



# POCKET PLANET

SUGGESTED ERA OF PLAY: **TNG**

SUGGESTED SPOTLIGHT ROLE: **COMMAND**

SUGGESTED NUMBER OF PLAYERS: **3 to 6**

## SYNOPSIS

The ship inadvertently flies into a pocket of folded space. They can't find a way out. In the center of this starless void is a black planet. When they scan it, they detect energy readings. Where are the readings coming from? Is there something there that can help?

## TEASER

The crew is putting on a talent show. Each player states what they are doing for the show and plays it out. Right as they finish all the acts, a wave of darkness ripples through the ship and all NPCs and non-playing PCs pass out. Seconds later the ship slams to a full stop and the players are thrown across the room.

## SHOW OPENER

### OPENING LOG

*"The ship has encountered some sort of spatial anomaly and is trapped in a starless void that is approximately 3.25 light years in diameter. To make things worse most of the crew are unconscious and cannot be revived."*

## MAJOR BEATS

### DARK PLANET

The science console beeps identifying a planet at the center of the void. It seems to be a barren rock, but there are some faint power signatures coming from deep inside a mountain range. The mountains are lined with kelbonite so it's very difficult to get good readings from the ship. Transportation via a shuttle is the only way to the planet as the ore is also interfering with transporters.

### NOT YOUR TYPICAL INHABITANTS

The mountain range has a large metal door that turns out to be an airlock. On the inside they find a species in stasis pods. The devices are extremely old and if one is deactivated there will be a cascade failure and they will all be shutdown. After some investigation, the team discovers there are 9,376 people in the pods, they will only last another 50 years or so

and they are all linked together via a neural net. The team finds three unused pods and neural links.

## FIRST CONTACT

One member will need to maintain the system while the others are inside, if they take too long the whole thing could crash. Inside they discover the inhabitants are the Yanerians and when the spatial anomaly was forming it began killing life on their planet. Scientists put millions in stasis complexes like this while they worked on solving the problem. That was 3000 years ago. Since then all of the other complexes went offline. The Yanerians have continued to learn using their advanced AI computer and simulation software and now possess knowledge far beyond that of the Federation, but they have no way to use it. On top of that, the system won't let them leave because its main purpose is to protect them. The senior officer must convince it Starfleet will take care of them.

## MINOR BEATS

Since the planet is lifeless there is no atmosphere so they will have to wear environmental suits which may present their own challenges. Once the species is located, a couple of questions should be posed: 1) can they help them since there is no evidence they are warp capable. 2) what are they going to do with that many people? While in the neural link their knowledge can be easily enhanced so enticing them to stay longer by giving them a chance to add focuses as part of a fairly easy extended task while the maintainer outside faces increasingly difficult maintenance rolls adds to the drama.

## KEY NPCS

The Tanz – the leader of the Yanerians

## CONCLUSION

The team receives the information they need to modulate their warp field and escape the pocket. As soon as they are out, the rest of the crew awakens. It turns out they were knocked unconscious by the subspace compression associated with the anomaly. Whether they save the species or not is up to them. Thousands die if the stasis units go offline without medical help nearby.

## ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be used by any era and can fit in between other games because of the nature of the crew being knocked unconscious. This can also be played by a non-Federation group, such as the Klingons.