

Name: Ghosts of the Past  
Type: Mystery / Horror  
Era: TNG/DS9/VOY/+

What you need:

One Psionic Character or one character whose player has been making noises about wishing they were Psionic.

## **Ghosts of the Past (Part 1)**

Prelude: The MacGuffin

It's a courtesy call away mission, Perfect chance for your PC captain to get off the ship if you have one, but this works well regardless as long as you use your highest ranking Command Branch PC or Line Officer if you lack one of those. The Gam'C Uffins are a pleasant minor member world of the Federation near the bend of the neutral zone that heads for the Black Cluster in the Alpha Quadrant. Aside from sending cultural arts and the occasional representative to the Federation Council, the Gam'C Uffins really don't interact too much with the rest of the Federation. Their planet supplies them well with their material needs still, and there isn't anything so dramatically viable that they offer that can't be had somewhere closer in the Federation. Due to this, Starfleet has directed the crew's vessel to send a courtesy stop by the planet which is about to celebrate its 15th anniversary of Fed Membership.

The problem is, the ship is already carrying time sensitive materials to yet another planet, so the solution is to launch a warp shuttle to carry the envoy team on 7-8 day flight (better if your ship packs runabouts) and then will return to pick them up en-route back the way they came.

Let your crew talk about the mission, dazzle them with promises of goods times to be had, after all, they aren't ever going to make it to the planet anyway, so promise the Moon!

### **Act 1 Scene 1**

The team selected they soon leave the ship behind. Let the players do some inter character exchanges and occasionally toss in a nav test or com test as you tell them that time is passing by. Once you are bored with this, go to Scene 2

### **Act 2 Scene 2**

The Crew's vessel is nearly a week away at high warp and the destination is still a couple of days away when you have them make a sensors test.

Once successful at a reasonably high diff (don't forget to include sensors bonuses and what not so feel free to make it diff 10) reveal to the sensor operator that they are picking up the clear indications of derelict Starfleet vessel. It is in fact the USS St. Kitts, one of the Merced Class Escorts from the earth 24th century (see The Price of Freedom pp. 126-127 or SRM Federation by Steve Long), which can be revealed by a Starfleet History test or a quick Computers Research Test of diff 4.

The thing about the St.Kitts is that it has been missing for 60 years after disappearing while running a patrol along the Romulan Neutral Zone. (give or take a few based on your era setting, class production started in 2312, my game was in 2374 so 60 years for me)

Sensors detect only the barest traces of continued power, no life signs though there are indicators that the crew is aboard if long dead, the ship does not respond to hails obviously. Sensor scans are difficult due to some Isometallurgical Resonance seeping into the hull. This also applies to tricorder scans onboard, limiting range on those to about 50 feet or so. Later on when the course of the St.Kitts is backtracked they will see that it moved through a Radiant Nebula at sublight speed for 7 years and so it's probably saturated -- a good Borion Sweep in a starbase would fix the problem right up.

The General Orders make it clear that this must be investigated, but if the Players remember to tell the Gam'C Uffins that they will be delayed, remember this for openness later.

### **Act I Scene III**

The St.Kitts is moving along at near C speeds, and is spinning along it's Y axis making docking a bit more complicated than normal. The crew can't activate the docking hatches, the docking tractor beams, or even the

parking lights because they do not possess the Override codes for the St.Kitts on their shuttle and even if their Ship has them, they won't transmit that data so close to the Romulan Neutral Zone without the go ahead from Star Fleet Command. If the players send a message to Starfleet it should take about 22 hours for a return message at their current distance.(about 220 lys) Feel free to adjust the turn around time for your own game.

It will take a moderate task at shuttle piloting to match the spin and land the shuttle on the exterior hull. Then it will take Personal Equipment Environmental Suits to space walk to a hatch where some or all of the crew can gain access to the ship. I would recommend just sending two characters, and having them carry emergency power generators from the shuttle -- they will need these to power the air lock, the doors and what not.

On the way from the airlock to the shuttle bay, focus on the darkness..the spooky play of flashlight on frosty corridor plates, the cramped environment of the old model ship...there is still atmosphere if just stale, so let them "hear" the ship groaning metallically through their helmets. As they near the shuttle bay, let them discover a frozen corpse floating the passageway, floating because the artificially gravity is off, but floating none-the-less. It's lifeless eyes will seem to follow them as they carry on with their journey. If they bother to scan, cause of death seems to be elusive without an autopsy, no sign of injury or illness...but definitely dead before the frost set in. If you have an Andorian character, make this corpse an Andorian from the same keth as the player. It will make it creepier later.

Have them make a few more test to get the shuttle bay doors open, all of the vessel's shuttles are intact. Oh, a reminder, as they flew up on it they should have seen the dents and micro-meteor fractures indicative of a ship long drifting without shields.

## **Ghosts of the Past (Part 2)**

### **Act II Scene I**

Now that whole team is aboard, there are a few likely stops they will want to make, the First Being the Bridge, but also likely are Engineering and Sickbay. All three of these locations have Emergency Shelter rigging, and are important in their own way.

Bridge: Put those power packs onto the terminals and you may have the data of exactly what was going on when the St.Kitts met with disaster.

Engineering: You can bring power back online and make your life easier.

Sickbay: If it was a disease, there should be indications here.

I will assume they all stay together and go the bridge so you will have to adjust if your group doesn't.

The Bridge: The crew's best bet to the bridge is to climb the turbo shaft which should be easy in the micro gravity they have right now. As they head down the corridor to the nearest turbo shaft, they come across that body from above. Have the two who passed it before make a Perception + Search test. If successful they are startled to remember the corpse was facing the other way when they left it, but now it seems to be facing their approach. The rational explanation is that one of the brushed it or the air wake by their passing spun the corpse. But make it seem like there is perhaps another explanation, if they want to hurry away from the corpse or put it somewhere...you are probably on the mark.

After the climb and door rigging (simple Systems Eng tests for that) the crew finds the bridge. All the stations are manned by frozen corpses, none of them have any signs of trauma. Psionic sensitives should get a strong feeling of unwelcome, particularly for species that joined the Federation after 2314. Keep track of how your players treat the corpses that they must move to get their data recovery project online. At this point the Command officer should probably stay and supervise the bridge recovery and send other groups of two to handle various tasks from the aforementioned trips to engineering and sickbay, to getting more power packs from the shuttle.

The easiest way to bring the bridge back online quickly would be to use the still functioning Emergency Shelter functions, but as that would restore heat and gravity, it will be suggestible to move the corpses off the bridge first as they will defrost and begin to rot or stink or whatever. If an Admin test is made to see what is the best course I would recommend this:

Command/Ops Guys: 2 clear bridge of corpses, restore life support, restore systems, recover data.

Engineering and Other: 2 head down to main engineering to see what is what about bringing the core back online to facilitate salvage.

Security and Other: Ferry corpses from bridge down turbo shaft to alternate storage area.

I presume a 6 player group -- bring enough NPCs to make it 6 if your group is smaller, remember 2 person groups is the Starfleet recommended guideline for away missions.

## Act II Scene II

Scene IIa -- Engineering: After making it to main engineering the group finds the same corpse situation again, these corpses are not in the shelter but floating near work stations. Still no indication as to what killed them, they will have to be moved to work in the area with any ease. The situation is not as bad as might be expected, though all the Dillithium crystals are slagged as are the reserves in storage, the smaller sized crystals from the shuttle could serve long enough to get the power online and things humming until the PC's vessel gets back. Also the Deutroneum (sp) tank is rather full and there are spare fusion rods still in storage, so, alternately Impulse engines could be brought back online and or the back-up generators brought online for basic ships functionality power. As the warp engines are the most powerful, this is the course the engineer will likely choose. Cut Scene...

Scene IIb -- Turbo Shaft: If possible, the Psionic or Would be Psionic should be on this team. Trust Me. As they are moving the last batch of bodies down from the bridge so the bridge team can restore life support functions...a door to deck is 5 open. (shuttle bay was on deck 7)

This is odd because the door was certainly \*not\* open during any of the other trips. A quick com check confirms that no one else opened the door. In surreal slow motion a Basket ball come closer, unseen at first but heard, then bounces out of the corridor falling down the turbo shaft or, if creepier, stopping in the dead unmoving clutches of the bridge officers currently being moved.

If they carry on with their mission, the next pass by the door is closed again. Tricorder scans still reveal there is no power to the door.

Scene IIc: About this time, the engineer should be calling in to talk about the power problem. As there has been no sign of actual threat, the Engineer may want to send his or her partner alone back up to the shuttle to pick up the Dillithium while getting the stations brought online to prepare for the warp re-ignition...or vice versa. Tell the Command officer that it does seem that though creepy, the ship is safe and so it would be okay to split up as long as regular communications are maintained. If it hasn't come up already, this is a good time to have the Command officer suggest the Corpse team check out Sick Bay for any answers.

Scene IId: Whoever goes alone to the shuttle bay disappears and won't show back up until Act III. Don't explain why, that just adds to the growing apprehension, just don't mention it at all. Later on you'll be told when to mention the issue.

## Ghosts of the Past (Part 3)

### Act II Scene III

#### Scene IIIa: The Bridge

Finally power somewhat online and corpses removed from the area, the Command officer and (Operations still my suggestion) partner begin powering up the stations from the portable generators.

From the Ops console it can be seen that some sort of irregular power arrangement had been established before whatever disaster struck occurred. The entire flow the older EPS conduits could wrangle had been sent to deck 5 to some....object not defined on the Ops console.

Helm: It is determined that the St. Kitts had been moving along at .82 C near the Romulan border at the time the disaster struck. A quick diff 7 Space Sci: Astrogation test would tell the character that the St. Kitts has drifted about 48 Light Years -- more than 2 sectors! -- since the disaster struck.

Sci I: This console record shows that very intensive scans had been conducted all that day across the Romulan Neutral Zone. A Starship Tactics test of diff 8 would tell the player that the scans looks indicative of Cloak Detection tactics of the early part of the century...so it would indicate they were trying to find a cloaked vessel.

Eng: When brought online, perhaps to see what the irregular power arrangement is about, it is found to be Security Locked and requires an authorised command code to gain access.\*

Tactical: Same as Engineering

Command: If the person who sits in the Captain's chair is Psionic or has Alertness or Sixth Sense, they feel a palpable sense of danger which remains until they move. Non-sensitives feel nothing abnormal. This chair is locked out as well.

\*Commanders and Captains have higher security clearances -- but it is unlikely they had them back in 2314 when this ship vanished, so they aren't on file. Sorry.

#### Scene IIIb -- Sickbay

The corpse moving team arrives in sickbay to find it confusingly empty except for the staff. It clearly indicates that whatever happened, happened very quickly because even the Medic/Triage team is drifting at table near what may once have been cards. If they thought to bring along a power pack to turn on the CMO's station, a Computer (Programming) diff 7 test will allow them to reconstruct the log that was still in progress. The CMO indicates that an increasing number of crewmen from deck 5 had come in complaining of fatigue and bad dreams (there weren't counsellors back in those days). The Doctor was attributing the matter to simple stress from proximity to the neutral zone but also indicates it maybe be caused by a non-congruence between the neurofields of the Human and Andorian crew caused by the Debrune Component.

A History Vulcan, or Federation test diff 7 or 10 respectively, or a diff 6 Social Science Archaeology test will tell the character that the Debrune are the Vulcans who left Vulcan during the migration but did not carry on to Romulus OR they are the people from which Vulcan was seeded with what are now known as Vulcans. Debates still fire on this topic, but all known Debrune sites are found in the Beta Quadrant and all in Federation Space are in the supervision if not custody of the Vulcan Science Academy and Daystrom. Since the Stone of Gol incident (if that has occurred in your game) the Vulcans have gotten even more vocal about having solitary rights to explore and police these areas as a number of Psionic tools and Weapons of the Pre-Surak era have been discovered in these ruins.

What a "Debrune Component" would be doing on an escort ship in the Alpha Quadrant with a no-vulcan crew back in 2314 is probably a pretty good question.

#### Scene IIIc -- Engineering

Tell the person who remained behind that the other person is still not back and has not communicated. Attempts to reach the person with a Com-badge are futile. The Tricorder problem is still existent so not much help. And of course the main computer is not online to do a shipboard internal sweep for the person.

The Engineering person should call the Bridge for help, the Command officer should logically check up on the Sick Bay team (who are fine) and send them to see if they can find the missing crew person by heading from the turbo shaft to Shuttle bay, then if necessary room by room searching that deck. The Engineer can still bring the impulse power up which would allow the computer to be brought online which would make the search even easier...but will need help. The Bridge Team could easily leave what they were doing for now and help with that as it would remove the need for any more boost pack jumps for the consoles.

While the Command team heads to Engineering to help with the fusion rods, the Corpse team makes for the shuttle bay again. Be sure to accentuate the darkness again, the metal still grinds, the rooms with sealed doors still hide unknown things...when they finally get to the shuttle bay, there is no sign of the missing crewman....but there is something even worse to be seen.

The shuttlebay doors are open and they can just make out the ever dwindling shape of their shuttle/runabout that has somehow been ejected or made off with....leaving them stranded in the frozen coffin.

(Intermission) Let the players suffer....now is a good time to stop for the night if you have a short session, or to take a dinner break. Refuse to talk about the game's details. Make them think on their own...their imaginations by now should start filling in much more horrible possibilities (and there less rational not starfleet imaginations will be wondering if you have decided to run an actual supernatural zombie horror fest on a haunted ship. Which...as you will see...in a small way...you have...

### **Ghosts of the Past (Part IV)**

#### Act III Scene I

They are obviously going to most perplexed by the lack of a viable shuttle craft, if they check the others in the

bay they still work, but none of them are warp capable, so aren't carrying Dilithium and won't be much good for escaping. The group in engineering should probably continue the search for the missing crewman. In engineering, once the rods are in place, they will discover they will need more power to bring the system online so they will need to go and collect the power packs from the bridge to link together to jump the system like a capacitor. They journey back up the shaft to the bridge, and find that all the bridge corpses are back at their stations. They don't move, they are still quite dead and frozen, but they are still back at their stations. They can easily collect their needed booster packs and head back for engineering.

#### Scene 1a

The Corpse team continues the search for the missing crewman, if the engineer was left back in engineering while the command team went to collect the power packs, the engineer will be missing when they return.

#### Scene 1b

The Corpse team hears the basketball sound again and see it bouncing lazily down the passage. If they follow it falls into the turbo shaft then goes up. If they follow again the doors to deck 5 are once again open. The ball is stopped before the door to a junior officer. If they go inside they see that lifesupport and other systems are online in there...the room's LCARs is online and there is a Log entered on it for the current stardate.

"6 came aboard, but the Captain says none will leave. They may claim to be Starfleet but their uniforms are unfamiliar and regardless there has been no indication that they are cleared for this project. The XO argues but it seems unlikely the Captain will change her mind."

If they try to communicate with the other personnel they find they have lost coms and, worse still, the doors to the turbo shaft are closed again and won't open.

#### Act III Scene II

The engineering/command team are back enroute to Main Engineering when they spot two frozen Andorian Corpses floating the corridor. The corpses float at them, still quite dead. If they phaser them they are destroyed easily, but if they run have them make Athletics contests...the two fastest get away in the maze of passages, but the one in the rear finds themselves grabbed by the corpses and drug up into a jeffries tube. Coms are still down.

If someone is captured, the way behind them is sealed back up and they are deposited in a storage room on deck 9 where they discover any other missing crewmembers. A similar capture is related. Why the Andorian corpses have put them here is unknown, but if they try to leave those two plus up to 8 other corpses try to non-violently keep them in place...phasers of course will win the argument convincingly.

#### Act III Scene III

The Corpse team, detects an unusual power spike on any tricorder scan used to try to find the missing crewman and this leads them finally to the Special Projects room. Inside they see a host of power conduits and computer interfaces linked into what seems to be a tall sculpture with glyphs upon it. A culture test will indicate the style is Vulcan, a Language Vulcan test will indicate the language is Ancient Vulcan. As they investigate it, a bright light will emit from the tower and strike the Psionic or hoping to be Psionic character.

After a burning pain the character finds himself/herself in the same room but without the companion and now with the persons whose bodies littered it. A voice that sounds like a Ship's computer speaks directly into his mind and reveals that it is the One Mind of the Ship's Computer, the Artefact, and the Crew. There is an argument in the Parliament of the One Mind, but the Andorian faction led by the XO insists they reveal what is going on. The Artefact was found by a Starfleet mission and the glyphs translated. It was originally an amplifier that enabled a Vulcan Mind Lord to rule an entire city, and to pick up stray thoughts of dissent from anyone within. Starfleet Intelligence and Strategic Operations special projects kept the discover secret from the Vulcans despite the normal guidelines and were attempting a project Far Sight. The project hoped to link an Andorian telepath to the device, the device to the computer and the amplifiers of the Navigational Deflector to detect the Minds of Romulans in cloaked vessels and thus track them despite cloaking. Something went wrong in the interface and when it was activated it sucked the minds of all the crew out of their bodies and into the computer consciousness. They are one, but still individuals as well. After such a long drifting in space the one mind had lulled into slumber, but the presence of the crew had awakened it slowly. It took them a while to be able to control systems or even their corpses telekinetically again. The dilemma they faced though is that the project was Ultra Secret Compartmentalised clearance and the Captain, following her orders, insists that the crew be detained indefinitely until proper clearance is given. Or, if they try to interfere they be dealt with under Captain's

Mast for treason and executed. (Death penalty still existed in 2314)

The XO feels that the circumstances modify the orders and that some attempt should be made for the crew to get and give proper clearance. He had the other crewmembers detained for their own protection. It is here the PC gets to argue the case and plight of her crew with the Crew of the St.Kitts -- roleplay it and enjoy flitting from voice to voice personality to personality as you both support and argue against the character. Once you feel they have made a convincingly argument, the St.Kitt's captain agrees to release the character back to his/her body and gives her 72 hours to submit the proper clearance.

The crew is reunited and can communicate with Starfleet Command -- Contacts in the Command or Admiralty would be appropriate to call in here -- Only one person on Project Far Sight is still alive, a retired Admiral who was but an Ensign on the project at the time.

Rather than tell you how to end it as it is your series and you can best think how to tie up the details, I give you instead these points:

A) The Vulcans, if they find out, will be "angry" about the entire matter and demand the Artefact be turned over to them immediately. It will provide serious fodder for the VIM that the Federation can't be trusted.

B) If the Romulans catch wind of it they will want it for themselves and their own psionic projects and will take great steps to secure it.

C) The thing works..the St. Kitts one mind can detect Romulan thoughts (or other psionic susceptible race species) at a range of 17 ly. It is a unreproducible but certifiable 'cloak buster'.

D) Because it works, SI won't want to give it up and will bring pressure to secure it and keep it a secret.

E) So would Section 31

F) Though energy beings, the crew of the U.S.S. St. Kitts is "alive", the individuals still consider themselves alive and Starfleet...disassembling the device will kill them all.

Well, my fingers are screaming from the typing so, enjoy, or not.

Peace

### **Fortunae**

My group enjoyed the adventure, I forgot to note in the wrap up section that you could have the player who hoped to have PSI ratings be justified in getting some after the contact/temporary merging with the One Mind.

It was alot of fun seeing how different races/cultures/personalities dealt with the corpses...our Bajoran Security Officer was very respectful (as were the 2 Andorians) while the human Captain and Ops Dept Head were far more businesslike, moving the dead out of the way of necessary consoles in a detached fashion.