

The Fathomless

Fathomless Campaign Episode 7

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Introduction

Adventure 7 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

Scene 1: Detecting the Fathomless Fleets

Sensor Scans

GM Guidance: *These first couple of rolls are good for the players to start building momentum in this episode. If they are having difficulties, have other players work to create an advantage for the rolls and try again.*

From the previous episode "Have Bait Will Travel". The players will have a chance to pick up a series of signals on different frequencies being transmitted further along the Magna Oscura Nebula. They can attempt a translation using **Reason/Insight + Conn** and the ships **Computers + Conn Difficulty 2** if they have not previously been introduced to or translated the language of the Fathomless. For a linguist to interpret it they may choose to use **Reason/Insight + Science** instead.

Communications Messages. <Once Translated>

1. Please, we want to meet with you, we want to know you.
2. We want to worship you as you are our creators.
3. Please respond.
4. We will help you find what you are looking for.
5. We can work together to become even more.
6. <And more various messages of worship being sent into the nebula>

The players can make a sensor scan of the area where the transmissions are coming from. As this area is being affected by the Cryptic Matter in the area it will be a Difficulty 2 Task with the players rolling **Insight/Reason + Science** and the Ship rolling **Sensors + Science**.

GM Guidance: *If the player ship has the Improved Sensor Suite Talent then you may want to increase the difficulty by 1 as they are having difficulty cutting through the Cryptic Matter interference so close to the nebula. Players may also want to create an advantage to use later when scanning in the nebula.*

The ships sending these signals are a small group of ships along the border of the nebula that they players will come to know as the Worshipful. As they get closer to this small group of ships they can again make a scan roll **Difficulty 2** to detect a number of other ships that are also following in the wake of the nebula.

The players will detect 3 distinct groups of ships though they will not know which group is which until they talk with the leader of the Mindful.

The Mindful: This is the largest group of ships, many are in disrepair. There is a large variety of different vessels here unlike any they have seen before.

The Vengeful: This is a small group of about a half dozen ships. Getting a lock on these ships is difficult (possibly due to incorporated Cryptic Matter). A Difficulty 3 scan will reveal that the ships appear to be using an ion drive for impulse speeds and Osmium shielding on their warp nacelles (similar to that seen as a part of the probes in the previous mission).



The Worshipful: This is also a small group of various types of ships. One of the ships (the largest and best of the fleet) is sending out the signals that the players picked up earlier. They are sending out pulses using their deflector dish as well as cycling through a number of different transmission frequencies both subspace and radio wave.

Scene 2: Meeting the Fathomless

The Groups React

The Worshipful

The Worshipful will respond to communications from the players ship initially, though will cut off stating that “*You are not the Oscuran*”.

Repeated attempts to hail them again will fail unless the players try to send signals that don’t have the normal open hail that most vessels send.

This group is not interested in talking with others who are not Fathomless or Oscuran.

The Vengeful

The Vengeful will just outright ignore any hails and signals from the players vessel. If the players get too close they will most likely raise shields and arm weapons. A warning shot may be fired to dissuade contact.

Players may note the similarity of the ion engines to those of the probes in the last episode.

The Mindful

The Mindful are a very welcoming group. The leader (Pashform) is a scientist who has been delving into the mysteries of the nebula for a number of years since he has been rescued. He welcomes sharing information and will invite the players over to his ship.

Information

Pashform and his followers will be happy to share information with the players, but don’t necessarily know what they want to know about. He will invite them to his ship to come talk and share information. While they don’t know everything, they are happy to share what they know and will ask questions about this Federation and Starfleet.

Player Info: The Fathomless appear as a hollow entity. While there are many different races shown amongst their faces and features, their skin appears to be slightly transparent and lacking form inside. Their fingertips are the most striking as they appear to be open holes into their bodies. Their appearance is unsettling, but made less so by the fact that they are wearing clothing over most of their bodies.

Shared Information

Pashform is excited to share details of himself. He knows that his appearance can be disturbing to others and is amazed at the crew’s handling of their somewhat unsettling appearance.

Pashform was found about 5 years ago inside a vessel that exited the Nebula. He has no recollection of being in the nebula but does remember being a scientist on his homeworld. His previous memories are almost all but faded now. Something

Scene 3: Exploring the Wreckage

that happens with many Fathomless if they even have memories of their life before entering the nebula.

They call themselves The Fathomless as they have not been able to figure out how they are still alive in this form and how they were modified by the nebula, or as some believe created.

They have discovered a number of planets and vessels exiting the nebula over the years that they have tried to study to find out more. Many times they end up adding more Fathomless to their ranks based upon those they find on the ships/planets.

The Mindful that Pashform leads are amongst the most well learned and intellectual of the Fathomless. They work to study the nebula and its effects on items that have entered it. There has been some resistance of late, but nothing major.

Available Information

The Fathomless have 3 very strong factions mentioned earlier. The players can learn and figure out more details about each of these.

- 1) **The Mindful:** a group who is trying to find out the true meaning of who they are now through experimentation (scientists).
- 2) **The Worshipful:** a group who worship the Oscurans and wish to join them again.
- 3) **The Vengeful:** a group that hates what the Oscurans did to them and want revenge.

Key information the characters may find:

- **Oscurans:** The Oscurans are a spatial deformation entity that exists within the nebula and appears to be intelligent. They appear to be made up of Matter, Antimatter, and Cryptic Matter.
- **Creation:** Many of the Fathomless believe that the Oscurans are responsible for creating the Fathomless as a form of experiment while others believe that it is just an effect of long term exposure to the nebula.
- **Shielding:** The Fathomless have developed a way to shield their ships in order to enter the nebula for short periods of time. They are happy to share those details with the crew if they wish.
- **Resistance:** There have been a few members of the Mindful who have broken away and become more militant in mindset. They call themselves the **Reshaped**. Their plans are currently unknown, but they have stolen a few small vessels for their use.
- **Leaving the Nebula:** The Fathomless cannot leave the vicinity of the nebula as it would spell certain death for them to do so. The Cryptic Matter that is now a part of their bodies seems to break down as they get farther away from the Nebula.
- **Cryptic Matter:** Cryptic Matter has strange properties. It is difficult to scan as it does not appear to come from this dimension. It is neither matter or antimatter, but something in between.

Player Info: A giant hulk of a ship exits the nebula. Ship sensors are having a difficult time getting a lock on the ship (even though it has left the nebula) as if the Cryptic Matter has saturated portions of the ship. Upon visual inspection on the forward viewscreen you can see a whole side of the ship that has had the hull plating completely ripped away. The ship looks like a cross section image from a book or manual. Many decks are exposed to open space from the current viewpoint, but it is possible that others are still intact.

Scanning the Wreckage

Sensors aren't functioning well as they are trying to scan the ship overall. A successful scan using **Insight/Reason + Science** and the ship's **Sensors + Science** at **Difficulty 3** will show some lifesigns onboard similar to those of the Fathomless. Where and how many there are are almost impossible to tell. There does appear to be atmosphere in some of the lower decks and an energy signature of some sort of power generator is still online in that area.

Finding Survivors

Tricorders and sensors don't work very well inside the ship as it has been saturated with Cryptic Matter. An engineering player may try to create an advantage for the scene by modifying a tricorder to be able to scan through the Cryptic Matter (**Difficulty 2** task using **Control + Engineering**). Close proximity to remaining life forms will give a stronger signal, but they are still going to have to climb through and walk around the ship a bit. Players may attempt to scan for lifesigns at a **Reason + Medicine Difficulty 3** (2 if they have an advantage). The Fathomless that came here as well will be manually seeking for survivors as they are used to technology not working inside the ships. The players can find up to 6 crewmen who are now Fathomless. A medical character could work to help heal those found. The difficulty for medical checks is increased by 2 due to the nature of the Fathomless and due to it being an alien race.

None of the survivors have memory of what happened to them inside the nebula or before they entered it. Some may remember in time (like Pashform).

Rescuing Survivors

Many of the crew of this ship are injured or unconscious. A medical officer may assist in helping to revive them, but there are some complications due to the unusual nature of the people that have been modified onboard this ship. Simply put, many will not survive due to the drastic modifications that have been made to their bodies. A character can attempt to stabilize those that are found by making a **Control + Medicine** check at **Difficulty 4** (this is due to the cryptic matter and unusual new

biology of the crew found here). This is a perfect opportunity for the GM to spend Threat to increase the complication rage by 1 or 2. A complication will most likely result in the death of the patient.

Trapped

A few of the crew may be found in the main engineering part of the ship. Pashform and his people will write them off as dead and unwilling to go into the area at the current time ("Until radiation levels are safe"). The area is flooded with lambda radiation and the injured crew are behind a couple of bulkheads that will have to be opened. Lambda radiation is not harmful for short periods of time to the players and those wishing to enter this area will need radiation treatment from sickbay to prevent any problems from radiation exposure. The bulkheads to this area are sealed and require them to be overridden either manually or by cracking the access codes. This is an **Extended Task** using **Control + Engineering** in order to get the bulkheads open in time to save the crew trapped within. This Extended Task requires 12 Work and 4 Breakthroughs and has a Resistance of 3. Players will need to complete the task in 4 attempts or fail to rescue the crew inside in time as their lifesigns stop.

EXTENDED TASK

DIFFICULTY 04

MAGNITUDE 04

RESISTANCE 03

WORK TRACK 12

TIME INTERVAL

1 attempt

Computer Records

If the players think to try to access the computers onboard to see logs or entries they can look into it. In order to access the computer records a character will need to succeed at a **Difficulty 3 Reason/Insight + Security** check to break into the records. The universal translator can handle the translations if given a bit of time. If a character wants to speed things up with the translation, they can with a **Difficulty 2 Insight/Reason + Science** check.

Captain's Logs. <Once Translated>

- "I have the privilege of captaining the largest spacefaring vessel to have ever been created on Zeldar. We are entering the nebula that is headed toward our homeworld in order to find out what it is going to bring. Other, much smaller vessels have entered, but none have returned. I hope, as well as those who built it, that a larger vessel will hold up to the stresses of the nebula and help us find out what is inside."
- "We have been inside the nebula for a short time now. Our shields have definitely taken a beating. I don't know how any of the other vessels were able to send messages back out of the nebula. We have tried. We don't know where in the nebula we are at the moment. Our sensors aren't working more than 10% of their normal capacity amongst all of the strange matter that

we are picking up. We'll keep trying to send messages and information out, but I don't know if it is even going much beyond our ship. I hate to say it, but we are lost and without help. I can only hope that we will find some way out soon."

- "We have been under attack for some time. Some sort of spatial distortion has been taking our ship apart, panel by panel. We don't know how much longer we can hold out. <Screams & Sparks> I have to go!"

Scene 4: Theft

As the scene starts to draw to a close a message comes to Pashform as he is near the players.

Message: "Pashform. They have stolen another ship and entered the nebula with it. I don't know what they are up to, but I think they have enough ships to do whatever it is they are planning. They've headed along the buoys to the pocket system apparently."

This is meant to be the setup for the next episode.

Stat Blocks

Pashform (Mindful Leader) (Major NPC)

Cryptic Matter Scientist

ATTRIBUTES

CONTROL 10

FITNESS 10

PRESENCE 09

DARING 09

INSIGHT 08

REASON 11

DISCIPLINES

COMMAND 02

SECURITY 01

SCIENCE 03

CONN 01

ENGINEERING 02

MEDICINE 02

FOCUSES: Cautious: Science, Field Medic,

STRESS: 11

RESISTANCE: 1

WEAPONS:

- **Antimatter Burst:** Ranged, 5 A, Size 1H, Lethal,
- **Unarmed Strike:** Melee, 3 A, Size 1H, Knockdown, Nonlethal

SPECIAL RULES:

- **Antimatter Burst:** Pashform is one of a few Fathomless that have learned to control the antimatter within them. They are able to expel a couple of atoms of antimatter and fling them at a target.