

# Pieces of Eight

## Fathomless Campaign Episode 1

by Scott and Karen Macek

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## Introduction

*Pieces of Eight* is meant to be played by a Gamemaster (GM) and 3-8 players using the pre-generated characters. To run this

adventure, the GM should be familiar with the adventure itself, as well as the **Star Trek Adventures** roleplaying rules.

To play, you will need the following:

- At least two 20-sided dice (d20) per player, and several d6s to serve as Challenge Dice
- A set of chips or tokens for Determination
- A set of chips or tokens for Threat
- A set of chips or tokens, or some other manner of marker, for group Momentum
- The pre-generated character sheets, and a starship sheet
- The **Star Trek Adventures** core rulebook

## Synopsis

Starfleet Command had been waiting patiently for the Magna Oscura Nebula to travel outside of restricted space for further study. A nebula moving at significant fractions of lightspeed that seems to be consuming anything in its path is a significant scientific find. The crew is sent to investigate.

The crew gets more than they bargained for as their vessel encounters a small flotilla of starships that is already investigating the Magna Oscura Nebula with vessels and species hitherto unknown to the Federation. Why are these beings here and do they pose an opportunity for the mission, a threat or both?

That is up to the crew to determine. What will it cost the crew to find out?

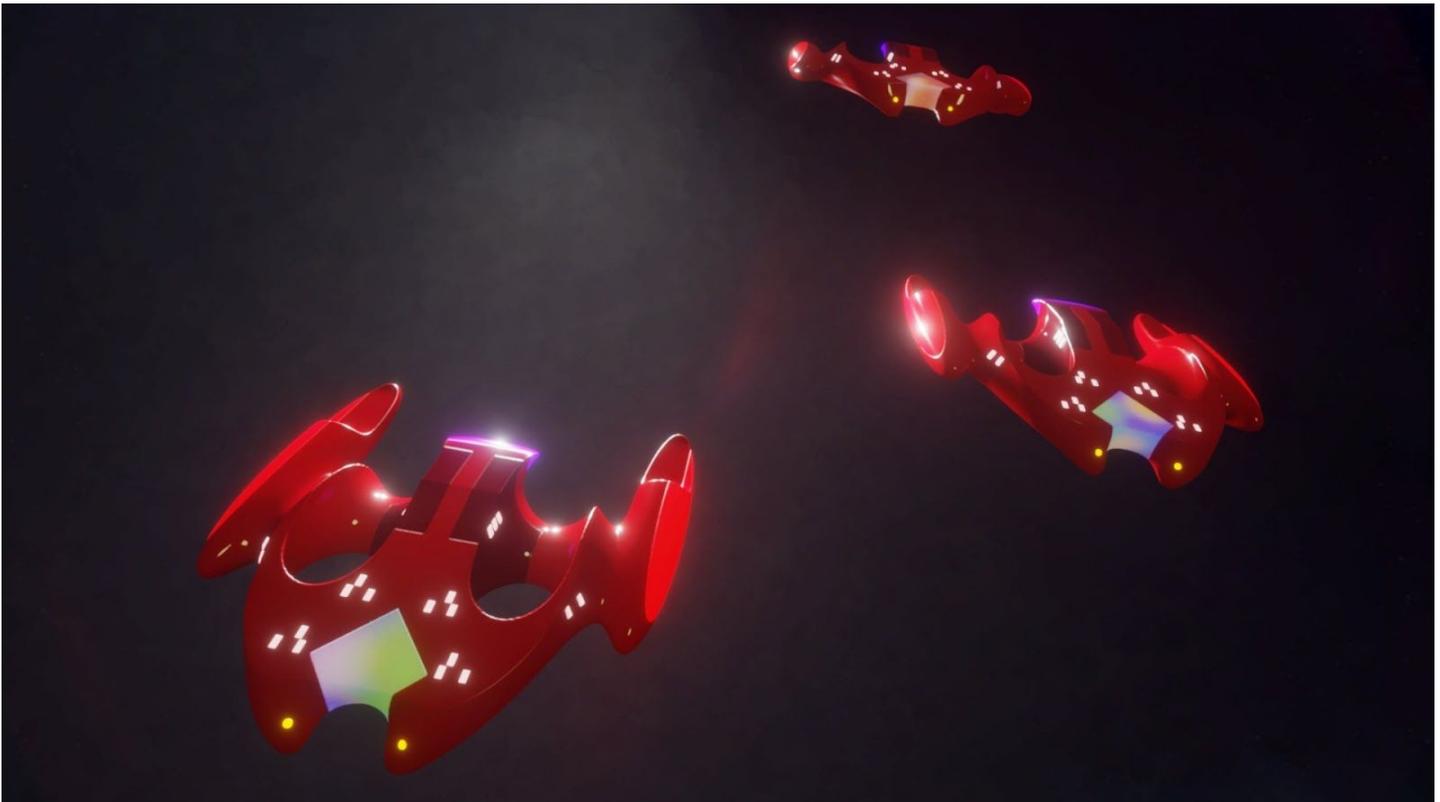
## Scene 1: Expect the Unexpected

### Prelude

**GM Guidance:** *The first big challenge of this adventure is figuring out a way to communicate with the Cavna. The second is coordinating exploration of the Magna Oscura Nebula. The third is surviving the saboteur attempting to prevent the new alliance from really gaining ground.*

Once everyone is ready, hand a copy of the following to the Player playing the Captain to read aloud:

**Captain's Log – Supplemental:** We have been ordered to an unclaimed region of space to examine an unusual phenomena that has emerged from restricted space: the Magna Oscura Nebula. Long range surveillance clocked the nebula as moving at 20% of lightspeed – fast for a seemingly natural gas cloud. It is unknown what effects the nebula will have on surrounding bodies but that is just part of what we are here to find out. Of immediate interest is that our sensor scans have detected a small cluster of vessels of unknown origin. We will hail the vessels after attempting to gain more information using long range sensors.



To gain some more information and to generate some early Momentum, the officer with primary control of the sensors should make a **Reason + Science** or **Engineering** Task (**Difficulty 1**) to determine some basic information about the ships. If more than one officer has access to the sensors another officer may roll the same to assist. The ship will assist as well with its **Sensors + Science**.

Basic information obtained from a successful scan will include that the vessel has a warp drive comparable to those created during the NX class program with sensor capacity equal or better to those early NX class vessels.

**GM Guidance:** *Momentum generated by this roll can be used to provide additional information about these vessels. If the Players do not generate enough Momentum or choose not to spend it, these facts can be issued later in the game once communication with the Cavna has been established.*

Upon rolling a success, provide the players with this detail:

- The vessels appear to be using early warp technology. Estimated top warp speed of Warp Three.

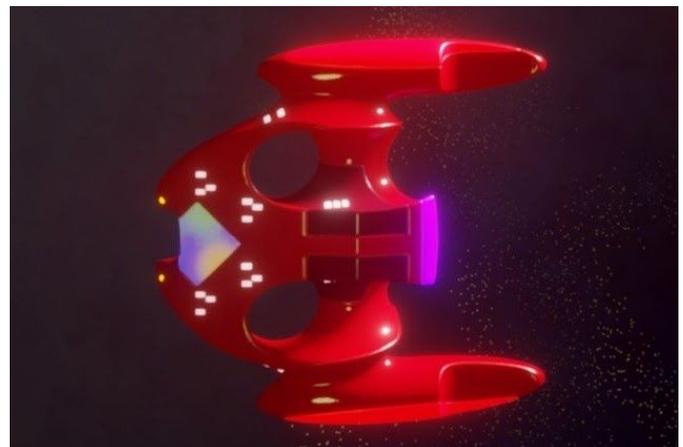
If the Players fail the initial roll, they may *Succeed at Cost* (p. 83). A second opportunity to scan the vessels will become available as the Player Character's ship closes the range. Feel free to add 2 to the Threat pool or impose a complication. Maybe the alloy that makes up the Cavna vessels makes them harder-than-expected to scan internally. Additional information can be revealed with additional Obtain Information Momentum spends:

- The ships possess significant amounts of salinated water in sections of the vessel.
- The ships' armaments are similar to early phase cannons used by Earth vessels.
- The ships utilize shield technology of limited power but with sufficient calibration to seal from liquid or vacuum.

- The ships' sensor technology seems to be equivalent to or even better than that found aboard the first NX class vessels.
- There is an external display on the bow of the ship that is frequently changing colors. It may be some form of navigational deflector.

## Cavna Flyer

*Ships of land, sea, sky and space.*



### SYSTEMS

COMMS 06	ENGINES 06	STRUCTURE 08
COMPUTERS 06	SENSORS 08	WEAPONS 05

### DEPARTMENTS

COMMAND 02	SECURITY 02	SCIENCE 03
CONN 03	ENGINEERING 03	MEDICINE 02

**TRAITS:** Cavna starship

**TALENTS:** Advanced Sensor Suites

**SCALE:** 3

**STRESS:** 10

**RESISTANCE:** 3

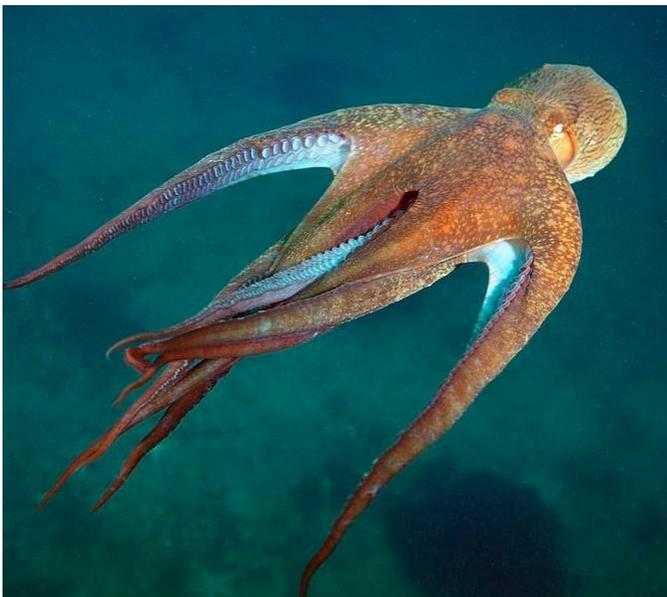
**WEAPONS:**

- **Proto Phase Cannons:** Range: Short, 5▲, Versatile 1

**SPECIAL RULES:**

- **Luminescent Communications:** The bow of the ship displays colors that match the joint dialect of the two subspecies of the Cavna.
- **Specialized Life Support:** Cavna Flyers are capable of fully flooding all major areas of the ship (the bridge, corridors, sickbay, engineering, etc.) to allow the Cavna Habilis crew members to perform duties in those areas. Since the Cavna Erectus members have both lungs and gills they are able to function normally while submerged. This will become important later.

## Cavna



*Cavna Habilis are the cephalopod subspecies (pictured above)*

### Attribute Modifiers:

*Erectus: Daring +1, Fitness +1, Presence +1*

*Habilis: Control +1, Insight +1, Reason +1*

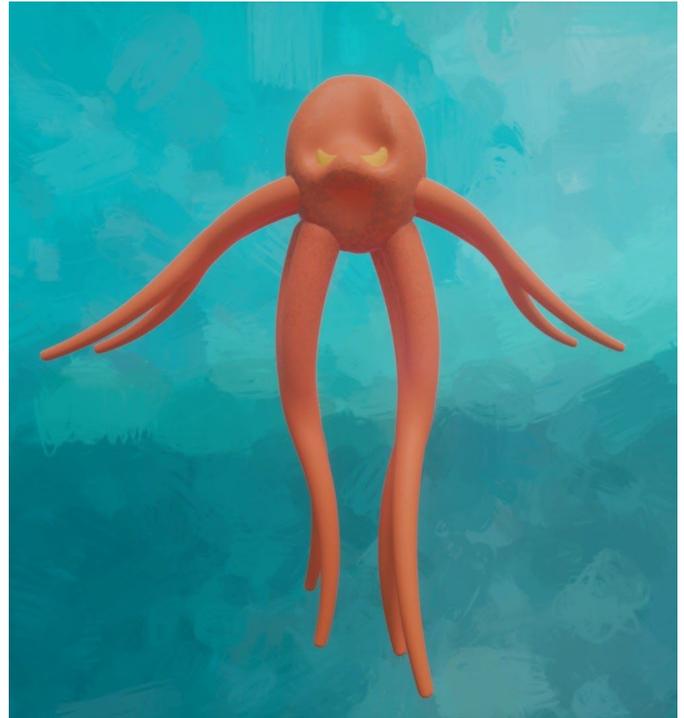
Both subspecies have Resistance of 1: Erectus due to the exoskeleton they wear to walk and Habilis due to their lack of a skeleton allowing for flexibility in absorbing blows.

### SPECIES TALENTS:

- **Amphibian (Erectus Only):** The Cavna Erectus are able to breathe both air and water with equal ease.
- **Camouflage:** The Cavna are able to blend in with their surroundings, creating a complication for others to be able to locate them visually when they wish to blend with their surroundings. This ability also allows the Cavna the opportunity to communicate by shifting their coloration through different ranges.
- **Field of Vision:** The Cavna's eyes are able to be moved from a front facing position (predator) to the sides (prey) and are able to see in 360 degrees with the same ease that a human being can look to the left and the right with their eyes.
- **Tactile Telepathy:** The Cavna have a telepathic ability similar to the Vulcan Mind Meld. With fellow Cavna, this ability allows free communication. With species that utilize a more

audible form of communication this telepathy projects a mixture of images and colors.

- **Tentacles (Habilis Only):** The Cavna Habilis are able to use all eight of their tentacles at one time. This allows them to take an additional free action per turn.



*Cavna Erectus are the upright humanoid subspecies (pictured above)*

## Cavna Species and History

**Physical Description:** The Cavna have evolved from a race of ocean dwelling cephalopods.

**Cavna Habilis:** The original species of the Cavna much resembled the Terran Octopus. These beings remained unchanged for tens of millions of years with one notable exception: they developed intelligence. With their intelligence improving the Cavna Habilis learned to communicate – first by using their innate camouflage ability to communicate through variations of color and then through tactile telepathy.

**Cavna Erectus:** At some point in the distant past a branch of the Cavna became separated from the ocean in a salt marsh. This forced separation caused a dynamic shift in this branch's evolution. The Cavna Erectus were forced to leave the safety of the water for food regularly and this led to several evolutionary adaptations:

- They developed the ability to breathe air in addition to seawater.
- They developed into first quadrupeds and then bipeds. Their tentacles paired off and began to grow together – first as legs and feet and then as legs and arms with two tentacle “fingers”.
- Their ability to camouflage themselves remained and was adapted to an ability to communicate amongst themselves through variation of color and also, like the Cavna Habilis, through tactile telepathy.
- The Cavna Erectus also began developing an external exoskeleton to walk and move on land. This has led to a technological variant that allows the Cavna Erectus

to have their exoskeletons reflect their camouflage ability to communicate and to hide when necessary.

At some point the Cavna Erectus and the Cavna Habilis reunited and neither recognized the other. Both branches of the species had started to develop tools to aid in survival against the predators both above and beneath the water. Both were afraid but curious about the other and when contact was established their shared tactile telepathy soon allowed them to sort through their developed dialects and communicate. Both Erectus and Habilis celebrated this reunion with their long lost ancestors.

Fast forward millennia later and there are great cities built for both the Cavna Erectus and the Cavna Habilis to live together in harmony – for the most part. As their technology grew, the Cavna Erectus desired to explore the depths of space just as their ancestors had explored the land of their world. Many Cavna Habilis and Cavna Erectus became caught up in the excitement of exploring a new frontier. Then that desire proved itself to be timely.

Generations ago, Cavna astronomers took note of the Magna Oscura Nebula and determined that the nebula was, in fact, moving ever closer. Further study brought the Cavna to realize that this nebula could actually pose a threat to the Cavna home world. The entire Cavna civilization geared itself to the idea of going into space to study the Magna Oscura Nebula and the potential threat that it poses.

Ships were built to allow for teams of both Cavna Habilis and Cavna Erectus to leave the surly bonds of their planet behind and reach for the stars. However, some of the Cavna Habilis began to think this was a step too far and with the development of warp drive taking the Cavna to other star systems a faction began to form to stop the blasphemy. To go on land was one thing – to go into the sky, into space and to even leave the home solar system would be turning their backs on the ocean bound gods that gave the Cavna life. Some of the Cavna, mostly of the Habilis subspecies, are ready to put a stop to the efforts to “save” the home world. This is the situation evolving when the adventure begins.

## Scene 2: Colorful Language, Colorful Metaphors

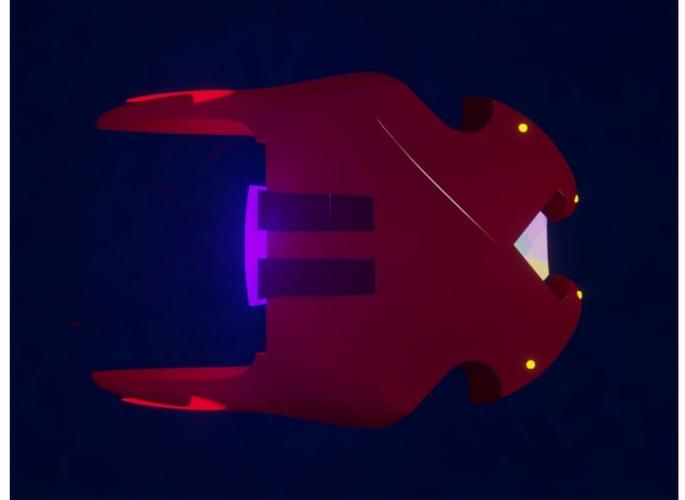
### Attempting to Communicate

**Captain’s Log – Supplemental:** After obtaining as much information as possible with long range sensors we are attempting to hail the unknown vessels. We have not yet received a response and they are turning towards us. We will continue to attempt communication and hope that they turn out to be friendly.

### Do You Understand the Words Coming Out of My Body?

Hailing Frequencies are, for now, useless. The Cavna have no sense of hearing. At most, visual communication will only serve to further confuse and potentially frighten the Cavna as

they try to interpret the body language of the crew’s Captain in place of color changes. If the players think of tying the images from the forward display on the Cavna flyers into the universal translator, the translator will be able to realize there is a pattern and be able to start developing an algorithm to translate. Otherwise, direct physical interaction and/or contact will likely be necessary to bridge the communications gap by allowing the Cavna’s tactile telepathy to apply.



The Cavna will take the first bold move if the players delay and send out a small shuttlepod to the players’ starship. The shuttlepod is unarmed and works on reaction thrusters. If the players open the shuttlebay to allow the shuttlepod to land it will do so. The shuttlepod pilot will skillfully set the shuttlepod down and a ramp will open from the side door to allow Fleet Master Shailu and Protective Specialist Ranir to exit the shuttlepod (after determining that the atmosphere is safe for them to do so). Ship Master Zavna will remain behind the force field covering the shuttlepod’s doorway so that she can remain within the water-filled shuttlepod interior but still see outside to witness the interactions between the Cavna Erectus and the Starfleet crew.

The Cavna have titles which map to Starfleet titles as follows:

Cavna Title	Starfleet Title Equivalent
Fleet Master	Admiral
Ship Master	Captain (Commanding Officer)
Protective Specialist	Chief of Security

If the players have begun to translate the Cavna color communication and have developed a method of broadcasting that communication there can be a beginning of a dialogue between the two crews. Ship Master Shailu will do most of the talking. She will have Ravnir and Zavna keep an eye on things – Ravnir will be using the Cavna unique field of vision to scan the room and get occasional information from Zavna and surreptitiously touch Shailu to telepathically communicate important input from Zavna or his own observations. Ravnir’s goal is to keep the Cavna contingent safe first and foremost and facilitate communication second.

**GM Guidance:** *If the players are having too easy a time of things at this point, the GM may spend two Threat to have Zavna inform Ravnir that one of the players is acting “suspiciously” and seems to have some kind of device that could be a weapon. This will lead Ravnir to communicate telepathically with Shailu to inform her of the potential threat and temporarily halt the discussion for the moment while the threat is investigated. Shailu will apologize and ask that Ravnir be allowed to examine the item. The item can be anything — even something completely harmless such as a tricorder or universal translator — just something Zavna can invoke to increase the tension. It will be up to the players to prevent the incident from escalating.*

## Let Your Tentacles Do The Talking

If the Cavna and the players are still having difficulty communicating, Shailu will resort to more expedient measures and attempt to use her tactile telepathy, most likely on the Captain. Shailu is observant enough to figure out who the leader is. If the Captain is of a species that uses telepathy, empathy or mind melding any rolls needed to communicate with the Cavna’s tactile telepathy will be with advantage.

**GM Guidance:** *A note on telepathy. When adjudicating how telepathy works, it is important to remember how we think. A thinking being thinks in images and language. Think about Spock using the Vulcan Mind Meld on the humpback whales in Star Trek IV: The Voyage Home. Kirk asks Spock “Will they help us?” Spock replies “I believe I was successful in conveying our intentions.” Why would Spock not be sure? Because Spock and the humpback whales do not share a language. So, how did Spock convey any kind of message? Imagery. Basically mental images or memories would act as a kind of “Pictionary” and/or “Charades” for the two beings to communicate. So when telepathy becomes involved with the Cavna (either initiated by the Cavna or by a player character) the player character on the receiving end will get images intermixed with a variety of colors to simulate the “language” component of the Cavna’s thought processes. It will be up to the player that is telepathically connected to decide what imagery to send back and the Gamemaster to decide what imagery the player receives from the Cavna involved in the mental link. This encourages creativity on the part of the player as they describe the imagery to the Gamemaster and their fellow players.*

## What Is It That You Want?

Each of the Cavna contingent has their own goals that will drive the action for their parts as noted below:

**Fleet Master Shailu:** Fleet Master Shailu’s list of priorities are as follows:

1. Safeguard the Cavna people.
2. Safeguard the Cavna homeworld.
3. Safeguard the Cavna fleet.

To this end, Fleet Master Shailu will want to obtain the following:

1. Confirmation the Starfleet crew is not a threat.
2. An alliance with the Starfleet vessel to
  - a. assist in the exploration of the Magna Oscura Nebula and
  - b. to eliminate any threat the nebula poses to the Cavna people and/or homeworld.

**Protective Specialist Ravnir:** Ravnir’s immediate priorities are as follows:

1. Protect the Cavna contingent to the players’ ship.
2. Facilitate communication between members of the Cavna contingent.

**Ship Master Zavna:** Zavna’s immediate priorities are the following:

1. Keep my current position to be able to:
2. Prove that the voyage into space is too far too soon.
3. Sabotage the mission without harming any fellow Cavna.
  - a. Try to avoid getting caught doing it.

**GM Guidance:** *This scene is expected to rely heavily on roleplaying. Fleet Master Shailu will do almost all of the talking for the Cavna. The other two Cavna will avoid interjecting unless safety of the Cavna contingent comes into question. The GM must also take care to not have Zavna overplay his hand at this point as he is essential to Scene 4.*

When the conversation begins to wind down, Fleet Master Shailu will invite the crew to send an away team to her flagship to coordinate between the Cavna and the Starfleet vessel.

# Scene 3: Welcome Aboard

## Getting To Know You

**Captain’s Log—Supplemental:** The species we have encountered call themselves the “Cavna”. It seems that they hastened their entry into the greater galactic community due to the Magna Oscura Nebula bearing down on their homeworld. They are, as we are, concerned about what the Nebula’s arrival portends but with the added anxiety of having their entire homeworld in the Nebula’s path. I have agreed to a joint venture to explore the Nebula and determine if it poses a danger to the Cavna homeworld and other planetary bodies in the Nebula’s path. To facilitate this, several of my officers will beam aboard the Cavna flagship to compare notes and coordinate all of our efforts.

## Ocean On The Bridge!

The players are invited to the Cavna’s ship and it will be an interesting time to say the least. The Cavna’s vessel’s ceilings are shorter than a Federation starship but not so short that player characters will not be able to function unless they are 2 meters (6 ½ foot) tall or taller. Cavna ships are designed to be flooded anywhere they need to be. Even their control panels

and internal workings are engineered to be completely submerged to allow Cavna Habilis crewmates to effect repairs if necessary.

Be sure to highlight the feeling of living inside a world of man-sized PVC piping connecting critical areas of the ship. Corridors are cylindrical with handles to allow the Cavna to pull themselves through water or hold themselves in place to operate or repair panels and equipment – similar to the interior of the International Space Station but with water instead of zero gravity.

The Cavna know that the player characters can only breathe oxygen and they will be very accommodating to the player characters assigned to the Cavna flagship: *The Rising Tide*. Quarters will be assigned but since the Cavna sleep in sacks that free-float and the Cavna Erectus only stand to a height of five feet maximum, the sacks will likely be too short to accommodate the player character representatives. So, the crew will likely need to have cots and/or mattresses beamed over.

The crew will be given a tour of *The Rising Tide* but may not be able to access all of the sensitive areas due to Cavna Habilis crew members on duty there requiring that the area be flooded. Fleet Master Shailu will give the player characters tours of the following areas of the ship:

**Bridge:** The bridge of *The Rising Tide* is a hollowed out globe. The viewscreen is in the ceiling and all of the stations are bowls surrounding the viewscreen perimeter with control panels surrounding the officer assigned to that station. Shailu will have ordered all ships to begin installing additional force field generators to allow any of their Starfleet allies to be able to occupy the bridge but this will not be completed until the end of the episode.

**Engineering:** The engineering section of *The Rising Tide* is arrayed around the warp core. Eight power conduits connect the warp core to the rest of the ship and the warp nacelles. Engineering is usually one of the flooded sections but the crew has rotated in Cavna Erectus to allow the player characters to take part in their tour. As on the bridge, there are bowls that serve as control stations with 360 degree panels.

**Sickbay:** The sickbay of *The Rising Tide* has enough beds for five Cavna Erectus and five tanks for Cavna Habilis. Lead Doctor Vodrok will happily show the player characters around. All the basics of the medicine and technology familiar to the player characters are here but many will be in prototype forms and not as easily adapted to other species.

The tour will end with Fleet Master Shailu delivering the player characters to an open bay that looks unfinished. Fleet Master Shailu will explain that the bay was meant to accommodate an additional scientific laboratory but there wasn't enough time to add it before launch to intercept the Magna Oscura Nebula. It is here that Shailu will bid the player characters good night.

## Water You All Waiting For?

At about 0333 hours Ship Master Zavna will begin flooding the room the player characters are sleeping in. She will also make sure that communications are cut off to the room as well as jam the player characters' personal communicators. The jamming will be disguised as interference from one of the incomplete panels in the lab.

The player characters will immediately awaken once the saltwater reaches their bodies but they will only have enough time to recognize the danger before the entire room is flooded to the ceiling. Not being able to talk, the crew will have to use

hand signals to communicate with one another. The player characters have two options to deal with their immediate peril.

1. The player characters can try to get the door open and escape the room that way.
2. The player characters may try to drain the water out of the room.

The player characters have a limited amount of time before they drown. Either option requires an Extended Task.

Ship Master Zavna has taken several steps to eliminate the player characters. First, the doors to the player characters' quarters are locked and the code to open them is encrypted. Next, the room has been flooded with saltwater. Lastly, Zavna has cut off the player characters from communicating outside their quarters using intercoms or their own communication devices. The player characters will have a limited amount of time to come up with ideas of how to get themselves out of this trap.

The first consideration is how long the players have until they begin drowning. Each turn roll 2▲ Stress Damage to represent how long the character can hold their breath. Once a character reaches zero Stress that character is out of breath, loses consciousness and begins drowning. Such a character will need to be resuscitated once in an area with air. If a medical officer with a medical kit thinks of it, they can administer a Tri-Ox compound hypospray. This will provide each injected character with a Resistance of 1 to increase how long the character can stay submerged without drowning.

The second consideration will be the players attempting to use their phasers to blast their way out of the room. This is not as quick and safe a solution as the players may immediately think. Energy weapons work better within the atmosphere or vacuum than they do in a liquid medium. Why? Well, energy weapons work by exciting molecules and this creates heat and a conversion of matter to a different state. A phaser set high enough to cut through a bulkhead is likely to bring the saltwater the beam is traveling through to a boil before cutting through to the other side. This can be minimized by using the phaser closer to the bulkhead but it will still heat up the liquid in the immediate area around it, making it a hot situation for the person firing the phaser. On top of this, the bulkheads are reinforced with the Cavna's waterproof force fields which will prevent the beam from reaching the bulkhead in the first place.

This leaves two options: (1) Overriding the control panels to get the bulkhead door open or (2) Overriding the control panels to clear the room of water. Both options are Extended Tasks.

Each roll counts as a turn in regards to whether or not a player character or more starts to drown. Only two player characters can work on the panel at one time. This will involve a **Fitness + Engineering** or **Fitness + Security** roll. Any Focuses and/or Talents that can help with Computers or Security Codes will apply.

### Option 1: Open the doors

This option is the harder of the two because Ship Master Zavna has taken actions to make this more difficult. The player characters will have to break through a disguised firewall to get the doors open:

#### EXTENDED TASK

**DIFFICULTY 03**

**MAGNITUDE 04**

**RESISTANCE 03**

**WORK TRACK 10**

**TIME INTERVAL**

**1 round**

## Option 2: Drain out the water

This option will remove the immediate threat and provide the player characters plenty of time to override the doors to get out of the room without the added concern of drowning:

### EXTENDED TASK

**DIFFICULTY 02**

**MAGNITUDE 04**

**RESISTANCE 00**

**WORK TRACK 10**

**TIME INTERVAL**

**1 round**

Assuming the player characters have escaped the deathtrap, they can make an attempt to contact Fleet Master Shailu. Shailu, Zavna and Ranir will all react as if they are mortified that the player characters almost died but Shailu and Ranir are the only ones that actually are. Shailu will suggest that the player characters return to their ship for the moment while an investigation begins.

**GM Guidance.** If the players all “drown”, one of the Cavna Erectus Engineering officers will come to investigate the shift in power usage being used to raise the force fields and discover the player characters floating and unresponsive. The Engineering officer will override the doors using his clearance code (something Zavna did not account for) and open the door, which will release the water. Zavna, who has been monitoring the interior of the room from the bridge, will immediately cut the jamming to prevent the engineering officer from discovering the jamming and realizing this was not an accident. The engineering officer will then immediately call for assistance from sickbay who will immediately contact the player character’s ship which will beam the characters over and resuscitate them, although if one of the players is a medical officer that was not a part of the away team, the resuscitation should be played out with that player character.

## Scene 4: Off The Deep End

### Following the clues

**Captain’s Log—Supplemental:** An incident has taken place on board the Cavna flagship involving the away team. Their assigned quarters flooded with saltwater and the away team nearly drowned. After beaming back to the ship for a medical examination the away team has been cleared and will be returning to The Rising Tide to assist with the investigation into the incident. As a precaution, all away team members have been assigned rebreathers to prevent drowning in case of further flooding.

### It Was Ship Master Zavna, On The Bridge, With The Security Codes...

Once the player characters have had a little time to recover from their ordeal they should offer to help the Cavna determine how this “accident” happened. Fleet Master Shailu will readily accept the offer of assistance although Protection Specialist Ranir is less than thrilled. This is because he does not like sharing jurisdiction but should be played up to make the

players consider him a suspect — even though he is technically a red herring.

Let the players take whatever tack they wish during the investigation. They can interview the crew of The Rising Tide, check the ship’s logs and security recordings and/or try to determine where the computer instructions to lock and flood their assigned quarters came from. Interviewing the crew can succeed but it will take more time. The ship’s logs and security recordings are a dead end as Zavna had them all erased or not recorded during the time the room was locked and flooded. Trying to determine where the computer instructions to lock and flood the quarters will likely be more successful.

Both of these options will involve Extended Tasks.

### Interviewing the Crew

This is an **Interviewing the crew: Presence + Security** task.

### EXTENDED TASK

**DIFFICULTY 01**

**MAGNITUDE 05**

**RESISTANCE 00**

**WORK TRACK 20**

**TIME INTERVAL**

**1 hour**

The players learn the following from the crew for each Breakthrough:

**Breakthrough 1:** Remote control of the water flow systems and the doors is only accessible from the bridge or engineering.

**Breakthrough 2:** Jamming of communications is only an option the command staff is cleared for.

**Breakthrough 3:** Only Protective Specialist Ranir, Ship Master Zavna and Fleet Master Shailu have the required command access to control all of the systems that would have been required.

**Breakthrough 4:** Protective Specialist Ranir was in the cafeteria when the flooding occurred.

**Breakthrough 5:** Ship Master Zavna was on the bridge when the flooding occurred and requested to not be disturbed while he worked on a project at the engineering station.

### Tracing the Computer Commands

Tracing the computer commands: **Reason + Security** task

### EXTENDED TASK

**DIFFICULTY 02**

**MAGNITUDE 02**

**RESISTANCE 03**

**WORK TRACK 20**

**TIME INTERVAL**

**1 hour**

**Breakthrough 1:** Protective Specialist Ranir’s access codes were used to lock the doors and flood the room.

**Breakthrough 2:** The access codes were entered into the engineering station on the bridge at the time the flooding took place.

Protective Specialist Ranir can inform the players that his access codes were given to him by Ship Master Zavna when he arrived on board *The Rising Tide*. This will make Ship Master Zavna the primary suspect. Protective Specialist Ranir will ask the player characters at this point for assistance in arresting the Ship Master.

### Making A Big Splash

Unknown to anyone else at this point, Zavna has been following the progress of the investigation and realized that the fix will soon be in. In preparation, Zavna has been taking steps to prepare The Rising Tide for self-destruction and to frame the

players' ship for the loss of the flagship in hopes that this will turn the rest of the fleet against the blasphemous aliens.

As the players realize that Ship Master Zavna is the saboteur, Zavna launches her plan. Zavna orders the ship's hull plating energized and a static energy bubble formed around the ship. This bubble's sole purpose is to prevent the use of the transporters and communications aboard the players' ship. Zavna will then begin flooding all decks, corridors and locations throughout the ship.

The player characters will not be in nearly as much danger with the rebreathers provided by their vessel allowing them to breathe while submerged. The player characters should still be with Protective Specialist Ranir who will indicate to the player characters the bars and illustrate how the bars can be used to propel oneself through flooded corridors. This will allow the player characters to keep up as Ranir leads them to Engineering. Once there, the player characters and Ranir must try to restrain Zavna (no easy task — especially underwater!) and deactivate the self-destruct Zavna has set in motion. One important note is that stun settings do not boil the surrounding water like the higher disintegration or heat settings on a phaser. However the Difficulty of using a phaser accurately while submerged is 3. The Difficulty for player characters to attack underwater in hand-to-tentacle combat is also increased by one for the player characters and the resistance of the water adds 2 points of Resistance for Zavna. If Zavna attacks in tentacle-to-hand combat the Difficulty is only 1.

## Deactivating the Self-destruction System

This is an Extended Reason + Engineering or Reason + Security Task.

### EXTENDED TASK

<b>DIFFICULTY 03</b>	<b>MAGNITUDE 03</b>	<b>RESISTANCE 03</b>
<b>WORK TRACK 15</b>	<b>TIME INTERVAL</b>	<b>1 round</b>

Once the task is complete the player or players that performed the task have deactivated the self-destruct system.

**GM Guidance;** *Since this is the climax of the adventure, the GM is encouraged to spend Threat to make the fight with Zavna more dramatic and draw it out so that Zavna is defeated moments before the players defuse the self-destruct. Threat should also be used to reduce the time remaining on the timer to a dramatically appropriate number when the players ensure the ship will not blow itself up.*

## Epilogue

Once the immediate threat has been resolved, Fleet Master Shailu will have Ship Master Zavna's access codes revoked and lock the mutinous Ship Master in her quarters. Shailu will promote Ranir to Ship Master for his excellent work in resolving the crisis and will beg the captain and crew of the player's ship to please keep the alliance intact so that exploration of the Magna Oscura Nebula can begin in earnest.

# Stat Blocks

## Fleet Master Shailu (Cavna Erectus) (Major NPC)

*The toughest choices are my most serious responsibility.*

### ATTRIBUTES

<b>CONTROL 09</b>	<b>FITNESS 08</b>	<b>PRESENCE 10</b>
<b>DARING 10</b>	<b>INSIGHT 09</b>	<b>REASON 08</b>

### DISCIPLINES

<b>COMMAND 05</b>	<b>SECURITY 01</b>	<b>SCIENCE 04</b>
<b>CONN 02</b>	<b>ENGINEERING 03</b>	<b>MEDICINE 01</b>

**FOCUSES:** Astronomy, Astrophysics, Inspiration, Negotiation, Organization and Sensors

**STRESS:** 9

**RESISTANCE:** 1

**TALENTS:**

- **Amphibian (Erectus Only):** The Cavna Erectus are able to breathe both air and water with equal ease.
- **Camouflage:** The Cavna are able to blend in with their surroundings, creating a complication for others to be able to locate them visually when they wish to blend with their surroundings. This ability also allows the Cavna the opportunity to communicate by shifting their coloration through different ranges.
- **Field of Vision:** The Cavna's eyes are able to be moved from a front facing position (predator) to the sides (prey) and are able to see in 360 degrees with the same ease that a human being can look to the left and the right with their eyes.
- **Tactile Telepathy:** The Cavna have a telepathic ability similar to the Vulcan Mind Meld. With fellow Cavna, this ability allows free communication. With species that utilize a more audible form of communication this telepathy projects a mixture of images and colors.

**BACKGROUND:** Shailu did not expect to be here. It was her great, great grandfather's discovery of the Magna Oscura nebula through a simple, refracting telescope. He also came to the realization that the nebula was moving closer. Shailu's entire family has endeavored to learn more and to get others of the Cavna species to learn more. While Shailu's family was not responsible for the development of warp drive, it was their discovery that was responsible for most scientific and technological advancement over the past century. Shailu expected to follow in her ancestors' path but fate had other plans. As the foremost authority and the one responsible for organizing the building of the Cavna fleet, Shailu was given command of the entire operation. Shailu was glad to go to the stars, but the responsibility of the fate of her entire planet weighs on her mind heavily. The arrival of the player's ship has provided undeniable proof that there is indeed intelligent life in the universe other than the Cavna and provided Shailu with the new responsibility of being an ambassador to an entirely new civilization as well. This will weigh on her heavily but she will meet the challenge head on with courage, creativity and commitment.

## Protective Specialist Ranir (Cavna Erectus) (Notable NPC)

I will ensure that this mission **succeeds** because it must.

### ATTRIBUTES

CONTROL 11	FITNESS 10	PRESENCE 07
DARING 10	INSIGHT 09	REASON 07

### DISCIPLINES

COMMAND 02	SECURITY 04	SCIENCE 02
CONN 04	ENGINEERING 02	MEDICINE 02

**FOCUSES:** Astrogation, Helm Operations, Phase Pistol, Shipboard Tactical Systems, Small Craft and Unarmed Combat

**STRESS:** 14

**RESISTANCE:** 1

### TALENTS:

- **Amphibian (Erectus Only):** The Cavna Erectus are able to breathe both air and water with equal ease.
- **Camouflage:** The Cavna are able to blend in with their surroundings, creating a complication for others to be able to locate them visually when they wish to blend with their surroundings. This ability also allows the Cavna the opportunity to communicate by shifting their coloration through different ranges.
- **Field of Vision:** The Cavna's eyes are able to be moved from a front facing position (predator) to the sides (prey) and are able to see in 360 degrees with the same ease that a human being can look to the left and the right with their eyes.
- **Tactile Telepathy:** The Cavna have a telepathic ability similar to the Vulcan Mind Meld. With fellow Cavna, this ability allows free communication. With species that utilize a more audible form of communication this telepathy projects a mixture of images and colors.

**BACKGROUND:** Ranir grew up on the shores of the ocean and had friends among both the Erectus and the Habilis. Ranir was the one that stood up to the bullies and kept his friends safe. When he was reaching adulthood, Ranir decided to become a protector (equivalent to a police officer). Little did he realize that this would actually put him on a path to go far above the clouds with the first warp fleet expedition.

Ranir was noticed by Shailu and the two became fast friends. Shailu, not sure of what kind of dangers the fleet might face, asked Ranir to join them on the expedition to explore the nebula before it could reach their homeworld. Ranir was not terribly comfortable with the idea of being in space but the need and the logic that Shailu expressed encouraged him to join the expedition.

Meeting aliens was not something that Ranir was particularly enjoying the idea of but this is what he was recruited for and he is well aware of that. Ranir wants to make a good impression and keep his fellow explorers safe but feels extremely out of his element. Ranir will allow Shailu and Zeril to do most of the talking and only chime in if there is a security issue that could crop up.

Ranir is very even tempered and has oodles of patience. He realizes when swift action is called for and will always react accordingly. He is a crack shot with the new phase pistols and phase cannons but he is not looking forward to using them.

## Ship Master Zavna (Cavna Habilis) (Major NPC)

I will ensure that this mission **fails** because it must.

### ATTRIBUTES

CONTROL 10	FITNESS 07	PRESENCE 10
DARING 08	INSIGHT 09	REASON 10

### DISCIPLINES

COMMAND 04	SECURITY 02	SCIENCE 02
CONN 03	ENGINEERING 03	MEDICINE 02

**FOCUSES:** Communications, Damage Control, Force Fields, Inspiration, Obfuscation and Organization

**STRESS:** 9

**RESISTANCE:** 1

### TALENTS:

- **Camouflage:** The Cavna are able to blend in with their surroundings, creating a complication for others to be able to locate them visually when they wish to blend with their surroundings. This ability also allows the Cavna the opportunity to communicate by shifting their coloration through different ranges.
- **Field of Vision:** The Cavna's eyes are able to be moved from a front facing position (predator) to the sides (prey) and are able to see in 360 degrees with the same ease that a human being can look to the left and the right with their eyes.
- **Tactile Telepathy:** The Cavna have a telepathic ability similar to the Vulcan Mind Meld. With fellow Cavna, this ability allows free communication. With species that utilize a more audible form of communication this telepathy projects a mixture of images and colors.
- **Tentacles (Habilis Only):** The Cavna Habilis are able to use all eight of their tentacles at one time. This allows them to take an additional free action per turn.

**BACKGROUND:** Zavna was literally raised from the bottom up. Zavna is very personable and enjoyed communicating with her brethren both above the waves and below. It was Zavna's ease of interaction between the two that gained her the attention of the fledgling warp drive program as well as her knowledge of communications systems and force field development.

This placed Zavna in a unique position when she was approached by the leadership of the Cavna Isolationist Movement, Zavna was initially very resistant. Zavna realized that she was in a significantly important position to further foster good will between the Erectus and the Habilis. Zavna desperately wanted to reinforce the bonds between the two subspecies but the Erectus' interest in going into space was the first bridge too far. Bad enough that they had embraced the idea that air travel was acceptable but the idea of going into space was akin to dimensional travel to her – something unnatural and to be avoided.

Now, with the effort to travel to a new star moving full speed ahead and the discovery of other sentient beings in the universe, Zavna can wait no longer. Zavna will not sabotage the first meeting with the Starfleet crew but once progress is made in communication she will do all that she can to damage the budding friendship with these "unclean air breathers". If that earns her a spot in the brig, then so be it.

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