

MacGuffin & Co. presents

GNOST

A micro-setting

Content Notes: *Ghosts, Death, Violence, Grief, Isolation, Damnation, Cults, Industrial accidents, Murder, Conspiracy, Mind control, Unethical science, Imprisonment, Gambling, Kidnapping, Existential bleakness*

This is a system-neutral setting! It gives you all the details on the world, the player characters' role within it, and contains a suggested mini-campaign and adventure ideas. However, you won't find any rules, character sheets, or instructions to "Roll your Diplomacy", "Take 2 Wounds" or similar. This is intended to be a playground where you can use whatever system you and your group feels most comfortable with. This may mean it requires a some extra preparation in terms of working out the necessary numbers, especially if you're using a more stats-focused system, but we promise, even if you just jump right in and make it up on the fly, you'll have a great time.



There are few things deadlier than space. From the first moments humanity hurled itself out into the dark, people have died in the cold and lonely void. But there's no rest to be found among the stars. Beyond the edges of our planet, spirits cannot pass on, and the spectres of explorers past now haunt every corner of our star system. That's where you come in. It's your job to find ghosts, to contain them, bring them home to Earth. It's dirty, thankless, often dangerous work, and more than a few ghosters find themselves joining their quarry. Still, it's a living.

Background

It's the year TS-19. Humanity has long since been able to travel beyond our world and we have found... nothing. No alien beings to war with, no lush worlds to colonise, just dust and radiation and silence. Those lifeforms that have been found are either microscopic or a billion years dead, and what settlements that have been set up are bleak and industrial: tiny pockets of life existing only to extract resources to ship back to Earth, or to push the further edges of science. It's a hard life in space, and death is only ever a busted valve or torn piece of polymer away.

But dying in space is different. The Gaianic church preaches that we are all ultimately born of the Earth, the true and physical god, and we can only pass into the blissful afterlife upon her soil. Energists believe the spirit to be just another form of physical energy, a natural part of some deeper ecosystem. Either way, the simple fact of the matter is that when a person dies on Earth their soul vanishes, silent and invisible. But out in space, it seems it has nowhere to go, and eventually coalesces into a wandering spirit: a ghost.

And this causes a lot of problems. Even ignoring those more powerful spirits keen to

cause mischief or violence, having mournful shades wandering a space station is pretty bad for morale. The dead need people to collect them and take them back to Earth, where they can be released and allowed to pass into whatever existence - if any - is beyond. Those people are ghosters. It's a rough job, and few last in it for more than a year or so. If you're lucky, it's boring and depressing: Hoovering up dozens of compliant Class-Is at an industrial accident. If you're unlucky, you'll have to deal with something more interesting.

Most ghosts are simply faint shapes in the air, thin and weak reflections of their former selves, unable to interact with the physical world around them. But some are stronger: more grotesque in appearance and able to manifest more fully. These spirits are often capable of affecting objects or people directly, and sometimes they display even stranger abilities. Ghosters generally split their quarry into five broad categories:

Class I - *shade, shadow, Hoover job*

Standard pick up, no real personality or will.

Class II - *lost soul, weeper*

Reluctant, does not want to return to Earth or pass on.

Class III - *phantom, trickster*

Disruptive. Not malicious, but can be hazardous to catch.

Class IV - *friendly*

Retains will, actively wants to help or return to earth.

Class X - *spook, geist*

Hostile. Malicious. Very dangerous.

Because of the expenses incurred by the ghosting industry, it's mandatory for anyone heading in to space to get ghost insurance before they leave orbit. This is usually covered by an employer, but those going for their own reasons have to pay the exorbitant fees out of pocket. Many companies offer ghost insurance policies, but by far the largest and most widely-used is Green Hill Insurance.

Green Hill does business with almost every space-faring industry, and have an arrangement to receive a government rebate for any uninsured ghosts found and returned to them.

Uninsured ghosts tend to be leftovers from an earlier age of space travel, before the realities were so well known. Sometimes a ghoster crew may even receive word of a necropolis ship: one of the massive colony ships sent out from Earth in the early days of cosmic expansion, now long-dead and filled with abandoned spirits. These ships offer a substantial, but very dangerous, pay-day for the crew that clears them, and several ghoster captains will often coordinate with each other to deal with them, splitting the reward.

You are a crew of ghosters. You have a battered old space ship, enough vacuum tubes for about two hundred ghosts, and plenty of spirit wands and harpoons. Your ship has a top speed of 0.5AU a day, meaning you can get from Earth to Mars in a day, but it takes almost three months to reach Pluto. Your ship isn't armed, but neither is any ship you will encounter. Ship-to-ship combat in space is too risky and destructive even for pirates, as it's almost certain to destroy any cargo of value. Your ship can't survive re-entry into Earth's atmosphere or land on any stellar body. You have a small shuttle that can take you to facilities attached to moons, asteroids or planets, as well as space stations, other ships, or the huge Green Hill facility orbiting earth where you hand over your "passengers" to be checked and released. You're contractors, not employees, and don't report directly to Green Hill, though unless you're offered a lucrative private-insurer contract, they'll probably be the ones handing you jobs. Ghosting is a sad, lonely business, and whether you chose it, or it chose you, it's your life now. Travelling the black emptiness of space, grudgingly shepherding the dead to their final reward.

Ghosting

There are two ways to catch ghosts:

The Easy Way: If a ghost is willing to come with you, or simply doesn't have sufficient will to resist, just touching them with a loaded spirit wand will transfer them into the empty vacuum tube inside. The now-active tube is then removed and the wand reloaded. Active tubes are usually transferred to storage on the ship and then handed over to the insurance company when returning to Earth. Most Class-Is are dealt with this way, and even Class IIs or IIIs might go the easy way if they can be talked down.

The Hard Way: If a ghost refuses to depart willingly, or becomes violent, they have to be weakened sufficiently to allow the spirit wands to capture their essence despite active resistance. This is done with harpoons: long sharpened alloy rods connected to a special generator with a reinforced cable (and usually a backup generator as well). The charge reacts with the spirit energy of the ghost, holding the harpoon in place and disrupting their essence. This causes the ghost great pain and weakens them significantly. In many cases a single harpoon is enough, but The Resting Place is full of ghosters telling their own story of that one spook that took a dozen or more before it dropped. Most ghosters use pressurised launchers to fire their harpoons, but some prefer to get a little more personal and throw them by hand, often arguing there's less danger of causing a hull breach. When the team decide their prey is sufficiently stunned, one of them has to get in and catch it with the spirit wand. This is the most dangerous part of the hunt: if they've miscalculated, or the ghost is just pretending, then the poor fool on wand duty is in for a really bad day. Class Xs only ever go the hard way and, once caught, are usually stored with plenty of extra padding around their fragile glass tube.

Character Suggestions

Ghosting's not for everyone. Quarters are close, comforts are sparse and jobs are either deadly dangerous or deadly dull (ghosters differ on which is worse). Almost everyone's chasing a big pay-day, but most crews have to rely on the small but steady income from collection jobs to see them through. Whether you're out here trying to get rich or just want to leave your life on Earth behind, one thing's for sure - you can't live this close to the afterlife without it changing you.

Gaianic priest

You love the Earth. Of course you do. She's the true and physical god. But there are lost souls out there, unable to make their way back to her embrace. You've taken it upon yourself to leave the Earth behind, to find these poor spirits and help usher them home where they can cross over in peace. I mean, sure, maybe you had other reasons to get away, but this is a religious mission, a holy calling. And you're happy to be out here, really you are. You just weren't expecting quite so few home comforts. Or to encounter so much reluctance to return from the dearly departed...

Ex-Green Hill office worker

Remember when you had a 'normal' job? Sat behind your desk from breakfast to dinner, with nothing more exciting than lunch to look forward to? Working for Green Hill was a decent wage but no matter how hard you worked, you just never seemed to move up. You'd find yourself watching the ghost ships docking to offload their cargo and think, that must be really living. So, in a moment of uncharacteristic resolve, you quit your position and convinced one of the ships to take you on as part of their crew. To be honest, it's not quite the adventure you imagined, and lunch is still sometimes the most exciting part of your day but, hey, at least you feel like a part of something. And even ship's coffee is still somehow better than the stuff in the Green Hill canteen.

Lifelong Trapper

You got a job with a ghost ship as soon as you were old enough to earn a living, maybe even before. You needed a steady paycheck and there wasn't much tying you to Earth. Plus, the chance for a big score was pretty enticing. After a few Class X jobs, though, you started to realise ghosting isn't always as lucrative as it is dangerous. These days you take the jobs you're given, but secretly you're on the hunt for a necropolis ship - if you're going to put your life in danger, you want to be sure the money's worth it.

Friendly ghost

You don't remember everything about who you were before your death - just odd details here and there. What you do know for sure is that you died in space and you're here until you can bring yourself to return to Earth. And you will go back, but you need to take care of something first. Maybe it's looking after someone, maybe it's revenge, maybe it's seeing somewhere you were happy one last time. Whatever it is, something from your old life stands out is keeping you tied to it for now. And until it's done, your crew's glad to have you: it's handy to have a ghost on-side when dealing with the dead.

Haunted exile

You used to have a happy life on Earth. Maybe it wasn't perfect, but it was yours. Then something changed - you took a risk, got mixed up in something bigger than you,. Something bad. You managed to talk your way off planet just in time, and it turned out ghosters were the only ones hiring. It's not the life you wanted and your crew aren't the people you left behind, but on a good day it keeps you busy, and you're starting to feel like maybe you've found a new family out here. You're even getting used to the ghosts. But at the end of the day only one thing's certain: you can't go back to Earth in this life, and you're not sure about the next one either.

Locations

The sheer scale of the cosmos is almost unthinkable, even just staying within our own solar system. But there are still things out there, if you know where to look.

Green Hill space station

Most insurance companies offer some sort of ghost insurance, but Green Hill are the only ones who specialise in it. Every major company or nation sending people to space uses Green Hill ghost insurance, and almost all the ghosts you collect will be delivered to their facility - a large space station distantly orbiting Earth - for processing and transfer down to the planet below, where they will be put to rest.

The space station itself is utilitarian but polished, with excellent gravity. It's large enough to be clearly visible from Earth, being roughly the size of a small town. The station is broadly elliptical, with solar panels covering much of its surface. There's a vast hangar for ghost ships and deliveries at the bottom of the station, which is where your crew will enter. The corridors beyond are bland, corporate and easy to get lost in. Luckily, you're generally escorted to one of the canteens where you can get something akin to Earth food while you wait for your paperwork to be processed.

The Resting Place

There's hardly anywhere in the vastness of space that could be called 'homely' but, for ghosters, The Resting Place comes the closest. Housed in an old cleared-out necropolis ship, it's now a floating home-away-from-home for ghosters, miners, scientists and anyone else who makes their living among the stars.

The Resting Place started it's afterlife as a simple bar, but over the years has evolved to include a hotel and a thriving marketplace, all located in a handy Jupiter orbit. If you want to meet with another crew, find supplies or parts, or just want some time off the job, this is where to go. Orion Hawke unofficially runs the place and can usually be found

behind the bar. It's rumoured he'll sometimes take a tubed ghost as payment, but nobody knows what he does with them.

Mining communities

Space is impossibly huge and almost entirely empty, so if people have gone to the trouble of living somewhere, it must be a potential goldmine (literally and figuratively). Few individuals can afford to invest off-planet, but when a company foots the bill, they expect a decent profit.

Mining in space is a dangerous and difficult job and generally involves staying in spartan company-owned stations for months at a time. If workers are lucky in their employer they can often earn enough to retire early (if they live that long). But others might find themselves trapped, spending what they earn on food and oxygen at the company store, and many facilities have discontent bubbling just below the surface. Mining stations are commonly found on M-type asteroids but there are a few on most planets and moons.

Science stations

Not everyone who makes a life in space is here for money or because they ran out of options. Sometimes they're looking for knowledge. Most planets in the solar system have at least one scientific facility, either on the surface, a moon, or in orbit.

People posted to a science station will generally live there for a few years at a time, and some communities last only as long as it takes to complete a specific project. Others can continue almost indefinitely as residents come and go. Most established stations are attempting some degree of terraforming on the world they inhabit, but even the most successful of these - the apple orchard on Phobos - is still barely two acres of viable soil. The headcount of science stations are low and big egos can be crammed into tight spaces. Tensions sometimes run high, but bonds between the residents are usually strong.

Earth

Though most ghosters are technically able to return to Earth, few of them choose to do so with any regularity. The journey down from the Green Hill station (or any other orbiting facility that runs surface shuttles) is awkward and uncomfortable, and the paperwork to do so can be daunting. Some ghofter ships have shuttles capable of re-entry, but the amount of paperwork involved in getting a landing permit is far beyond most captains.

Life on Earth continues much as it always has. Space is largely the domain of private companies, academics and freelancers, and the vast majority of people still live on-planet. Nations, religions and other institutions are primarily concerned with what happens on the surface, though there are some loose international treaties to make sure space remains fairly neutral. The Gaianic Church is the largest global organisation, but even they are more concerned with using space to support their teachings than they are with the people who live (or die) up there. Nations and politics shift and change, but they're always present and the closer you get to Earth, the more important they become to some folks.

The sections from this point on contain secrets, NPCs and campaign/adventure information that are intended for the GM's eyes only. If you're planning to play through Ghost Ship in any other role, do not read any further.

Secrets

Class X ghosts are a lot more dangerous than even professional ghosters are aware. Many are fully capable of possessing human bodies on a long-term or even permanent basis. While most may be filled with blind anger, with no plan beyond immediate chaos, some geists are a lot more devious. Over the last few decades, several powerful spooks have been gradually taking over the executives of Green Hill Insurance and, by the time the game begins, almost the entirety of the company's upper management are possessed and staying on the company's huge orbiting facility, just outside the aura of the planet below. Exactly what their ultimate goal is, if indeed they have any beyond simply extending their own sinister existence, is not yet clear.

The board of Green Hill isn't the only thing out there threatening the status quo, however. On Earth, any spirit strong enough to still be seen or felt in the physical world (the only sort of ghost people knew about for most of history) would be incredibly powerful outside the confines of our atmosphere. And one of them has recently managed to board an outbound shuttle and escape. Calling himself Nostos, this spook may just be the single most powerful ghost in existence. And he has a plan. Taking control of a ship, he's managed to locate a necropolis, the doomed colony ship *Esperanza*, where he has installed himself as an undead priest-king. His religious doctrine is simple: the afterlife on Earth is nothing but suffering, and to rule and conquer the empty spaces beyond it is a far better fate. He claims that he has seen beyond the veil of death on Earth and found only pain, and he now seeks to spare other souls from this horrendous fate.

He's even begun to send "missionaries" out: tricksters and lost souls who hide themselves on ships and escape pods, preaching the word of Nostos to any other ghosts they may find. Nostos' aim is to assemble a fleet of dead ships, controlled by powerful geists, and lead an attack on the Green Hill facility, which he has declared the first and most powerful enemy of his people. He sees ghosters as the company's deluded footsoldiers, but he believes having a few living allies would be very useful, and is keen to speak to any he suspects might be receptive to his message.

NPCs

Green Hill Agent - Mateo Flores-Garcia

Mateo is the crew's main contact at Green Hill. He commissions them for most of their jobs, as well as handling the bulk of the offloading and paperwork afterwards. He's efficient and polite, but isn't all that interested in making friends. He spends his days off on the surface with his family and maintains detached but personable relationships with his co-workers when staying in the Green Hill facility. He has absolutely zero interest in conspiracy theories about his superiors.

Research Station Staff - Dr Jacob Forrest

Jacob is a communications specialist for the Mercury II research station (he works the radio, so will be the one talking to the crew). Jacob is surprisingly extroverted for a station researcher, eager to chat even if the crew is just travelling nearby, and is a keen gambler. Although he enjoys the company of his team, he always enjoys the company of visitors when he can, especially if they have interesting stories or odd things to wager.

Mining Ship - Crew of the Startrawler

Jung, Myra, Zara, Eve and Sky are on an eight month mission to mine nickel and iron from an M-type asteroid in the belt. Zara and Myra are sisters and the first to defend each other if there's any hint of danger or hostility. Eve is brusque during work hours but relaxes to

show a warm soul when she's had a drink. Sky is the crew's mechanic, perpetually covered in grease, but she loves her home comforts and won't head out on a mission without a supply of good tea and a thick blanket. Jung is the burly foreman and, as the only gay man on a crew of women, flirts shamelessly with any vaguely attractive guy he might meet.

Junkers - Dale Bartrand and Flint

Dale and Flint were always the best of friends and even ended up joining the same mining crew. So naturally, when Flint was killed in a drilling accident, he came back as a Class IV. Not wanting to be apart, they decided that neither of them would return to Earth until Dale finally joined his friend and they could pass over together. They tend to hunt for salvage as close to Earth as they dare, where the chances of finding something of value are higher. They can often be found at The Resting Place, listening out for hints of a valuable score. They're friendly and good-humoured and will gladly help out a ghoster crew if there's likely to be good salvage in it, and if the crew proves themselves to be comfortable around friendlies.

Ghoster Captain - Artemis Cooke

The gruff, no-nonsense captain of the ghost ship *Marie Curie*. Artemis started her career as a ghoster at just twelve years old, when her father joined a crew and convinced the captain to give his young daughter a menial position to keep them together. Artemis took to the job quickly and has worked her way up to be captain of the very same ship she started on. She and her crew can be formidable rivals or valuable allies. They'll gladly help a crew they respect, but Artemis has very little patience for anything she perceives as incompetence.

Mini-Campaign

Last Rites

These adventures deal with the undead conspiracy within Green Hill, the coming of Nostos, and their dramatic confrontation. They can be played one after another for a short, punchy story, or spaced out with jobs from the **Adventure Seeds** (or any adventure you'd like to create in the world of Ghost Ship).

Adventure One

Commit Their Body to the Ground

The crew receives a job on Tethys, a moon orbiting Saturn. They're informed there has been a generator accident at a Genatex-owned deep-core mining facility, leaving 13 dead. When they arrive, they're met by Methuselah "Mitch" Khan, the care-worn overseer of the facility. He's visibly shaken by the loss of his people, and informs the ghosters that, while the radiation has been successfully flushed from the accident site, that whole wing of the facility is still under lockdown. When asked why, he pales slightly and simply tells them "Kurt went wrong."

Kurt Valan never told his fellow engineers why he left Earth, but the rumours flying around about it were pretty bad. He was unpleasant, unliked, and was written up several times by Mitch for getting into fights. In death, Kurt has become a nasty Class X, who appears as a burning red shadow with four limbs sharpened to a razor edge. He is unable to affect or damage inorganic material, but his claws cut flesh just fine. He can communicate just fine, but doesn't see anything to talk about.

While hunting Kurt, it becomes clear that the ghosters' efforts are being hampered by a Class III trickster, which may trip them up, close convenient doors, or turn off their harpoons' generator at the worst possible moment. If there is a ghost on the crew, the phantom attempts to communicate, introducing herself as "Jolly Jane" and telling them if they betray their friends, she will take

them to “Nostos, the one who can save you from the agony of the grave”. She will give no more details unless they agree to join her.

After both Kurt and Jane have been dealt with, the remaining shades come quietly. Just before they are tubed, one of them asks plaintively “Are you taking us to Nostos? Jane said we could go to Nostos. She said Nostos will save us.” The crew should not yet have any idea who, or what, Nostos is. As they’re loading up the tubes for storage, they may notice that there were only thirteen corpses, but they captured fourteen ghosts.

Adventure Two ***Earth to Earth***

While passing through the asteroid belt heading to or from another mission, the ship begins to pick up an odd transmission from deeper within the belt. It seems to be gibberish, but running it through several different filters reveals letters being spelled out one at a time: N.O.S.T.O.S. Travelling to the source reveals an unmanned transmitter attached to an asteroid. If the ship attempts to communicate, it sends a direct message: What do you believe?

Responding to this message with any variant of “Nostos will save us” or “Nostos saves” results in the transmitter sending a set of coordinates to a patch of completely empty space opposite Jupiter’s current orbital position, about ten days travel from Earth. If the crew are unable to correctly answer the question, the transmitter keeps beaming out its message, and the next time they visit The Resting Place, every ghoster in the place has heard it, and the place is abuzz with rumour and speculation about what Nostos might be. After a while (and maybe some other adventures) another ghoster captain (preferably one the crew are on good terms with) decodes the message and, believing the coordinates lead to a necropolis ship, approaches the crew to help follow it up.

When the crew arrives at the indicated spot, they find a small fleet of ships, all

powered down and seemingly dead: two cargo trawlers, a transport liner, a science ship covered in pirate markings, a few shuttles and, bizarrely, dozens of escape pods from many different vessels. The ships are clustered around the *Esperanza*, once a massive colony ship, now a necropolis. As they approach, the airlock of the *Esperanza* powers up, clearly prepared for a shuttlecraft to dock there.

Upon boarding, it becomes apparent that each section of the ship the ghosters walk through is being powered up and pressurised in turn. After about ten minutes of silence, they’re met by a pale grey weeper, who introduces himself as Nicholas Oak. Assuming he’s not immediately attacked, Nicholas offers to escort the crew to meet Nostos. On the way, they begin to pass through several large atriums, where a strange ghost society seems to have developed, with spirits going about a sad imitation of their life before. The crew should note there are several Class X ghosts here, just in the parts of the ship they’re being shown. Nicholas explains they exist here in peace and quiet, and though it is perhaps a sad and lonely way of being, it’s better than the alternative.

Finally, the crew meets Nostos. He is a towering pillar of pure black dust, with several spots of glowing blue inside him that pulse when he speaks. Nostos is polite and cordial, explaining his history, beliefs and goals. He doesn’t yet detail his plans to attack the Green Hill facility, though he talks freely about the company as the enemy of the dead, condemning souls to an eternity of suffering. He positions himself as a freedom fighter, and asks the crew for their help, to be his human hands beyond the *Esperanza*. If the crew have come here with another captain, that captain immediately refuses point blank, expecting the crew to do the same (and losing a lot of trust in them if they don’t).

If the ghosters agree, Nostos is genuinely grateful, and grants them the freedom of the *Esperanza*. He requests that any ghosts they find be brought there and released,

instead of being sent to Green Hill. If they refuse, Nostos is disappointed, but not angry, and has them sent off his ship. Any attempt to attack Nostos results in him immediately disappearing through an air duct, tearing free of any harpoons with ease. The rest of the ghosts flee as well, and the ship begins to depressurise, venting air from each room in order, driving them back to their shuttle.

Whatever the situation, as they leave, the crew is confronted by a spook that calls herself Rana. This Class X appears as a cloud of choking purple smoke, and violently disagrees with Nostos' decision to involve the living. Even if the crew became allies, there is little they can do to prevent Rana attacking, and Nostos is understanding about the ghosters' need to defend themselves.

If they agreed to help, the crew can return to the *Esperanza* at any time, and Nostos will thank them profusely for any ghosts they bring. Each time they turn up, they notice a new ship or two in the fleet. If they refused, or at any point betray Nostos' trust, the fleet leaves, and is completely gone the next time they (or anyone they tipped off) try to find it.

Adventure Three

Ashes to Ashes

At some point, Green Hill discovers the crew's interaction with Nostos. If they reported the situation to the company, this is very simple, otherwise, they eventually discover it through an NPC: another captain, an overheard conversation in The Resting Place, or even one of the ghosts the crew delivers to Green Hill. If they captured and handed over Rana, she turns on them in a second. Whatever the route, at some point the information reaches the ears of the possessed executives, and they are very, very keen to discuss what the ghosters might know about Nostos.

If the crew are still turning in ghosts to Green Hill, they find themselves flanked by some very heavy-looking security personnel after a standard drop-off. These bruisers

escort them, as gently as the crew will let them, to some securely locked interview rooms. On the other hand, if the crew are no longer on good terms with Green Hill, then the next time they get any closer to Earth than the asteroid belt, their ship is pursued by a massive state-of-the-art Green Hill vessel, the *Nakoming*, which very politely requests their presence at the company's facility. If they try to escape, the *Nakoming* will deploy heavy-duty magnetic clamps and cables to disable their ship and simply tow them there. The *Nakoming* outclasses the ghoster's run-down ship in basically every way, but if they do manage to escape, Green Hill puts out a fugitive notice for them, accusing them of theft, and offering a hefty enough reward that even long-time allies might be tempted.

One way or another, Green Hill's power and reach is such that eventually they find themselves in the secure interview rooms, being grilled one at a time by a slender, sharp-faced woman in a suit. She calls herself Tara Rose and claims to be director of operations for Green Hill. Tara interrogates them on every aspect of their interactions with Nostos, as well as any other jobs they may have taken part in which could be considered suspicious. She begins under the assumption that the crew are willing spies for Nostos, and it takes a lot of work to shift that belief. She also grills them relentlessly on their own lives and pasts, openly comparing their answers to the company's personnel files on them. If any of the characters have secrets, now's a good time to reveal them. Tara does not torture the crew, but she isn't above threatening to ship a ghost character back to Earth and, once or twice, pricks living characters with a small needle, observing their reactions. Throughout this whole process, the crew may notice Tara's own reactions and expressions seem a little bit strange or forced, and at one point she spills hot coffee on herself, but only reacts with pain when she notices it has happened. After a full day's interrogation, they crew are moved to a ghost-proof holding cell, where

the living members are fed and left to sleep.

At some point during the night, the door unlocks, opens, and a pale yellow ghost enters the room. She introduces herself as Marjani Rose, Tara's wife, and begs them to give her passage off the station. She says she has all the security access codes to the Green Hill facility, and is willing to provide them in exchange for her escape. The crew can attempt to escape without her, but they have none of their equipment and this is a side of the station they've never seen before. It's poorly lit and crawling with weepers, tricksters and geists. These spirits aren't on the lookout for intruders, and as long as the crew have all the right access codes, getting past them is tense, but not difficult. Without the codes, the ghosters are in for a rough time.

On the way Marjani explains what's been happening with the board of Green Hill, how they were possessed one by one, until even her wife Tara was taken over. When Marjani noticed something was wrong, they had her killed. She's been hiding ever since, using her knowledge of the station's security to avoid detection. Now the executive section of the facility is a haven for their spectral allies. She doesn't know what they're doing with the other ghosts.

Once they're back on their ship, Marjani can transmit the proper code to allow departure (sneaking onto the ship to do so if necessary), and the crew escape out into space.

Adventure Four

Dust to Dust

Willingly or not, Marjani Rose has hitched a ride on the crew's ship off of the Green Hill space station, and it doesn't take the executives long to notice. A notice soon goes out circulating both their and her descriptions and accusing the crew of kidnapping. Refuge becomes hard to find, and any jobs they take have to be extremely hush hush, and only from the most unscrupulous of clients.

After a few days, Green Hill will

attempt to contact them and offer clemency if they simply return Marjani. The crew also receive a message from Nostos who, regardless of their previous dealings, will send an offer of safe haven if they deliver Marjani to his protection aboard the *Esperanza*, along with the coordinates in the asteroid belt where his fleet is mustering.

Nostos' fleet is ready, thirteen ships full of ghosts, including the *Esperanza*, and he's all set to descend upon Green Hill, but the access codes Marjani knows would make his victory almost assured. If the crew delivers her to him, Marjani is reluctant to trust Nostos, but will give the codes willingly, and he insists they all remain aboard and help with the assault. If they return Marjani to the company, Nostos' fleet attacks while they're still on the station. The crew are caught in the middle, unable to break through the blockade.

At this point, depending on their interactions with the story so far, one of three different twists is revealed for the finale. Which one is up to you, and should be based on whichever you feel will create the most fun and interest at the climax of your campaign:

Twist One - *The Prodigal*: Nostos has been lying from the start. He was never on Earth and has no idea what the afterlife might be like. He used to be one of the geists possessing a Green Hill executive named River Oliveira, and was part of the conspiracy, at least until he made a bid to take over and failed. Forced to flee, he's used his faux-religious message to build up support, but his real goal has always been revenge, aiming to punish those he believes to be traitors, and take over Green Hill for himself. This twist can be revealed during the battle or, if the crew returned to the facility, Tara can explain it to them moments before Nostos' fleet arrives. The crew will have to decide which of the two evils to fight for, or how they plan to simply escape with their lives!

Twist Two - *The Truth*: Nostos has been completely honest the whole time. The afterlife is an awful place full of suffering, and

he is legitimately trying to liberate his fellow ghosts from this fate. Green Hill have been allowing those ghosts that swear allegiance to them to remain, and sending any that don't down in the full knowledge of what is going to happen to them. During the attack, the turning point will be whether or not Nostos' forces invading the station can release the sealed ghosts currently in storage, as they will rally to his cause. This twist can be revealed after the battle is won or lost, or sneeringly admitted by the possessed Tara Rose at its height. This is the bleakest of the twists, and be aware that any "happy ending" that may occur afterwards will feel bittersweet at best.

Twist Three - The Feast: Nostos has been partially lying. He did escape from Earth, but has no memory of what the afterlife was like, or if there even was one. After his escape, however, he found himself on the Green Hill space station, where he discovered a terrible secret: ghosts can consume other ghosts, and the executives have been devouring the essences of the spirits delivered to them in order to increase their own strength and retain control of their hosts. Enraged, Nostos snuck onto a departing ghoster ship and began to recruit an army of his own, using the rhetoric of doom and suffering to motivate ghosts that he believes would have been otherwise unlikely to take action. This can be revealed by Nostos during the journey to Green Hill, or during the final battle as the executives crack open vacuum tubes and devour their contents to gain the terrible strength to fight back against Nostos' spectral army. This twist is best for a group that likes a big boss fight, as the spook inhabiting the body of Tara Rose can devour ghosts to empower herself into a terrible radiant star of ice and lightning.

Whichever twist is chosen, if Green Hill wins the day and Nostos is captured or destroyed, the company simply sends the crew on their way, with a knowing wink (and a hefty reward if they chose to fight for the company). It's up to the crew how they choose to live with what they've learned, but nobody

believes them if they try to talk about it and their few confidants beg them to keep quiet.

If Nostos wins the day, the Green Hill space station is overrun by ghosts, and all the living who survive are shipped back down to Earth. Over the next week, Nostos' forces take over all orbiting facilities of any size or importance, essentially cutting off Earth's access to space. Some nations send up missiles, destroying a few stations, but there's nothing they can do to the fleet itself, and it rapidly becomes apparent that Nostos is there to stay. Depending on how malevolent the Nostos of your campaign was, he may allow supplies to continue moving throughout the solar system, or he might simply decide to cut off everyone already out in space and wait for more ghosts to join his strange, lonely kingdom. Exactly how the characters engage with this is up to them (you may allow an epilogue adventure where they and their allies try to defeat Nostos himself) but, one way or another, space now belongs to the dead.

Adventure Seeds

These can be used to extend the mini-campaign or as standalone adventures.

The Scientific Method

Phobos, Mars Orbit

The crew are dispatched to a research station to transport some ghosts once the resident scientists have finished conducting experiments on them. While they're there, however, an accident releases the ghosts into the facility.

Deathstyles of the Rich and Famous

The Solitude, Venus Orbit

A lucrative private insurance job comes in from one of the smaller insurance companies. The policy was taken out by a rich, eccentric hermit to be completed on their death. Unfortunately, they died before disabling any of the security measures or boobytraps they'd set up. The ghosters are going to have a hard time just getting to this spirit.

Tube Delays*Asteroid Belt*

While returning from a successful hunt, the ship is impacted by a piece of space junk, smashing some of the fragile vacuum tubes. Several Class I ghosts and a tricky Class III are released into the ship itself (which ghosts are released can be changed based on the previous adventure).

Breathless*Triton, Neptune Orbit*

The crew are called to deal with a single trickster on a far out near Neptune. Unfortunately, by the time they get there, the ghost has managed to depressurise the entire base. The crew must capture the Class III, as well as the new ghosts it has created, all while the facility has no oxygen.

Living Will*Morritz Refueling Station 756, Umbriel, Uranus Orbit*

The crew encounter a Class II in a refueling station, hiding in a tank of unstable fuel so it cannot be captured by force. The ghost agrees to come willingly, on the condition that the crew helps it fulfill a personal quest first. It wants them to deliver a love letter to its former partner, who was on a ship that went missing 9 months ago (the errand could also be something related to a player character's backstory).

Last Orders*The Resting Place, Jupiter Orbit*

An accident with another ghoster ship releases a cargo hold full of ghosts into The Resting Place, including a particularly dangerous Class X. The players must work with other crews to clear the place.

The Parting Glass*Mars Surface*

Called to deal with a single ghost in what should be a standard pick up job, the crew discover their would-be passenger is an NPC they've met and been friendly with. Depending on their previous interactions, they may be a Class II who's reluctant to return, or a Class III keen to play tricks on their old friends.

Who Goes There?*Ceres, Asteroid Belt*

The crew are sent to deal with a single hoover job at a mining station but, when they arrive, they just find a corpse, with no sign of the ghost. Before long, someone else is found murdered, and this time they do leave a Class I. It soon becomes clear there's a Class X loose, possessing living members of the mining crew and causing them to kill each other before jumping to another host, leaving the killer with no memory of their actions.

Fifty Fifty*The Resting Place; leads to Kuiper Belt*

The crew is approached by the captain of another ghoster ship, to help out with a lucrative necropolis job. If the players are able to clear the necropolis without too much difficulty, the captain turns on them and tries to kill them in an attempt to keep all the payout for themselves.

Round Two*Any Location*

The crew are attacked by a living antagonist - a rival ghoster, a rogue Green Hill agent or someone from a character's backstory. If they kill their attacker in self-defense, the antagonist then manifests as a vengeful geist.