

DARK SECRETS

SUGGESTED ERA OF PLAY: **TNG**

SUGGESTED SPOTLIGHT ROLE: **COMMAND**

SYNOPSIS

The crew are aware that the **K'si** use the sacrifices of beings from their conquered races to spawn new **K'si**. Utilizing dark matter, this is how the **K'si** procreate and achieve immortality. The crew must now decide the implications of the **Supreme Mandate**. If they decide action is warranted, they must locate the **K'si's dark matter metamorphosis facility** and take steps to liberate a dozen worlds from the **K'si's** rule.

OPENING LOG

"Our crew has been shocked to learn that the K'si use their dark matter orbs to transport the bodies of their unknowing victims to their home world where the victims are metamorphosed into host bodies for the parasitic K'si. They have done this for thousands of years under the guidance of their Supreme Mandate. Now, my crew must decide if we should take steps to stop this process. Or would that be a violation of the Prime Directive?"



MAJOR BEATS

THE SUPREME MANDATE

The crew must decide what actions to take, if any, against the **K'si**. The adventure might end here if the captain decides it would be a violation of the Prime Directive to counter the Supreme Mandate. On the other hand, liberating worlds subjected to the **K'si** might prove appealing, as the **K'si** are interfering in the natural evolution of those species. Allow the players to argue these points.

THE K'SI HOMEWORLD

If they decide to take action, the crew must use the information provided by the **Gorchchock** [encountered in the [Catch and Release Mission Brief](#)] to plot a course to the **K'si** homeworld and get past their **planetary defenses**, a combination of large battle stations and defense vessels. The **K'si** will defend their world, their culture, and their lives to the bitter end.

IMPLANTED

The crew must now infiltrate the **dark matter metamorphosis facility** on the surface. This will involve transporting to the planet, accessing the heavily-guarded facility, and finding a way to permanently shut down the dark matter transporter that brings victims to the facility. The Gamemaster can create a plethora of challenges related to getting in and out of the facility and then escaping the planet.

MINOR BEATS

This action packed mission allows for a lot of Social Conflict starting from the first major beat. Later, the mission provides ample opportunity for flight controllers to maneuver through plenty of spaceborn threats. Away teams will need a combination of security officers and engineers to access the base. Characters might be plagued with doubt or anger as their Values are being challenged along with the Prime Directive.

KEY NPCS

For stats on the **K'si**, their ships or more on the **Supreme Mandate** in [First Contact—K'si](#). Use [this link](#) for more on the Sargon Region. Use [Star Station India](#) to represent the **planetary defenses** surrounding the **K'si** homeworld. Gamemasters must spend 3 Threat for each planetary defense beyond 1 that they introduce into the game. The dark matter metamorphosis facility can be adapted from [The Federation Mining Facility](#).

CONCLUSION

The crew may have decided to leave the **K'si** alone. They may have contacted Starfleet Command for directives. Or they may have started a war with the **K'si**, the conflicts of the Prime Directive and Supreme Mandate coming to a head. This mission could branch into a longstanding rivalry between the **K'si** and the Federation. Or will the crew be able to find a peaceful resolution bringing all of their Starfleet training to bear?

ADDING THIS MISSION TO YOUR CAMPAIGN

NOTE: This mission brief serves as the **6th** mission in the [SARGON AND BEYOND: CONTINUING MISSION CAMPAIGN](#). It is key to play the other Supreme Mandate stories before coming to this point.