

Have Bait, Will Travel

Fathomless Campaign Episode 6

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Introduction

Have Bait Will Travel 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

Together with allies, the crew investigates swarms of spacefaring creatures with the ability to dive into suns and ingest antimatter. They soon discover that alien probes are altering the natural course of the creatures' migration through an Enigma Zone and into the Magna Oscura Nebula.

After discovering the purpose of the alien probes, the crew must stop the probes or risk having harm come to the creatures. This leads to observing an unusual distortion entity begin to transform the probes and spacefaring creatures into a deadly biotech monstrosity that turns against the ship.

Can the crew stop the new and deadly creature from wreaking havoc?

Scene 1: The Sun Divers

Prelude

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

Captain's Log—Our crew has been working tirelessly for weeks charting the path of the mysterious Magna Oscura Nebula. While running a hydrogen absorption scan on RBS2020, a radio-quiet neutron star in the Woohad Cluster, our team of astrophysicists picked up bizarre readings via the quasi-stellar sensor array. Upon checking in to the bridge, I am elated to announce that they have made quite the discovery. Due to the phenomenal nature of this find, I have recalled senior staff to the bridge.

The scene out of the forward view screen captures the attention of the bridge crew. At first, it appears like millions of green and pink droplets flowing through space along an invisible, curving path, each individual object roughly the size of a hot air balloon. The entire swarm of globulous entities ignore the Player vessel. The interstellar swarm measures nearly 200,000 kilometers in length, a stunning lifeform never before seen by Federation scientists.

The migratory path of the life forms had them pass into the local neutron star's radiative zone. They exited back into space with seeming ease, breaking through the star's gravitational pull.

Conn or science characters should be more than curious about these fast-moving, sun-dipped creatures. Characters with focuses in Astrodynamics, Celestial Mechanics, Exobiology, Biophysics, Exozoology, Stellar Physics, and the like will want to learn more about the true nature of these spaceborn entities. Characters at the conn or those able to make sensor sweeps can make a **Difficulty 1 Reason + Science Task** assisted by the ship's **Sensors + Science**.

GM Guidance: Momentum generated by this roll can be used to provide additional information about these creatures. If the Players do not generate enough Momentum or choose not to spend it, these facts can be issued later in the game as they may need the knowledge to survive the encounter in Scene 5.

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

- The spaceborne creatures are nearly flat measuring 6 centimeters thick at most. They have an anterior head bearing four round or eye-like openings and head glands, a main elongated body, and a posterior haptor. The creatures are made of dense cells composed of microscopic chambers that resemble rows of tiny octupole magnets. The digestive system includes an anterior muscular pharynx and two lateral intestinal branches (or caeca). High concentrations of antimatter can be detected indicating that they use antimatter as a food source.

If the Players fail the initial roll, they may Succeed at Cost (p. 83). This is the outermost zone of the Magna Oscura, the Enigmas. Feel free to add 2 to the Threat pool or impose a complication that highlights the hazards present in this part of space. Example complications could be *Proximity to Magna Oscura Nebula Compromising Ship Structure* or *Sun Divers' Energy Patterns Obscuring Sensor Readings*.

Sun Divers (Minor NPCs)

Hungry for antimatter; Flat and amazing



ATTRIBUTES

CONTROL 12

FITNESS 10

PRESENCE 01

DARING 03

INSIGHT 02

REASON 04

DISCIPLINES

COMMAND 00

SECURITY 00

SCIENCE 00

CONN 05

ENGINEERING 00

MEDICINE 00

FOCUSES: Astronavigation

SCALE: 1

STRESS: 10

RESISTANCE: 1

WEAPONS:

- Mindless Charge:** Ranged, 5▲.
- Deadly Death:** If a Sun Diver is attacked and reduced to 0 Stress, they initiate an antimatter explosion. Area, 10▲ to the

local area. If one or more Effects are rolled, it inflicts 3▲ Piercing 2 damage to all other ships within Close range.

SPECIAL RULES:

- Migratory Path:** Whenever attempting a **Control + Conn Task** the Sun Divers may immediately move into the next adjacent zone (as part of a straight line path if it has already moved) slamming its opponent ahead of it into the same zone. This initiates the **Mindless Charge** effect listed above.

Players may spend 1 Momentum to Obtain Information:

- The creatures use their oculi, four round or eye-like openings, to detect gamma waves and hydrogen much like an advanced sensor palette. This is how they navigate to their feeding grounds at roughly $\frac{3}{4}$ impulse power. As opposed to having an anus, the creatures can secrete radioactive waste from any surface portion of their body. This grants the creatures the ability to ingest, contain, process, and release antimatter in controlled bursts, thereby sustaining propulsion in any direction almost instantaneously.
- The haptor, in the posterior part of each creature's salmon and lime-colored body, is a specialized organ used to maintain position within a sun's radiative zone. The highly-charged haptor includes octupole (eight-magnetic-pole) magnet elements, two ventral hooks and two dorsal hooks, and fourteen hooklets. The creatures use this design to divert the heat and radiation from stars around their form, tossing off the intense energies as they dive into stars to collect antimatter. They then exit the star with no damage done to their exterior shells.
- The creatures impact stellar particles as they fly through space. As they do so, their skin acts like Bussard collectors allowing the right amount of particulates in, which in turn collide with the stored antimatter to enable propulsion.

As the crew continues to study the distinctive biology of the sun divers, sensors pick up an anomaly toward the head of the mass migration. Characters at the conn or those able to make sensor sweeps can make a **Difficulty 1 Reason + Conn/Engineering Task** assisted by the ship's **Sensors + Conn**. Sensors indicate the following:

- A collection of probes moving at maximum impulse is at the forefront of the migratory group.

GM Guidance: It is not important to provide an exact number of probes. Make up a reason why the ship cannot obtain an exact count: sensors overwhelmed by sun diver energy dispersal patterns, location with the Enigma zone, etc. Scene 2 might necessitate the destruction of some probes and you may need to spend Threat to add additional probes to the story.

If the Players fail the roll, they may Succeed at Cost. Once again, feel free to add to the Threat pool or create complications related to close proximity to the nebula. If you have played other Fathomless adventures in this arc, you may be able to reinstitute complications similar to those experienced in previous adventures.

Players may spend 1 Momentum to Obtain Information.

- The probes are far different from the sun divers. They are technological in nature. In addition to ion engines, they have marble-sized cores composed of obsidian. The probes are on a direct course into the Magna

Oscura Nebula. Their design is indicative of technology your crew has seen possessed by the Fathomless.

- The obsidian core is used to initiate antimatter reactions that are stored and contained in a dynamic magnetic trapping chamber. Rear quasi-stellar projectors send out gamma rays that seem to be attracting the attention of the sun divers.

Allow the Players time to pull together information from previous adventures. They will be wondering why these probes are luring these creatures into the nebula. Here are a few facts that might assist their discussion:

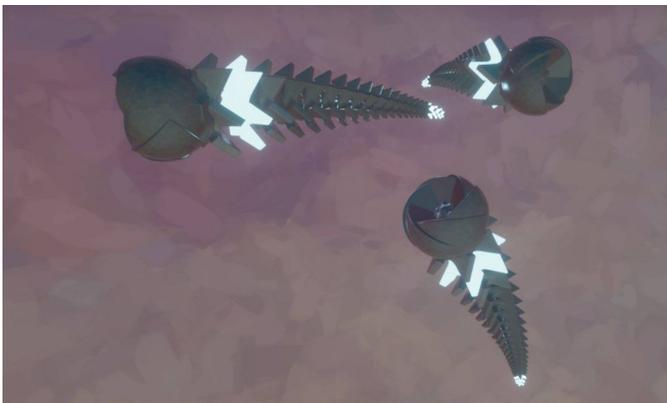
- Anything that goes into the Magna Oscura will be altered in some way or fashion.

The crew might be concerned about what harm could come to the innocent sun divers. They will likely decide to investigate the probes. They may want to take control of one. If they decide on this course of action, continue to scene 2.

However, they may just want to watch the experiment play out. If they make no attempts to control or stop the probes, skip to scene 3.

Osmium Collider Probes

Programmed to Succeed



SYSTEMS

COMMS 09

ENGINES 09

STRUCTURE 07

COMPUTERS 08

SENSORS 09

WEAPONS 10

DEPARTMENTS

COMMAND 00

SECURITY 03

SCIENCE 01

CONN 02

ENGINEERING 00

MEDICINE 00

SCALE: 1

RESISTANCE: 2

POWER: 9

WEAPONS:

- **Phaser Pulses:** Medium, 6▲.
- **Ramming Destruct:** The probes can detonate upon command. Area, 8▲ to the local area. If one or more Effects are rolled, it inflicts Piercing 2 damage to all other ships within Close range.

Scene 2: Probing Probes

Investigating the Probes

Captain's Log, Supplemental—With the nature of the migrating life forms deduced, we now move on to figuring out the exact purpose of the small fleet of osmium collider probes. Is it merely exploration, strange coincidence, or something more nefarious?

Follow Their Lead

The ship must move in closer to the probes in order to make a more thorough investigation. Like stampeding wildebeests, the mass of sun divers poses a lethal hazard. It will take a Gated Challenge to chart a course, stay within range of the probes, and complete scans.

GM Guidance: *Are your players breezing through the campaign so far? Spend Threat to create conditions that might pose a threat to the ship during this fast-moving sequence. Do you have a crew that thinks too much of themselves? Do they need a reminder about the hazards of space travel? Use Threat to create complications and emphasize the treacherous flight conditions.*

The navigator, using navigational sensors, marks hazards in the vicinity of the vessel and its planned course, and determines the safest route around, past, or through them. The navigator can make a **Reason + Conn Task** assisted by the ship's **Sensors + Conn** with a **Difficulty** of 3. If successful, nominate a single hazard or other dangerous phenomenon nearby. The Difficulty of any Task to avoid that hazard is reduced by 2. The navigator can nominate one additional hazard or dangerous phenomenon for every two Momentum spent. This might include new conditions that come from the Enigma, probes, or nearby stellar cluster.

Impulse Pursuit

The flight controller uses the ship's impulse engines to adjust position and move ahead of the migratory creatures to the front of the pack. This has a Power Requirement of 1. The navigator can make a **Daring + Conn Task** assisted by the ship's **Engines + Conn** with a **Difficulty** of 3. Success in the Follow Their Lead task reduces this to a **Difficulty 1** task.

Failure means that one of the sun divers got spooked or moved in an erratic way therefore causing the Player vessel to run into the creature at Ramming Speed. This counts as an attack and inflicts a number of damage equal to 2 plus the ramming ship's Scale, with the Spread and Vicious 1 effects, and the Devastating quality. However, the ship also suffers a number of damage equal to the target's Scale, with the Spread and Vicious 1 effects.

If they impact a sun diver and the creature is reduced to 0 stress, the sun diver's Deadly Death is activated. Each time the players fail the Impulse Pursuit task, they roll 1▲ to determine if they hit the same creature. If they roll an Effect, they collide with the same creature. This may completely reduce the creature's stress to 0, at which point the sun diver's Deadly Death is activated.

Each time the flight controller fails in the Impulse Pursuit they must restart this Gated Challenge with the **Follow Their Lead** task.

Inner Workings

Once a successful **Impulse Pursuit** task has been performed, a detailed scan of the probes can be made.

The sensor operator uses the ship's sensors to locate objects or phenomena in space, or otherwise obtain information about something going on outside the ship. This is a **Reason + Science Task**, assisted by the ship's **Sensors + Science**, with a **Difficulty of 0**. Interference, ambient conditions, or particularly unusual or unfamiliar phenomena should increase this Difficulty. Momentum spent on this Task is normally spent on the Obtain Information Momentum Spend, asking one question to the Gamemaster for each Momentum spent (Repeatable), though this is not required if the Player has some other use in mind for the Momentum.

If successful, allow the Players to ask any question about the probes. Use the information provided in Osmium Collider Probes stats to answer. Depending on how much information they generated, they may ask additional questions.

After the Players complete their initial volley of questions the flight controller must make another **Impulse Pursuit** task to keep up with the swift probes and sun divers.

The next challenge, **Ne Touche Pas** [French for "Do Not Touch!"] initiates *only* if the Players attempt to take control of the probes in any way. This will also make it so that the flight controller's **Impulse Pursuit** action increases by 2 Difficulty points. If the captain orders to break pursuit, the 2 point penalty does not apply, however, the challenge must start at the beginning to catch up with the remaining probes again.

Ne Touche Pas!

Attempting to control any of the probes can only happen within Close range due to the presence of cryptic energy in this region of space. Even at this range, getting an exact count of the probes can only be done visually as the ship's sensors are having trouble tracking all of the activity going on in this area of space.

GM Guidance: *Players might try to create counter bait—perhaps using their own vessel's stores of antimatter to lure the sun divers away from the nebula. This will likely fail due to the thorough design of the osmium colliders. However, if the players persist, send a few probes after them to dissuade their research. Or allow some of the sun divers to break off and follow them, only to be attacked when the creatures try to get to the antimatter on their ship.*

If the Players attempt to hack or commandeer one of the many probes, it will launch an attack on the Player vessel. This will happen anytime during the game that this is attempted. These are the guidelines for the probes' attack strategy:

- A single probe will continue its attack until it is destroyed.
- If a probe is caught in a tractor beam, it will automatically initiate its self-destruct sequence.
- If the Players make an attempt to control an additional probe, the GM spends 1 Threat. Now, three probes break off from the main group and launch an attack. Once again, they will attack until they destroy the player vessel or they are all destroyed.
- If the Players dare to make a third attempt, the GM spends another Threat. Three more probes attack but escalate their attack using the Ramming Destruct weapon feature. Each attack is resolved separately



with the Player vessel getting to launch counter attacks as per game rules.

GM Guidance: *If Players are not feeling challenged, spend additional Threat to increase the number of death-dealing probes.*

If the Players still manage to get control of one of the probes, a character with computer or related skills can try to access the memory banks. This is a **Daring + Engineering/Security Task**, assisted by the ship's **Computers + Security**, with a **Difficulty of 3**.

Success: Success indicates that in addition to a standard sensor suite, the probes are outfitted with advanced multi-spectral bioanalyzers, 4D compensators, and genetic samplers. Players may spend Momentum to Obtain Information.

- The design of the probes had similar elements to Fathomless technology. 4D compensators allow the probes to capture detailed information on distortion entities.
- The probes' computers are programmed to go directly into the Magna Oscura Nebula after baiting the sun divers. At that point, an exobiology program will begin to track changes in the sun divers' physiology.
- A few of the probes are monitoring the progress and are not themselves programmed to enter the nebula. They are meant to serve as observational relays.

GM Guidance: *Do not worry if the Players do not obtain all of this information immediately. You could always give them more details in later scenes.*

Failure: There is a real danger of the characters reinitiating the probe's self-destruct sequence (which would be really bad if they brought the probe aboard).

Any complications rolled will activate the probe's self-destruct sequence. If the self-destruct sequence is initiated, the Players get one attempt to get the probe away from their vessel.

- If the probe was held in a tractor beam outside of the ship, this requires a **Control + Security Task**, assisted by the ship's **Structure + Security** with a Difficulty of 2. The probe can be pushed to Medium distance. The ship will take no damage.
- The Players might decide to fire on the probe. If it explodes within Close distance, the probe's Ramming Destruct is instantly activated with all of its effects.
- The Players might decide to transport the probe out of range. This Task has a Power requirement of 1. The

officer attempts a **Control + Engineering Task** with a Difficulty of 2, assisted by the ship's **Sensors + Engineering**; this Difficulty increases by +1 if the target is not on a transporter pad, and +1 if the destination is not a transporter pad, and may increase further based on interference or other conditions. The target cannot be transported to or from any location with more than 0 shields. Since transporters move items to a maximum of Close distance, the probe explodes and Ramming Destruct is instantly activated with all of its effects.

Forward-thinking players may want to integrate the advanced multi-spectral bioanalyzers, 4D compensators, and genetic samplers into their ship's systems. If so, this is an **Extended Task** (p. 90) with a **Work Track 13, Magnitude 2, Resistance 2, Difficulty 2**. Any complications rolled can be used to create system incompatibility issues that could come back to haunt them.

EXTENDED TASK

DIFFICULTY 02

MAGNITUDE 02

RESISTANCE 02

WORK TRACK 13

TIME INTERVAL

2 hours

Even if the Players manage to stop some or most of the probes, a few should still achieve their goal followed by a small batch of sun divers. That will launch Scene 3.

Scene 3: Cryptic Science

Test Bed

Captain's Log, Supplemental—It is clear someone is conducting immoral experimentation on these non-sentient creatures. There is evidence that some Fathomless faction are somehow involved. It is rumoured that whatever enters the nebula emerges fundamentally changed. Having exhausted all avenues to stop this travesty, we can only hope to monitor the situation and find an opportunity to derail their plans at the first opportunity.

Once the Players have settled down from the previous scene, read the following:

The fleet of osmium collider probes rocket forward pushed by the might of their ion drives. The gamma-streaked sun divers follow, unaware of any impending danger. The bridge crew can only watch, a mixture of scientific curiosity, pitiful frustration, and impending doom sweeping through their souls. The strange caravan moves through the Enigma, the outermost zone of the nebula, closer and closer to the defined edge of the Magna Oscura. The probes race across the border. The ravenous sun divers pursue.

Characters manning the sensors can make a **Difficulty 0 Reason + Science Task** assisted by the ship's **Sensors + Science**.

Success will reveal the presence of a distortion effect composed of a mixture of matter, antimatter, and cryptic matter. Momentum can be spent to gather this additional information.

- The distortion is roughly equal in size to the Player's ship. However, the ship's sensors cannot lock down specific dimensions. Readings fluctuate wildly. The computer cannot compensate for the erratic readings.
- The distortion is on an intersect course for the probes and sun divers. The distortion is Medium range from the sun divers and Long range distance away from the Player vessel. (Refer to the **Area Map**.)

Moments after the Players detect the distortion, the entity envelops the probes and the sun divers. The Players can scan to determine what is transpiring at this point. Officers can attempt an **Insight/Reason + Engineering/Medicine Task** with a **Difficulty of 3**, assisted by the ship's **Sensors + Engineering**. (This could be reduced to Difficulty 1 if the crew has integrated the advanced multi-spectral bioanalyzers, 4D compensators, and genetic samplers from Scene 2 into their ship's sensor suite.)

Sensors indicate that the distortion entity is rapidly integrating the probes with the sun divers. This is causing spasmodic evolutionary processes. Characters with Bioengineering, Biology, or Medical skills will realize that biotechnological adaptation is occurring, basically the creation of a new life form. Momentum can be spent to Obtain Information:

- The new life forms are composed of a mixture of matter, antimatter, and cryptic matter.
- Due to the nature of the sun diver's physiology, the antimatter is being consumed at an accelerated rate.

The Players might try to establish with the distortion entity in an effort to halt the experiment or to establish first contact. The communications officer attempts to establish a communications link. This requires a **Control + Engineering Task**, assisted by the ship's **Communications + Engineering**, with a **Difficulty of 4**. (Characters with Mathematics or Quantum Physics can reduce this task to difficulty 3.) Success allows a sharp communications officer to capture one fact: the quantum resonance and spatial scanners are detecting a null zone, a clear indication that they have encountered a flat surface where no mass is present.

Science officers may make an **Insight + Science Task**, assisted by the ship's **Sensors + Engineering** with a **Difficulty of 3** to comprehend what is happening in the nebula. (This is reduced to difficulty 1 if the communications officer succeeded in their task.) Success indicates that the crew is witnessing a distortion effect indicative of a 4D entity with intelligence.

What is 4D? 4D, meaning the 4 common dimensions, is an important idea in physics. It refers to three-dimensional space (3D), but adds the dimension of time to the other three dimensions of length, width, and depth.

In geometry, the fourth dimension is related to the other three dimensions by imagining another direction through space. Just as the dimension of depth can be added to a square to create a cube, the fourth dimension (time) can be added to a cube to create a tesseract.

Source: [Wikipedia](#)

The distortion entity is an obscure life form. Establishing communication with the entity seems near impossible through

any known means but some things start to make sense.

- The ‘distortion entities’ could only exist within the depths of the nebula.
- They are manipulating time in a cosmic laboratory of sorts and accelerated the evolutionary process in the sun divers.
- Matter and antimatter in the spatial distortions is being manipulated in very precise ways, adding more proof of intelligent design.
- Cryptic matter bursts show a systematic pattern within the distortion. Various sequences are repeated and altered reminiscent of how a decryption program operates.
- Synaptic energy is also present in the distortion although the patterns keep popping in and out of spacetime.

Before things can be resolved, however, the experiment goes awry. This launches Scene 4.

Scene 4: Brutal Biotech

Some Things Just Don’t Mix

Read the following to the Players:

A tactical alert begins to blare from the ship’s main defense grid. Sensors detect a rapid decrease in antimatter from the distortion as a luminescent, super hot hypercube of neon blue flashes into existence for a mere nanosecond. What before had been a pulsating mass of biomatter and technology contained within the anomaly rapidly transforms into an overactive cascade of exploding material. Several speedy objects are forcefully ejected from the super-bright cosmic birth before dying out like embers from a roaring flame. Proximity sensors alert the crew to an incoming object. On screen, a biotechnological monstrosity of epic proportions zooms through space on a beeline trajectory for the vessel.

Osmium-Enhanced Biotechnological Antimatter Monstrosity (Major NPC)

Starving for antimatter / Sun-eater

ATTRIBUTES

CONTROL 12	FITNESS 13	PRESENCE 13
DARING 08	INSIGHT 00	REASON 00

DISCIPLINES

COMMAND 00	SECURITY 03	SCIENCE 01
CONN 05	ENGINEERING 00	MEDICINE 00

FOCUSES: Astronavigation
SCALE: Same as Player vessel
STRESS: 16

RESISTANCE: 2

WEAPONS:

- **Cryptic Consumption:** Melee, 3▲, Piercing 2
- **Mindless Charge:** Ranged, 5▲.
- **Antimatter Burst:** Ranged, 10▲, Spread

SPECIAL RULES:

- **Food Rush:** Whenever attempting a **Control + Conn Task** the monstrosity may immediately move into the next adjacent zone (as part of a straight line path if it has already moved) slamming its opponent ahead of it into the same zone. This initiates the **Mindless Charge** effect listed above.

The initial release of antimatter on such a large scale impacts the ship. The GM rolls 3▲ against the ship. Players may roll for resistance. If damage is sustained, have the Players narrate as their characters are flung about by the massive energy wave. All remaining probes in the vicinity are incinerated.

Captain’s Log, Supplemental—The alien experiment has failed. Or has it? Sensors indicate that this new creature used all of its antimatter stores to come into creation. Now, it is starving for more antimatter. Unfortunately, the closest food source is our vessel.

The osmium-enhanced biotechnological antimatter monstrosity is equal in scale to the Player vessel. The creature will attack until it is destroyed. The Players are forced into a confrontation with the mindless monster.

Cryptic Consumption. If the vessel’s shields are down, the creature will attach itself to the ship and use cryptic energy in an effort to rip through into the antimatter tanks.

Antimatter Burst. If the vessel’s shields are up, the creature will instinctively emit an antimatter burst in an effort to overwhelm the vessel’s shields.

If the Players seem to be making headway against the beast, it will look for an easier target. It will dive into a nearby star. Refer to the Migratory Path Special Rule. Once in the star, the Players will want to know what is transpiring. This is a **Reason + Science Task**, assisted by the ship’s **Sensors + Science**, with a **Difficulty of 0**.

Success will reveal that the creature is ravenously feeding off of the star’s antimatter reserves but at a phenomenal and destructive rate. 3 points are restored back to its stress track for each round the osmium-enhanced biotechnological antimatter monstrosity is within the star. Spending Momentum for more information will also reveal:

- At the current rate of antimatter consumption, the star itself will go supernova in 12 hours. This will destroy the local system and devastate Cavna.
- The sun diver DNA has been irrevocably altered by the osmium element. The cells are breaking down at an alarming rate. Radioactive decay has been accelerated beyond any known norms. The new lifeform would eventually detonate in weeks or months.

The crew has a tough decision to make. The alien experimenters left a destructive monster in their wake. How does the Prime Directive apply if at all? Can the crew come up with a creative way out of this situation without destroying a new lifeform? Or will they realize that the needs of the many outweigh the needs of the one?

Wrap Up

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The Players have had the opportunity to discover new life forms, study alien technology connected to the Fathomless, and save the galaxy from a dangerous threat. Allow them to discuss the implications of the new life forms and technology that they have come across. Have them contemplate the motivations of the enigmatic protagonists. All of this will be valuable information in future adventures...

Nature of the Magna Oscura

The *Magna Oscura Nebula* is a 'cryptic matter' nebula. Cryptic matter is not well understood, but its nature is highly dangerous to normal matter entering the nebula. Only the most resilient ships can withstand the forces in the outermost zone of the Magna Oscura (called *the Enigmas* by the Fathomless), leaving its deeper zones unexplorable, and impenetrable to even the most advanced sensors. It travels at a slow pace, one light-year every five years, coming from beneath the galactic plane. Its approach has been predicted for some time, but only now has it exited an inaccessible area (e.g., the borders of another empire, or a region of space that Starfleet has only recently reached.) There are some pockets of normal space within the nebula, even with star systems, but those are few and far between. See the Campaign Guide for more information.

Area Map

