

Call of the Void

SUGGESTED ERA OF PLAY: **The Original Series Era**

SUGGESTED SPOTLIGHT ROLE: **Medical Officer**

SYNOPSIS

The players receive a garbled distress call from a ship sent to repair a subspace relay being affected by an unusually strong ion storm. They arrive to find the other vessel as well as the crew who are confused by the distress signal that they never sent. Everything appears normal until the content of the phantom message start to come true. The mystery and threat deepen when the next distress call is from the players themselves.

OPENING LOG

“Medical Officer’s log. We are racing into the storm—literally, an ion storm—to the aid of the USS Odyssey. While the contents of their distress call are too garbled, it’s clear the crew is in dire need of help. I am preparing my med team to be ready for anything we may be faced with. I wonder if its adverse effects from the ion storm... or something far worse.”

MAJOR BEATS

The Eye of the Storm

The players arrive at subspace relay 725 to find the *USS Odyssey* docked and crew healthy as they repair the station currently engulfed in an ion storm. The *Odyssey* crew will help to clear up the distress call’s audio where they will hear their own voices. The message talks about the crew violently attacking one another before destroying their own ship. Clearly this never happened, but they are at a loss of what it means.

Self-Fulfilling Prophecy

Eventually the actions heard in the distress call come to fruition as the *Odyssey* crew turn on one another and blow up their own vessel. While the powerful ion storm seems to be interfering with the relay, there are no signs that it is having any direct effect on the crew. There are also no signs of temporal interference, furthering the mystery.

Transmission

The players detect a new distress call. It is a similar message to the first one only this time it is from the player characters. Both distress calls originated from the communications array itself. Interference from the storm is creating a type of subspace infrasound that is responsible for a form of space madness. The “distress calls” are just open channels of white noise; the infrasound in these channels is causing mass auditory hallucinations. The listeners’ own fears created what they thought they heard and the infrasound’s effect on their psychological states led the others to believe it too—and eventually act it out.

MINOR BEATS

Individual encounters of the *Odyssey* crew falling victim to their madness and behaving violently could be used to add action scenes to the adventure.

KEY NPCS

Odyssey Crew: Captain Vupar, Science Officer Ixtos, Engineer Adams and Communications Officer Salek (Use stats for similar NPCs on pgs. 314 to 316 in core rulebook).

CONCLUSION

The array will need to be disabled to prevent further transmission of this subspace infrasound. The most important challenge is for the Medical Officer to treat and reverse the psychological effects on the crew before they can harm themselves. This should be done with an Extended Task (and can be combined with Extended Consequences from the Gamemaster’s Guide) to reflect the dangers and challenges facing the crew.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be adapted easily to any time frame or a Klingon campaign. TNG era and beyond may wish to focus on the ship’s Counselor instead of or in addition to the Medical Officer when finding a solution.

