G-class star in an uncharted system. They seem to be holding atmosphere and have micro-ecologies with fauna and flora that do not seem to have evolved naturally. Fascinating."



MAJOR BEATS

PLANETOID EXPLORATION

The crew may investigate the strange habitats on the planetoids, which seem to gather together animal and plant life from different systems. Allow them to encounter truly bizarre creatures and plant life that shouldn't live together in harmony, yet do. They are as yet unaware that the Graaroids use their empathic powers to keep the creatures docile in their paradise micro-ecologies.

EMOTIONS

However, on one of the planetoids, they are caught in an empathic broadcast of fear and pain. It's affecting the creatures and the away team, and may cause otherwise docile creatures to attack the away team. They'll soon discover that the planetoids are **Graaroids**, living cosmozoans that can use empathy.

PARASITES

This Graaroid has become the host to a few parasitic cosmozoans called **Photonic Devourers**, and is unable to rid them because the parasites are immune to fear. The crew discovers these photonic parasites, and sense that the Graaroid wants their help to save it and its inhabitants. But the parasites have burrowed deeper into the Graaroid's valleys, and are defending themselves against being ousted. Their negative energy and negative mass defenses are used to secure them on their host. It's up to the crew to figure out how to rid the Graaroid of the photonic parasites.

MINOR BEATS

This is a chance for scientists to shine, as they try to puzzle out the mysteries of the Graaroids, their menageries, and the Photonic Devourers. Perhaps they take samples or living specimens.

KEY NPCS

Search our site for [ADVO08](#) for stats and further information on the Scale 9 **Graaroids** and the Scale 4 **Photonic Devourers**.

CONCLUSION

If the crew stops the parasitism, they will feel a wave of gratitude from the Graaroids, before they leave orbit for other regions of space. If they fail to stop the parasites, they will seek to infect the other Graaroids, and the Graaroids may panic and warp away, spreading the parasites elsewhere.

ADDING THIS MISSION TO YOUR CAMPAIGN

The mission can be adapted for non-Federation campaigns and other eras very easily. If there is no scientific interest, you can have the parasites turn their sights on the crew's starship as a potential meal. If you are playing in the Sargon and Beyond region, the photonic devourers may have ties to the Maloculans. Perhaps they were originally created in an experiment by the Maloculans to be bio-photonic weapons, but escaped.