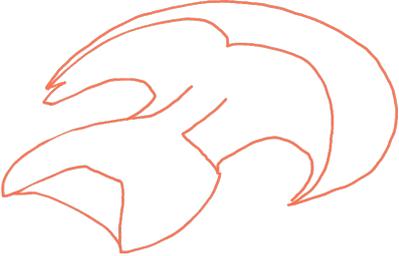
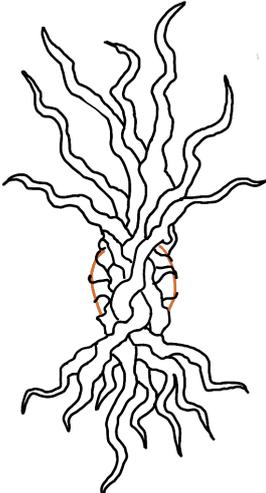


# Life Itself

*An unofficial adventure module for Star Trek Adventures*

by Josh Allen

Version: 0.9.2



# Introduction

“Life Itself” is an unofficial adventure module for the Star Trek Adventures tabletop role-playing game system. It helps a Gamemaster and a set of players tell an exciting Star Trek story featuring science, discovery, First Contact, diplomacy, social conflicts, and starship combat. It has a flexible design to allow the group to arrange Scenes as you see fit, charting your own path through the story.

This adventure is designed for 3-5 players, but could be played with fewer or more. It may require 2, 3 or more game sessions.

## Synopsis

### **Principal Researcher Sywin’s Log**

It came out of the sky, we must presume from some cloaked vessel. A deadly, sophisticated bioweapon now spreading like wildfire through our camp. Delivered precisely to our location – illogical to suppose it is anything other than a deliberate attack.

Through great care and advanced technology, a Federation science outpost on the young world of Thetis IV is poised to witness a miracle: the emergence of new life from the primordial soup.

Their careful plans are thrown into chaos as the outpost comes under attack by a bio-weapon launched by an alien entity in orbit. Clouds of deadly pathogens endanger the scientists’ lives and threaten to take hold on the fertile world, eradicating the newly discovered emerging life.

But not all is as it appears. The entity - a spacefaring tree grown around a stolen warp drive - represents the last hope of an endangered species of sentient fungus. On the run from the profit-driven harvesters who’ve devastated their home planet, the Sowers are simply trying to survive extinction by seeding their ecosystem onto a new world. They have singled-out Thetis IV for the same reason as the Federation: its rich potential for life.

Hot on their heels are “the Reapers”: a Ferengi corporation clinging to the valuable arboreal resource they’ve all but depleted, which only the Sowers have the knowledge to cultivate. Complicating matters is the demoralization of the science team, whose long-awaited research project lies in ruins.

Your heroes can chart their own path through three conflicting value systems. The drama can play out in a struggle for planetside survival, a dangerous dance among starships, tense negotiations between factions, and the unfolding mystery of a unique alien culture.

## Features

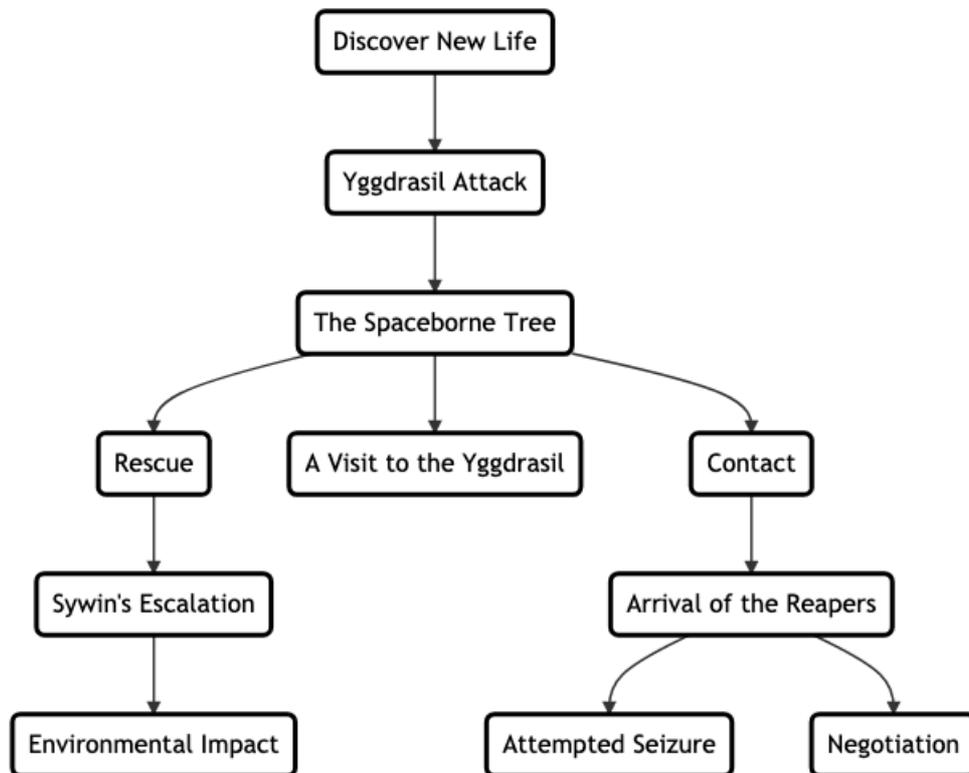
This document has a complete set of “schematics” to run “Life Itself” at your table, including:

- **Stats** of NPCs, starships, and structures, including:
  - the **Yggdrasil**, a starfaring treeship, grown by the Sowers around a stolen Ferengi scout vessel
  - **Sywin**, a venerable scientist whose mission to touch the miracle of life’s emergence is dashed to pieces
  - **Rain 4:1**, the Mycorrhizian revolutionary leader of the “Sowers” and Captain of the **Yggdrasil**
  - **Khron**, the Ferengi business leader whose company’s fortune is bound to the *Yggdrasil* and its fungal crew
  - **Octavia Camp**, a tech-powered research outpost designed to leave no trace from its mission. Treated mechanically as a Starbase, the players will need to operate and defend it from outside contamination
  - **Mycorrhizian** as a playable Species, for background on the Sowers and to fuel further adventures
- **Story Beats**: a modular set of key moments from which you can build the story, in concert with your players’ choices
- **Traits**, **Threat** spends, and suggested **Complications** to apply
- **Facts** about the plot and world of the story, for background, narration, and **Obtain Information** spends
- **Zone Maps** to facilitate conflicts
- **Snippets** of dialogue and narration to suggest voice

## Modular Design

“Life Itself” uses a modular design to let you and your players “choose your own adventure.”

The story is organized into major **Story Beats**, each described in detail. Each Beat has trigger conditions and goals, and may unlock subsequent Beats:



*Unlocking Story Beats*

These Beats can unfold in a variety of sequences based on your players' choices. For example, some groups might make **Contact** remotely after encountering **The Spaceborne Tree** in Starship Combat. Other groups might only establish communication with the Sowers after making **A Visit to the Yggdrasil**.

Some Beats may play out in parallel. For example, an away team might still be engaged in a **Rescue** on the surface of Thetis IV, in the same Scene as the officers aboard ship are dealing with the **Arrival of the Reapers**.

You and your players may add your own unique beats that emerge from the events at your table. You can also leave Beats out entirely. For example, a group which may lack interest in Supporting Characters might start the adventure immediately after the **Yggdrasil Attack** with a distress signal to the hero ship.

## Era and Setting

The adventure is written for The Next Generation (TNG) Era.

It could be adapted to The Original Series (TOS) or other Eras with the following changes:

- use the Orion Syndicate in place of the Ferengi
- rename Khron **Kora Iskender**, and change her Value to **Greed is Good; Greed Works**
- change the *Windfall* from a Marauder to a **Pleasure Barge** (from the Beta Quadrant Sourcebook)

Storylines inspired by Star Trek: Discovery could tie the Sowers to the Mycelial Network. The Sowers may hold a long-standing connection to the network, increasing their awareness of the greater universe and connecting them with other organisms across space. This connection has been disrupted by the ecological destruction, and they hope to restore it by seeding a new world.

## Acknowledgements

Special thanks to Ricardo Gonzalez, Benjamin Axelsson, and Michael Dismuke for ideas and feedback.

PDF built with [Pandoc](https://pandoc.org/) (<https://pandoc.org/>) via [HTML template](#) from github user [killercup](#) (<https://gist.github.com/killercup/5917178>).

Story beat flowchart built with [Mermaid](#) (<https://mermaid-js.github.io/mermaid/#/>).

# Themes

Like an episode of Star Trek, this story is intended to let you and your players explore themes in your story, including:

**The Origin of Life:** players are invited to gaze into the mystery of how life began. The ripe world of Thetis IV represents the kind of matrix of endless possibilities, brought into just the right “goldilocks” conditions, from which we all presumably arose - either on Earth, or on some other world.

**The Struggle for Survival:** the story also invokes the fierce struggle to survive. Faced with extinction, the Sowers cling to life, scrambling for an existence using any available means against overwhelming threat.

**Sustainability:** the story contrasts sustainable cultivation (by the Sowers) with extractive practices (by the Ferengi).

**Observation vs. Participation:** the science mission has sought to leave no trace of their presence on the young world; to observe without influencing a fragile and miraculous cosmic birth. Their sense of duty - and perhaps hubris - is contrasted with the messy, “real life” struggle of the Sowers to survive.

# Influences

These media influenced the content of this adventure, which contains references to them. If you're familiar with these stories, they may help to establish tone and color surrounding the events.

- *Star Trek: Discovery*: the Mycelial Network raises the prominence of fungal lifeforms in the Trek universe, and provides opportunities for officers like Stamets and Dr. Culber to interact with their world
- *Hyperion* by Dan Simmons: features a tree-based starship, also named the *Yggdrasil*
- *Star Control II*: the Mycon are a fungal species which seed life on worlds through similar spore torpedoes, to terrifying effect
- *The Word for World is Forest* by Ursula K. LeGuin: alien logging drives a peaceful species to rebellion
- *Parable of the Sower* by Octavia Butler: addresses many themes of change and survival relevant to this adventure
- *Space Battleship Yamato* (anime): a starship powered by alien faster-than-light drive technology departs to save a devastated homeworld

# Set-up

Set-up the adventure by:

1. refreshing the pools and tracks for the game and its characters
2. staffing Octavia Camp with Supporting or Main Characters
3. placing the hero ship at a distance
4. sharing the stats of Octavia Camp and Sywin with the players

## Pools and Tracks

The GM begins with 2 Threat per player.

The players begin with 0 Momentum, but each with 1 Determination (if they have Values).

Start the hero ship with full Power and Shields.

Start Octavia Camp with full Shields, and announce to the players that they'll be spending 1 Power to activate its **Decontaminator** to protect the local environment from their influence.

Start the *Yggdrasil* with full Power and Shields, but with the following damage representing a previous run-in with the Ferengi *Windfall*:

- 1 Structure Breach, repaired
- 2 Computers Breaches (Computers Damaged)

Start the Ferengi vessel *Windfall* with full Power and Shields, but with the following damage:

- 2 Structure Breaches, repaired

Keep the *Yggdrasil* and the *Windfall* a secret.

## Staffing Octavia Camp

Octavia Camp is a technology-powered research outpost on the surface of Thetis IV tasked with discovering more about the origins of organic life. Though planetside, it is treated as a **Starbase** - its stats are described in the NPC section. It should be staffed with player characters (Supporting or Main) as follows.

Work with your players to assign each player a staff member on the science mission. Players can play their Main Character or a Supporting Character. If a Main Character is chosen, work with the player to find a reason within the story that their character has been assigned to the Octavia Mission. Perhaps the hero ship has assisted the setup of Octavia Camp, and the player character has been given the opportunity to join its inaugural foray.

## Science Team Roles

Available Roles for Octavia Station include:

- Executive Officer
- Chief Medical Officer
- Chief Security Officer
- Chief Communications Officer
- Sensor Operations
- other Science, Security, or Medical crew member

**Sywin** retains the Commanding Officer and Chief Science Officer Roles of Octavia Camp. He needs this authority to perform his function as an adversary later in the story.

It's not important to fill any specific roles within the Camp. The key is to ensure that the players have a stake in the proceedings.

## Crew Support and Supporting Characters

Using Supporting Characters in this adventure will give players a role in each Scene, a chance for variety, and help create cinematic drama. Each Supporting Character will cost 1 **Crew Support**, however.

To help offset this requirement and leave room for emergent Supporting Characters, Octavia Camp contributes 3 points of **Crew Support** to that of the hero ship's: 2 for its **Scale**, plus 1 for Sywin's **Supervisor** Talent.

## Placing the Hero Ship

With your players, determine the location of the hero ship. It should be at some distance from the action, such that it would not immediately detect the arrival of the *Yggdrasil*. Examples include:

- on a task unrelated to the science mission (works well if no Main Characters are part of the science team)
- *en route* away from the mission, having just established the camp
- *en route* towards the mission, to check-in and resupply it
- if within the Thetis system, occupied with a task some distance from Thetis IV, such as studying the outer planetoids (works well if the players really want the ship nearby)

## Share Stats with the Players

Make the full write-up of Octavia Camp and Sywin available to the players.

# Story Beats

This section describes each of the **Story Beats** that comprise this adventure. Each Beat contains:

- a **Trigger**: the conditions that lead to this portion of the story
- a **GM Goal**: the outcome to pursue while leaving other variables to player choice and chance
- a set of **Questions**: details which you will “play to find out”, and fold into later Beats

## Starting and Stopping Scenes

Beyond the opening, this guide won't tell you when to end Scenes and start new ones. You and the players will decide this together based on guidelines in the rules and your preferences.

## Determining Tasks

This module references many predefined Tasks and other Actions from the Core Rulebook, which can be consulted for the Attributes, Disciplines, and Systems to use for each.

This module states the Difficulty of suggested goals, but does not often indicate the Attributes and Disciplines involved. You can assign these in the moment, as your players propose and narrate their strategy to accomplish these goals.

## Snippets

Some Story Beats and other material in this adventure contain block-quotes of narration. Feel free to read them to players, adapt them to your own narration, or simply use them as inspiration for voice and context.

# Discover New Life

<b>Trigger</b>	Start of the adventure
<b>GM Goal</b>	Bond, build momentum, and get players attached to the emerging life
<b>Questions</b>	<ul style="list-style-type: none"><li>• What is the nature of the new life on the planet?</li><li>• What does it mean to the players to be on this expedition?</li><li>• What kind of relationship emerges between Sywin and the players?</li></ul>

The first Scene of the adventure starts on the surface of Thetis IV.

In the Opening events, the Octavia Camp science mission will make their first encounter with the “primordial soup” on the planet, and the new life emerging there.

Cold Open: sunrise rushes across the screen in time-lapse, igniting alien peaks with golden light. A long shot shows clouds of vapor rising in the distance among the outcrops, telling of geothermal energy beneath the rich soil. We cut to a single steam trail against the blurry background, then pan down to its source: a cup of coffee, in a researcher’s hand. Now panning around Octavia Camp, the team is abuzz, donning EV suits, checking tricorders, and preparing to exit the protective shields for the first time since setting-up camp.

A figure steps into the foreground, the camera catching every wrinkle of his weathered face in the morning sunlight. It’s Sywin, Chief Scientist of the expedition. His face is grave, but his eyes are afire with excitement.

“It is time,” he says.

## Facts: Thetis IV

- is a class L planet which could someday become class M if photosynthesis is initiated
- is rich with organic material
- has an **Unbreathable Atmosphere** much like young Earth’s, high in methane and carbon dioxide
- has sufficient atmospheric pressure and temperature to be comfortable
- has a debris ring from a collision with another planetoid, slowly forming into a moon

## Mission Directive

Introduce the Mission Directives:

- **Discover Something New About Life Itself**
- **Observe Without Influencing**

These Directives represent the charter of the Octavia Camp mission. They are also designed to give the players opportunities to interpret, use, and challenge them in interesting ways in the subsequent events of the story.

## Facts: Octavia Camp

- is the first of its kind: “boots on the ground” on a young Earth, examining newly arisen life face-to-face
- aims to study the relationship between evolution and entropy, testing long-held theories in the wild
- is designed to directly observe the emerging lifeforms’ evolution over a lengthy period of time
- is named for the Decontaminator’s “eighth generation” transporter technology whose continuous function monitors the area around the Camp and recycles all emitted foreign particles extrinsic to Thetis IV
- was only approved after Sywin’s **Decontaminator** technology was proven effective at protecting ecosystems from influence from their observers, on test worlds
- has a containment shield protects the camp from inclement weather and provides a bubble of breathable air
- all reports point to safe conditions: no adverse seismic, weather, or other circumstances are expected

## Last-Minute Preparations

Inform the players:

You are about to make the short hike outside the camp’s shields to a set of geothermal pools where the beginnings of new life have been detected from orbit. Soon you’ll be witness to a miracle few sentient beings in the galaxy have glimpsed. You’ll stand at the edge of the “primordial soup” - even wading in - observing the emergent new life as it is taking shape. Unlike Q, who could whisk Picard back to Earth’s origins with his godlike omnipotence, this investigation has been made possible on the backbone of scientific achievement, technology, and principle. The Camp’s Decontaminator will transport away and dispose of any foreign contaminants you introduce, leaving no trace of your presence.

Each character will possess, on their person:

- their standard-issue tricorder and communicator
- an EV suit, with which the communicator is synchronized. This will offer them 1 Resistance
- no weaponry

This is all the equipment that Sywin has deemed necessary on this first excursion. But if there is any extra equipment they wish to bring, they may pay an **Opportunity Cost** to do so now. Note that with 0 Momentum, this will need to be paid-for with Threat.

If there is any last-minute Task they wish to perform, they may perform it.

## Breaking the Ice

There’s an opportunity for ice-breaking with a little role-playing. You might prompt the players for their characters’ feelings about the moment, or the way they present in this situation.

- have they been ready before dawn, encouraging the others to hurry up?
- are they running behind, double- and triple-checking their suit and effects?
- are they making nervous chatter?
- taking a moment in silence?

## Site Traits

As they begin their walk, introduce these Traits. These are Scene / Location Traits, and should not require a Threat spend:

- **Unbreathable Atmosphere**
- **Well-Chosen Site**

As yet unknown to the players, **Well-Chosen Site** is a double entendre: it has been chosen by both the science mission and the Sowers for the same reason: its ideal conditions for the development of life.

## Research Into the Primordial Soup

The team comes to a halt at the edge of the pool, the heat rippling off of it into the air. Sywin turns to you, his face full of reverence: a priest in the temple of Nature.

“As we step into the pool, it is as if we step into our past.”

He takes the first step, making small ripples. He reaches down, his gloved hand breaking the surface of the water. He pulls it up again, rich clay adorning his fingers.

“We also see before us the seeds of the future. What may this life yet become? What pageant of nature will it perform? May this bare matter become sentient? May it lead - when we are long gone - to a new civilization? If so, we will have borne witness to its birth. Let us begin.”

The science mission has begun! Let the players perform Tasks to investigate the burgeoning new life within the planet's tidepools.

Traversing the pools is fairly physical: treading carefully, while taking care not to miss a single detail under observation. These Tasks should be of Difficulty 1, reflecting just a bit of extra care, and should **Succeed at Cost**.

Note that even outside its Shields, the players' actions can be assisted by the Camp. Sensor Sweep Tasks can be performed, at Difficulty 0, to build momentum and **Obtain Information**.

## Burning Questions

Sywin is hoping that his team can begin to answer some of the questions driving his research (see Sywin's [Eureka Talent](#)). His ability to earn the group 1 Momentum for each question answered will hopefully motivate the players.

Answering these or other similar questions will be a Task of Difficulty 3, reduced to 2 for the **Well-Chosen Site**. Let the players narrate what approach they're taking to answer each question. They'll likely want to Assist each other and draw Assistance from the Camp's systems.

Consider letting the primary player on these Tasks narrate their own creative answer to the question when it succeeds. This may increase the players' attachment to the emergent life, raising the stakes for the later conflict. This is a good opportunity for biological Treknobabble.

If your players are not interested in this, you might visibly roll 1d6, and use a result from the lists below for an answer. This will telegraph to the players that the exact nature of the new life is not the main mystery or conflict of the story, but rather its potential fate.

Alternatively, you can simply supply one of the answers above, or your own answer.

**Is its structure common to much of organic life, or different?**

<b>number/effect:</b>	it seems truly unique, or at least rare
<b>blank:</b>	it uses nucleotides common in the Milky Way, though in a never-before-seen configuration

**Did it originate on Thetis IV, or is it related to life elsewhere in the galaxy?**

<b>number/effect:</b>	it is native to Thetis IV, and has arisen spontaneously
<b>blank:</b>	its lineage can be traced to some other life form in the galaxy, suggesting a process of panspermia

**Is it changing/mutating, or static, waiting for some further push to evolve?**

<b>number/effect:</b>	it is evolving rapidly
<b>blank:</b>	it is not undergoing mutation at present, but the right chemical shift or stressor may initiate a chain of evolutionary transformations

**What is its relationship to entropy? What is its entropic signature?**

<b>number/effect:</b>	the new life is creating internal order and external disorder in a way confirming Sywin's models
<b>blank:</b>	the new life is creating internal order and external disorder in a way that challenges Sywin's models

Sywin will be thrilled with either result.

## Complications

Any rolled Complications should be taken as 2 Threat, to build a sense of foreboding and avoid distraction, for

example:

I'm taking 2 Threat: you find yourself momentarily distracted by the beauty of the setting. You may be struck by how fragile this new life seems, safely secluded here among the rocks.

Taking 2 Threat: you think you hear a distant rumble across the sky - or is it simply the wind against your helmet?

2 Threat: an odd shadow seems to momentarily pass over your location, from on high. Looking up, the glare of the sun obstructs your view - it seems there's nothing of concern.

# Yggdrasil Attack

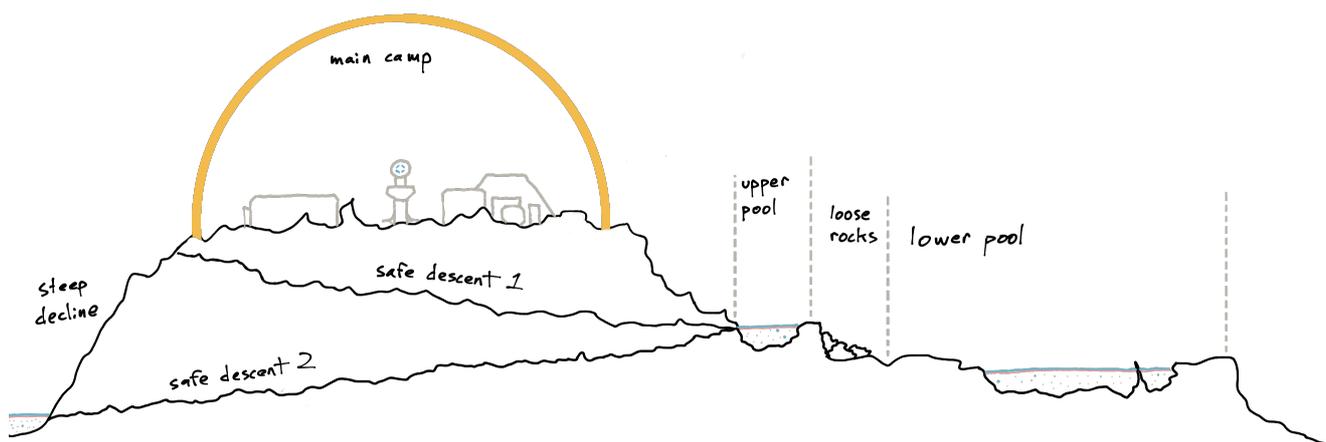
<b>Trigger</b>	The new life is described and a sense of accomplishment achieved
<b>GM Goal</b>	Contaminate the area, infect a character, breach the camp, and prompt a call for help.
<b>Questions</b>	<ul style="list-style-type: none"><li>• Is anyone injured?</li><li>• What state is the Camp in, at the end?</li><li>• What do the players feel is at stake, when the dust settles?</li></ul>

Begin a Round of Combat. Let the players know that the NPCs will be taking the first Turn.

It is likely that the NPCs will Pass for many of their Turns after the initial Attack, though you may take opportunities to inject an Action that helps the drama.

## Locate the Characters

Determine in which Zone each character is located on the Octavia Camp Zone Map:



*Octavia Camp Zone Map*

## Fire Torpedoes

Announce to the players:

A mysterious, starship-scale adversary is performing a **Fire Torpedoes** action upon your camp, from orbit!

Its Difficulty is reduced to 2, because of your **Well-Chosen Site**.

The attacker is receiving an Assist, providing an extra d20. They are also using their Value **The Threat is Existential** to get a critical success: which at Difficulty 2, guarantees a hit!

I must spend 4 Threat to take this action. I will roll to see how successful it is.

Behind the scenes, here's what's really happening:

- **Rain 4:1** is performing a **Direct Task**
- She is instructing her Tactical Officer to **Fire Torpedoes** at Octavia Camp
- This costs 1 Threat in itself, due to the lethality of torpedoes
- She has also carefully selected this **Well-Chosen Site** due to its rich organic material, a preparation which is lowering the Difficulty
- She is using her Value **The Threat is Existential** to ensure the survival of her species
- As an NPC, she does not have Determination: instead, you must spend 3 Threat (for a total of 4)
- You then roll:
  - 2d20 for the Tactical Officer
  - 1d20 for **Rain 4:1**'s Presence + Command
  - 1d20 for the *Yggdrasil*'s assistance
  - damage
- Add to damage as necessary to maximize the effects.

The players will undoubtedly need to respond to the crises that result from these breaches and the **Spore Cloud Hazard** that is applied to all unshielded Zones.

## Facts: Spore Torpedoes

- a combination of Ferengi photon torpedoes with Mycorrhizian-cultivated material
- contains corrosive chemicals intended to "turn the soil", extracting minerals and laying bare the fertile ground
- contains a cocktail of pathogens whose DNA/RNA is pre-programmed to initiate photosynthesis and other key life cycles needed for a mature ecosystem
- spreads seeds to create new nanomadera trees

## The Camp's Shields

Try to bring the Octavia Camp's **Shields** to 0. If this happens, the camp has lost its breathable air, and the Trait **Unbreathable Atmosphere** will now apply to characters within the camp. Unsited staff members run for the shelter of habitats, or grab emergency oxygen masks.

Every character exposed to the **Unbreathable Atmosphere** will take 1d6 damage each Round.

If this occurs, use the Traits to make relevant Tasks impossible or +1 Difficulty. Once a **Regenerate Shields** Task is performed, the camp can hold oxygen again - but this will take some time. A **Create Advantage** or other appropriate Task might help the atmospheric generators work quickly to restore habitability.

## The Decontaminator's Status

If the Octavia Camp's **Sensors, Computers, or Engines** are Impacted, its **Decontaminator** Talent will be interrupted until the **Restore** Minor Action has been performed on that system. Note that to restart the **Decontaminator** involves another spend of Power for its **Power Requirement**.

In any case, the **Decontaminator's** passive function will be overwhelmed by the presence of the **Spore Cloud**.

## Injuries

Each Impact to the Octavia Camp's **Structure** will inflict an Injury on a random character, as usual. Include Sywin in the list when randomly selecting a character. If rolled, allow him to be Injured, and thus incapacitated for now. The players are likely to try to heal him. If the players do not heal him, he can **Avoid** the injury later.

It's ok if characters leave the Scene with an Injury or Injury Complication, but avoid outright deaths, to support sympathy with the Sowers later. This shouldn't be difficult - key tactics which may bear reminding to the players include:

- **Avoid Injury**, for characters who can do this
- apply **First Aid** to characters who cannot - this will prevent death at the end of the Scene, and they can be **Healed** later

## Inspecting Their Handiwork

At an opportune moment following a player character's Turn, take a Turn from the **Sensor Operations** station of the *Yggdrasil* to perform a **Sensor Sweep**. This will replenish additional Threat.

This can also be a moment to add characterization of the attacker.

Amidst the chaos, camp systems signal an alert: active sensor operations detected across the area surrounding the Camp. The signature is muddled, the sweep coarse and imprecise...

## Multiple Attacks?

With enough Threat spent, one attack may be sufficient. But if the first attack does not provoke enough crisis, or you wish to add to the drama, you could **Fire Torpedoes** again. A dramatic way to take this action is to have the NPCs Pass for several Turns, letting the players start to deal with the situation, and then taking a Turn again in one of the transitions between players.

Use the **Well-Chosen Site** to lower the Difficulty, but it's ok to do without the **Direct** and the Value-related spend, costing only 1 Threat.

Be wary of dealing multiple Injuries to the same character, however.

Any further “hit” will increase the potency of the **Spore Cloud** Trait by 1.

It may even be ok if it “misses”, you could narrate this to paint an intense picture of mysterious missiles striking the ground and sending up ominous clouds in the distance.

## Exposure

Take note of which characters are exposed to the **Spore Cloud**, even briefly. These are likely to suffer from a subsequent infection. For example:

- characters whose EV suits are ripped
- characters within the camp if the Shields are brought to zero

## Rolled Complications

**Sower Complications:** if the *Yggdrasil* rolls any Complications, do not spend Threat: you'll need every point at this stage. Instead, introduce one of the following:

- **Abiotic Stress:** inform the players that the entity has strained and unsettled itself in the attack. Keep this Trait in play for the next Beat, where it is described in detail.
- **Gaseous Trail:** describe to the players that a trail of emissions remains along the torpedo's flight path. This will reduce the Difficulty of Tasks to locate or target the attacker.

**Player Complications:** As the players scramble to get a hold on the situation, if they roll any Complications, you might do any of the following:

- an **EV Suit Fissure**, demanding their immediate attention. This might raise the Difficulty of many of their Tasks as they struggle to hold it shut, or make some outright impossible.
- **Hypoxia**, causing them cognitive difficulties and intense fatigue
- an outright **Infection** from the **Spore Cloud**
- take 2 Threat, to replenish your pool

## Distress Signal

The players will most likely contact the ship as soon as they're able, but if not, keep escalating the crisis until this takes place. If necessary, Sywin or an unnamed staff member can do so.

Spending 2 Threat to apply a **Comms Power Failure** Complication may arouse the players' interest, prompting them to fix this via a **Create Advantage** Task and then use the system to call for help.

Whoever makes the call, this should take the form of a **Hailing Frequencies Open** Task, using the Camp's Assist, which can generate Momentum.

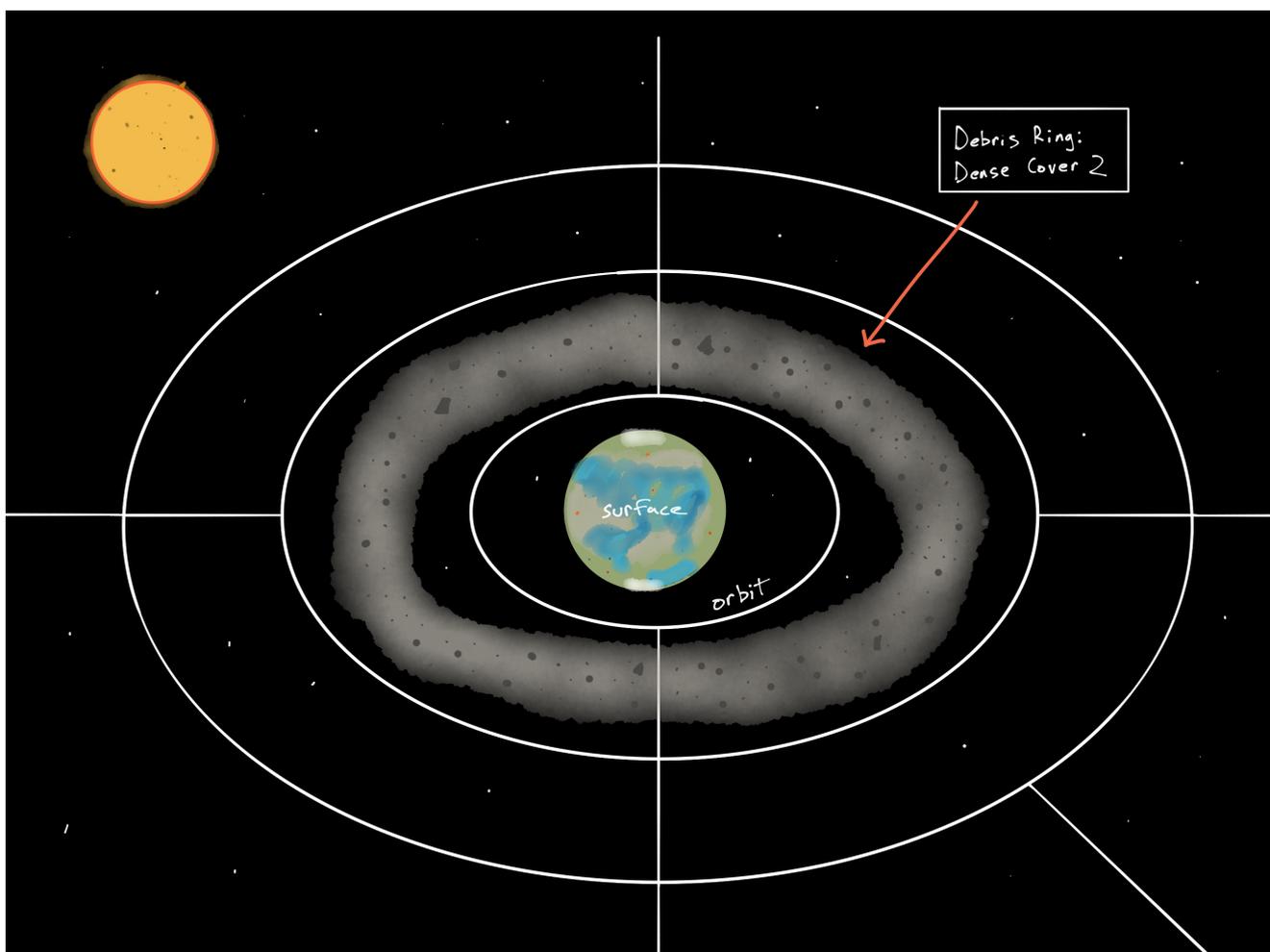
# The Spaceborne Tree

<b>Trigger</b>	The hero ship responds to the distress signal
<b>GM Goal</b>	Generate mystery about the <i>Yggdrasil</i> and her crew
<b>Questions</b>	<ul style="list-style-type: none"><li>• What do the players learn, without beaming aboard the <i>Yggdrasil</i>?</li><li>• What emerges as the players' plan to neutralize the alien entity?</li></ul>

Begin a Round of Starship Combat, with the players taking the first Turn. It may never turn violent, but the back-and-forth between the players and NPCs will create drama.

## Locate the Starships

Determine in which Zone the hero ship and the *Yggdrasil* are located on the Thetis IV Zone Map:



Thetis IV Zone Map

The *Yggdrasil* is likely in the **Orbit** Zone. Players might choose to scan the system from a distance, and warp into a specific Zone for tactical advantage.

## Presumed Hostile

As of this story beat, the *Yggdrasil* and the Sowers will be considered Adversary NPCs. This will be obvious to the players since you will be spending and receiving Threat on their behalf. If necessary, you can explicitly state this.

Only after making full Contact will they become Ally NPCs, participating in the Momentum pool.

## Sower Objectives

In the presence of the hero ship, the *Yggdrasil's* objectives will be:

- evade interaction by making a **Maneuver** or moving on **Impulse** as many Zones away as possible
- perform a **Sensor Sweep** of the players' vessel, building Threat. Once they perform this, they will suspect that the players are not of the Reapers' faction
- **Respond to Hail** if the players initiate communication, or watch and wait and possibly **Open Hailing Frequencies** if the players do not (see below)
- defend itself, if threatened

## Sensors

Once the hero ship arrives, the players are likely to scan the system for the attacker.

This can take the form of a **Sensor Sweep** Task (at Difficulty 0).

The basic result will reveal that there is an object in orbit around Thetis IV, of unusual material and shape.

On the screen, the object is a frayed spindle, the size of a starship. A rough cylinder at its heart, with tentacles splayed out on both ends. Twisted and alien, but frozen in place: a petrified kraken, high in orbit above the planet.

Momentum can be spent to **Obtain Information** on this and other Tasks to learn more about the entity.

## Facts: the Yggdrasil

- is made of wood, a rare variety known by collectors as nanomadera
- will be identified by sensors as a "life form", as well as housing a dozen other individual life forms (the Sowers)
- is in essence the last remaining intact nanomadera tree (all others harvested by the Ferengi)
- was grown by the Sowers around a Ferengi scout ship, providing warp capability
- leaves behind a Ferengi warp signature
- is an inside-out tree: constantly fed nutrients, CO<sub>2</sub>, and water generated from Ferengi replicators in the encased scoutship
- contains a semi-functional Ferengi bridge at its core, with the Sowers connected to its systems in a manner similar to "bio-neural gel"

- can communicate via Ferengi channels, though damage and other circumstances affect this
- is visibly damaged by phaser fire from a skirmish with the *Windfall*, partially repaired
- is named as such by the Universal Translator, selecting a culturally appropriate approximation from the vessel's true name: “the tree that is our world”, a reference to the first nanomadera tree in Sower mythology

## Facts: Nanomadera

- is known within Alpha Quadrant markets as the “latinum of wood”
- is impossible to replicate with full fidelity, due to its fine nanomolecular structure and quantum capillaries
- is durable, rigid, yet possesses plasticity (unknown to the players, manipulatable by the Sowers)

## Abiotic Stress

It's possible that the *Yggdrasil* has taken on **Abiotic Stress** as part of a prior Beat, and may receive further stress during this Beat. As in the previous Scene, this Trait can be added/increased when the *Yggdrasil* or her crew roll Complications.

For each level of **Abiotic Stress X** in play, Tasks Assisted by any of the ship's Systems are at +1 Difficulty. These levels can be removed by having a crew member perform a **Create Advantage** Task of **Reason+Engineering** at Difficulty 2. The best crew member for this purpose is Flood 10:4:3, whose Bioengineering Focus and Cultivation of Life Talents will help this roll greatly. It can also be eliminated by spending 2 Threat.

The entity grows suddenly still. Sensor readings tell of a pulse of internal energy expenditure even while various subsystems appear to grow dormant. Scans show changing chemical compositions, a recirculation of matter of within its body along fine capillary-like channels.

## Beaming Down

The players might also beam a team down to the surface. Though you might not officially be in “combat”, require the players to perform a **Transporters** Task due to the high-stakes situation. This can **Succeed at Cost**. Possible Complications - whether rolled or as a Cost, include:

- the character is beamed to **Unstable Ground**, sinking in
- the character finds themselves at the bottom of the **Steep Decline** on the Zone Map
- the character is beamed to a location where the spore cloud is suddenly blown: take Stress equal to 1d6 times the severity of the **Spore Cloud** Trait
- the character is beamed one Zone further away (the computer having adjusted for the spore cloud or avoiding the **Decontamination Field**)

You and the players can decide to let the Away Team's work happen as a separate Scene, or in parallel with the current Scene.

## Beaming Up

The players might choose to beam-up the entire science team or the injured members, etc

This Task should be at +1 Difficulty because of the **Spore Cloud**. Arrangements will need to be made to provide oxygen masks for the staff and drop the Camp's shields, beaming up at just the right moment to avoid infection.

## Rescue by Shuttle

The players might opt to send a shuttle or runabout to pick up the stranded science team. The shuttle must contend with the Cloud as a Hazard, possibly suffering damage as described in its rules.

## Abandoning the Camp

Even if the players cause the Camp to be abandoned for now, this is fine. Sywin can continue to play his adversarial role aboard the hero ship, and there may be reason to return to the surface to ensure the survival of the native and/or Mycorrhizian life there.

It is possible Sywin may engage in Social Conflict to oppose this decision, insisting on staying with his Camp. This can be handled as pure role-play or as an Opposed Presence + Command Task at Difficulty: 1 for both parties. It is not important that he win this contest, and it can act simply to foreshadow his increasingly adversarial role.

## Hailing Frequencies Open

The players may attempt to hail the *Yggdrasil*, using a **Hailing Frequencies Open** action. At Difficulty: 0, this is a good chance to build, and maybe spend, Momentum. The players might choose to **Create Advantage** to put messages on a broad range of communication channels, or craft a special First Contact greeting. They might choose to **Obtain Information** to learn about how the *Yggdrasil* might be available for communication (see [Facts](#)).

## Respond to Hail

If the players open hailing frequencies, the *Yggdrasil* will attempt to **Respond to Hail** at Difficulty: 0. However, the Complication Range is increased by 1 due to the **Computers** damage.

The twisted entity drifts against the starfield upon the viewscreen, its branches glinting dully in the sunlight. It remains still as it struggles to respond to your hail.

If any Traits increase the Difficulty of this roll, it will **Succeed at Cost**. The resulting Complication (an Advantage from the players' point of view) will be to add or increase **Abiotic Stress** on the entity.

Static erupts on the channel, coming in bursts as if struggling to hold the connection. Bit by bit, it seems to resolve, and the viewscreen comes alive.

The *Yggdrasil's* responses will be cryptic, as the Sowers do not communicate by sound, do not understand Federation standard language, and have damaged Computers preventing translation. You could telegraph the Computer damage ongoingly to the players as bits of static on the line:

The transmitted message, though clear enough, is shot through with digital blips, pops, and static, as if the entity's Computers are not functioning properly.

There are several responses you can provide to player interactions over the communications channel:

- a picture of a darkened Ferengi bridge, encrusted with greenery, dirt, and fungal growth, insects flitting about the misty air.
- a video clip of Ferengi personnel, instruments in hand, surveying a desolate wilderness. Dry soil, rotted stumps and biological debris dot the landscape
- a data read-out of the **Well-Chosen Site** and its optimal conditions for organic life
- a video clip of the last recorded communication from the vessel:

“There’s no product left on sensors, chairman,” says a Ferengi figure, a much cleaner version of the same bridge behind him. “Just one tiny grove: maybe even a single tree.”

“Have you seen it? Is it alive?”

“We’re still in orbit, chairman, but the sensors -“

“Head to the surface. I want boots on the ground! I’ve got a lead on an independent xenobotanist. If there’s just one living sample we might be able to grow more!”

“Yes, sir. Descending now.”

Though their tendrils are spread throughout the Ferengi vessel, no Sower clusters are sprouted on the Ferengi bridge, preferring to root against the tree itself. Nevertheless, some limited communication with them may be possible through the viewscreen (e.g. by a Betazoid character), but full conversation would likely require face-to-face contact: all of the above is covered in [A Visit to the Yggdrasil](#).

## Tractor Beam

The players may attempt to use their **Tractor Beam** to seize the *Yggdrasil*.

It may be useful to keep the *Yggdrasil* in a tug of war, while other events are taking place. **Rain 4:1** will not attack the players simply in response to a **Tractor Beam** (per her Value **No Violence, But to Those Who Threaten Life Itself**) - at least initially.

Consider these responses instead:

**Break Free:** the *Yggdrasil* can try to break free, using Engines + Conn.

**Create Advantage:** you can reduce the Difficulty of breaking free with some Advantage, such as **Gaseous Jets:**

Two holes in the wooden superstructure suddenly erupt, air and vapor gushing forth. Jets! The strange vessel receives a boost as it strains against the beam.

You could spend a Turn having the *Yggdrasil* create such an Advantage for itself with Daring + Engineering, Structure + Engineering. Buying 1 die with Threat, and using **Flood 10:4:3** (the *Yggdrasil*'s Chief Engineer) will increase your odds of succeeding and possibly generating more Threat. Alternatively, you could spend 2 Threat to introduce this Advantage for the ship, without taking one of its Turns.

## Combat

If the hero ship fires upon the *Yggdrasil* (e.g. to disable its weapons), the *Yggdrasil* will return fire.

After a initial attack, it will **Fire Torpedo** at its attacker, and attempt to evade.

If truly threatened, it will fire a **Full Spread**.

It will intermix these actions with desperate communications to the hero ship. If a communication channel hasn't been established, it will perform **Hailing Frequencies Open**, and transmit the imagery specified above.

## If the Yggdrasil Becomes Disabled

The *Yggdrasil* is already suffering from a number of Breaches, and is close to being Disabled.

It's ok if this happens - it may create an impetus for the players to beam aboard and investigate further. It may also create a sense of responsibility for the players when the Ferengi arrive.

## If the Yggdrasil is Destroyed

If the *Yggdrasil* is Destroyed, either at this stage or later in the story, don't panic.

Just before death, it can launch an "escape pod", an "acorn" containing forks of its entire crew (e.g. Rain 4:2, Flood 10:4:4, etc.). This pod cannot use Ferengi technology, but could be beamed aboard the hero ship, such that the story of the Sowers can continue to unfold.

## If the Players Aren't Making Contact

If the players are not following leads to make contact with the Sower crew, have the Sowers contact them.

This can be accomplished by having Flood 10:4:3 perform a successful **Damage Control** Task to repair the scoutship's Computers:

The sensors station detects shifting biological signatures, along with changes in power usage - as if the entity is making subtle changes to its internal structure. Faint subspace pulses are now detectable.

While this Task has a base Difficulty of 3, it can be reduced to 2, because Flood 10:4:3 is rooted in **Main Engineering** of the *Yggdrasil*.

You can have this Task **Succeed at Cost**, adding or increasing the vessel's **Abiotic Stress**.

## Computers Online

Once repaired, the *Yggdrasil* crew will once again perform a **Hailing Frequencies Open** Task to transmit a written message to the players (authored by Rain 4:1).

Fellow Starfarers: the unfamiliar construction of your vessel suggests the possibility that you represent a different faction than those known to us as the Reapers. If this is the case, I beg in the name of life itself for your mercy and assistance in protecting our new colony on the world below, that my people may not fall away forever from the tree of life.

# Rescue

<b>Trigger</b>	An away team arrives on the surface
<b>GM Goal</b>	Stabilize the emergency, paving the way for further research and intervention
<b>Questions</b>	<ul style="list-style-type: none"><li>• do the players lean towards protecting or eradicating the extraterrestrial life?</li><li>• Who is left on the surface?</li></ul>

## Problems to Solve

The team on the ground will have a laundry list of Injuries, Damaged or Disabled Systems, and Complications to address. There will likely be a **Spore Cloud** Trait applied to the region outside the camp's Shields.

## Competing Life Forms

The Cloud released by the torpedoes is spawning new microbes in the pools and soil of the surrounding area. It has not yet eradicated Thetis IV's native, emergent life form, but is building in population. As of this moment, the two forms of life are both viable.

Introduce the following Traits at the start of a Scene on the surface after the Attack:

- **Emergent Life:** this represents the native life that the players have discovered
- **Extraterrestrial Life:** this represents the new life being spread by the **Spore Cloud**

These Traits should remain in play as long as both forms of life remain upon the surface.

## Facts: Spore Cloud

- contains a variety of living micro-organisms - some plant, some bacteria, and some fungal
- contains a broad range of DNA, with sophisticated epigenetic instructions
- is reproducing, metabolizing organic matter, and initiating photosynthesis - even within host organisms it has infected
- without intervention, in the course of several decades, will transform the surface and atmosphere to become hospitable to and replete with life derived from Grove
- has also scattered highly resilient seeds, made of nanomadera

## Infection

Infection from the Spore Cloud is now a major threat to all staff on the surface. If possible, select appropriate character(s) to receive an **Infection** Trait.

Think back to characters who might have been exposed to the **Spore Cloud**, including:

- characters whose suits had become punctured
- characters within the camp if the Shields went to zero
- characters removing their suits, which may be encrusted with spores, if the **Decontaminator** is disabled.

These characters can receive an **Infection** Trait. If no named character has been exposed, but it's plausible that other camp staff has been, you could introduce an **Infected Team Member** Trait.

You can do the above by spending 2 Threat, or if starting a new Scene, use the opportunity to introduce these Traits for free.

As the spores attempt to metabolize their organic matter into new microbes capable of photosynthesis, infected characters' immune systems are overwhelmed, giving them +1 Difficulty on all Tasks. If left untreated, in the next Scene it will become a Lethal Injury, threatening the character's life if untreated by the end of that subsequent Scene.

## Another Point of Contact

The newly spawned **Extraterrestrial Life** provides an opportunity for the surface team to engage with the xenobiology of the Sowers and the Grove-based lifeforms like the nanomadera trees. These lifeforms are not yet mature, but their presence makes research tasks possible. Science and Medicine Tasks might reveal the facts above, shedding light on the mysterious entity that released the spores.

## Sywin's Assistance

His team in grave danger, his hopes for Thetis IV dashed, Sywin's emotions will roil under his calm surface. Until the situation is stabilized, Sywin will continue to act as an **Ally** NPC, but will show signs of his discontent.

Sywin can take various actions on behalf of the rescue effort.

## Medical Research

Sywin can Assist the players in **Healing** Tasks or to **Create Advantages** that will reduce the Difficulty of doing so.

## Bringing the Decontaminator On-Line

With the team's safety established, Sywin will seek to restore function of the Decontaminator as soon as possible. He can Assist or perform Tasks to Repair any of the systems required, or remove Complications.

## Insight on the Extraterrestrial Life

If the players are not investigating the microbes on the surface, Sywin can take the initiative to do so, especially if the injured are being cared-for and the Decontaminator is repaired.

He can perform a **Sensor Sweep** or similar Task, generating Momentum. Then you can prompt the players to **Obtain Information**, which can provide in-game.

Through this, he can offer exposition of what's taking place on the surface, and add his value judgements which place him in increasing conflict with the Sowers.

The invasive microbes appear to be initiating the process of photosynthesis and other cycles characterized by vastly more advanced ecosystems. This attack aims to take a "short cut" through eons of natural evolution. Aside from the direct harm done, the long-term consequences of this will be severe. It is far too early for this process to commence. The newly emergent life still has several stages through which to mature before contending with the changing ecological conditions that photosynthesis will bring about.

## **Outlook for the Environment**

Sywin can inform the players of the prospect of Total Decontamination (described in the Environmental Impact Story Beat), explaining that the Decontaminator (once repaired) might possibly eradicate such a quantity of invading organisms, but was not designed to do so and would require extreme power expenditures and effort.

# Contact

<b>Trigger</b>	The players make some attempt at contact with a Sower individual
<b>GM Goal</b>	Create connection and sympathy for the Sowers
<b>Questions</b>	<ul style="list-style-type: none"><li>• how do the players earn this communication channel?</li></ul>

## Communicating with the Sowers

The Sowers communicate primarily through chemical signals. There are a variety of means that players could employ to communicate with them:

A Vulcan **Mind Meld** could establish a connection. Normally at Difficulty: 1, this will be at Difficulty: 2 due to the vast difference in biology. It will not be Opposed, however. With a successful **Mind Meld**, the player could **Obtain Information**, or **Create Advantage** to establish some ongoing way to communicate: an exchange of *katra*? An understanding of the chemical basis for communication, to modify the Universal Translator?

The Betazoid **Empath** and **Telepath** abilities will also work. Even across the viewscreen, a character with one of these Talents will get a vague sense of the emotions of Rain 4:1. A Task of Difficulty: 2 will be required to exchange specific information.

All social-related Tasks to communicate with the Sowers should **Succeed at Cost**. Complications could include:

- **Hyper-Empathy**: the character remains connected to the Sowers, experiencing their pain as the character's own. This might make certain tasks more Difficult, or apply 2 Stress to the character when the Sowers take damage.
- the character receives a non-lethal Injury (passing-out) after completing the Task
- you take 2 Threat

Communication can also be established via Engineering Tasks. A device which reads the chemical signals of the Sowers and translates them into audio could be assembled and brought or beamed aboard the *Yggdrasil*. This should be a Task of Difficulty: 4.

Such science- or engineering-related Tasks do not have to **Succeed at Cost**, but you may remind the players that the Difficulty of the Task can be lowered by Creating Advantages, such as:

- **Chemically-Sensitive Communicator**
- **Research into Fungal Networks**
- **Insight into Sower Communication** (from one of the social Tasks above)

## Facts: the Sowers

- have been traveling for several weeks, on the run from the Ferengi and searching for a world to seed
- selected Thetis IV based on scans several weeks prior, before Octavia Camp was established

- did not detect Octavia Camp due to immaturity with sensors and the mild cloaking effects of the decontaminator
- are an endangered mycorrhizial fungus living in symbiosis with the nanomadera trees (see the [Mycorrhizian Species under NPCs](#) for a full description)
- hail from a homeworld whose name translates to “Grove”

## Facts: Nanomadera under the Sowers’ Care

- acts as kind of all-purpose technology: shelter, armor, tools, etc.
- has been cultivated, domesticated, and bred by the Sowers over millenia
- cannot be grown without the Sowers’ active cultivation

## New Allies

Once the players have made sufficient contact with the Sowers, announce to the players that they and the *Yggdrasil* will now act as **Ally** NPCs. They will contribute to, and draw from (with the players’ consent) the Momentum pool, instead of the Threat pool.

Share the following stats fully with them:

- the Mycorrhizian Species
- Rain 4:1
- Flood 10:4:3
- Sower Crewmember
- the *Yggdrasil* starship.

# A Visit to the Yggdrasil

<b>Trigger</b>	The players beam aboard the <i>Yggdrasil</i> or travel there by other means
<b>GM Goal</b>	Characterize the Sowers for the players
<b>Questions</b>	<ul style="list-style-type: none"><li>• what do the players feel is at stake for the Sowers?</li></ul>

## Microgravity

The only gravity available aboard the *Yggdrasil* is on the enveloped Ferengi scoutship. The vessel's **Microgravity** Trait can thus affect Tasks and Minor Actions in every other part of the ship - in most cases adding 1 to the Difficulty, or in rare cases making such Tasks impossible.

Characters can push off from edges, and pull themselves hand-over-hand with the many available natural handholds.

With no gravity, you find yourself instantly drifting about. By grasping the vines and leaves protruding everywhere, you can stabilize and get your bearings in the dim light of the bioluminescent lichen. The corridor is a rough wooden tunnel, varied in direction and diameter, with sporadic knots and joints: an inside-out branch. A cool dampness fills the air, rich with oxygen.

## Labyrinthine

In addition the gravity and unfamiliar terrain, the *Yggdrasil* is a maze of branches, internal channels which double back on themselves, and chambers within burls and knots. Its **Labyrinthine** Trait makes finding anything aboard the *Yggdrasil* without some Advantage at an increased 1 Difficulty.

## Getting Around

Given the Traits above, purposeful movement from any point A to point B will not be easy. Any significant **Movement** to or from locations on the *Yggdrasil* outside of the scoutship will require a **Fitness + Conn** Task of Difficulty 2 (for the 2 Traits above).

This Task will **Succeed at Cost**. Possible Complications include:

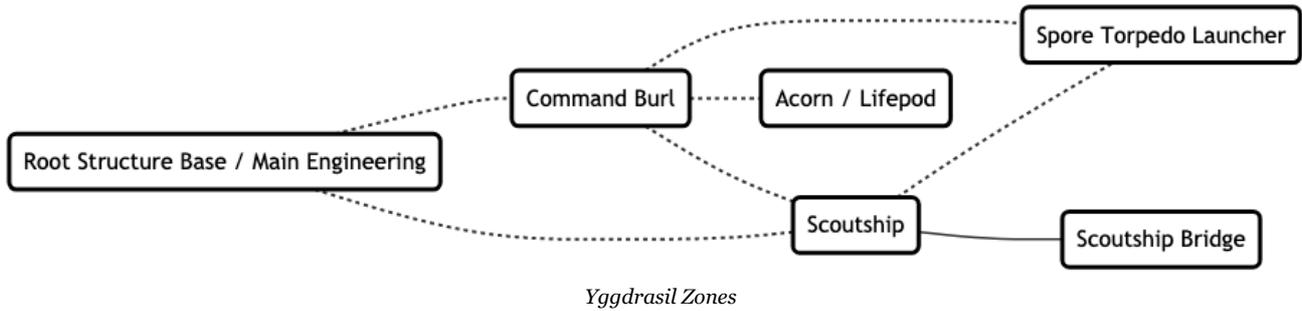
- a mild **Allergic Reaction** to the plant matter within, which may distract and make subsequent Tasks more Difficult
- 2 challenge dice of stress from a scratch or head bump
- a **Delayed** Complication, increasing the Difficulty of their next Task by 1
- 2 Threat

One character can perform this Task for a group in tow, acting as a leader. It can also be Assisted by others, as long as their contributions make narrative sense (navigating, scouting for handholds, etc.).

The Difficulty of this Task may be reduced for characters whose Traits especially prepare them for this kind of environment, or by Advantages created by the players (such as a **Map** maintained on a tricorder).

## Notable Locations

The following locations are distinct locations on the *Yggdrasil*. Traveling between each dotted line requires a traversing a branch structure using a Movement task per above:



# Arrival of the Reapers

<b>Trigger</b>	The players have a relationship with the Sowers, and enough facts have been learned
<b>GM Goal</b>	Escalate drama and conflict, prompt player intervention
<b>Questions</b>	<ul style="list-style-type: none"><li>• what is the players' game plan for dealing with the Reapers?</li></ul>

The most dramatic and straightforward way to inject the Ferengi into the situation is to spend 6 Threat to have Khron's ship the *Windfall* warp-in, unannounced. You might have enough Threat to do that, with some left over to help drive the NPC's intentions forward.

However, at Scale 6, a Ferengi Marauder is a very costly NPC. You may want to save that Threat to aid their rolls, introduce other complications, or bring-in Ferengi reinforcements. Here are some ways you could introduce the ship without paying Threat.

## Plant the Seed

When starting a Scene aboard the *Yggdrasil* or the surface of Thetis IV, have a member of bridge staff report that a large vessel's warp signature is detectable several hours away - at **Extreme** Range - on a course to intercept. Inform the players out-of-character that it's of Scale 6. Then bring the *Windfall* into Range when desired, using a **Warp** Task.

## Let it be Found

The players may naturally scan the surrounding area for other vessels or entities. Let them find the *Windfall* and declare it at the start of the next Scene, even if it's far away.

## A Reversal?

If a Threat spend is the only way to bring-in the ship, you might consider triggering a **Reversal**, at the cost of 2 Threat per player, to bring the *Windfall* in.

Though this may cost more than a Scale 6 ship alone, you could use this opportunity to change even more circumstances, such as:

- introducing the **Yggdrasil Tactical Analysis** described below in [Attempted Seizure](#)
- adding some of the Traits for Sywin's Escalation

## Reaper Characters

Share the stats of the *Windfall* and Khron with the players right away.

## Sower Reaction

Immediately upon the arrival of the Reapers, the Sowers will pursue the following agenda:

- take refuge in the debris ring
- implore the players for assistance (if the relationship has been built sufficiently)
- take Evasive Action
- scan the Ferengi vessel for weakness
- generally prepare to defend their ship and their new colony on Thetis IV

“We have only crude weapons and a bare wisp of shields. We’re hopelessly overpowered, and the light of our sentience will be extinguished from the universe if *you* do not intervene, Captain.”

# Attempted Seizure

<b>Trigger</b>	The Sowers and players have offered an initial response to the Reaper arrival
<b>GM Goal</b>	Gravely threaten the Sowers, generate fun starship combat minor beats
<b>Questions</b>	<ul style="list-style-type: none"><li>• what befalls the <i>Yggdrasil</i>?</li></ul>

Begin a Round of Starship Combat.

Let the players take the first action. Following this, barring emergent circumstances, **Khron's** priorities are to:

1. seize the *Yggdrasil* in a tractor beam
2. disable its weapons
3. hail the hero ship and assert their property rights

These actions may play out in a different order than the above.

Khron does not want the last living nanomadera tree damaged. He wants one last chance to sow a new crop successfully, or sell off the sizable remaining tree at a high price. He is very reluctant to fire upon the tree.

However, as a last resort, he will attempt to board the tree and seize it by force from within.

## Tractor Beam

**Maneuver** into **Close Range** if necessary. Note that at this Range, the *Yggdrasil's* torpedoes will be problematic, helping the Ferengi. Then **Keep Initiative** or perform a **Swift Task** to use the **Tractor Beam** - even if the *Yggdrasil* is already held in the hero ship's tractor beam.

This may lead to a tense negotiation during a tractor beam tug-of-war.

## Disabling the Yggdrasil's Weapons

**Fire Phasers** at the *Yggdrasil*, taking the higher Difficulty to target the **Weapons** system.

To improve the odds, spend 2 Threat to create the Complication: **Yggdrasil Tactical Analysis**. Khron's crew has skirmished with the *Yggdrasil* before, and will use their knowledge to lower the Difficulty of this Attack by 1.

Avoid using Khron to **Direct** the Attack, for his Turns will likely be needed in Social Conflict with the players.

## Disabling the Yggdrasil's Engines

Another tactic Khron could follow is to Disable the *Yggdrasil's* Engines, preventing them from going to warp or re-raising its shields.

## Abiotic Stress

With the *Yggdrasil* now as an Ally to the players, you can increase tension by spending 2 Threat to introduce **Abiotic Stress** again, this time as a hindrance to the players' objectives.

This can allow the Reapers to gain key ground against the vessel while the players are attempting to stop them or defuse the situation.

## Tendrils Disruption

You can spend 2 Threat upon any violent action the Reapers take against the *Yggdrasil* to introduce **Tendrils Disruption**. A key part of the network the Sowers maintain throughout the vessel has been disrupted, and will increase the Difficulty of their Tasks.

Even a Tractor Beam may break off a branch and trigger this effect.

## Boarding Party

Khron may beam a boarding party aboard the *Yggdrasil* in order to seize it.

Their goals will be:

- get to the scoutship bridge at its heart
- disable the Engines via a **Create Advantage** Task, resulting in **Disabled Engines**. Use the Trait **Ferengi Starship** to reduce the Difficulty of this Task by 1
- if necessary, Injure the fungal clusters so that they can no longer mount an opposition

Getting the team aboard should take the form of a successful **Transporters** Task. If this Task fails, and the players are actively resisting it, consider letting it truly fail - it can be a victory for the player, and the Ferengi can always try again. If the players aren't actively resisting, and you want to raise the stakes, you can have it **Succeed at Cost**, with the Complication **Lost in the Branches**: the team wasn't able to get inside the bridge and will need to find their way through the tree. This may give the players and the Sowers a window of opportunity to Create other Advantages which may hinder them.

Once the team is aboard, there are two ways to handle the ensuing conflict:

- detailed tactical combat: spend 1 Threat for each Minor NPC beamed-aboard (unless starting a new Scene there) and resolve through Melee Combat Tasks
- coarser action through Advantages: let the commanders and other NPCs act through their Command and other disciplines, creating and destroying Advantages and relying on Tasks such as **Deploy Security**

## If the Yggdrasil Was Destroyed

If the *Yggdrasil* was destroyed, the Acorn will likely be in the players' possession. In this situation, Khron will prompt an immediate negotiation, but will threaten and employ force in the face of resistance to retake what he feels

is his company's property.

# Negotiation

<b>Trigger</b>	The seizure is sufficiently underway
<b>GM Goal</b>	Raise challenging questions of First Contact, the Prime Directive, and sovereignty as the players pursue their plan
<b>Questions</b>	<ul style="list-style-type: none"><li>• What strategy do the players develop, to resolve the conflict?</li></ul>

As his crew is trying to take possession of the *Yggdrasil*, Khron will communicate with the players to assert his claim to the vessel.

With the seizure underway, his Communications Role can use the NPCs' next free Turn (or **Keep Initiative** following a Helm or Tactical Task, if it hasn't been used already), to perform **Hailing Frequencies Open** (or **Respond to Hail**, if the players have already begun opening a channel). This is an opportunity to build Threat.

## Persuading Khron

Khron can be convinced to depart the system and leave the Sowers in peace.

This Task starts as impossible, but can be made possible through an initial **Create Advantage** Task from the players, after which it will be of Difficulty 5. From there, the Difficulty of this Task will be affected by other Advantages and Complications introduced. If the players have difficulty coming-up with such an Advantage, suggest to them that their initial communication with him will not be the final Persuasion Task, but will take the form of a Create Advantage Task or spend that establishes a **Challenge to Khron's Claim**, putting persuasion on the table.

Khron will seize opportunities to **Create Complications** that buttress his claim to the *Yggdrasil*, to keep the Difficulty of persuading him elevated. While he feels his claim is solid, and has no compelling reason to hold back, he will continue to pursue his seizure of the *Yggdrasil*.

You can spend 2 Threat to introduce these Complications. Alternatively, to do so cheaply, you can mix and match Threat spends with **Create Advantage** rolls from **Khron**. Note that Sywin can also create such Complications cheaply, if of a scientific nature, as described in [Sywin's Escalation](#).

These Traits include:

### Stolen Ferengi Vessel

Khron will cite the embedded Ferengi vessel as evidence that the *Yggdrasil* belongs to his firm. This may be the most useful Trait to introduce first, as he might use this Trait to lower the Difficulty of his subsequent **Create Advantage** Tasks to introduce the other Traits below.

### Federation/Cardassian Treaty

Khron can indicate that the Sowers' homeworld of Grove falls within Ferengi sovereign space and thus the *Yggdrasil* - originating from Grove - is theirs to do with as they see fit.

## **Logging Contract**

Khron can produce documentary evidence of the logging contract he has secured from another Ferengi business.

## **Under New Management**

Khron can cite that his firm bought the logging rights from the previous owners, who went bankrupt. He will disavow responsibility for the devastation of Grove.

## **Death of the Surveyors**

Khron will reveal that the surveyors were found dead upon the surface of Grove. Thus, he will assert that the Ferengi government has a right to seek justice.

## **Social Tools**

The players can likewise Create Advantages and leverage other Traits that will lower the Difficulty of persuading him. These could include:

- offers
- credible threats
- deceptions
- new facts about the world, the players spending Determination to **Make it So**
- each Damaged or Disabled system on the Windfall will lower the Difficulty of the Persuasion Task by 1

# Sywin's Escalation

<b>Trigger</b>	The players have established a strategy for the Sowers and the surface
<b>GM Goal</b>	Challenge the players' plan from a scientific/Federation perspective
<b>Questions</b>	<ul style="list-style-type: none"><li>• do the players bring Sywin around? does he remain in opposition?</li></ul>

As the players discover the truth behind the mysterious attacker, and hopefully feel some sympathy for their plight, Sywin will harden his resolve.

Initially seeing the *Yggdrasil* as a threatening alien entity, Sywin can easily be persuaded of the Sowers' sentience and the justice of their cause, but will see them as dangerously unprepared as a space-faring species. Blinded to the Sowers' skills in preserving planetary ecologies, Sywin feels they do not deserve warp technology or the license to terraform worlds.

There are various ways in which Sywin can escalate the situation, either before, during, or after the encounter and negotiation with "the Reapers."

Choose a manner of escalation based on what your players feel is at stake for the Sowers: is it important to let the Sowers' new growth on Thetis IV persist? Do the players want to let the Sowers go free, to find a new home? Do the players want to admit the Sowers into the Federation, or grant them asylum? Sywin can be used to offer a challenge.

## A Challenge to His Values

Regardless of what actions he takes, Sywin should begin his adversarial relationship by vocally Challenging his Value **Take Nothing but Photographs, Leave Nothing but Footprints** Value, or the **Observe Without Influencing** Directive, generating 3 Threat.

You can use this Threat to purchase Complications or reduce the difficulty of his subsequent Tasks.

Sywin turns to you coldly as you watch over the ailing scientist in sickbay.

"Doctor, I have spent decades of my life preparing to observe the most delicate elements of the natural world with unprecedented care and responsibility, drawing upon every technological insight from the enlightened civilizations which make up the Federation. It has been, perhaps, illogical for me to suppose that such a principled approach could be upheld in the face of the brazen ill-will which festers within our galaxy. On Thetis IV, we are no longer Observers. We must take action to protect its native life and perhaps the wider galaxy from rogue sentience.

*Sywin is Challenging the Mission Directive **Observe Without Influencing**. This generates 3 Threat! I must inform you that Sywin is now an **Adversary NPC**, who will add to and spend from the Threat pool.*

## Logging Prospects on Thetis IV

*Useful if the players wish to negotiate the Sowers return to Grove, with sovereignty.*

In studying the **Extraterrestrial Life**, Sywin can discover that the alien microbes are accelerating ecological change that will enable the nanomadera trees to thrive on Thetis IV.

He can suggest to the players that to negotiate with the Ferengi successfully they must have something to offer. With Thetis IV forever contaminated, Sywin can throw his hands up, suggesting that the players offer Khron logging rights on Thetis IV in exchange for allowing them to return to Grove. Rain 4:1 will object strenuously, not wanting to see her people oppressed on yet another world.

Sywin could transmit this scientific data to Khron's vessel, introducing a **Potential New Harvest** Complication. This Complication could increase the Difficulty of persuading Khron in the Negotiation.

Sywin can introduce this by performing a Create Advantage Task Assisted by the Camp, or you can spend 2 Threat from your pool. See [Sywin's Tactics](#) for other options.

Captain, I believe I can assist your negotiation. I understand you wish to secure the "newcomers" sovereignty over their homeworld. Thetis IV is now hopelessly contaminated, the prospects for its emerging life dismal. Based on my analysis of the alien microorganisms taking root here, we can perhaps turn this bitter fact to our advantage - giving to each party their own world on which to cultivate their prized trees.

## A Sedative Virus

*Useful if a violent struggle persists, in which the players hope to prevail.*

Sywin can conduct a research Task using the locally available **Extraterrestrial Life** - to create a **Sedative Virus**, designed to sap the Sowers' energy and sedate them. He can offer this to Khron, suggesting that it be replicated and beamed aboard the *Yggdrasil* or delivered through some other means.

Sywin will justify his actions by citing that it is a non-lethal intervention, and that he wishes to bring the violence to an end and contain the danger that the *Yggdrasil* represents.

Creating such a virus is at a Difficulty 5, brought down to 4 due to the local **Extraterrestrial Life**.

"Accusing me of biological warfare is unproductive, Captain. This is simply a response in kind. Do not waste energy pretending that Starfleet commanders have not relied upon drugging and other biological interventions in service of their mission. I wish no violence, and the agent is non-lethal. Given that I am taking action to protect life in the face of your stalling, I would hardly wish to trade places with you, should there be a court-martial."

## Total Decontamination

*Useful if the players plan to let the Sowers thrive on Thetis IV, possibly with an agreement to protect its native life.*

Sywin can unilaterally initiate the process of Total Decontamination described in the Environmental Impact Story Beat.

We can no longer simply observe as witnesses. We must *act* to save the emerging new life from the pathogens unleashed upon it, or our presence here will have been an utter tragedy. We must devote all power reserves and bend every effort to eradicating the invasive organisms before they reproduce at a rate we cannot hope to match.

## Sywin's Tactics

In pursuing the goals above, Sywin will try to rely on his **Reason** Attribute and **Science** Discipline, and will seek to use Octavia Camp's Systems for Assistance.

Buying at least 1 die with Threat will improve his odds.

He can use his Value **Powerful Technology Comes With Grave Responsibility** to spend 3 Threat to guarantee 2 critical successes.

For Tasks of high Difficulty (such as engineering the **Sedative Virus** or pursuing total decontamination), Sywin may choose to Create Advantages (each at Difficulty: 2) to reduce their Difficulty.

You can also spend Threat to Create Complications (Advantages for Sywin) that can help him.

While Sywin is an **Adversary** NPC, he is especially effective at generating Complications for the players through his research. By using the Camp's Talent **On the Verge of a Breakthrough**, Sywin gets 1 bonus Threat for any successful research Task, which he can then use with 1 more Threat from your pool to cheaply introduce a Complication related to this research. Even an innocuous **Sensor Sweep**, which is at Difficulty 0, can lead to cheap Complications in his hands and increased Threat.

## Opposing Sywin

Players can turn any of Sywin's Tasks into an **Opposed Task**, to prevent its effects.

For a dramatic turn of events, if the players win such a contest, Sywin could Use his Value **Powerful Technology Comes With Grave Responsibility** to re-roll his dice, giving him one more chance.

## Persuading Sywin

Sywin can be talked-down from taking counter-productive action.

You may wish to apply a **Demoralized** Trait to Sywin, either at the beginning of a Scene, or by spending 2 Threat. This creates a target for players to remove, in persuading him to stand down.

Persuading Sywin not to oppose the players' strategies for resolving the crisis will start as a Task of Difficulty 4. It will increase by 1 if he is **Demoralized**, per above. It may increase further if there are other Complications in play, such as **Injuries** or related Traits among the staff.

## **Using Sywin**

If players are able to Persuade Sywin, announce to them that he has once again become an Ally NPC, and can Assist their plans as relevant.

# Environmental Impact

<b>Trigger</b>	The players, the Sowers, the Reapers, and/or Sywin have decided to make a major scientific intervention on Thetis IV
<b>GM Goal</b>	Spread the challenge over multiple Tasks
<b>Questions</b>	<ul style="list-style-type: none"><li>• what Complications arise? How is the outcome earned?</li></ul>

There are various major interventions that a party may seek to apply on the surface of Thetis IV, such as:

- complete decontamination of the Sowers' **Spore Cloud** from the surface, to protect the native life
- a bioengineered mutation to the **Spore Cloud**, to "program" it to coexist peacefully with the native life
- containing the **Emergent Life** or the **Extraterrestrial Life** in a containment field, or a transporter buffer
- and more

## Difficulty

There are two ways to pursue these goals mechanically:

### Challenge

Completion of the goal can require a number of of Difficulty 5 Tasks equal to the level of the **Spore Cloud**, or more if desired.

This is useful for groups less versed in Extended Tasks, or if the NPCs are carrying them out.

### Extended Task

Alternatively, completion of the goal can require an Extended Task, such as:

- **Work:** 18
- **Magnitude:** 3
- **Difficulty:** 4
- **Resistance:** 1

## Use of the Decontaminator

Depending on the nature of the Task, Octavia Camp's **Decontaminator** may be key to making the Task possible, and Complications applied to it might make it temporarily impossible.

Any Task which uses the Decontaminator, even in a creative way, must pay for its Power Requirement of 1. More can be spent to build Momentum, per the rules.

## Sower Assistance

Some of the plans for the surface may involve or require the Sowers' help.

Flood 10:4:3 could help engineer a retrovirus that will alter the **Spore Cloud**'s processes to preserve the native life, as the first step towards the Sowers becoming stewards of Thetis IV.

The *Yggdrasil* might be required to deploy more torpedoes, or provide material for beaming-down.

Require appropriate Tasks to establish these prerequisites.

## Mastery of Nanomadera

The players might choose to gain mastery over nanomadera, either determining how to cultivate it or replicate it.

The Sowers might offer assistance at imparting such knowledge, in return for promised protection and support.

This could take place in the field on Thetis IV, or aboard the *Yggdrasil* or hero ship.

This could be handled as a simple Task of Difficulty 5, in parallel with the main environmental impact Tasks.

Alternatively, if your group chooses to focus on the nanomadera, you could flip the emphasis, conducting the nanomadera research as a Challenge/Extended Task while the environmental impact takes the form of a single Difficulty: 5 Task.

# Denouement

<b>Trigger</b>	Goals are accomplished and little Threat remains
<b>GM Goal</b>	Reinforce the players' accomplishments and effect upon the world
<b>Questions</b>	<ul style="list-style-type: none"><li>• What is the fate of the Sowers, and the <i>Yggdrasil</i>?</li><li>• Is the science mission a loss? Or has it revealed new insight?</li><li>• Are there any seeds for future adventures?</li></ul>

There are many outcomes that your players can feel good about.

## The Fate of the Sowers

- do they stay on Thetis IV, pledging to protect the new life emerging upon it?
- are they granted asylum or admission by the Federation?
- do they settle back on Grove, in exchange for something of value offered to the Ferengi?
- do they sail onward in relative safety, in search of another world to seed?

## The Logging Company

- is a deal made to ensure the Sowers' ongoing safety?
- are they tricked, their rights to Grove ratified while the independence of the *Yggdrasil* and Thetis IV is codified?
- are they intimidated away, vowing to return and reclaim their product?
- do the players learn to replicate nanomadera, removing the need for its harvesting, or deflating its market value?

## Sywin and the Octavia Mission

- is he humbled, acknowledging his hubris and pledging to protect both forms of life?
- is he placated, the players' restoring Thetis IV while arranging a separate future for the Sowers?
- is he enlightened, seeing in the Sowers' struggle a different truth about Life Itself?

# NPCs

## Species: Mycorrhizian

The Mycorrhizian people, self-described as “The Sowers”, are a unique species of fungi which has evolved to become sentient, living in symbiosis with their native nanomadera trees. Each individual is a rooted, non-mobile “cluster” living in, on, or near a tree. Mycorrhizians’ only “movement” in the physical world consists of growing their tendrils - which can range in some cases for hundreds of meters - and reproducing, either asexually by fragmenting and forking their personalities, or seeding new personalities from spores. All individuals are hermaphroditic (though many express gender). Though they can see, Mycorrhizians are outwardly silent and “hear” only coarsely, communicating through chemical signals in their tendrils.

**Example Value:** What’s Good for the Forest is Good for Us

- **Attributes:** +1 Reason, +1 Insight, +1 Control
- **Trait:** Mycorrhizian. Bodily aware of chemical activity in the environment in which they’re rooted, and capable of bio-engineering living matter within their reach. Ecologically-minded and with stores of ancient, biochemical knowledge, this Trait makes them especially effective in certain domains of Science, Medicine, and even Engineering. Not being bipedal, their outward appearance is unnerving and inscrutable to some, making social contact more challenging.

## Talents

Mycorrhizian characters have access to the following Talents:

### Chemical Sense

When you succeed at a Science or Medicine Task based on your chemical awareness, you receive 1 Bonus Momentum, which may only be spent to **Obtain Information** or **Create Advantage**.

### Cultivation of Life

When you attempt a biological Engineering Task, you may add a bonus d20 to your pool.

## Names

**Mycorrhizian** names often refer to a natural phenomena: weather patterns, landscape, plants, animals, etc. - even astronomical phenomena. They are assigned by the community after getting to know a newly generated personality, from spore. Thus, they may convey reverence, humor, ferocity, or any other aspect which relates to the young Sower.

When Sowers “fork” their personalities, separating a fragment of themselves to become a new individual, a number

is appended to their name, assigned by the source. For example:

- “Rain” creates “Rain 1”
- “Rain” later creates “Rain 2”
- “Rain 2” creates “Rain 2:1”
- and so on.

They do not do this lightly, and often do so under significant external stress, such that the previous individual dies. Unlike Transporter technology, the successor knows that its predecessor fully experienced the suffering which prompted the fork - thus the number within a Sower name conveys a lifetime of hard-won experience.

When Sowers release spores to allow new personalities to grow, they are assigned a new name as they become known by the community, and the numbering process starts over.

# Rain 4:1 [Major]

Commanding Officer of the *Yggdrasil*, Rain 4:1 is a revolutionary leader, tasked with the survival of her entire species and that of the nanomadera trees.

**Traits:** Mycorrhizian

Control: 9	Fitness: 9	Presence: 11
Daring: 10	Insight: 10	Reason: 10

Command: 3	Security: 3	Science: 4
Conn: 3	Engineering: 1	Medicine: 2

## Focuses

- Inspiration
- Insurgency
- Ecology
- Microbiology
- Cultivation
- Mycorrhizial History

## Values

- **The Threat is Existential**
- **Spores Must Drift Afar, Betimes**
- **We And The Trees Are Inseparable**
- **No Violence, But to Those Who Threaten Life Itself**

## Talents

- **Dauntless**
- **Chemical Sense**

# Chief Engineer Flood 10:4:3 [Notable]

**Traits:** Mycorrhizhian

Control: 9	Fitness: 7	Presence: 9
Daring: 9	Insight: 9	Reason: 11

Command: 2	Security: 1	Science: 2
Conn: 0	Engineering: 3	Medicine: 1

## Focuses

- Bioengineering
- Composure
- Improvisation

## Values

- **The Tree is an Extension of Myself**

## Talents

- **Cultivation of Life**
- **Chemical Sense**
- **I Know My Ship**

# Sower Crewmember [Minor]

**Traits:** Mycorrhizhian

Control: 9	Fitness: 7	Presence: 7
Daring: 9	Insight: 10	Reason: 9

Command: 1	Security: 0	Science: 1
Conn: 0	Engineering: 2	Medicine: 2

# Vulcan Science Leader Sywin [Major]

Control: 10	Fitness: 9	Presence: 12
Daring: 8	Insight: 9	Reason: 11

Command: 3	Security: 2	Science: 4
Conn: 2	Engineering: 3	Medicine: 2

## Focuses

- Microbiology
- Geology
- Transporter Technology
- Advocacy
- Federation Politics

## Values

- **We Are a Way for the Cosmos to Know Itself**
- **Take Nothing but Photographs, Leave Nothing but Footprints**
- **Powerful Technology Comes With Grave Responsibility**

## Talents / Special Rules

### **Eureka**

Each time Sywin or a researcher under his supervision makes progress on one of the key questions driving his research, 1 Momentum is added to the pool.

Sywin's questions are all about the young life on Thetis IV:

- is its structure similar to much of galactic life, or novel?
- did it originate on Thetis IV, or is it related to life elsewhere in the galaxy?
- is it changing/mutating, or static, waiting for some further push to evolve?
- what is its relationship to entropy? What is its entropic signature?

### **Testing a Theory**

### **Advisor**

**Supervisor**

# Octavia Camp [Starbase]

**Traits:** Specialized Encampment

Comms: 7	Engines: 8	Structure: 5
Computers: 9	Sensors: 9	Weapons: 0

Command: 0	Security: 1	Science: 2
Conn: 1	Engineering: 1	Medicine: 1

**Scale:** 2

**Shields:** 5

**Power:** 6

**Resistance:** 0

With a spectacular view, cradled in the bosom of Thetis IV's rock formations, Octavia Camp is a mixture of awe-inspiring natural majesty, and bleeding-edge technology.

The camp is not mobile: its **Engines** attribute is used for Power generation. The **Conn** attribute derives from the facilities navigational systems, for surveying local territory, such as the nearby geothermal pool system.

Octavia Camp is an open-air outpost, dotted with various fabricated structures and sophisticated equipment. Part of its **Structure** derives from the rock itself, pre-selected for its stability.

It keeps a small footprint, with the plan that all trace of its presence will be removed when the mission is complete. Its **Shields** are constantly up, preserving a bubble of breathable air and protecting it against inclement weather conditions. Some researchers choose to sleep outside under the protection of the shields, communing with the young world.

If **Shields** fall to 0, the establishment lacks oxygen and is in a state of dire emergency. Staff can rush to obtain emergency oxygen masks, or duck into one of the small habitats.

Its nature as a **Specialized Encampment** means that certain Tasks are impossible (e.g. Helm Tasks, Fire Weapon, Deploy Security, etc.) and other Tasks (e.g. Internal Containment Fields) may be at a higher difficulty due to the necessary repurposing of available systems.

## Talents

### Decontaminator

A field generator developed by Dr. Sywin, this device combines force field, replicator, and transporter technologies to constantly detect, remove, and recycle molecules extrinsic to an environment. While operative, no contaminant from an away team: whether from exhalation, perspiration, equipment, or any other source - will remain in the environment milliseconds after its release.

Aside from its passive function, the Decontaminator makes other Tasks Possible, such as to address larger environmental issues in the area surrounding the camp. In this sense it could be put to use for multiple purposes much like a starship's Deflector Shield.

**Power Requirement: 1**

## **On the Verge of a Breakthrough**

The Camp is a fully-featured research laboratory. Even researchers in the field may remotely draw upon its **Sensors**, **Computers**, and other Systems and Departments, via their tricorders, PADDs, or even simply speaking through their communicators.

When any character performs a scientific or research Task Assisted by the Camp, they are granted 1 Bonus Momentum to be used to **Obtain Information** or **Create Advantage** to further or build upon that research.

## **Stations**

Octavia Camp's layout is flexible. The following are suggested stations:

- Engineering enclosure (Main Engineering)
- Conn tower with console (Navigator, Sensors, Communications)
- Science workstation (Sensors)
- Operations console (Security Oversight, Tactical, Internal Systems)
- Medbay enclosure

# The Yggdrasil

A spacefaring nanomadera tree grown around a stolen Ferengi scoutship. The enveloped starship is used for its warp drive, its replicators (which feed the tree nutrients), its sensors and computers. Its shields are too weak to cover the surface of the tree, but the tree's dense molecular structure enhances its natural Resistance.

**Traits:** Living Starship, Ferengi Starship, Microgravity, Labyrinthine

Comms: 8	Engines: 6	Structure: 8
Computers: 7	Sensors: 7	Weapons: 9

Command: 1	Security: 3	Science: 2
Conn: 1	Engineering: 2	Medicine: 1

**Scale:** 3

**Shields:** 1

**Power:** 4

**Resistance:** 5

**Crew:** Proficient (Attribute 9, Discipline 2)

## Attacks

### Spore Torpedoes

7d6 Piercing 1, Spread

Applies a Trait of **Spore Cloud** to the affected area. This establishes a **Deadly Environment** in which both starship-scale structures and humanoid-scale beings take 2d6 Vicious 1 damage per round. The translation in Scale is accounted-for by the larger surface area of the starship-scale structures.

## Special Rules

### New Growth

The Difficulty of repairing breaches aboard the Yggdrasil, if performed or Assisted by a Sower, is reduced by 1.

### Acorn

If the vessel is destroyed, a small highly durable escape pod will be expelled, and will survive the initial explosion. It has a **Resistance** of 3, and 1 Stress. Most of the Mycorrhizian crew has extended a tendril in this kernel, from which they can fragment a new self.

## Endangered Species

Every new breach inflicted upon the *Yggdrasil* creates 1 Threat.

If the vessel still remains a mystery to the players, you do not need to reveal the name of this Special Rule yet:

A cloud of bark, wood splinters, and other organic debris explodes out of the fragile object upon impact. Puffs of precious water vapor seep forth until its surface scabs over, struggling to heal itself.

A Special Rule requires that this Breach create 1 Threat, due to the unique and fragile nature of this object.

# Khron, Ferengi Commanding Officer [Notable]

Khron follows the stats of the **Ferengi Salesman** from the Core Rulebook, replacing the Value below.

## Values

- **Never Leave Latinum on the Table**

## The Windfall

Khron's mobile headquarters, the Ferengi vessel *Windfall* is a standard D'Kora Class Marauder from the Core Rulebook.

# Quotes

## Sywin

"What we shall witness is perhaps not so dramatic a transformation as *Genesis*. Instead, we are privileged to glimpse the slow, natural, unforced evolution that underpins our very *sentience*.

"There is an Old Earth saying: 'leave nothing but footprints, take nothing but photographs.' The decontaminator represents that sentiment in action."

"Five years of preparations, rendered void. A lifetime of research, made fruitless on the eve of its culmination. Not a complaint: a recognition."

"Immature intelligence, as-yet-unprepared for interstellar travel, should not be left to range freely over peaceful space with warp technology, wielding weapons of mass destruction."

"It may well be sentient. If so, then it is even more a threat to peaceful civilization. Was not the Crystalline Entity dealt with summarily, once its bad acts and unbalanced power were made clear?"

## Rain 4:1

"Three of your clusters stricken ill? Captain, I don't know what to say...at home, we consume fallen predator and prey alike, giving them new life. To be an instrument of cutting down sentient life is...horrific. We will assist in any way we can."

"The devastation of our homeworld can be seen in my own namesake. With no canopy, there is no bed in which the rain can accumulate. It falls upon scorched, rocky places, and brings forth no life."

"We are a rooted people. But there is an old saying: *spores must drift afar, betimes, to take root in new soil*. We can rouse ourselves to great action, Captain. I only fear we have done so too late."

"There are no places of permanent shelter, not anywhere in this universe. I know that now."

"The word for person in our language is 'Sower.' The regeneration of life is a duty woven into our very souls."

“A *Federation of Worlds*? A series of living, interconnected clusters - knit together for mutual safety...it seems too good to be true. Can you be trusted? Is not your own vessel an instrument of immense violence?”

“They are here! The Reapers have found us, despite our obfuscation. Red Alert! All tendrils to battle stations!”

## Flood 10:4:3

“We’ve lived through wildfire, through plague. I can remember an asteroid impact oh...about twelve hundred years ago. We are resilient! But we’re up against a very different force of nature now: *greed*.”

“I don’t need much: soil, air, and water. Somewhere the Reapers won’t come - where my trees won’t be cut down before they’re even adolescent - and we will rebuild.”

## Sower Crewmember

“Greetings, Starfarer. I must ask that you speak with Rain 4:1. Her cluster is located in a secure burl above the engulfed Reaper vessel. Her orders are to let you pass unharmed, so long as you respect the life within this tree.”

## Khron

“Some executives would despair, with a product that just won’t grow. The way I see it? Dwindling supply with an unexpected surge in demand: what I like to call, a ‘good problem to have.’”

“Of course we want our products to *fly off the shelves*, but not literally!”

“I would be *quite happy* to be bought-out, Captain - and now that I think of it, I suspect your fabled Federation scientists could surely succeed in cultivating the wood, where we have failed. That means the price should be calculated based on the *entire lifetime value* of this renewable resource. Transmitting that figure to you now...”

“Sentient? Hang on - you’re saying my goods are so moldy, their mold’s become self-aware? And I’d heard the Federation didn’t haggle!”

“Easy with the phasers, Tactical! Bring her to heel, yes - but any permanent damage to the product is coming out of your shares.”