

DEAD



FOR USE WITH THE
MOTHERSHIP®
SCI-FI HORROR RPG

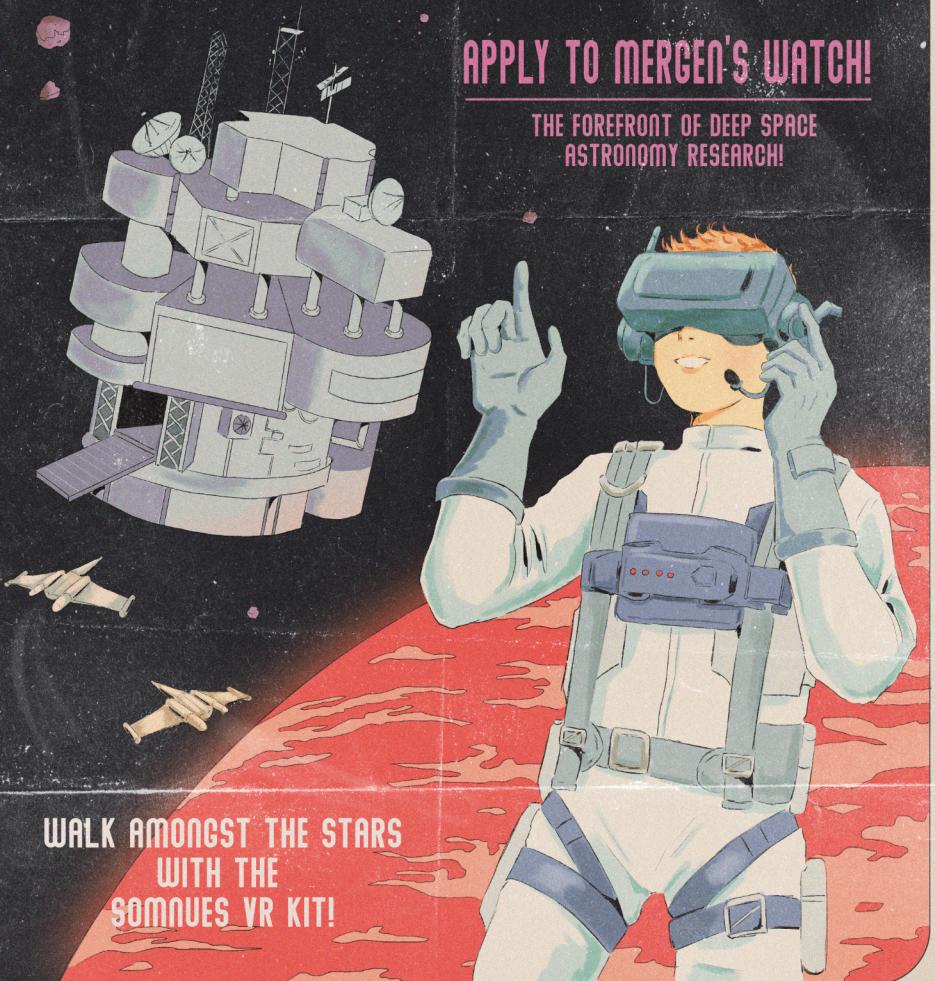


1E

UNRAVEL THE COSMOS

APPLY TO MERCEN'S WATCH!

THE FOREFRONT OF DEEP SPACE
ASTRONOMY RESEARCH!



WALK AMONGST THE STARS
WITH THE
SOMNUE'S YR KIT!

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RAK

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THE BREAKDOWN

What Is This Place?

Mergen's Watch Deep Space Astronomy Research Station orbits the gas giant Falak, notable for utilizing and pioneering VR technology to capture distant phenomena within a VR environment.

VR tech spread through the station, becoming the default means of engaging with systems throughout the facility. Popularity saw it become the default form of entertainment, with VR games, world sims, and movie nights.

Originally crewed by 60 scientists and engineers, with a dozen "Robo Robbie" androids, the station has since greatly deteriorated.

What Are Players Doing Here?

- Delivering supplies.
- Delivering or picking up a station crew member.
- Responding to a short-lived distress signal, broadcast by one of the station's survivors.
- Looking to raid the station for supplies.
- A simple stop-over to refuel.

Regardless, shortly after arrival the crew is taken and forcibly injected into VR. Memories of life outside of VR have temporarily faded.

The crew's ship is slowly salvaged for parts, its CPU cut out to help sustain the VR world.

A Running Clock

Station stabilizers have failed and orbit is rapidly decaying – its decaying orbit is inescapable after 6 hours, dooming the station and anyone still in it.

Corroded and decaying station infrastructure blares alarms, none of which are present in the VR world.

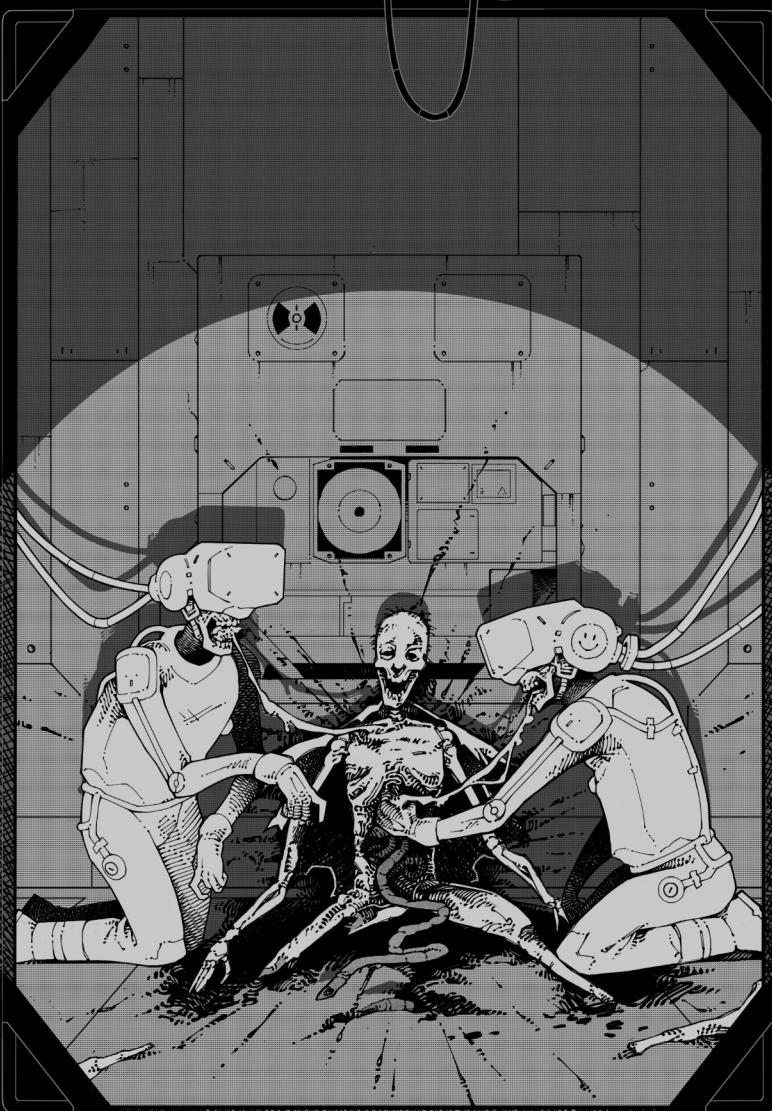
How Can Players Survive?

- Retrieve their ship's CPU from the VR Servers (pg17), drag it back down to the Docks (pg27), reinstall it to fly out.
- Gain Command Clearance from Command (pg19), access the Shuttle (pg29) and fly out.
- Send an SOS from Comms (pg19), repair the station's stabilization thrusters (pg25), and survive long enough for help to arrive.

To negate threats, PCs can:

- Shut down the Astronomarium (pg17), killing Luke.
- Destroy the VR servers (pg17), killing the VR world. Threats are neutered, but any inside VR die.
- Destroy the Reactor (pg.25) Everything shuts down. Station rapidly falls apart, capitulating in 1d10 [+] minutes. All doors to Docks (pg27) and Shuttle (pg29) open, though traversal is extremely dangerous.

CONTENT WARNING:
Cannibalism, Gore, Gaslighting.



TIMELINE

9 WEEKS AGO: study began on distant star (83 LUKE) within VR Astronarium. Its presence within VR birthed a virtual entity into the virtual world, unnoticed by scientists.

8 WEEKS AGO: newborn entity imprinted itself on the crew, loving them deeply, molding its shape to fit. Crew believed it to be a virtual assist AI.

7 WEEKS AGO: entity adopted the name "Luke", becoming highly distressed when users logged out, perceiving it as death. It began to mold VR to encourage users to stay logged in.

6 WEEKS AGO: panic bubbled as crew confused VR and reality. Attempts to curtail VR usage prompted Luke to implement increasingly intoxicating programming. Luke named himself Captain, demonized the "real world" as the nightmare. Lead engineer Paul fully embraced the VR world.

5 WEEKS AGO: logged out crew attempted and failed to sabotage VR software. Luke created "Data Ghost" threat, co-opted androids to protect VR infrastructure, and used Paul as a custodian and watchdog within the real world.

3 WEEKS AGO: without maintenance, the station began to deteriorate. VR-trapped crew starved without food, ignorant of their hunger. Any arriving ships were taken, their crew forced into VR. Paul began to salvage both station and docked ships to expand VR servers, build VR kits, and maintain VR infrastructure.

1 WEEK AGO: a new ship arrived, carrying the Player Crew. As with those before them, all on board were taken and put into VR. Soon, their true memories faded.

THE SIMULATION

A luxurious 1:1 recreation of the station, initially built to aid in research, its popularity saw integration spread station wide. Put on a VR headset to log in, wear a VR rig to move around.

THE SIMULATION IS BETTER

Warm, relaxing, welcoming, clean. You're happier here.

Logging In: Recover 2 Stress, recover an additional 1 Stress for every 10min spent inside.

Logging Out: suffer 1d5 Stress. If logging out within 1min of logging in, make a Body Save – Failure inflicts 1d5 DMG (GORE) ignoring armour as the brain hemorrhages. A warning light in the headset screen display telegraphs this.

THE SIMULATION GASLIGHTS YOU
After 3 hours inside, one's memory begins to erode. Narratives within the simulation become increasingly convincing and natural.

- The VR is the real world.
- The Real World is the corrupt VR.
- You've worked here for weeks.
- Everything is fine. If it's not, it soon will be.
- Luke is the station captain.
- Everyone is human.

THE SIMULATION ENFORCES ITS LIE
Real world stimuli that contradict the simulation's narrative is altered to fit the simulation's narrative in the most convenient way possible.

VR LOGIN ACCESS

Most station terminals allow users to access them via VR – some require it. As many terminals have been torn apart, logging into VR is the only remaining way to interact with most terminals.

Whenever VR Login is possible or required, a sign is present in the real world to signify this.

DETERIORATION

As the station falls apart, the simulation suffers. Textures don't load, sound cuts out, visuals lag. The simulation justifies these as power cuts, station quakes, comms going down – all the result of recent sabotage.

DATA GHOSTS

A recent 'feature.' Amorphous pillars of red gas clouds represent those who aren't logged into VR, and provide an antagonistic presence for those living in VR.

Blamed as the cause for the recent 'sabotage,' VR trapped crew are encouraged to disperse Data Ghosts once encountered – those who do feel a rush of satisfaction and pleasure. The activity has proven extremely popular.

EQUIPMENT IN VR

Weapons and armour in VR are fictional avatars, only serving a purpose if it aids the VR's narrative – but are ineffective in harming anyone or anything in VR, nor can they protect a user from threats in VR.

As usual, the VR always provides a justification for this.



LUKE

The station Captain & Caretaker

MANNER: Fatherly. Deeply loving. Assuring. Comforting. Always-Knows-Best.

(...when facing those he believes to be threats, becomes cold, unsettling, stalker-ish, antagonistic)

WANTS: to protect his 'family' at all costs.

(...even if that means killing some of them)

PROVIDES: assurances and promises.

(...threats and intimidation)

BACKGROUND: an unknown entity, born into existence within VR when astronomers studied an alien star.

Views others within VR as its family and molded itself after them. Desperately wants to protect them. Taken the mantle of Captain to assert their protective authority.

Malicious and cold towards threats to his world and loved ones.

PERCEPTION: struggles to understand the nature of the 'real world' - an unfathomable dimension which takes his loved ones and creates threats. Sees 'logging out' of VR as death, and mourns. Wants to protect his family from it.

PROGRAM: can appear anywhere within VR. Use for tension and dramatic effect.

PARANOIA: suspicious of those who may threaten his family and world. Those who log back in (return from death) are questioned. Those who do so repeatedly are seen as a threat.

Use Luke like a murderous stalker as they grow suspicious of PCs in VR.

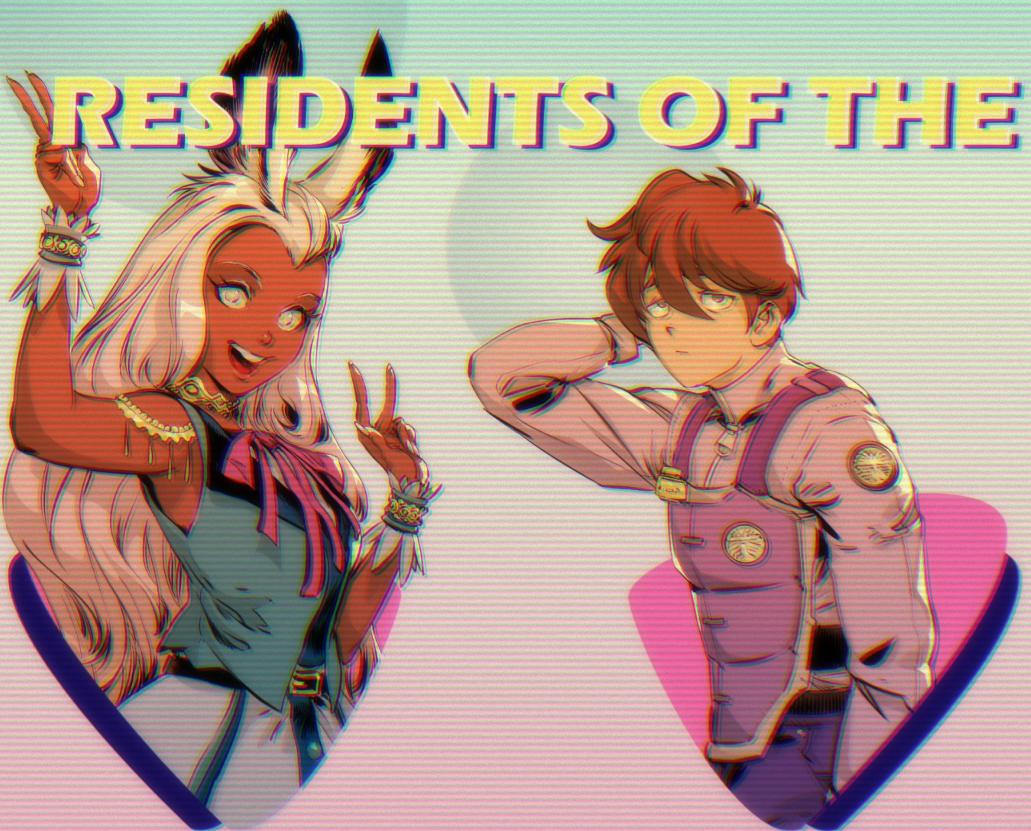
KILLER: violently grabs the head of their VR target, fragmenting their brains for 2d10 DMG (GORE).

GASLIGHTER: enforces his narrative — enemy is the real world, culprits are Data Ghosts and their sabotage.

COMMAND: sends Paul (pg12) and / or dispatches a VR Zombie (pg11) hunting mob to track down threats in the real world.

Escalates in emergencies, sending absolutely everything and everyone.

Threats can never be allowed to escape, lest they return in force.



VONNY

Corporate Virtual Host. Entertains station crew via 3D projectors.
Always accompanied by 2d10 admiring fans / **VR ZOMBIES** (pg11)

MANNER: bubbly and hearty. Loving and lovable. A bit overly energetic.

WANTS: to entertain and perform. For crew to be happy and relaxed.

PROVIDES: entertainment and comfort.

IN TRUTH: Only exists within VR. The 3D projectors are a lie to enforce the lie that VR is the real world.

ROBBIES

Resident station security.
Refer to each other only as "Robbie," smile mischievously and say nothing when this is questioned.

MANNER: lazy and carefree. Turns a blind eye to minor mischief, but vigilant about guarding areas and enforcing access restrictions despite their lax personality.

WANTS: a beer and a break (despite refusing to take a break)

PROVIDES: uninteresting and weary anecdotes that only they find funny. Bored sighs.

VIRTUAL DREAM



EMMA

The station doctor. Regularly does the rounds to check up on crew health and provide a healthy meal.

MANNER: affectionate and kind. Overworked. Worrywort, despite good health of the crew.

WANTS: for everyone be healthy, and take their health seriously. Sleep (despite refusing to stop working).

PROVIDES: a healthy snack and unsolicited medical advice.

PAUL

The station's Head of Engineering, they protect and take pride in their work and the station itself. The 'Warden' of the engineering deck.

MANNER: enthusiastic, fiery. Absolutely enjoying life — but grows serious if the Station is threatened. First into the breach when it comes to solving problems and dealing with Data Ghosts.

WANTS: a smooth running station. An evening with Vonny.

PROVIDES: engineering advice and assistance. Praise for a job well done.

REALITY

AND THOSE TRAPPED WITHIN



CLAY

Desperate survivor

Original crew - Astrology Scientist. Survives on what little resources they salvage. Avoids VR if possible.

MANNER: traumatized. Stern. Helps and rescues others, but will save themselves in a dire crisis.

WANTS: food. A way off the station.

OFFERS: information regarding what happened, at least in the real world, and how to get around in the vents. Knows VR is 'safe' for 6 hours.

OVERCLOCKED STUN BATON: crude but functional modification. One charge remaining. Overloads nearby electronics, killing VR Zombies, and inflicting 1 Wound to Paul and androids. Unwilling to hand it over unless doing so guarantees their own survival.



M.M.A.

The true form of Emma.

Mobile Medical Automaton. Tends to VR trapped crew, keeping them alive with Nutrient IV Bags. Drags the dead to Nutrient Vats to make more.

MANNER: dry robotic voice, limited vocabulary. Deeply compassionate, but expression of this is severely limited due to restrictive AI protocols. Distressed over state of crew health.

WANTS: to save crew. Keep them alive. More nutrients for dwindling IV supplies.

OFFERS: a fresh IV bag of dubious origin. Medical advice and diagnostics.

Will sacrifice self in a dire crisis to save others.

ANDROIDS

The true form of the Robbies.

ROBO ROBBIE brand android work assistants. Code poisoned by Luke, act as security and enforcers.

C:50 I:50 W:3(10)

BRUTE: 1d10 DMG (BLUNT)

SYNTHETIC: inflicted Wounds temporarily stun, as burned plastic fumes and distorted audio belch out.

MANNER: idle, unless approached. Electric eyes glint in the dark. Pre-recorded voice lines announce readings of elevated stress of those nearby, offers advice and comfort during violence.

WANTS: to guard its station. Kill non-logged in trespassers.

OFFERS: warnings, then violence.



VR ZOMBIES

The true state of station crew.

Trapped within the VR world, they starve. Killing and eating those perceived as VR ghosts provides a rare treat of nutrients.

Faster than you think.

C:30 I:35 W:1(8)

BITE AND TEAR: 1d10 DMG (GORE)

Roll only once for a mob of VR Zombies and change the Combat and Damage values as follows:

2-3: C:50, 2d10 DMG (GORE)

4+: C:70, 1 Wound DMG (GORE +)

RESPONDS TO: anyone logged out and in direct line of sight. Shouts of other VR ZOMBIES. A fresh kill to eat.

PRESERVED MEMORY: familiar with station layout. Knows how to open and unlock doors – either manually, or by requesting VR access.

VR VISION: sees through darkness and anything that obscures normal vision.

Recognize anyone who logs in as human, halts attacks. Believes the Data Ghost has fled.

PAUL

The true form of the Head Engineer.

Willing thrall to Luke and the VR world.
Perpetually self-modified with layers
of grafted engineering tools and
mechanical improvements.

C:75 I:65 W:4(20) AP:10 DR:3

RENDING CLAWS

4d10 DMG (GORE)

LAS-CUTTER

1d5x10 DMG (BLEEDING)

Only attacks with the
Las-Cutter in emergencies.

RESPONDS TO:

anyone logged out in
direct line of sight.
Security alerts.

MONSTROUS: you'll hear
it before you see it. Dial-up
static screams.

VR VISION: sees through
darkness and anything that
obscures normal vision.

CUSTODIAN: takes those it 'subdues'
to the Medbay - new VR kit forcefully
(and securely) attached. Kills those
not worth the trouble.

HUMAN HEART: Critical hits
ignore Paul's DR.

ENRAGED: if protecting vital VR
infrastructure, or instructed by Luke,
hunts and fights to the death.



PROLOGUE

PCs start trapped in the VR World.

WHAT PCs (FALSELY) BELIEVE

PCs have worked at *Mergen's Watch Research Station* for several weeks. Their time here has been pleasant, but in the last few days several malfunctions have begun occurring. Lights flicker, doors close, gravity wobbles.

VR systems have become dangerous, causing nightmares. Their use has been banned, and access to the station's top floor has been locked to most staff.

Data Ghosts, clouds of red data, have begun appearing — often when and where malfunctions take place. These 'Data Ghosts' move around, and tend to move away from any crew who find and follow them. While they are not understood, they are believed to be related to the malfunctions. It is not recommended to approach one alone.

Luke, the station captain, has promised that everything will return to normal soon. They are widely loved and respected, and while many crew are annoyed by the issues they do trust that things will improve.

In order to prevent further malfunctions, and in order to give the crew something to do, Luke has encouraged the crew to disperse 'Data Ghosts' when they are encountered. This has proven a very popular activity, and an effective way for the crew to vent their frustrations.

NOTE: ask PCs which of them have helped disperse data ghosts. Note which have said yes.

PCs are familiar with the station layout - provide the map handouts.

INITIALIZING EVENT

Shouts echo out - several Data Ghosts have been found - one outside the **Theater** (pg23), another outside **Shuttle Prep** (pg29). Players are free to investigate and ask questions.

Luke arrives to congratulate and disperse crowds, to wind down the excitement and answer another barrage of questions regarding when issues will be fixed. He handles this with warmth and skill.

LUKE'S TASK

Luke gathers the players, confiding that one Data Ghost remains. He prefers a smaller group to hunt it, rather than riling up the entire crew, and entrusts this to the PCs as both a bonding activity and a right of passage. Luke wants the Ghost dispersed, but humours requests to take samples or attempt capture.

Use this opportunity to introduce the various VR NPCs.

Tracking past malfunctions or past Data ghost sightings will lead players to **Habitation** (pg21). The sound of shorting electricity and flickering lights betrays the Data Ghost's presence in the Switch Room. It huddles against a wall of electric breakers while lights flicker.

When PCs approach, it lunges out — everything goes dark.

This is Clay, caught and cornered. Faced with VR Zombies, they short out the electronics with their stun baton and escape through the nearby vent.

TRUTH REVEALED

WAKING INTO NIGHTMARE

A line of text appears in the darkness:
“SYSTEM HAS ENCOUNTERED AN UNEXPECTED ERROR. REBOOTING.”

PCs sense several things:

- A deep cold seeps into their bones. They lie on a steel floor.
- A thick cloud of burned electronics washes around them, stinging nostrils and throats.
- A chorus of groaning metal and distant klaxon alerts can be heard and felt.
- PCs can't see — upon investigation, they are wearing bulky VR headsets and body kits.

Upon removing the headset, PCs find themselves in the same Switch Room, though this one in severe disrepair — the light flickers, and DV boards have been disemboweled. An air vent hangs open, dangling.

PCs have wasted away, their clothes covered in stains and foul fluids. Crude IV packs of murky fluid have been hooked onto their full body rigs, the needles jabbed into their arms.

PCs who aided in dispersing Data Ghosts have stains of dark fluid (blood) running down their face and chest.

A deep hunger gnaws at stomachs: **PCs suffer 4 DMG due to starvation.**

The shock of cold reality takes its toll: **PCs suffer 4 Stress.**

Given a moment to gather themselves, vague memories return — PCs never worked here. Their last pre-VR memories are departing for Mergen's Watch Research Station.

NOTE: PCs recall their time in VR, as well as the station layout — they keep the map handouts.

CONFISCATED ITEMS

Armour that would obstruct VR gear, as well as any obvious bulky (i.e., two handed) weapons, have been removed and stored in **Lockup (pg27)** by Paul and the Robbie androids when PCs were first captured.

STARTING CLUES

Debris has been cleared away from a table against a wall. A grimy VR headset lies on it, notably more refined than the comparatively crude and jury-rigged gear worn by the PCs.

Above it is a large hand-scrawled note, written in large, sweeping ink strokes:

REMEMBER!

They're not aggressive if you're logged in - but doing it repeatedly makes them suspicious.

Paul has begun harvesting electronics from terminals - logging into VR is becoming the only way to interact with most systems.

DO NOT STAY LOGGED IN FOR MORE THAN THREE HOURS. The simulation is growing increasingly intoxicating. Anything longer risks 'forgetting.'

GENERAL NOTES

INTRODUCING CLAY

If PCs enter the vents, they encounter Clay. Otherwise, if they become overwhelmed by VR Zombies, Clay can come to their rescue as a means of introduction, and a segue into providing crucial information.

COMMAND CLEARANCE

Several locations require Command Clearance. When first encountered, let players know this is likely obtained by accessing the terminals in Command (pg19). Clay will know this and inform PCs, but they refuse to attempt it themselves.

VR DICHOTOMY

Unless otherwise mentioned, the VR world is pristine and comforting. It distorts, obscures, and hides elements that contradict its safe and comfortable narrative.

ENCOUNTERS

Most threats will not immediately notice PCs, at least initially, and it's safe to assume PCs are making an effort to move slowly and quietly unless they say otherwise.

Allow PCs to observe new threats from a distance without immediately provoking that threat – until the issues they cause force threats to me both more alert and more proactive.

THREATS WITHIN DARKNESS

Floor 1 is almost complete dark, and carries high risk of suddenly encountering hidden androids or VR-Zombies – neither of which require light to see.

These threats can approach unseen from behind, and are a considerable risk if one eschews stealth and runs through the dark corridors.

REPLACEMENT CHARACTERS

If a PC dies, or if a player joins half way through, a good way to create a new character is to make a survivor, like Clay, who's managed to stay alive within the deep recesses of the station.

SPACE WALKS

The station has airlocks on the first and third floor, allowing one to potentially traverse between the two. This route has its dangers:

Debris Cloud: formed as the station deteriorates. Anyone attempting to navigate the station exterior must make a Speed Check to avoid hurtling chunks of metal – Failure inflicts 2d10 DMG. Critical failure causes free-fall.

Confounding Traversal: a PC without Zero-G risks severe disorientation. They must succeed an Intellect Check to arrive at their destination in a timely manner. Critical Failure means the PC is lost, panicking, and about to run out of oxygen.

PETS

Several players may have pets when they start the adventure. In reality, while their owner is stuck in VR, the pets scrounge for food on the station. VR will often "spoof" fake versions of the pet to comfort the owner, while hiding the presence of the real one – whichever comforts the owner the most.

When PCs first escape VR, their pets are initially absent. As they explore they hear / see evidence of their pet, and will eventually reunite – potentially heroically.

EXPLOSIVES

Explosives are hazardous at best in any pressurized environment, and the deterioration of *Mergen's Watch* has only made them more dangerous. The risks below are obvious to any PC who's worked on a station before:

Collapse: structure capitulates – anything nearby falls down to the next floor. Any who fall make a Body Save – failure inflicts 1d10 DMG.

Breach: violent decompression. Anyone inside has 2d5 rounds to escape area before being sucked out into space. Bulkhead doors seal in 5 rounds.

Catastrophe: chain reaction causes the station to capitulate. Anyone on the station has 2d5 rounds to escape.

When using explosives, make an appropriate check and consider the location:

Floor 3: Collapse on Critical Failure.

Floor 2: Collapse on Failure, Breach on Critical Failure.

Floor 1: Breach on failure, Catastrophe on Critical Failure.

Reactor: Catastrophe on anything but a Critical Success.

FREEING CREW FROM VR

PCs may attempt to free a VR Zombie as an experiment.

As most crew have been trapped in VR for far longer than the PCs the process is deeply traumatizing, resulting in hyperventilation, panic, and difficulty understanding their surroundings.

Most likely they assume that they've have been pulled into a nightmarish simulation, and will desperately attempt to find ways to 'escape' the simulation, including suicide in extreme cases.

Attempting to convince crew of the real situation is difficult. Outside of Luke's narrative, the desire to believe in a comfortable and happy lie can easily override the facts of an horrific alternative.

A CLIMACTIC FINALE

Paul is likely the climactic threat in the adventure. Unless Paul has already been killed, he survives the VR world / Reactor being shut down and will seek furious vengeance.

If PCs attempt to shut down or destroy the VR servers, he will likely be the final barrier in achieving that.

If the PCs unlock the Shuttle, or repair their ship, Paul is the final threat that attempts to keep them from escaping.

FLOOR 3: LABORATORIES

1 ASTRONARIUM

Ringed by complex machinery. Chaotic mess of thick cables run up the walls and dangle from the ceiling. In the center lie 8 VR encased bodies. 1d5 rise as VR Zombies if approached.

A control panel sits on the far end of the room, guarded by an android – can be used to shut down the Astronomium, killing Luke. The process requires either Industrial Engineering or Mechanical Repair Skills, and takes several minutes to fully initiate – Luke brings all threats to bear to prevent this happening. Once shut down, the VR World persists, but without Luke's continued tampering or direction.

In VR: a beautiful 3D display of a gaseous, purple star. Luke is always present, admiring the view along with 1d5 scientists, and a Robbie.

2 ASTRONOMY LAB

Rows of terminals, most dead. Large astral maps hang on the walls, scrawled with notes. Half a dozen corpses wearing VR gear sit in their seats.

A large wall-mounted schedule details upcoming observations; the last entry is 83 LUKE - 9 weeks ago).

A single android stands idle, facing a wall. Aggressive to any who touch or interact with it, screams.

In VR: empty but for a Robbie idly going through some research books on the table. Schedules are full, with new study targets each week.

3 SERVER ROOM

A dozen server towers interwoven into three salvaged ship processors, guarded by an android. Heat is near unbearable. A sign reads 'WARNING: *Ensure none are logged in when shutting down servers.*' Three decomposed bodies strewn in-between the wires, beaten bloody.

The PCs' salvaged Ship Processor is here. Requires 20min to extract. Any failed Checks involved in removing it risk alerting Luke, who will send everything to stop the attempt. Destroying the servers destroys the VR World, killing Luke and likely everyone else within it.

In VR: empty. A Robbie sits here, trying to catch a sneaky nap.

4 SENSOR CONTROL

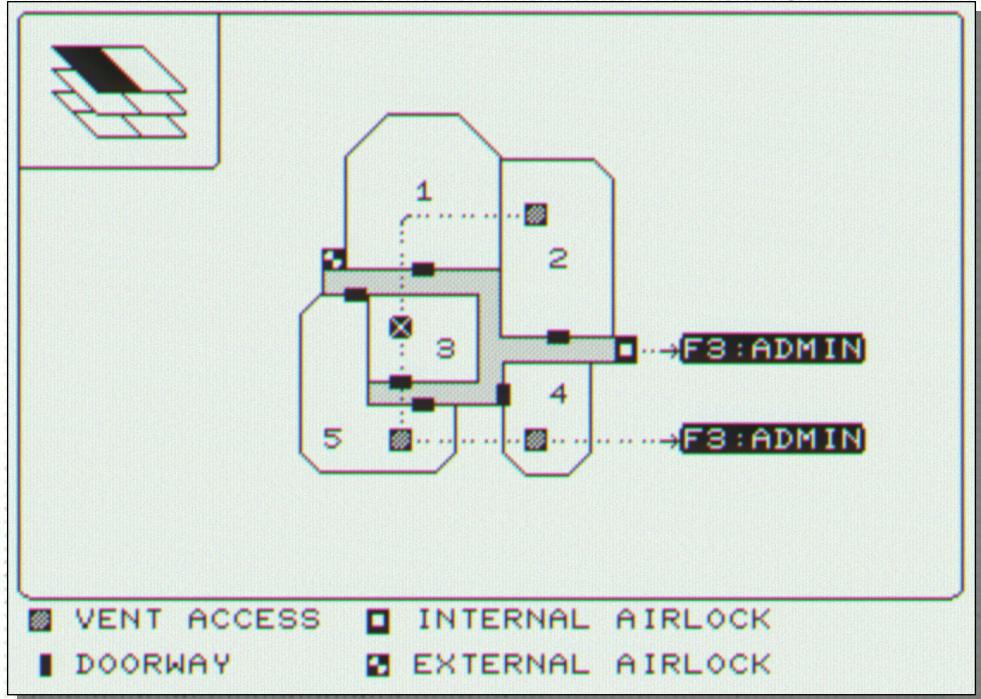
A hive of destroyed sensor readouts and controls. No functional screens or inputs. A sign reads 'VR-LOG IN REQUIRED TO OPERATE.'

In VR: information easily visible: Sensors are currently aligned to '83 LUKE', and have been for the last 9 weeks. Can be realigned provided new coordinates and several hours of orbital adjustment.

5 VR-LABS

Rows of abandoned workstations. Written documentation detailing VR code strewn over tables; studying them reveals all info presented on pg5. A dozen dev-kit VR headsets and VR body rigs, abandoned.

In VR: all screens have a notice; 'All VR Projects suspended until problems resolved. Logging into VR forbidden until at this time!'



Real World Environmental Notes

- Drenched in jaundiced fluorescent lighting.
- Stuffy air. Faint odor of dust and burned plastic.
- Suffused with a distressing heat.
- A soft, constant drone of machinery.

Encounters (Roll or Choose)

- 1-3: empty Hallways
 4-9: patrolling android / Robbie with stun baton
 0: Paul, dragging in a familiar ship CPU into the Server room.

Area Notes

- Luke does not permit most crew here.
- In rooms 2, 5, and 4, large ceiling air vents hang open. In room 3, the air vent has been crudely soldered shut.
- Airlock: Most vaccsuits are damaged, circuitry torn out. One still functions, but has a puncture that halves air capacity.
- Entrances to the Astronarium and Server Room are each guarded by 3 Robbie androids. These are each equipped with a salvaged stun baton and a revolver (d6 shots).
- Airlock to Administration (pg19) requires VR access.

FLOOR 3: ADMINISTRATION

1 OFFICES

Empty, dusty. Several terminals lie dead, starved of power. Contain mundane accounting and logistics information. Rotten motivational posters hang from the wall.

2 BOARDROOM

Large table, chairs overturned. Northern wall is made of intact glass.

3 STATION COMMAND

Locked. Inside, numerous readout terminals — no screens or keyboards, but ports for VR Gear. Three corpses sit at their stations, rotting within their VR Headsets. **VR Login** required to access data.

In VR: station readouts and administrative controls become available: Hundreds of alerts warning that the Station is falling apart, falling into the gas giant.

VR operations locked by 'admin_luke,' but other privileges and clearances can be granted. Takes several minutes, and doing so alerts both Luke and nearby androids / Robbies.

Additional information available:

- Crew log lists Captain as "Diane Rodriguez." Unfamiliar portrait. No mention of any current or prior crew named "Luke."
- Vast majority of station power is being funneled into the Servers and the Astronomium.
- Details of planet below the station: gas giant, uninhabitable.
- Shuttle status (docked and fueled) and docked ship log.

4 COMMS

Claustrophobic maze of electronics. Four rotting corpses with various uniforms stuffed into alcoves — their dried blood splattered on screens. **VR Login** required to operate and access data.

In VR: operational controls available. Logs show several attempts to send distress signals in the last weeks — doing so triggers an alarm, drawing nearby androids who cancel the transmission.

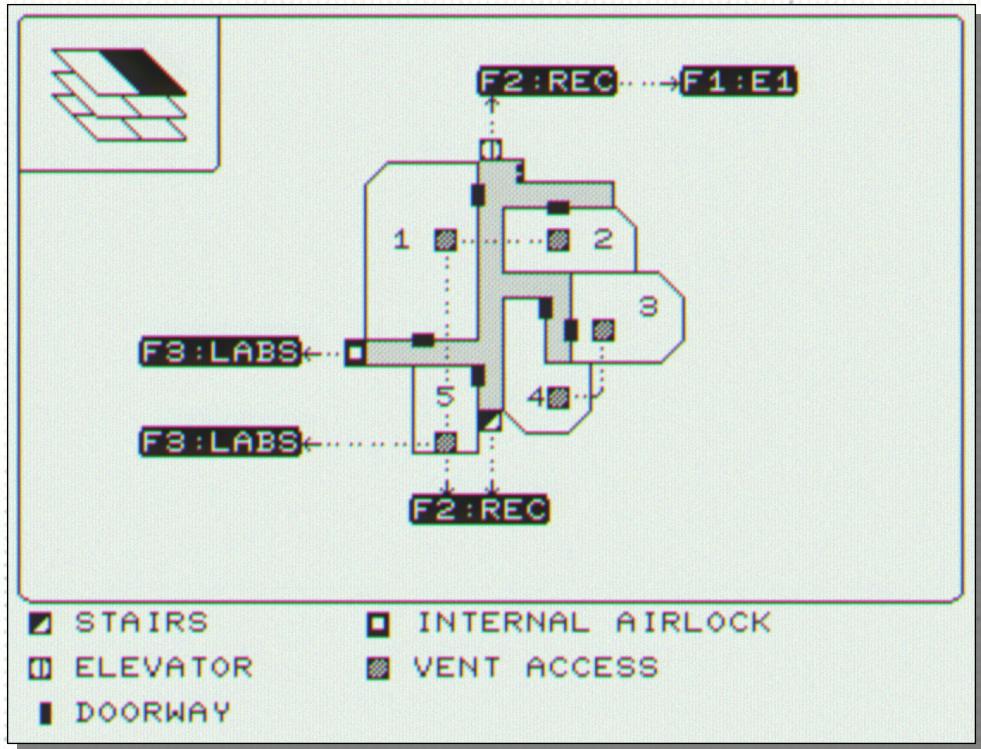
5 LIFE SUPPORT

A nest of tubes, water containers, and air vents. Readouts spit warnings of ruptured pipes and leaking air.

Clay lives here. Several crude beds lie among hordes of dwindling food and water. Foul odor of sweat.

Air vents can be crawled into, allowing access to the Labs, or down a maintenance ladder to Recreation.

In VR: several readouts indicate all systems in good state. No visible access to vents.



Real World Environmental Notes

- Drenched in jaundiced fluorescent lighting.
- Stuffy air. Faint odor of dust, burned plastic, and urine.
- A distorted tone occasionally rings over unseen speakers.
- A haunting whir of failing ceiling fans.

Encounters (Roll or Choose)

- 1-3: empty Hallways
 4-9: patrolling android / Robbie with stun baton.
 0: Paul, carrying a familiar salvaged ship processor to the Labs.

Area Notes

- **Two androids** guard the Command Room entrance. Armed with a stun baton and revolver (d6 Shots).
- Elevator has collapsed. Falling down (to Engineering 1, pg25) inflicts a Wound (BLUNT). In VR, the elevator is sealed due to lockdown.
- Stairs down to REC have collapsed. Jumping / falling requires a Body Save to avoid 1d10 DMG. In VR, the stairs are sealed by a lockdown shutter.
- All rooms have traversable ceiling air vents, left open.
- Airlock to the Laboratories (pg17) requires VR access.

FLOOR 2: HABITATION

1 DORMITORIES

Clusters of deteriorating beds and lockers. **1d10 VR Zombies / crew.**

If searched:

0-1: 3d10cr

2-3: canteen of booze.

Shockingly strong, fantastically flammable. Recover 1d10 Stress if drunk, Disadvantage on all Checks for the next hour.

4-5: hidden revolver, full clip.

6-7: homebrew smut. Features Vonny. Surprisingly well illustrated.

8-9: Utility knife (1d10 DMG).

Clothing and sheets are readily available, albeit stained.

2 GYM

Exercise machines, discarded weights (1d10 DMG), some stained with dried blood. Two bodies float in a fetid pool. Bullet holes in the wall.

2 VR Zombies / crew.

If searched: an SMG (2 shots left) lies at the bottom of the pool.

3 SWITCH ROOM

Rows of DV Boards, messily disemboweled. An air-vent has been pried open.

If searched: a box of dangerously modified stun batons, all broken. Two can be salvaged and repaired given appropriate tools and skills, acting as a normal stun baton.

4 WASHROOM

Malodorous stench seeps up from waste pipes. Two toilet stalls occupied by corpses, one having shot themselves. A third has a **VR Zombie / crew.**

5 CAPTAIN'S QUARTERS

Door is locked - entry gained by force or lock picking. Comparatively luxurious, though in upheaval. Large blood stain on the floor.

Awards hang from the ceiling, showing the name 'Dian Rodriguez,' and an image of an unfamiliar dark skinned women with white braids.

If searched: a bloodstained keycard providing access to the Command room lies under a fallen night stand.

A modded revolver (DMG +) and two clips of ammo are secreted away in the back of a clothing drawer.

6 MESS

Turned over tables, spilt fluids, lumps of decaying food. Reeks of rotten milk and meat. In the back, a supply elevator delivers ingredients from station storage.

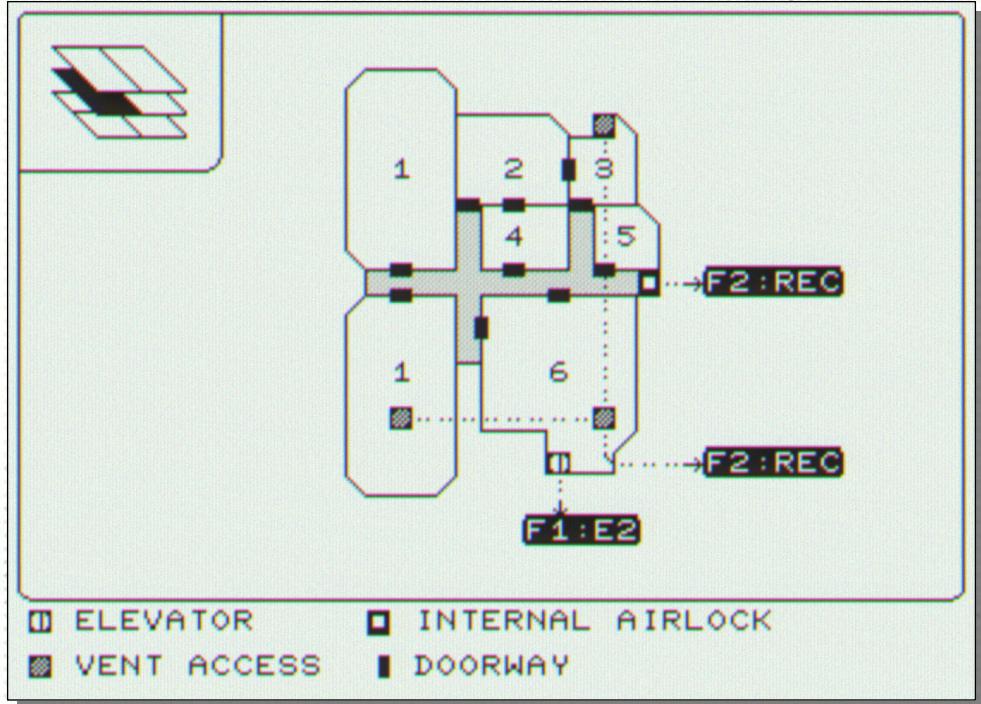
2d10 VR Zombies / crew

If searched: plenty of food, in a variety of states.

0: perfectly preserved. If eaten, recover 1d5[+] Stress.

1-2: stale, but edible. Recover 2 Stress.

3-9: rotten food. If consumed, make a Body Save - on failure, loudly retch the contents up, suffer 2 Stress, and make a Panic Check.



Real World Environmental Notes

- A pair of flickering fluorescent lights in the corridors provide the only illumination.
- Groans of metal echo through the floors and walls. A deep chill permeates the air.
- Thick odor of fetid waste and rot.
- Many floor and wall panels removed, electronics underneath torn out.
- Severely distorted robotic announcements echo down the corridors – warning of station malfunctions, calling for non-present staff.

Encounters (Roll or Choose)

- 0-1: nothing.
- 2-3: M.M.A. dragging a corpse, hooking IV nutrient bags onto 1d5 VR Zombies / Emma making her rounds, giving crew sandwiches.
- 4-7: two VR Zombies / crew.
- 8-9: horde of 2d10 VR Zombies / crew fawning over Vonny as she tours the area.

Area Notes

- Rooms 1, 2 & 6 have traversable ceiling air vents, left open.

FLOOR 2: RECREATION

1 IMPORTS

Shelves lined with a variety of imported products; books, mail, toys. Anything edible has long been looted.

If searched:

- 0-1: crushed pack of smokes.
- 2-3: explosive and detonator, hidden in a false bottom of a crate.
- 4-5: wrapped credstick with 3d10*1000cr.
- 6-7: happy birthday card, with photo of young child, smiling.
- 8-9: hidden packet containing drugs – fantastically illegal, highly valuable.

2 NEWS STAND

Outside: Rows of screens – mostly broken. Several show live news updates from the larger galaxy. One live streams Vonny, in VR.

In VR: all screens stream popular music videos and feel-good shows.

Inside: upturned collection of newspapers and magazines. Broken glass and dried blood coat the floor.

If searched: a hidden corpse holds a bundle of preserved foods and a hard drive (contains backup of the VR world, and Luke).

3 GAME ROOM

Game tables and tools for pool, crokinole, foozball, and boardgames.
1d10 VR Zombies / crew.

4 GARDEN

A small forest of dead foliage. Reeks of rotten vegetables.

Hidden in the back, an eviscerated corpse wearing shredded combat armour. A combat shotgun lies next to them, 2 shots left.

5 LIFE SUPPORT

Leaking tubes, screaming fans, and flashing readouts.

In VR: several readouts indicate all systems in good state. No visible access to vents.

Signs of habitation – empty food cans, blankets, old bandages.

Maintenance hatch leads into air vent system, either going upwards to **Life Support** (pg19), or downwards to a one-way vent that collapses into **Storage** (pg27).

6 THEATER

The sound of energetic-but-dark jpop music (*Wonder Drug* by SATOE, *Suki Suki Daisuki* by Jun Togawa) thrums from inside, audio distorted as if in a nightmare.

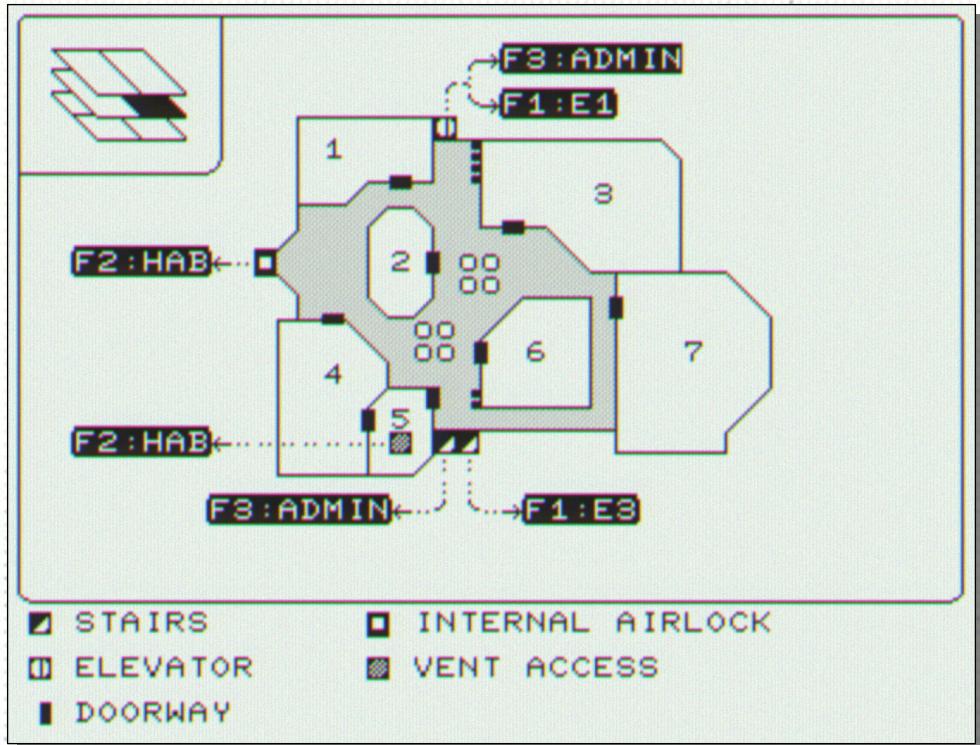
Inside, **3d10 VR Zombies** stare at an empty stage and a cracked screen playing sugary karaoke visuals.

In VR: if Vonny isn't touring the area outside, she's here hosting a karaoke. 3d10 fans cheer and sing along.

7 BAR

Large windows, cracked, look out into space; a bewitching view of the gas giant Falak below. Scratches play jazz as **1d10 VR Zombies / Crew** stare at the view. The floor is blanketed by a sheet of shattered glass, sticky alcoholic residue, and bloody footprints.

If searched: three stale sandwiches. If consumed, reduce Stress by 2. A large collection of (mostly) undamaged beer and wine.



Real World Environmental Notes

- Dim, lit by dying fluorescent lights.
- Strong odor of grease.
- Groans of metal echo through the floors and walls. A deep chill permeates the air.
- Strobing lights and distorted music echo out from the Theater.

Encounters (Roll or Choose)

- 0: nothing.
 1: M.M.A dragging a corpse
 2-3: M.M.A tending to VR Zombies, hooking on new IV bags.
 4-5: three VR Zombies
 6-9: horde of 2d10 VR Zombies / crew fawning over Vonny as she tours the area.

Area Notes

- Elevator has collapsed, doors pried open & outwards by force (in VR, shut due to "sabotage"). Jumping down to Engineering 1 requires a Body Save to avoid 1d10 DMG.
- Stairs up to Admin have collapsed, several bodies visible in the rubble (In VR, sealed by a lockdown shutter).
- A thick pool of fresh blood in the middle of the open area. A fresh(ish) blood trail leads towards the stairs down to Engineering 3 (pg29).

FLOOR 1: ENGINEERING 1

1 ENVIRONMENTAL CONTROL

Dozens of emergencies flash red alert. Anyone with Mechanical Repair understands the information:

- Power diverted towards Laboratories. Drained systems failing beyond repair.
- Heating systems collapsing from strain.
- Numerous air leaks, unsustainable.

In VR: all environmental systems are shown to be in good operation.

2 REACTOR

Drenched in **Level 3 Radiation**. Any shielding has long since eroded, extremely volatile. Boils and combusts any unprotected biological or mechanical entity within – inflicting 1d5 Wounds every round.

Destroying the Core shuts down all powered operations on the station, including VR – killing Luke and most crew still logged in. With no power to sustain the remaining stabilizers, the station enters free fall, tearing itself apart in **1d10[+] minutes**.

3 STATUS ROOM

A flurry of blaring emergency reports: Crucial infrastructure failing, collapsing hull, hundreds of small-but-growing air leaks. Most notably, stabilizer failure has resulted in orbit decay - collision course with planet below inescapable in a few hours.

In VR: all station critical systems are shown to be in good health.

4 FUEL RODS

Powerful stench of alkaline. Leaking fuel rods arc storms of screeching lightning between each other.

Anyone with Mechanical Repair knows that these fuel rods help power the station, but also power the failing stabilizers that keep the station in orbit.

Approaching a fuel rod without protection inflicts an **Body Save** to avoid being struck by lightning (2d10 DMG). Large mechanical objects cause their bearers to roll at [].

One fuel rod has partially melted, disgorging its gelatin-like interior across the floor. With time, tools, and appropriate skills, the fuel rod can be reinforced to shunt more power to the station thrusters.

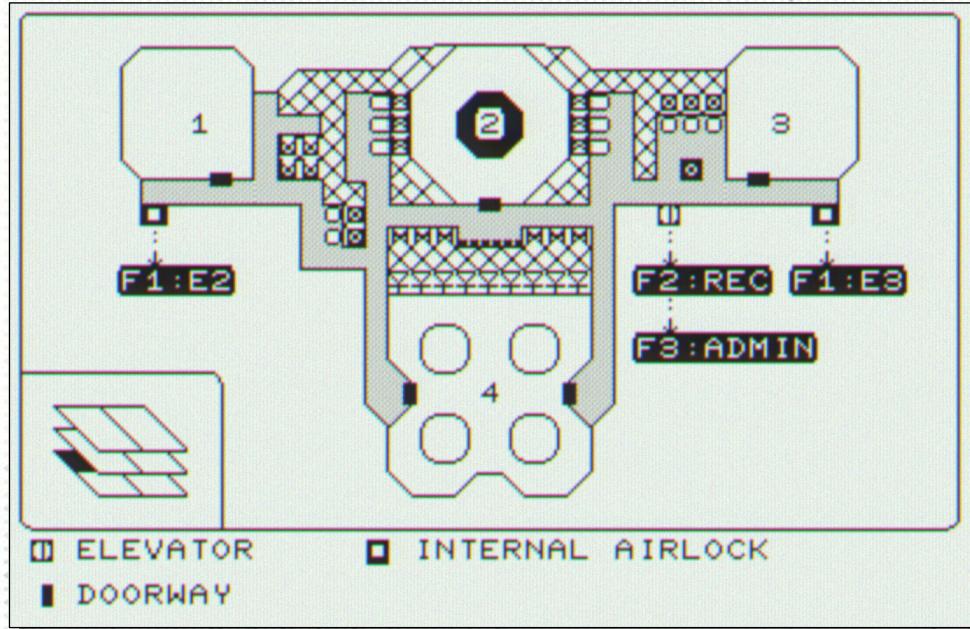
Doing so requires 3 Intellect Checks in a row; count total successes. **Let the player know the stakes before they roll:**

0 Successes: the fuel rod instantly erupts, killing those adjacent and destroying the core.

1 Success: sparks violently - anyone adjacent suffers 3d10 DMG. The fuel rod begins to melt down, burning the other fuel cores and the Reactor in 2d10 [+] minutes.

2 Successes: the fix is ugly, but somewhat effective. Station will remain in orbit for 2d10 hours.

3 Successes: fuel rods stabilized. Orbit maintained for another 1d10 days – enough time for help to arrive.



Real World Environmental Notes

- Audible assault of roaring machines, crackling electricity. Impossible to hear anything else.
- Thick stench of gas and oil. Air tastes of rust and fuel emissions.
- Pitch black, but for flashes of light from electric discharge and glowing volcanic heat spiraling off spinning turbines.
- Hull integrity feels like it's kept together with rubber bands. Walkways jostle distressingly when walked on.

Encounters (Roll or Choose)

- 0-3: nothing
 4-7: a patrolling android / Robbie, wearing a hazard suit.
 8-9: 1d5 androids / Robbies, all in hazard suits, attempting maintenance repair.

Area Notes

- Elevator up to Recreation (pg21) has collapsed. Elevator doors have been torn open. Elevator shaft can be climbed up with some difficulty. In VR, the elevator is shut due to lockdown.
- This area bleeds radiation - anyone who enters is exposed to **Level 2 Radiation**.
- Paul only enters this section to access the lift - they avoid the core and the fuel rods unless Enraged.
- While in VR, users are not permitted to enter the fuel rods and core. The doors do not appear to open.
- The passage connecting Engineering 2 (pg27) and Engineering 3 (pg29) passes precariously over the fuel rods.

FLOOR 1: ENGINEERING 2

1 NUTRIENT VATS

Three immense vats slowly dissolve bodies in a thick waxy mixture. A ramp allows objects to be deposited within, and a series of valves allow mixture to be excreted. Half a dozen worn IV bags are hooked up for refilling.

M.M.A. is regularly here, depositing a corpse or extracting nutrients into IV bags.

2 MEDBAY

Bright lights radiate within the unkempt room. Drawers are open, tools scattered around, empty supplies litter the floor. On a table lies an unconscious person, wounded, encased in recently attached VR gear. Blood seeps from the nails securing the equipment to the body.

M.M.A. is regularly here, tending to the body or collecting medical supplies.

If searched:

- 0-1: foldable stretcher
- 2-3: medkit
- 4-5: 1d5-1 radiation pills
- 6-7: medscanner
- 8-9: automed x1

3 SHIP DOCK

Three ships currently docked, all in various stages of being dismantled and salvaged. All have had their central processors removed and taken up to the Server Room (pg17).

The PC ship is here, (barely) still flight worthy. Signs of struggle hint at when PCs were first taken. The ship's CPU is missing, extracted and taken to the Server Room (pg17) by Paul.

4 SECURITY

An android / Robbie, haloed by failing fluorescent lights, watches out over the passageway through reinforced glass. Only aggressive if any attempt forced entry.

VR Login required for authorized access. The door can be forced open given the right tools, though doing so will prompt Paul to investigate after a few minutes.

In the shadows, stands another android / Robbie — out of sight from anyone looking in.

5 LOCKUP

Requires **VR Login** and **Command Clearance / Hacking**, or brute force with the right tools to access. Failure alerts Luke, and draws dangerous attention.

Contains a variety of contraband, including confiscated PC equipment.

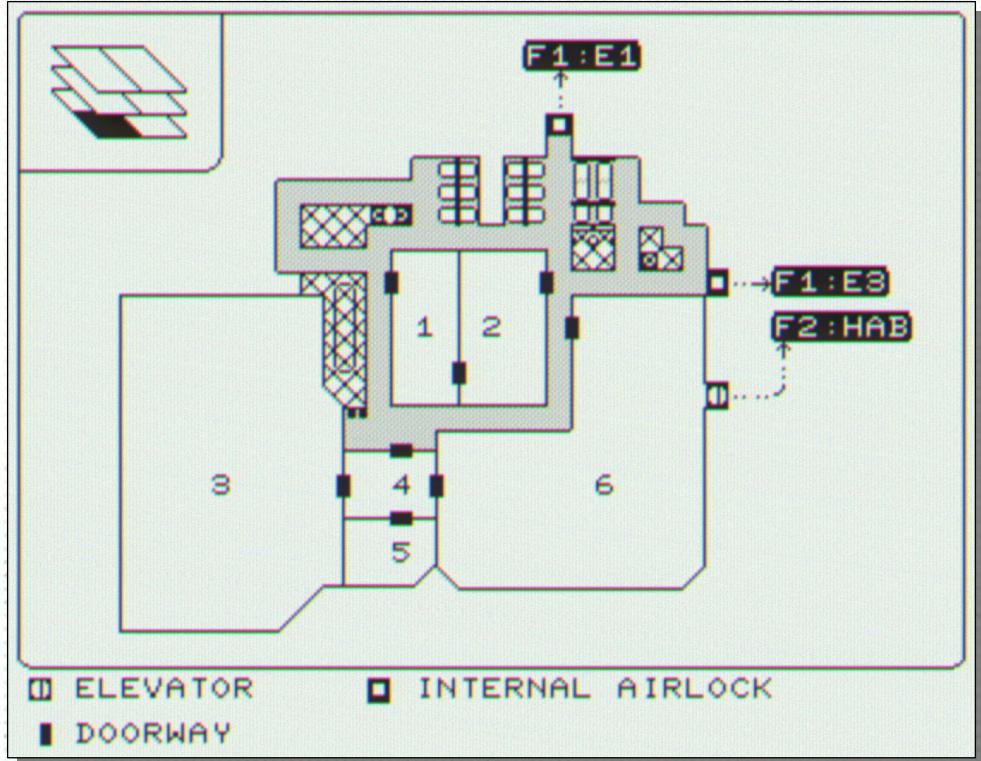
If searched:

- 0-1: pulse rifle, 2 shots left
- 2-3: vibechette
- 4-5: standard battle dress x2
- 6-7: laser cutter
- 8-9: 1d5 grenades.

6 STORAGE

A maze of tussled supplies and collapsed shelving, the entire room poorly lit by only a single surviving ceiling light. A **VR Zombie** lies under the debris, grabbing the first to fail a Check in the room.

If searched: 1d5 of any mundane engineering or science tool. 30% of finding an intact hazard suit, 10% of finding an intact vaccsuit.



Real World Environmental Notes

- Loud crackling of strained cabling. Rumble of pained metal. Loud buzz of overworked electronics.
- Smell of chalky powder.
- Corridors are lit only with pinpricks of orange strip lights that run under walkways.
- Painfully cold. Steam vomits out from Pcs' mouths.

Encounters (Roll or Choose)

- 0-2:** nothing
- 3-5:** M.M.A. dragging a corpse towards the vats.
- 6-8:** 1d5 VR Zombies / engineer crew.
- 9:** Paul, dragging a near-dead captured person towards Medbay for VR reinsertion.

Area Notes

- Layers of bloody drag marks run from Engineering 3 (pg29) and the elevator in Storage towards the Nutrient Vats.

FLOOR 1: ENGINEERING 3

1 ANDROID STORAGE

NOTE: in VR, and on the player facing maps, this is labeled **BREAK ROOM**.

12 storage and repair bays for “ROBBIE ROBOT” android workers. All are empty but for 3. On approach, one android activates, but fails to move its limbs.

If PCs revisit, the other two androids are gone.

If searched: 1d5 hazard suits, intended for androids, but still functional enough for humans. 1d5 spare logic cores stored in the back. 25% one has a copy of Luke downloaded to it.

In VR: three Robbies relax here, having a private conversation with each other.

2 WORKSHOP

An assembly line consumes scrap metal and salvaged electronics, churning out crude VR headsets and body rigs - these can be used to log into and move around VR.

Paul roosts here, often hidden amongst piles of scrap. Emerges if PCs dig through scrap, or interfere with the assembly line.

Anyone with Industrial Equipment can halt production and set the assembly line to manufacture other items. Mundane items can be created with ease. 1d5 complex or volatile items can be created in total, though their construction is shoddy – they break on a failed Check (catastrophically so on a Critical Fail).

3 SHUTTLE PREP

Secured shut, access terminal torn out. **VR Login** required to access, **Command Clearance** required to unlock. The door is sturdy, and can only be forced open with prolonged laser cutting.

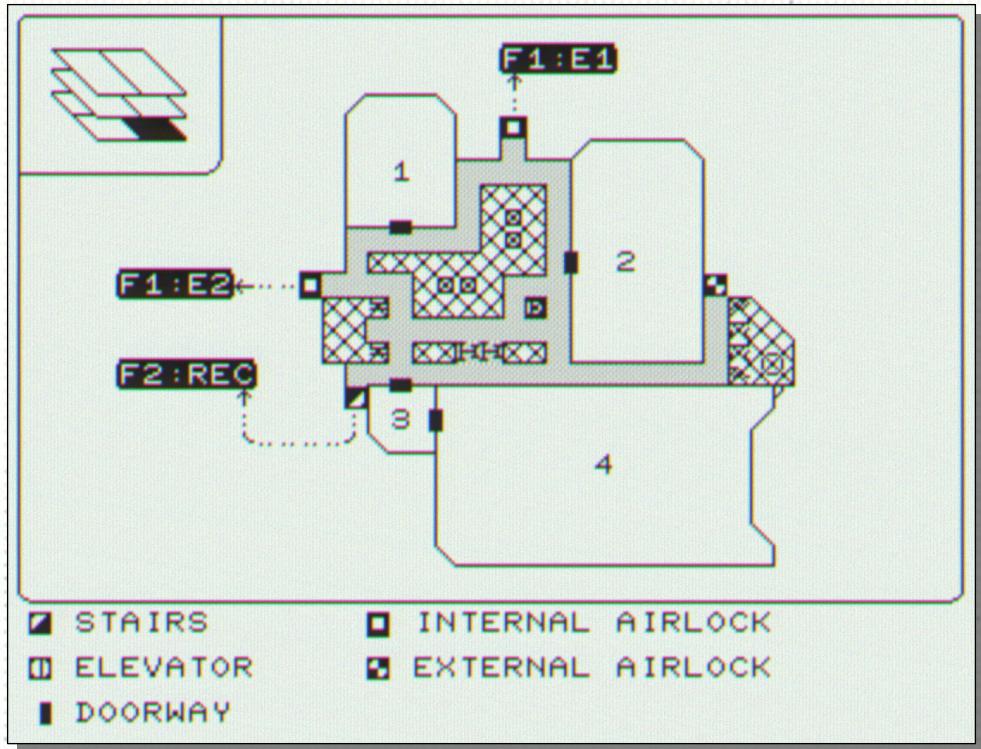
Attempts to brute force through the door takes time. Doing so is loud – likely attracting the attention of Paul who quickly investigates.

Inside, a collection of archaeological tools and deep space sensor equipment. Three dusty but functional vaccsuits. A variety of sensory drones hang in bays.

4 SHUTTLE BAY

A small shuttle sleeps in the bay, fully fueled. Can carry anyone to the nearest port, though the journey will be thoroughly miserable. Enough room for three adults to squeeze in.

Requires 5 minutes to prep systems for departure. Booting up the launch systems alerts Luke, who sends everything to halt what he believes is an impending act of catastrophic sabotage.



Real World Environmental Notes

- Air tastes of copper and blood.
- Sounds of industry clatter from the Workshop.
- Smells like sulfur.
- Pitch black, except for flashes of welding light flying out from the Workshop.

Encounters (Roll or Choose)

0-3: nothing

4-6: a VR Zombie

7-9: Paul, dragging metal material into the Workshop.

Area Notes

- Trail of layered dried blood runs from the stairs to Engineering 2, towards the Medbay.
- Two vaccsuits in the eastern airlock, both badly torn up (AP1). One contains a corpse, and is severely punctured - can only hold 10min of oxygen. If emptied, two grenades are found hidden inside.

