

Extinction Level Event

SUGGESTED ERA OF PLAY: **Enterprise Era**

SUGGESTED SPOTLIGHT ROLE: **Science Officer**

SYNOPSIS

The crew is dispatched to check on a remote colony and discovers natural disasters are making the world uninhabitable. There are too many colonists for a single starship to evacuate in time, but something is preventing the nearest subspace amplifier from transmitting their distress calls.

OPENING LOG

“Captains Log. We are enroute to Rannoc III, one of the most distant and remote earth colonies. They have failed to submit status reports for the past two cycles and have not responded to any of Starfleet’s attempts at contact. With any luck, we will help the colonists fix a faulty transmitter and be on our way. Yet my instincts are telling me that its not going to be that simple.”

MAJOR BEATS

The End of the World

Rannoc III is in chaos as flood basalt eruptions occur across the planet. All outlying settlements have already been destroyed by the violent quakes and deadly eruptions. The surviving settlers have retreated to the largest city and are trying to survive. However, the continuing eruptions as well as volcanic gasses amassing in the air have sealed the fate of the planet. The world needs evacuated but multiple ships would be required to save everyone before it’s too late. The governor says they have been calling for help for weeks but the only subspace amplifier in range seems to be malfunctioning.

Distress Call

The only chance to save everyone on the distant colony would be to get a message out quickly to any friendly ships in range. The players have the only vessel that can reach the amplifier and have the knowhow to repair the equipment. However, the reason for the relay’s

malfunction is not technical; a cloud-like spaceborne lifeform has enveloped the relay’s transmitters and is blocking any signal from getting in or out.

The Trolly Problem

The cloud is called a *kara’lat*, a lifeform Vulcan researchers believed had gone extinct centuries ago due to the proliferation of warp travel. The cloud has attached itself to the transmitter array to feed on ionized particles built up through use and use the energy to reproduce. The process kills off the parent organism as the offspring are born. Interrupting this process will not only prevent reproduction but also cause the death of the *kara’lat* cloud itself, which may cause this species to truly become extinct. However, doing nothing will result in the deaths of hundreds on the colony.

MINOR BEATS

The colonists may ask for Starfleet assistance in keeping the settlers alive until help comes. Some crew may wish to remain on the planet and devise ways to protect the survivors in the city.

KEY NPCS

Joanne Baptiste is the governor of Rannoc III and will be the main contact on the surface.

CONCLUSION

The players must make a choice between preserving an endangered lifeform or saving the colonists and dealing with the consequences of either choice. It is a great opportunity for outside the box thinking to try to achieve both goals, but time is not on their side.

ADDING THIS MISSION TO YOUR CAMPAIGN

This can be easily adapted to any era and the location can be change to any world located in a remote region.

