

VOLUME
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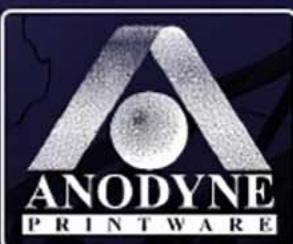
HULL BREACH

CHAMBER EIGHT
Bay No. 05

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FOR USE WITH THE
MOTHERSHIP®
SCI-FI HORROR RPG



BRACE FOR HULL BREACH

with the premier module anthology for the Mothership® sci-fi horror RPG. This manifest of 26 brand new third party supplements introduces a playground of toys, tools and full adventures, plus a complete campaign setting to use them in.



HOW TO USE THIS BOOK

Hull Breach is an anthology. This book contains 26 sci-fi horror articles ready to plug into your ongoing *Mothership* campaign with expanded and supplementary material, or run as standalone adventures.

Hull Breach is a campaign setting. The Appendix (continued at the back of the book) and hooks integrated into each article outline a sector of space dominated by the Publico megacorporation, and arm you with tools to effortlessly run a campaign therein.

To run your **Hull Breach** campaign, begin by identifying articles that suit your favored style with the Campaign Frameworks. Reference the Company Pyramid to track factions, deploy Travel Procedures when traversing the Sector Map, roll up new missions with the Job Board. Make the campaign your own.

PUBLIC SECTOR CAMPAIGN FRAMEWORKS

RIMSPACE SURVIVAL

Endure crushing debt under the company yoke or break corporate bonds for a life of piracy.

- **Primary Location:** Joy System
- **Hub Station:** Siesta-3
- **Starter Scenario:** Escape Clause or Residue Processing

- **Warden Advice:** Run the Company as a force of nature. Give PCs people and causes to fight for.
- **Concerned Parties:** Rimspace Liberation Front, GreenStar Logistics, Arbitration Limited, Westies Crime Syndicate
- **Supporting Material:** The Hand Off, The Osprey's Quarry, Bad Company, Corpocrat Dogs, Boom Box
- **Continued Adventuring:** Helium Hysteria, Road Work, 1000 Jumps

CORESPACE INTRIGUE

Navigate high-stakes politics and perilous schemes among the corporate elite.

- **Primary Location:** Love System
- **Hub Station:** Lord Wesley's Rise
- **Starter Scenario:** Vibechetel or WNDRLND

- **Warden Advice:** Develop and imperil the Campaign Hub. Fallible NPCs are keys to corporate leverage.
- **Concerned Parties:** Upstairs Corp, Blackshield Mercenary Group, Hylix-Ventross Systems, Public Teamsters Union, Abattoir Family Co.
- **Supporting Material:** A Pound of Mysteries, Corpocrat Dogs, Xeiram, Abattoir Family Co. Catalog, Beamed
- **Continued Adventuring:** Chum Rate (Manhunt), Escape Clause, ISMM

FRONTIER EXPLORATION

Survive alien threats and hostile environments under the light of an unfamiliar star.

- **Primary Location:** Hope System
- **Hub Station:** None
- **Starter Scenario:** Road Work or 1000 Jumps Too Far

- **Warden Advice:** Run repeat expeditions or strand PCs with only a ship and their wits. Track finite resources.
- **Concerned Parties:** University of Idalia Minor, James Hardly's Adventure Galactic, Omegism
- **Supporting Material:** Essence of Dread, Terrifying Terraforms, Parasite Portfolio, Abattoir Family Co. Catalog
- **Continued Adventuring:** Bones and Videotape, Hellkites, Procession

JOB BOARD

Freelance job postings drive the corporate debt economy and your sandbox campaign. Track the crew's Reputation with the Company and criminal underworld. **Roll 1d5 + Reputation Score** when the crew looks for work, offering a selection of postings within 1-2 points of the result (Score starts at 0).

Increase Reputation Score when:

- Completing a corporate mission.
- Ratting out a beloved confidant.
- Destroying a populist faction.

Decrease Reputation Score when:

- Consorting with known pirates.
- Breaking corporate contracts.
- Murdering an executive.

Other uses for Reputation:

- Establishing a line of credit.
- Accessing regulated weapons.
- Gaining an audience with a VIP.

Roll	Mission Briefing	Parameters	Employer	Pay	Page
-5	Reliable crew needed for Wesley's Rise commerce district heist	BYO gear, life insurance advised	Dulcina "Red" Verona (pg. 181)	Split the take (2d10 mcr)	166
-4	Intentionally seek arrest, record treatment by Arbitration Ltd. court	Telephoto eye mod surgery included	Rimspace Liberation Front	500kcr, -1 extra Rep	114
-3	Rescue underboss McArthur and his boys from those kids at Fairpoint	10kcr collateral required to claim job	Westies Syndicate	We'll owe you one	14
-2	Help me, I'm stuck inside the ISMM	Please help me	Me	1000000bcr	126
-1	Deliver package to Wesley station	DO NOT OPEN	Anonymous	300kcr	166
0	Donate your body to science!	NDA sleeper virus	Hylix-Ventross	3mcr debt relief	74
1	Crew the Hope-bound <i>Alexandria</i>	+20kcr hazard pay	Teamsters Union	30kcr per crew	104
2	Hope System planetary survey	+100kcr/bio sample	Hardly Company	40kcr/planet	156
3	Save our right honorable CFO from a late-stage Fenwasp infestation	Proximity job post, 2 hrs until moot	Arbitration Limited	Get-Out-of-Jail Free card	197
4	Assist the <i>Appian Way</i> test Jump	Fully standard job	GreenStar Logistics	10kcr/Jump	84
5	Adventuresome escorts wanted for expedition to xeno-origin hive	Please come with an open mind!	University of Idalia Minor	150kcr, full salvage rights	188
6	Destroy pirate vessel <i>Osprey</i> + crew	Bait ship provided	GreenStar Logistics	Free travel pass	30
7	Search and rescue research team lost inside nonhuman structure	Travel expenses and equipment furnished	University of Idalia Minor	1mcr, research paper credit	58
8	Extract VIP Quanda from Siesta-3	Collateral DMG OK	Blackshield Group	3.5mcr	146
9	Bodyguards wanted for "sick rager"	Bounty on failure	Upstairs Corp	2mcr per head	94
10	Terminate entity known as "Xeiram"	We deny everything	Abattoir Co.	1bcr	200

CREW MANIFEST

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ACKNOWLEDGEMENTS

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Emily Weiss for the countless hours of Kickstarter bingo
The Kickstarter backers who made this book possible

HULL BREACH CONTENTS

This Table of Contents includes brief article descriptions and additional resources to help you identify the content you need for game night. Each chapter (e.g. INTEL) contains thematically related articles—see headers for each chapter's contents. Review Content Warnings (CW) to avoid subjects unsuitable for your play group and scan the bracketed Feature Tags to quickly find useful material like NPCs or Items scattered among the articles.

A NOTE ON CONTENT WARNINGS: Italicized Content Warning terms are central to that article's theme, and will be difficult to use without encountering that content. Non-italicized terms indicate content that is merely mentioned and can be easily stripped out or avoided during use.

For continued Hull Breach campaigning, acquire the companion handbook *Breach of Contract*—containing detailed legal horror resources and corporate contract props (tied to specific Hull Breach articles). Flesh out Public Sector with locations from your favorite *Mothership* zines.

APPENDIX

[CAMPAIGN SETTING AND TOOLS]

Campaign Frameworks	front endpapers	Company Pyramid	iv
Job Board	front endpapers	Non-Company Entities	v
Campaign Causality	ii	Campaign Tracker	vi
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INTEL

[TOOLKITS AND WARDEN RESOURCES]

Essence of Dread	Writing Liam Stevens Art Lone Archivist Empowering horror through sensory description. ■ CW: Claustrophobia, gore ■ [TABLES] [WARDEN ADVICE]	8 The Osprey's Quarry	30 Writing Meredith Silver Art Joshua Clark Layout Lone Archivist Space piracy resource with detailed pirate crew. ■ CW: Abduction ■ [NPCS] [SCENARIOS] [TABLES] [WARDEN ADVICE]
The Hand Off	Writing Reece Carter Art L.F. OSR Layout Eric Hill Generator for tense black market exchanges. ■ CW: Abduction, drug use, suffocation ■ [ITEMS] [NPCS] [SCENARIOS] [TABLES]	10 A Pound of Mysteries	40 Writing Talison Crosby Art L.F. OSR Layout Eric Hill A guide to preparing investigative scenarios. ■ CW: None ■ [TABLES] [WARDEN ADVICE]
Manhunt	Writing Ian Yusem Art Sajan Rai Layout Eric Hill A Mothership system-hack where you play the aliens. ■ CW: Abduction, body horror, suicide, traumatization ■ [MAPS] [MECHANICS] [SCENARIOS] [TABLES]	16 Wardenless	48 Writing Emmy Verte Art Nikolai Fletcher Layout Lone Archivist Toolkit for running Mothership without a Warden. ■ CW: None ■ [MECHANICS] [TABLES]

Bones and Videotape	58	Road Work	84
Writing Matt Umland Art Joshua Clark Layout Eric Hill		Writing Brian Stauffer Art Daniel Vega Layout Meredith Silver	
Found footage puzzle dungeon in an alien structure.		Dimension-hopping hyperspace puzzle box.	
■ CW: <i>Claustrophobia, coercion, gore, suffocation</i>		■ CW: <i>Body horror, claustrophobia, traumatization</i>	
■ [ITEMS] [MAPS] [MONSTERS]		■ [MAPS] [MECHANICS] [NPCS] [TABLES]	
Helium Hysteria.....	66	Vibeche!.....	94
Writing D. Kenny Art L.F. OSR Layout Eric Hill		Writing Joel Hines Art Sajan Rai Layout Eric Hill	
Paranoia-fueled military school bloodbath.		A bloodthirsty killer stalks an abandoned station.	
■ CW: <i>Gaslighting, gore, traumatization, suffocation</i>		■ CW: <i>Body horror, drug use, gore, stalking</i>	
■ [MECHANICS] [NPCS] [TABLES]		■ [ITEMS] [MAPS] [MONSTERS] [NPCS] [TABLES]	
Residue Processing	74	1000 Jumps Too Far	104
Writing Daniel Hallinan Art Nikolai Fletcher Layout Eric Hill		Writing Tim Obermueller Art Joshua Clark Layout Lone Archivist	
Funnel lab subjects through deadly scientific tests.		Faction-heavy colony ship disaster scenario.	
■ CW: <i>Body horror, imprisonment, traumatization</i>		■ CW: <i>Body horror, starvation, suffocation, suicide</i>	
■ [MAPS] [MECHANICS] [MONSTERS] [TABLES]		■ [MAPS] [NPCS] [TABLES]	

Escape Clause.....	114	Siesta-3 Autonomous Zone	146
Writing Emily Weiss Art L.F. OSR Layout Meredith Silver		Writing Mystery Spice Art Nikolai Fletcher Layout Eric Hill	
Corporate legal horror in a fast-justice chain court.		Anarchist-run X-Class station and fragile sanctuary.	
■ CW: <i>Coercion, imprisonment, gaslighting</i>		■ CW: <i>Drug use</i>	
■ [MAPS] [MECHANICS] [NPCS] [SCENARIOS] [TABLES]		■ [ITEMS] [MAPS] [NPCS]	
Interstellar Mega Mart.....	126	Terrifying Terraforms	156
Writing Izzy B Art L.F. OSR Layout Eric Hill		Writing Liam Stevens Art Joshua Clark Layout Eric Hill	
A mysterious retail chain harbors endless backrooms.		Generator for unique and dangerous planets.	
■ CW: <i>Body horror, claustrophobia</i>		■ CW: <i>None</i>	
■ [ITEMS] [MECHANICS] [MONSTERS] [SCENARIOS] [TABLES]		■ [MAPS] [TABLES]	
Procession of the Enlightened Chorus	134	WNDRLND	166
Writing Lone Archivist Art Nikolai Fletcher Layout Meredith Silver		Writing Izzy B Art Sajan Rai Layout Eric Hill	
A megastructure embattled with ancient factions.		A psychedelic contagion warps an S-Class station.	
■ CW: <i>Abduction, android discrimination</i>		■ CW: <i>Body horror, hallucinations, traumatization</i>	
■ [ITEMS] [MONSTERS] [NPCS] [SCENARIOS] [TABLES]		■ [ITEMS] [MAPS] [MONSTERS] [NPCS] [SCENARIOS]	

ENTITIES

[CREATURES AND PERSONNEL]

Bad Company

Writing Victor J. Merino Art Daniel Vega Layout Eric Hill

Rogue's gallery of strange and dangerous NPCs.

- **CW:** Body horror, surgery
- [MONSTERS] [NPCS]

180

Parasite Portfolio

Writing Daniel Hallinan Art Daniel Vega Layout Lone Archivist

Threat assessments on insidious alien parasites.

- **CW:** Body horror, coercion, surgery
- [MECHANICS] [MONSTERS]

196

Corpocrat Dogs

Writing Quadra Art Sajan Rai Layout Eric Hill

Generator for scheming corporate handlers.

- **CW:** Coercion, drug use, gaslighting
- [NPCS] [TABLES]

184

Xeiram

Writing Daniel Hallinan Art Sajan Rai Layout Lone Archivist

A formidable and relentless alien nemesis.

- **CW:** Body horror, stalking, traumatization
- [MECHANICS] [MONSTERS] [SCENARIOS] [TABLES]

200

Hellkites

188

Writing Mystery Spice Art Daniel Vega Layout Eric Hill

Alien species compendium and complete hive ecology.

- **CW:** Body horror, claustrophobia
- [ITEMS] [MAPS] [MONSTERS] [SCENARIOS]

ASSETS

[EQUIPMENT AND TECHNOLOGY]

Abattoir Family Co. Catalog

206

Writing Rye Porter Art Nikolai Fletcher Layout Lone Archivist

Corporate product lines with intriguing new gear.

- **CW:** Body horror, coercion, drug use, surgery
- [ITEMS]

Boom Box

216

Writing Talison Crosby Art Joshua Clark Layout Meredith Silver

Expanded explosives gear and guidance for their use.

- **CW:** Surgery
- [ITEMS] [MECHANICS] [WARDEN ADVICE]

Beamed

210

Writing Joel Hines Art Nikolai Fletcher Layout Meredith Silver

Operations manual for a prototype teleporter.

- **CW:** Body horror
- [ITEMS] [MECHANICS] [TABLES]



GENERATORS, RESOURCES, TOOLKITS AND SYSTEM HACKS

01: INTEL

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26
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24
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22

NO MAT C

CVR Scan: Data analysis

LOCK: XVA9917



SEARCH

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FOUND

ULVX LX3LF G75GAT 9JH VXEN9EJZB
VBQ9 H0WGR JHKTB 4EF NE22XK2UP
X2F4 AFSM7 KGM27VT YO1 MP2WHEAZ6
2J9KDQHYDK NYN7BWVVEU Z3YTVJEH49
DZLBXE395S VKW9BA9DFE 7F4SLX3RNN
THQUFBVWSY BWQMK86G87 Q72TH64WWR
DJMQAF5XA9 NZTNVWZY3T SBMD6NBAAV

DST
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ELU

ESSENCE OF DREAD

EXPLORING THE SENSES TO EMPOWER YOUR HORROR

LIAM STEVENS *Author*

Most contemporary media is consumed through screens and speakers, so new Wardens often prioritize sight and sound when describing scenes. Touch, smell and taste, however, are all hardwired straight to the brain, and allow a player to truly inhabit their character. This is vital in *Mothership*, as it makes us feel our characters' fear. Let's consider these examples:

"You push the squealing door open, revealing a horrifying sculpture of agony. Your boots squelch through gore from two bodies sitting back to back on a gurney, eviscerated and torn."

versus...

"As you press the door forward, you taste it immediately: the metallic tang of blood pervades your nose and throat. The door catches, passing through the floor's tacky congealed mess. Egg yolk from this morning's breakfast rushes up your throat at the state of two corpses on a gurney."

Both paragraphs describe the same scene, but the second invades the mind with relatable sensations. Most have smelled or tasted blood, forced a stuck door and swallowed back regurgitation. Few (hopefully!) have witnessed eviscerated bodies and gore-spattered rooms—those descriptions don't fire up our imagination and memory in quite the same way.

The second example also demonstrates how smell fills a similar role as sound, warning of danger, requiring players engage further to discover the source. This feedback loop is powerful, requiring players to push further when their senses tell them "walk away"—an excellent tool for building tension.

Mothership presents some unique sensory challenges. As sci-fi horror, many experiences are stifled by a space suit barrier, in artificial environments or with materials completely alien to our personal experiences. Thankfully, we can rely on familiar touchstones to cut through the unfamiliarity.

Describe a Vaccsuit's stale air; their helmet's constant hiss and comms' white noise; the suit's smothering lack of ventilation and how sweat pools down their back. Make players uncomfortable in their suit's safety. Then when they take damage, threaten that safety. Explain the puncture's sudden cold sensation; air audibly rushing from their suit; their shortness of breath as clean air rushes to escape their cracked helmet. Losing "Health" isn't scary or relatable, asphyxiation is.

Once players adapt to these spatial reality rules, the Warden can really start to mess with them. When describing the apparition's rotten stench in the half-lit hallway, and a player points out they're wearing an airtight suit—smile and congratulate them for noticing this seeming impossibility. Then, request a Sanity Save as their character realizes too.

Remember: space is hostile and ‘wants’ us dead—lean into that. Astronauts describe a decreased sense of taste and smell in zero gravity; use this. In a vacuum, inertia reacts differently, and thus our sensation of pressure when touching things is different. You can't scratch that itch inside your suit. The room spins from vertigo when gravity suddenly cuts out, your inner ear screaming in panic without a reference point. Remind players their characters are always in danger.

Androids present different challenges—being, by their nature, unrelatable. So go the other way. Use uncanny description, potentially unusual or uncomfortable for a human but logical to a processor working in ones and zeros. Keep descriptions emotionless and devoid of colloquialism or inference. Let players draw their own unsettling conclusions from bare fact.

Let's look at our earlier horrific scene from an android's cold perspective:

“The door opens. Your atmospheric sensors detect organic matter mixed with iron and H₂O. The door requires 300N force above manufacturer standards to open. Inside, high viscosity red fluid collects on two bipedal organic lifeforms and the floor. Their mass reads 23° and 24°C, respectively.”

Recurring locations, NPCs and monsters stick soundly with a sensory trademark. Perhaps gravity feels different, or the creature has a certain smell. Watch the look on their faces when describing the creature's ozone stench on the breeze, nipping at their heels.

So, stop reading this, be done, go forth armed with these skills, and start describing a myriad of smells, tastes and touches. Embrace the senses and horror, for together it is exquisite agony for the enjoyment of all.

Need inspiration for an alien or uncommon sensation? **Roll below!** Cross out and replace used entries with your own inventions.

THE THING...

	Smells like...	Tastes like...	Feels like...
1	Elderflower	Unscented soap	Coarse sandpaper
2	Sweet putrid decay	Iron rich blood	Smooth silk
3	Unwashed sauna	Sickly sweet pineapple	Gummy sap
4	Harsh abrasive chemicals	Face-twistingly sour candy	Wet tissue
5	Raw sewage	Hot bile	Slippery lubricant
6	Musty grime	Dirty salt water	Peach fuzz hair
7	Warm broth	Freshly baked bread	Clammy skin
8	Burned toast	Lavender	Warm goo
9	New car	Chicken, slightly off	Week-old newspaper
10	Old book	Thick dark smoke	Clingfilm

THE HAND



HAND OFF



REECE CARTER Author L.F. OSR Artist

Even in the space age, corporate and private interests rely upon the classic in-person 'Hand Off' when exchanging materials and personnel with untrusted parties.

This article provides resources for running material exchanges (Deals) as PC protection jobs, or opportunistic targets for the piratically inclined. Rather than hand waving illicit transactions, play out a Hand Off when PCs sell ill-gotten goods, exchange hostages, deliver bounties or purchase black market materiel.

THE DEAL

A Hand Off requires trust. Even if PCs don't trust the other party, they must trust they will do their job so the PCs can do theirs. While tense stalemates and dramatic betrayals provide lucrative opportunities, a reputation for backstabbing and deal breaking invites blacklisting and retribution.

- Parties strike Deals in back rooms and secret channels through unarmed brokers well before the Hand Off.
- Brokers negotiate a neutral location for the Deal, sifting through clouds of ulterior motives. The party suggesting the location typically forfeits the right of first arrival to balance the tactical equation.
- Professional Muscle teams generally know each other's reputation. Strangers draw suspicion, changed identities provoke drawn weapons.
- Opposing teams parlay before the Hand Off, exchanging pertinent complications and issues. Party agents ([Corpocrat Dogs pg. 184](#)) sometimes accompany Muscle, otherwise authorizing their team with limited authority to Deal under altered circumstances.
- Under equitable conditions, the Hand Off occurs simultaneously. With leverage, one party may impose the following standard: goods first, money second, individuals third.

Use the following tables to quickly generate a mission briefing for a PC-run Deal or intel on a potential target ripe for gatecrashing. Substitute a second Payment for the Package to generate an inanimate-product-only Deal.

THE MUSCLE

Populate either side of a Deal with professional outfits (e.g. Blackshield Group) or free agents.

1. **New Kids** (1d5+5 members). Timidly venturing out on their first job. Easily spooked, extremely poor trigger discipline.
 - C:30 I:25 W:2(15)
 - **Tools of the Trade:** SMG 2d10 DMG, Stun Baton 1d5 DMG (Body Save or stunned for 1 round), Stimpaks, Emergency Beacon.
2. **Murderous Assholes** (1d5+3 members). Fucking jerks. All their bounties wanted dead or alive come in dead. They provoke conflict and burn opposition with counterfeit currency.
 - C:45 I:30 AP:7 W:2(35)
 - **Tools of the Trade:** Flamethrower 1 Wound, Frag Grenades 1d5 Wounds.
3. **The Professionals** (2 members). A battle hardened and weary duo, they've seen it all before. They employ tech ensuring they control the package at all times—even post Hand Off.
 - C:50 I:45 AP:10 W:2(25)
 - **Tools of the Trade:** Pulse Rifle 3d10 DMG, Tranq Rifle 1 DMG (Body Save or unconscious 10 mins), Combat Drones 2d10 DMG (3), Radio Jammer, Smoke Grenades, Infrared Goggles.
4. **Lone Wolf** (1 member). This prudent hunter strikes from ambush and employs traps counterbalancing their lack of numbers.
 - C:55 I:65 W:3(25)
 - **Tools of the Trade:** Smart Rifle 1 Wound (with underbarrel Foam Gun), Mines (pressure or remote activated, 1d5 Wounds within 10m), Tranq Rifle 1 DMG (Body Save or unconscious for 10 mins).
5. **Loose Cannons** (1d10+10 members). Luck, enthusiasm and sheer numbers compensate for lacking skill, like an underdog football team riding high off a win. They blitz foes if shit goes sideways, charging leaders and VIPs.
 - **Leader:** C:35 I:40 AP:4 W:2(10)
 - **Everyone Else:** C:20 I:35 W:1(10)
 - **Tools of the Trade:** Vibechete 3d10 DMG, Shotgun with 'nonlethal' bean bag 1d10 DMG (Body Save or stunned for 1 round) and high visibility paint rounds 1 DMG.

Privateer Security: Pirate crews like [Osprey's \(pg. 30\)](#) side-gig as hired muscle. Opposing parties proceed with caution.

THE PACKAGE

Hostages and Bounties exchanged in the Deal. See [Bad Company \(pg. 180\)](#) for additional Packages.

1. **Admiral Cormac.** A veteran military and political campaigner, wanted for war crimes against the Rimspace Liberation Front.
2. **Fl-1-A.** Experimental android prototype made to maximize the uncanny valley, stolen in an android rights commando action. Exposure: 1 Stress/hour.
3. **Tarrej Redarc.** Smooth talking grifter. Wanted for identity theft (500 counts), forgery (250 counts), impersonation of corporate officers (50 counts).
4. **Rince Cutter.** New age megacorporate CEO. Loving this new experience. Promises everyone jobs.
5. **Proud Donald.** Vein hacker and bodybuilder. Wanted for drug use, illegal body modification, bestowing sentience without proper licensure.

THE PAYMENT

Pre-arranged terms for the Package.

01. Traceable credit sticks (1d10 x 100kcr).
02. Embargoed Stink Bombs ([Boom Box pg. 216](#)).
03. A Warp Core.
04. Another hostage (roll 1d5 for a Package).
05. Letters of Marque (*Breach of Contract*).
06. Clearance cybermods (1d5 malfunctions each).
07. A star chart treasure map.
08. Cocaine 2^g.
09. Live xeno-specimens ([Parasite Portfolio pg. 196](#)).
10. Empty suitcases (nothing, it's a scam).

THE METHOD

How the Muscle transports the Package.

01. Lashed with cheap zip ties.
02. In an electrified cage.
03. Surgically bound to a handler (inseparable).
04. Vacci-suited (5 mins O2 remaining).
05. In cryosleep.
06. Unbound, loaded up on compliance drugs.
07. Brain downloaded to a logic core.
08. Holding a Frag Grenade (pin pulled).
09. Contractor's Servos installed ([Abattoir pg. 207](#)).
10. Experimental teleportation unit ([Beamed pg. 210](#)).

THE LOCATION

Neutral ground for the Hand Off.

01. A remote planet ([Terrifying Terraforms pg. 156](#)).
02. On the dark side of a pirate moon.
03. Down a side alley on an old station.
04. In empty space between the two parties' ships.
05. Just outside a black hole.
06. Deep within a derelict ship graveyard.
07. During rush hour at a busy station dry dock.
08. In an abandoned planetary mining shaft.
09. Past a naval blockade.
10. On a neutral ship, during Jump.

THE PROBLEM

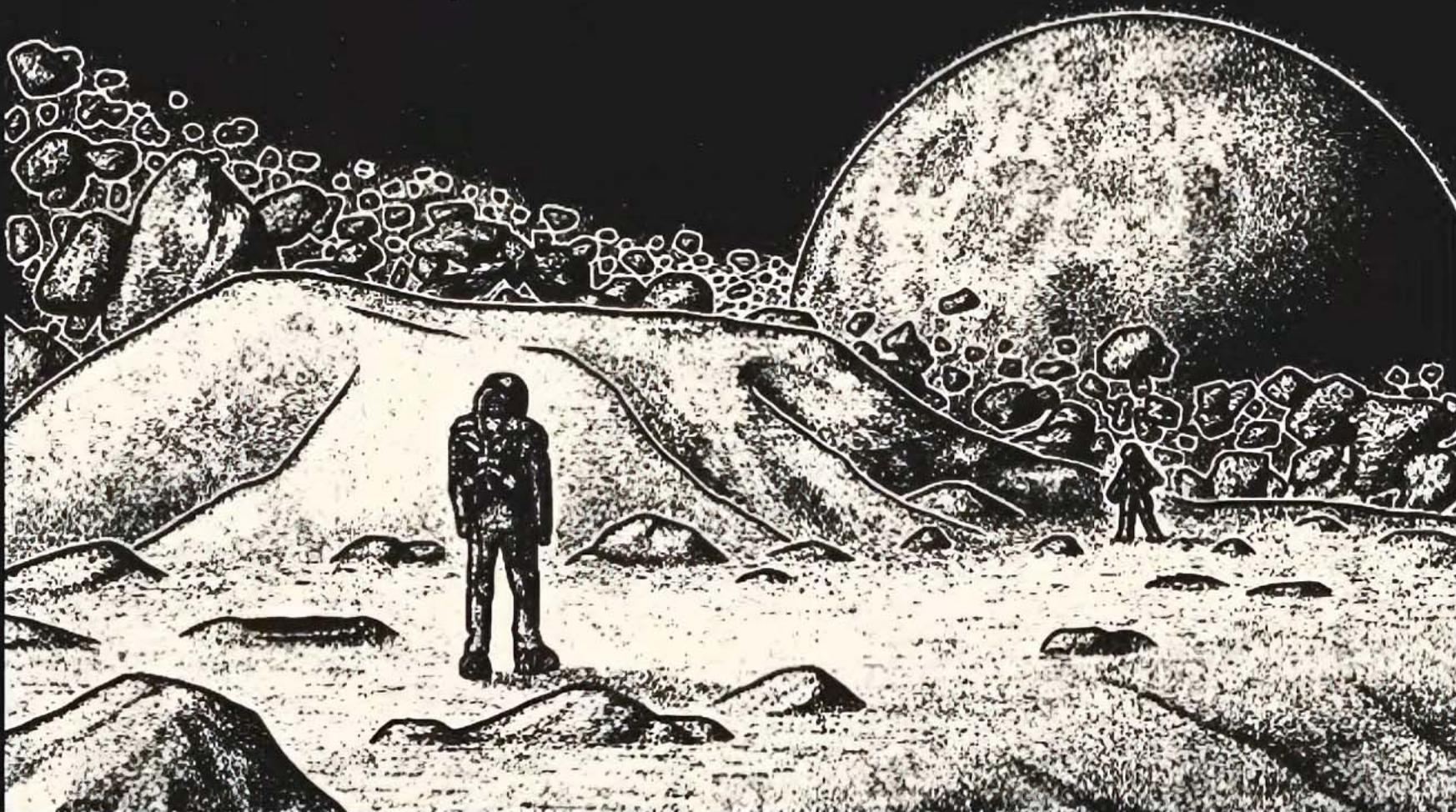
Apply one or more to every Deal.

01. One party demands double the agreed pay.
02. The Muscle switched the Package for one of their own team; ambushing once in custody.
03. One party is 3 hours late, and counting...
04. This is all a setup to catch the PCs.
05. The Muscle are using this location for another Deal with a 3rd party.
06. A solar flare causes communication equipment issues, can only speak face to face.
07. [Xeiram \(pg. 200\)](#) arrives to poach the Deal.
08. The Package is dead, no one is happy.
09. The Package and Muscle became close, they're having second thoughts.
10. A gun goes off during a tense moment.

Sample Mission

HAND OFF AT FAIRPOINT RING

The PCs receive coordinates from the Westies Crime Syndicate leading to a tracking chip implanted in their captured underboss, McArthur. They pay PCs in equitable favors (future Muscle) for returning McArthur and any surviving Westies goons.



The Package

- **Morris McArthur (Underboss):** Thick-necked, barrel-chested, cybernetically enhanced standover man. Hooked up to an IV with a slow drip of sedating tranquilizers.
- **Franklin "Frankie" Dunn (Goon):** Slender, ropey-muscled arsonist. Straight-jacketed and handcuffed, with (pacifying) low-air-supply mask.
- **William "Billy" McGinnis (Goon):** Medium build, stunningly beautiful con man carted around in a mobile cryosleep chamber.

The Payment: 50kcr per captive, +200kcr bonus if all three are alive.

The Location: The largest asteroid orbiting Fairpoint Rock, a dead planet in the Joy System. Piloting Check required to navigate undetected.

The Problem: The Receiving Team plans to double cross the Delivering Team with a fast and stealthy attack craft waiting in low planetary orbit.



The Muscle

- **Receiving Team** (Loose Cannons, 15 members). Young, reckless 'law men.' They split into two teams: 10 aboard the stealth craft *Belial* (2 machine guns) in planetary orbit, and 5 on the asteroid with concealed weapons. Leader: Vance D'Costa, eloquent braggadocio (aboard the *Belial*).
- **Delivering Team** (New Kids, 10 members). Oblivious to the danger, confident in their numbers. They arrive in the slow junker ship *Audrey*, jury rigged with a railgun (disguised as a mining drill). Leader: Richard Pyke, posturing coward (on the asteroid).

If the PCs Do Nothing

- [T-02:00] The **Receiving Team** arrives at the Hand Off, splitting their crew. 5 are stranded on the asteroid and the remainder take *Belial* into low orbit.
- [T-00:30] The *Audrey* stops short of the Hand Off, 8 crew descend to the asteroid with the hostages in a small shuttle.
- [T-00:25] PCs arrive in high planetary orbit.
- [T-00:10] The teams discuss delivery, confirming the original Deal.
- [T-00:00] The **Delivering Team** sends over **Frankie**, **Billy** and **McArthur**.
- [T+00:01] The **Receiving Team** hands off Payment.
- [T+00:02] *Belial* maneuvers out of low orbit, ascending to the asteroid.
- [T+00:03] Audrey picks up the *Belial* on scans, radios to alert their ground team.
- [T+00:04] McArthur slips the **Receiving Team**'s grasp, stumbling over to the **Delivering Team**.
- [T+00:04] Audrey misses a railgun strike on the incoming *Belial*, destroying nearby asteroids and obscuring the Hand Off with scan-disrupting debris.
- [T+00:05] A firefight breaks out on the asteroid.
- [T+00:08] *Belial* goes dark, waits for an opening.
- [T+00:37] Both teams and all hostages (save **Frankie**) succumb to gunfire.
- [T+00:49] Audrey flees, unable to recharge their railgun (bluffing if threatened).
- [T+01:02] The **Receiving Team** collects their credits from the asteroid's surface, failing to notice **Frankie**'s weak life signs.
- [T+21:42] **Frankie** suffocates, cold and alone.

MANHUNT



IAN YUSEM Author SAJAN RAI Artist

WHAT IS MANHUNT?

You play the horror in this *Mothership* system-hack. In MANHUNT, assume control of formidable Aliens hunting the most dangerous game: **humans**.

Splicing the Hack. If you never play MANHUNT, these resources on human adversaries and alien biology will slot handily into your *Mothership* toolkit.

HOW TO PLAY

If you've played *Mothership*, you know how to play MANHUNT. Review this brief on MANHUNT'S basic mechanics, noting key changes from the mother-game. You might want to keep your *Mothership* PSG handy for occasional reference, but these pages hold everything you need to play ([Character Sheet pg. 20](#)).

THE SIMILARITIES

- The Warden describes the world and arbitrates player actions.
- Resolve rolls with 1d100, rolling under a target Stat number to succeed.
- Situational Advantages [+], Disadvantages [-] and Critical Successes (or Failures!) modify rolls and exacerbate outcomes.
- Damage reduces character Health; those at 0 Health gain a Wound, resetting Health to max.

THE DIFFERENCES

- Players choose from four new Alien classes: **Broodmother**, **Leviathan**, **Anomaly** and **Parasite**.
- Four universal Stats replace Stats and Saves: **Strength**, **Speed**, **Combat** and **Instinct**.
- Skills are replaced with unique class abilities.
- **Alien Biology** (pg. 21) grants PCs metabolic burdens and sensory assets.
- The **Wrath** and **Evolution** systems (pg. 22) replace Stress and Panic, transfiguring Alien PCs with dangerous and powerful mutations.

FOR WARDENS

Exploit MANHUNT'S Warden resources and tables ([Running Scenarios pg. 24](#)) and starter adventure [Churn Rate](#) (pg. 28) to run your first game.

ALIEN STATS

Your character's Stats represent their capacity to act under pressure and withstand trauma. Roll a Stat Check to determine uncertain outcomes with drastic consequences. Use MANHUNT'S Stats when:

- **[Strength]** sundering airlocks, bursting from ventilation shafts, smashing through cockpits.
- **[Speed]** slithering past searchlights, lunging to departing escape pods.
- **[Combat]** tearing humans limb from limb.
- **[Instinct]** enduring bioweapons, withstanding mental probes, surviving dissection.

SURVIVE, SPREAD, SLAUGHTER

Before your first MANHUNT session, brief yourself with its core motives and objectives (indulge all 3):

- **Survive.** Your character is the horror, but humans are MANHUNT'S true monsters. Pervasive, clever and heavily armed; humans match Alien lethality and surpass them in cruelty. Utilize careful observation, stealth and unconventional tactics to survive human encounters.
- **Spread.** Humans metastasize through the galaxy at a dizzying pace—to beat them, your generation must proliferate. Survey, prepare and signal desirable nest conditions (safety, warmth, food), reclaim space from human invaders.
- **Slaughter.** Grisly ambushes and bloody rampages are MANHUNT'S bread and butter. Embrace the carnage—it's fun! Balance the allure of predation with risk of discovery or open combat.

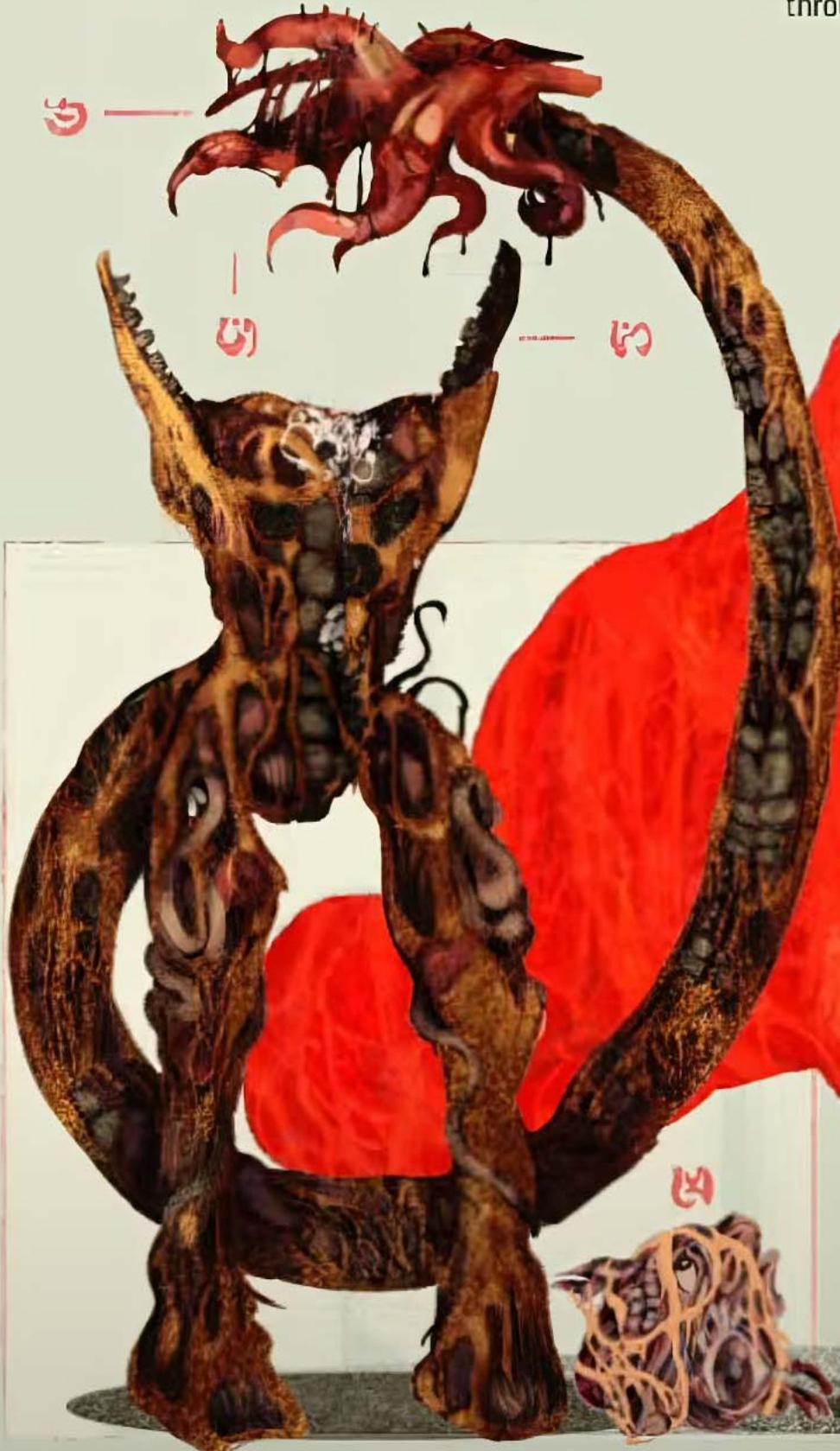
ALIENS IN MOTHERSHIP

MANHUNT is a standalone game for fully Alien PC parties. Incorporating Alien classes into a standard *Mothership* crew is not recommended and undermines the core tensions of both games (but hey, I'm not your dad).

BROODMOTHER

Bipedal, gangly and dangerous. A killer.

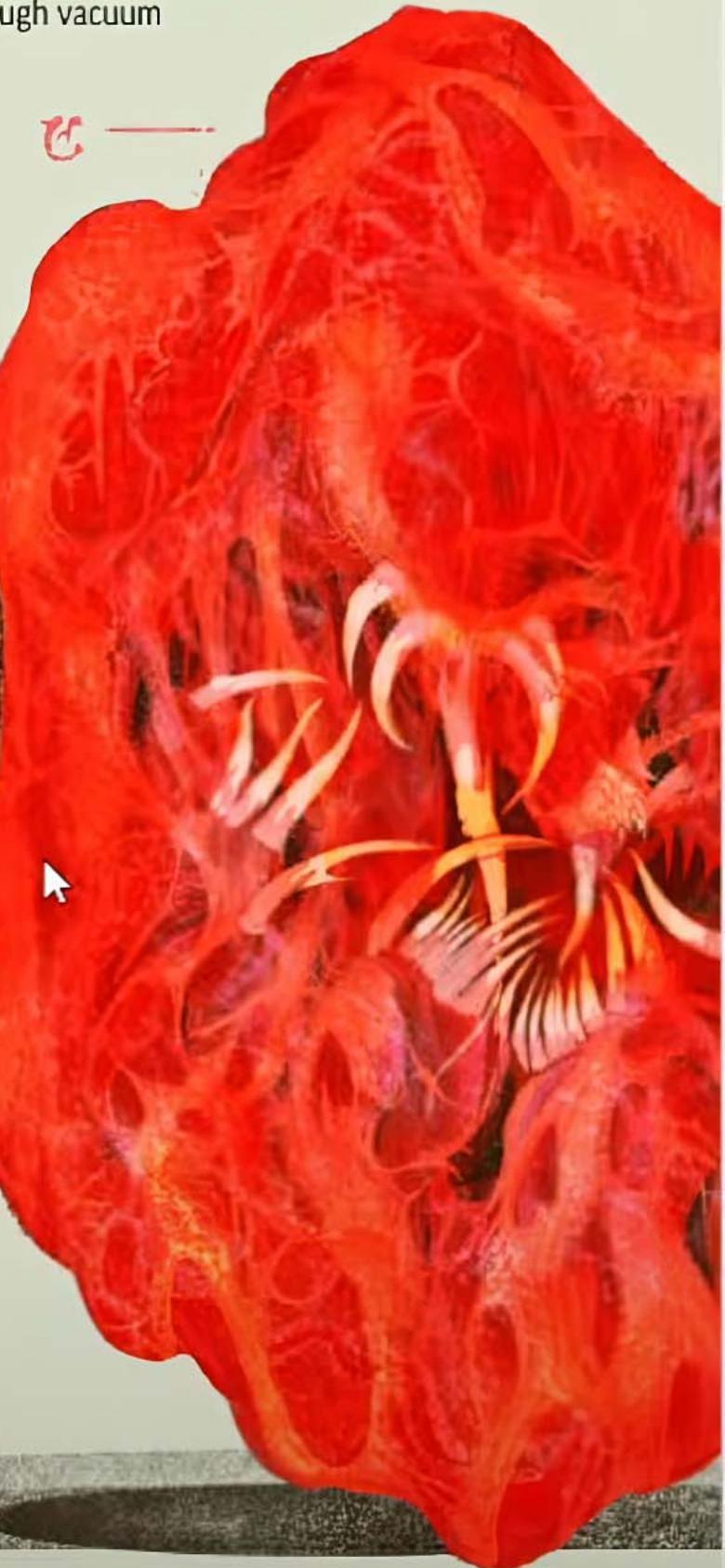
- **Stats:** +20 Combat
- **Attack:** 3d10 DMG Tail (2 Attacks)
- **Special:** Humans you kill produce 1 Broodling
[C:40 Bite 1d10 DMG I:10 W:1] you control



LEVIATHAN

Voluminous and elastic—squeezes through minuscule openings (limited only by teeth). Powerful appetite.

- **Stats:** +10 Strength, +2 max Wounds
- **Attack:** 2 Wounds Bite
- **Special:** A living spaceship, you transport Aliens through vacuum



CREATING YOUR ALIEN

Step 1. Roll 3d10 + 30 for each of your Stats.

Step 2. Roll 1d10 + 15 for Health. Add 3 max Wounds.

Step 3. Choose a class.

Step 4. Your Wrath starts at 2, with a minimum of 0.

ANOMALY

Ovoid, floating. Oozing gelatinous folds, uncanny gifts.

- **Stats:** +10 Instinct
- **Attack:** 2d10 DMG Telekinesis
- **Special:** Exert up to 50 kg force on any one object or being within 10m



PARASITE

Wormlike, ribbed, diminutive. Neurological hijacker.

- **Stats:** +10 Speed, -20 Strength, -10 max Health
- **Attack:** 1 DMG Infestation Needle
- **Special:** Puppet infested organisms

INFESTATION

Skewer a victim's central nervous system to pilot their body indefinitely (gain Host's Stats). Humans familiar with the Host know something is wrong. Hosts survive infestation (Panic on detachment).

Human Host: Physical actions [-], +20 to Checks relevant to victim's occupation. Comprehend human language and disgorge limited, two-word-phrase speech. No long-term memory access.



MANHUNT

ENTITY ASSESSMENT

GENERATION # (1D100)

KILLS

PLAYER NAME



"MY FIRST KILL"

1. STATS

ROLL 3d10 + 30 FOR EACH STAT

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	SEE CLASS
STRENGTH	SPEED	COMBAT	INSTINCT	DAMAGE

2. HEALTH

ROLL 1d10 + 15 FOR HEALTH. ADD 3 MAX WOUNDS

<input type="text"/> CURRENT	<input type="text"/> MAX	<input type="text"/> CURRENT	<input type="text"/> MAX	<input type="text"/> CONDITIONS
HEALTH		WOUNDS		

3. CLASS

SELECT YOUR CLASS, ADJUST YOUR STARTING STATS; RECORD DAMAGE



BROODMOTHER

+20 COMBAT,
3D10 DMG TAIL (x2)

CLASS SPECIAL:
HUMANS YOU KILL
PRODUCE ONE BROODLING
YOU CONTROL.



LEVIATHAN

+10 STRENGTH,
+2 MAX WOUNDS,
2 WOUNDS BITE

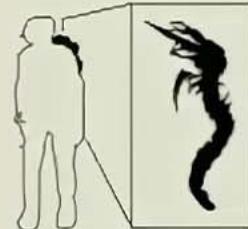
CLASS SPECIAL:
SQUEEZE THROUGH TINY
OPENINGS, TRANSPORT
OTHER ALIENS IN VACUUM.



ANOMALY

+10 INSTINCT,
2D10 DMG TELEKINESIS

CLASS SPECIAL:
EXERT UP TO 50KG FORCE ON
ANY ONE OBJECT OR BEING
WITHIN 10M.



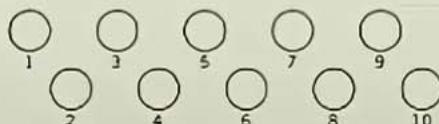
PARASITE

+10 SPEED, -20 STRENGTH
-10 MAX HEALTH
1 DMG INFESTATION NEEDLE

CLASS SPECIAL:
SKEWER A VICTIM'S SPINE TO
CONTROL THEIR ACTIONS
INDEFINITELY.

4. WRATH

(STARTS AT 2)



GAIN WRATH WHEN: FAILING A CHECK (+1),
KILLING A HUMAN (+2), WITNESSING ALIEN DEATH (-3)

EVOLUTIONS

EVOLVE AT 10 WRATH

BROODLING TRACKER

C:4D BITE 1D10 DMG H:10 W:1

CURRENT
BROODLINGS

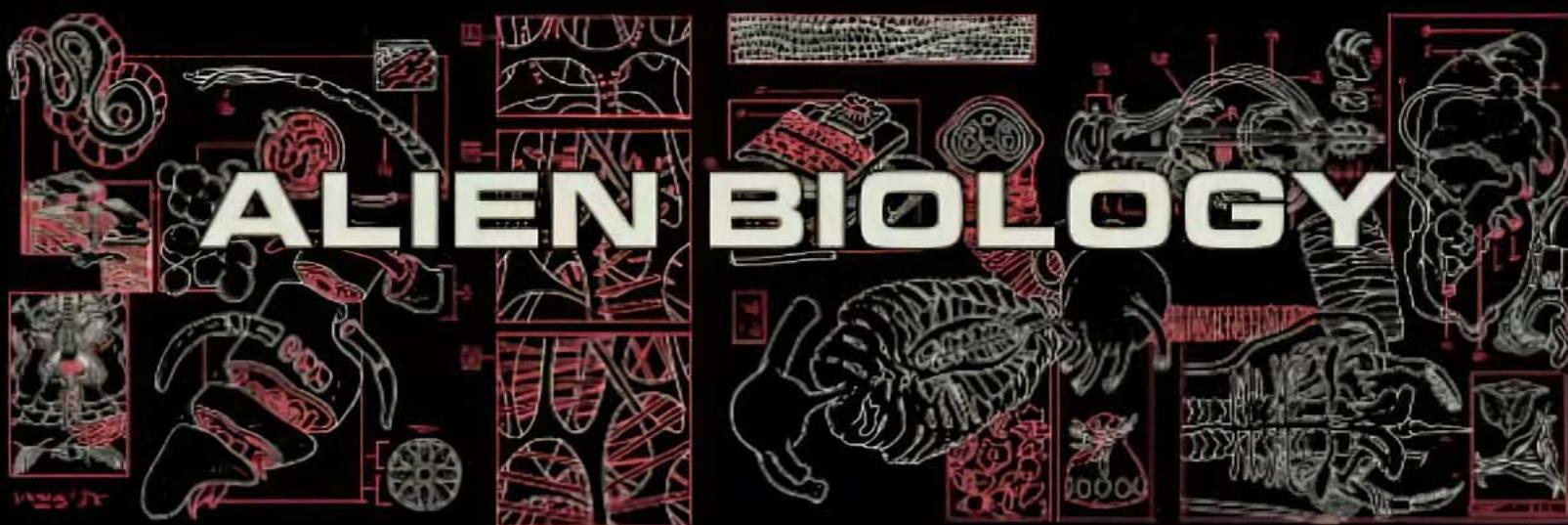
LEVIATHAN STOMACH INVENTORY

OBSERVATIONS

PARASITE HOST TRACKER

INFESTATION: PHYSICAL TASKS (-),
CHECKS +20 IN VICTIM'S SKILLSET.
COMPREHEND HUMAN LANGUAGE

COMBAT DAMAGE INSTINCT WOUNDS



- **Healing:** Aliens heal 2d10 Health by eating a mammalian liver (heal 1 Wound at full Health).
- **Communication:** Aliens communicate telepathically (10km range).
- **Atmosphere:** Aliens aspirate oxygen, tolerate human-suitable atmosphere. Exempting the Leviathan, Aliens survive 5 mins in vacuum.
- **Radiation, Bleeding and other Hazards:** As in humans (Mothership PSG).

OPTIONAL ALIEN SENSES

- **Sight:** Infrared low-light vision.
- **Hearing:** Sensitive to loud noises, hates technological whine.
- **Taste:** Can taste emotional state in biological cast-off (e.g. sweat).
- **Touch:** Heat sensitivity, low-temp resilience.
- **Smell:** Able to determine atmospheric content.

ALIEN WOUNDS

SEVERITY

1	Involuntary Screeching. Loud.	Flesh Wound
2	Torn Membrane. PCs nearby lose 1 Wrath.	
3	Infection. No healing until 2d10 DMG amputation.	Minor Injury
4	Sensory Whisker Severed. Instinct Checks at [-].	
5	Gas Gland Ruptured. Inflict 2d10 DMG to all within 10m.	
6	Massive Swelling. Take +1d100 DMG next injury.	
7	Horn Snapped. Bleeding, take 3 DMG/round.	Major Injury
8	Organ Prolapse. Speed and Strength -30.	
9	Nerve Death. Convulsions, all Checks [-], deal double DMG.	
10	Total Degloving. Fatal in 1d10 rounds.	Lethal Injury

EVOLUTION

- Human contact germinates latent evolutionary power, manifesting in spontaneous mutations.
- Instantly **Evolve** at 10 **Wrath**, rolling 1d10 on the table below—then reset to 0 **Wrath**.
- Only the PC most responsible for a human's death gains **Wrath**.

- You gain **Wrath** under the following conditions, or when assigned by the Warden:
 - Failing a Stat Check (+1).
 - Killing a human (+2).
 - Witnessing another Alien's demise (+3).

BROODMOTHER

01 **Unravel.** Crumble into 10 Broodlings you control.

LEVIATHAN

Cannibalize. The Warden controls your character for 1d10 rounds.

02 **Molt.** Immobile for 1 round. Molted skin creates 10 AP cover.

Retch. Vomit everything carried or ingested. If empty, take 1d10 DMG.

03 **Autophagy.** Permanent -10 Strength, fully heal.

Infect. Your mouth bacteria rapidly heal humans (victims survive bites, despite dismemberment).

04 **Engorge.** +1d10 max Health and -1d10 Speed when eating livers. PCs heal by eating you.

Mimic. Grow an appendage that resembles a human head. Harm to it deals no DMG to you.

05 **Camouflage.** Become invisible for 1d10 minutes.

Spawn. Immediately produce an egg. Cracks in 10 minutes; you die then control the birthed copy.

06 **Infuse.** Broodlings explode (3d10 DMG) on death or command.

Metabolize. Instantly digest victims (liver healing permanently increased to 3d10 Health).

07 **Carcinization.** Grow a 15 AP carapace.

Lurch. Immediately heave forward with the thrust of a human battleship (once).

08 **Corrode.** Claw through solid metal, deal double DMG to androids.

Rubberize. Rebound all bullets for full DMG (you still suffer the DMG).

09 **Rage.** Future **Evolutions** trigger at 5 **Wrath**.

Conjoin. Permanently fuse with another PC. Keep all abilities, highest Stats. Share control.

10 **Rampage.** Immediately take 3 consecutive turns.

Grow. Expand tenfold for 1d10 rounds (destroy current room). Consume small ships whole.



ANOMALY

Overload. Explode for 1d10 Wounds within 5 rounds (you choose when). You die.

Deluge. Expel viscous slime for 1d5 minutes—fills modest rooms in seconds.

Extrude. Deposit nodules of rare minerals at will (blindingly valuable to humans).

Tripod. Cease hovering, growing 3 powerful legs.
+20 Strength.

EMP. All electronics within 20m fail (require manual reboot).

Adapt. Roll on another class' **Evolution** table.

Teleport. Instantly move anywhere within 200m (unfamiliar destinations risk death by fusion).

Pyrokinesis. Permanently able to ignite objects (1d10 DMG/turn) at Telekinesis range.

Wreck. Grow massive spikes, deal 1d100 DMG for 10 rounds (auto-hit, accumulate corpses).

Metamorphosis. Become any other class (gain Stat bonuses, replace abilities).

PARASITE

Symbote. Merge with your Host—you can't escape and die if it does (reroll if unattached).

Decoy. Drop your tail. Enemies target wriggling discarded flesh. -20 Speed.

Imprint. Roll 1d20 for a human Panic result (Mothership PSG).

Blossom. Sprout 'fur.' Humans (initially) consider you cute and non-threatening.

Overclock. When triggered (choose when), a Host automatically succeeds one Check—then dies.

Burrow. Wriggle through any material.

Ferment. Permanently gain an acid spit attack (2d10 DMG, 20m Range).

Implant. Remotely control any previous Host for 1d5 rounds (once per victim).

Reek. Spray pheromones, nearby humans Panic.

Devour. Your next attack inflicts 5 Wounds.

RUNNING SCENARIOS

MANHUNT seamlessly slots into your favorite *Mothership* modules like a symbiotic parasite, fully playable with all existing material and minimal conversion efforts necessary. When preparing to run your first scenario, consider these best Warden practices:

HUMANS ARE EVERYWHERE

Contact with other aliens and non-human entities can be exciting, but MANHUNT explicitly runs on conflict with humans. If preparing a scenario without human NPCs, add them as prey to compete over or a secondary threat.

BLIPS IN THE VENTS

MANHUNT relies on alternative and hidden modes of travel—vents, maintenance shafts, crevices and burrows. Always include opportunities to observe, ambush and escape prey.

NON-HUMAN ALLIES

Humans habitually create foes—your enemy's enemy could be a friend! Other aliens, rogue androids and AIs or vengeful ghosts could potentially work with PCs.

HUMANS THROUGH ALIEN EYES

Part of MANHUNT'S appeal is an alien perspective on human bodily and cultural grotesqueries. However, Wardens should avoid obfuscating human concepts and objects for thematic sake. Revel in human strangeness while clearly describing the game world, arming players to make informed decisions. Leave “grenade ignorance” a player choice.

CUSTOMIZE YOUR ALIENS

MANHUNT leaves many questions about what the Aliens are, how they relate and what they can do unanswered for you and your players to figure out through play—or ignore entirely. When uncertain about Alien capabilities, use the class illustrations as a guide.

DEATH AND REPLACING CHARACTERS

Given Aliens' scarcity in human-controlled space, mortal stakes run high. Players with dead characters may pilot a Broodling or share control of a living PC with another player. Isolated PCs rolling a Death Check may instead be **Abducted by Humans** (pg. 27) and require rescue.

RUNNING EXCITING COMBAT

Unlike *Mothership*, combat in MANHUNT is not a fail state—but careless PCs will die. To keep combat snappy and challenging, run humans with PC-like wile and powerful survival instincts (pg. 26). Optionally, skip Combat Checks—applying damage directly unless attackers are situationally disadvantaged.

KEEP IT SHORT AND SWEET

MANHUNT is tuned for exhilarating one-shots and short episodic campaigns—interludes or precursors to your *Mothership* home game. A long term campaign, while achievable, may require significant retooling.

ONE-SHOT SETUP

- Roll 1d5 for inspiration when dropping Alien PCs into a *Mothership* scenario:
01. Captured by human invaders, waking to imprisonment.
 02. Tracked an abducted broodmate. Free them.
 03. Defending your nest from human incursion (brood hatches in 1d5 hours).
 04. Spearheading an invasion. Start with two pieces of intel from your scouts.
 05. Stirred from primordial hibernation by 1d5 human scientists (unarmed).

HULL BREACH MANHUNTING



To get you playing quickly, use these simple frameworks for running Hull Breach scenarios in MANHUNT:

HELIUM HYSTERIA

(pg. 66)

PCs assault the facility after an allied Leviathan divebomb destroys the reactor. Omit helium paranoia, recontextualize chaos as response to invasion.

VIBECHETE!

(pg. 94)

Starving PCs (start at 1 Health) compete or collaborate with the Killer for human prey. Add 1d5 extra partying NPCs and 2d5 Marine bodyguards.

HELLKITES

(pg. 188)

PCs control or replace Hellkites, defend their hive from 2 squads of 5 well-equipped Marines. PCs trigger swap to Map 2 at any time (only once).

(pg. 104)

1000 JUMPS TOO FAR

Lost, the *Alexandria* orbits ominously around the PCs' home planet. Omit the imminent crash, emphasize NPC factionalism for PC exploitation.

RESIDUE PROCESSING

(pg. 74)

Drop the funnel, captive PCs begin in the Antechamber as Alien test subjects.

HUMAN ADVERSARIES

Your humans should be weird, adaptive, fallible and above all—dangerous. Liberally avail these resources to breathe desperate life into humanity.

HUMAN PANIC RESPONSE

Marines and other roughnecks Instinct Check to avoid Panic, civilians automatically fail. Humans Panic when:

- ☒ Cornered, isolated and unarmed.
- ☒ Half of allies are killed.
- ☒ First witnessing Broodling creation.
- ☒ Disconnected from a **Parasite**.
- ☒ All hope seems lost and death seems certain.

PANIC TABLE

01. **Fight.** Gains [+] on all rolls, deals double damage.
02. **Flight.** Groups scatter.
03. **Scream.** Alerts nearby humans.
04. **Surrender.** Discards weapons, begs for mercy.
05. **Glory.** Frag Grenade suicide charge.
06. **Hallucination.** Tears off armor (imagined bugs).
07. **Self-interest.** Sacrifices nearest ally to escape.
08. **Freeze.** Catatonic for 1d10 rounds.
09. **Denial.** Ignores danger, resuming normal routine.
10. **Heart Attack.** Dead.

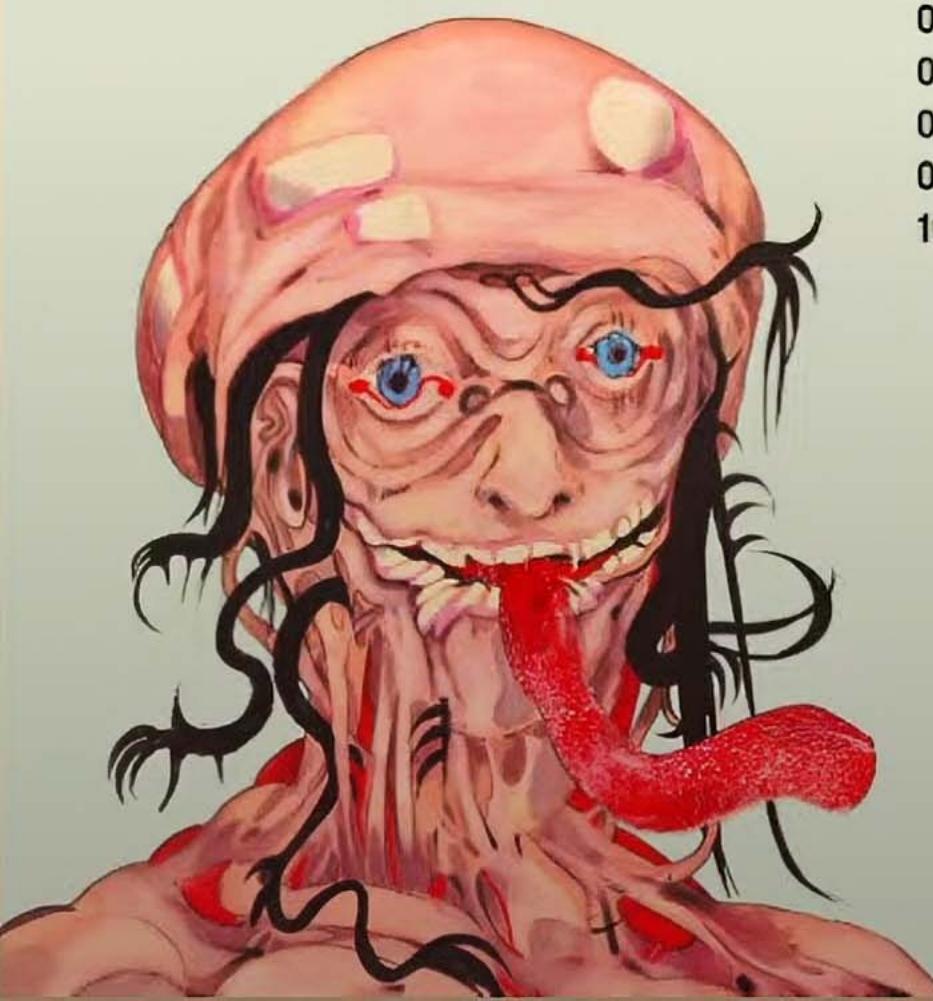
FIRST CONTACT

Humans make poor decisions when faced with unknown threats. The doomed souls:

01. Send a distress signal (rescuers unprepared).
02. Are oblivious to **Parasite** infestations.
03. Hide in a location with a single exit.
04. Attempt communication with PCs.
05. Investigate strange noises.
06. Loiter around vents.
07. Split up to search.
08. Assume vacuum kills PCs (it doesn't).
09. Assume wounded PCs are dead.
10. Immediately Panic on visual contact.

WHAT ARE THE HUMANS DOING?

01. Consuming fluid matter, acute demeanor change.
02. Baring teeth to establish dominance.
03. Exhibiting diminished situational awareness while making horrible wet mouth noises.
04. Frequently isolating in small, ventilated rooms.
05. Voluntarily inducing prolonged helplessness.
06. Subjugating themselves to another's will.
07. Tasting each others' face-orifices.
08. Desecrating oxygen-giving life forms.
09. Dripping fluids from millions of tiny holes.
10. Teetering on the brink of total psychological collapse and feral regression.





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THEY'RE LEARNING

If recordings, witnesses or specimens survive contact, humans prepare for future alien encounters.

- **Broodmother Spawning:** Civilians distributed cyanide pills.
- **Leviathan Elasticity:** Civilians stash emergency Foam and Rigging Guns.
- **Anomaly Telekinesis:** Marines wear weapon straps (cannot be disarmed).
- **Parasite Infestation:** Marines modify armor with neck shielding.
- **Vent Travel:** Facilities and ships reinforce vent panels, Marines equip Bioscanners.
- **Liver Consumption:** Marine livers replaced with non-nutritious synthetic organs.

HUMAN ENCOUNTERS

01. **Sophontologist delegation** attempting contact and peaceful negotiation. Unarmed.
02. **Corporate asset seizure squad.** 5 Marines (Tranq Pistols, Stun Batons), 3 Scientists.
03. **Executive big game hunter** (Smart Rifle) and 4 ill-treated Bodyguards (Vibechetes).
04. **Cultic procession** devoted to PCs. 50% flee from carnage, the rest obey and die willingly.
05. **Android kill team.** 3 Combat Models (as Marines with Laser Cutters) with gunship support.

ABDUCTED BY THE HUMANS

01. **Mutilated.** Special ability removed.
02. **Tormented, Unbroken.** Double **Wrath** gain.
03. **Reconditioned.** Telepathy forgotten.
04. **Neural Probe.** Humans anticipate and reinforce your next invasion site.
05. **Vivisected.** Humans learn biological secrets (**They're Learning**). You are dead.

DEVIOUS TRAPS

01. Copious and obvious tripwires. No danger but painfully slow to avoid.
02. Cat tethered inside an escape pod set to launch if occupied.
03. False retreat into entrenched ambush.
04. Apparent massacre. Playing dead, well armed.
05. Flashlight taped to the wall, shining down a hallway. Maneuvering diversion.
06. Terminal open to Personal Locator. Blip leads to a room rigged to explode (1d5 Wounds).
07. Screaming Comms device strung along just out of vision. Passes a tripwired Shotgun (1 Wound).
08. Human corpse with poisoned liver. Ingested, Instinct Check or -2d10 max Health.
09. Upright Vacsuits fill a room. One is inhabited (surprise attack).
10. Series of doors open simultaneously to afford a sniper a momentary opening.

DESPERATE MEASURES

01. Fires, smoke or flooding flush PCs out, risk massive collateral damage.
02. Self-destruct sequence initiated (100 real-time second countdown).
03. An equally formidable horror unleashed on PCs (as situation dictates, or **Xeiram pg. 200**).
04. Stimpak overdose. Immune to panic, livers ruined, dead after 1d10 hours.
05. Last-ditch attack: sacrificial frontal assault, best fighters flanking.

THE DISP P THE GUAR T

MEREDITH SILVER Author JOSHUA CLARK Artist



REVIEW BY OSPREY



On remote orbital outposts and hostile alien worlds, fresh water can be as rare and valuable as precious metals, making water haulers into targets.

Meet the Osprey's crew: ragtag pirates stalking extrasolar shipping lanes for water freighters.



HOW TO USE THIS MODULE

- Add piracy to your existing campaign through hooks and rumors:
 - Encounter the *Osprey* (pg. 35) while exploring or in port.
 - Sign on with Quartermaster Beyer as replacement crew, or take a corporate bounty to seek and destroy the ship.
 - The *Osprey* may attack the PC crew if transporting cargo.
- Introduce water as a valuable commodity, using details from **Water: A Costly Necessity**.
- Use **Defending Against Piracy** (pg. 37) to bolster remote ship and base defenses.
- **The Crew** (pg. 38) can serve as new NPCs, encountered in seedy locales: bars, run-down ports and remote trading posts.
- Running a one-shot? Use **Encounters with the Osprey** (pg. 39), the PCs serving as *Osprey* pirates or a targeted freighter's crew.

WATER: A COSTLY NECESSITY

While plentiful and cheap near Core worlds or planets with abundant freshwater, scarcity in many Rimspace locations makes water a valuable commodity.

Water reclamation techniques somewhat ease water's financial burden, but freshwater shipments are still necessary to replenish lost supply. Individuals require 5L of fresh, unreclaimed water daily to survive.

- A typical crew of 10 uses 50L/day, a colony of 300 uses 1500L/day.
- A 75,000L shipment sustains a 300-person colony for 50 days.
- Water's retail price for the end user is: (# of Planets Distant) + 2cr per liter.

The synthesization of water is a bustling industry near heavily populated worlds.

- Water farms use raw oxygen and hydrogen to synthesize chemically pure water suitable for human consumption.
- This energy-intensive process requires highly specialized, expensive, vulnerable equipment.



THE OSPREY'S QUARRY

WHY IS WATER PIRACY POPULAR?

Wherever commodities are shipped, piracy follows—and freshwater is no exception. Highly specialized pirate crews in custom-modified ships target ill-defended water transports for a reliable payday.

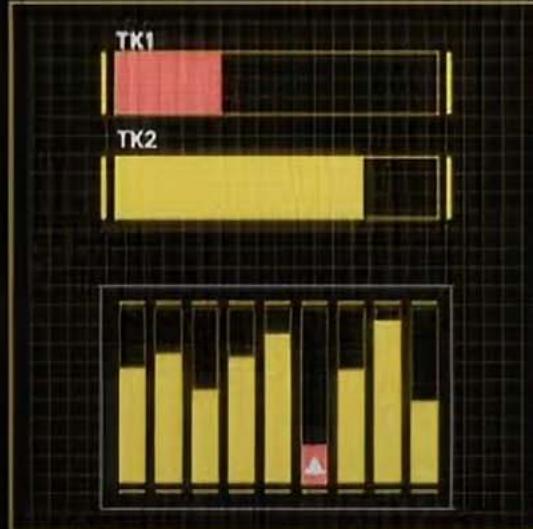
- For consumers, water from pirated sources is easier to obtain, lacking tariffs or red tape.
- Wholesale prices vary depending on a region's remoteness, but some black markets buy from pirates for as much as 15cr/L
- The Osprey (maximum capacity: 75,000L) averages 600kcr for a single load.

THE PIRATE CODE

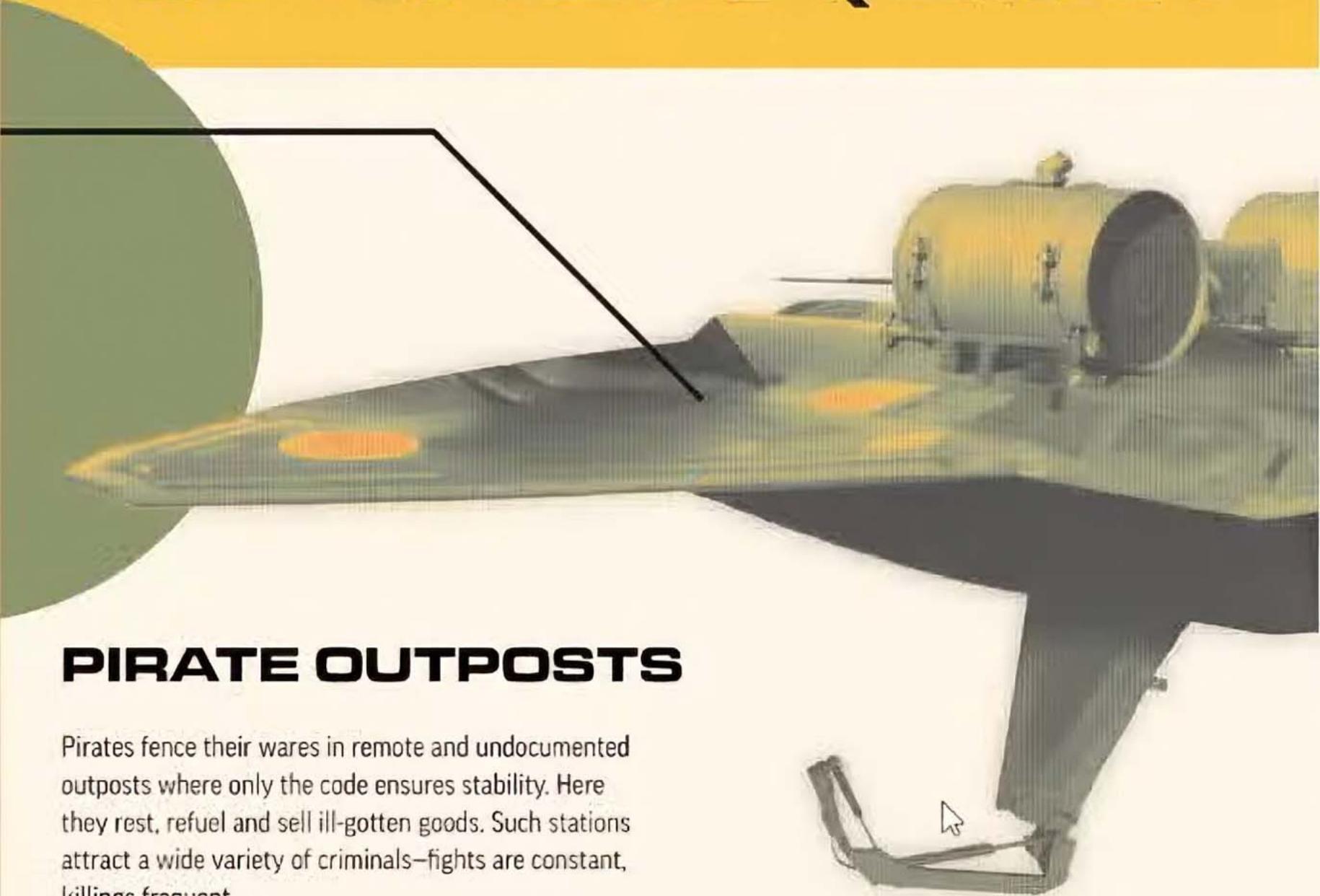
Pirates crews are honorbound by unwritten professional codes. This is the Osprey's:

- *The captain's the boss.* Their word is law.
- *Easy prey is easy money.* We target the weak, isolated and unarmed—refueling stations, depots and freighters.
- *Hit and run.* Get the goods and get out. Don't waste time on things that won't up the take.
- *A payday's a payday.* Specializing is okay, but don't be above taking advantage of an easy target. Money, weapons and other commodities always sell ([The Hand Off pg. 10](#)).

- *Split everything equally.* Everyone aboard gets an equal cut, no exceptions.
- *We don't start fights, we finish them.* Don't risk yourself or crewmates in needless conflicts, but don't be afraid to kill if someone gets between you and your cut.
- *It isn't personal.* Corps are the target, not their workers. Never attack independent crews. Leave victims sufficient fuel to reach civilization.
- *Don't snitch.* Never rat out another pirate, ever. Take the stash location to your grave.

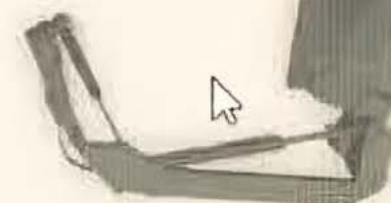


THE OSPREY'S QUARRY

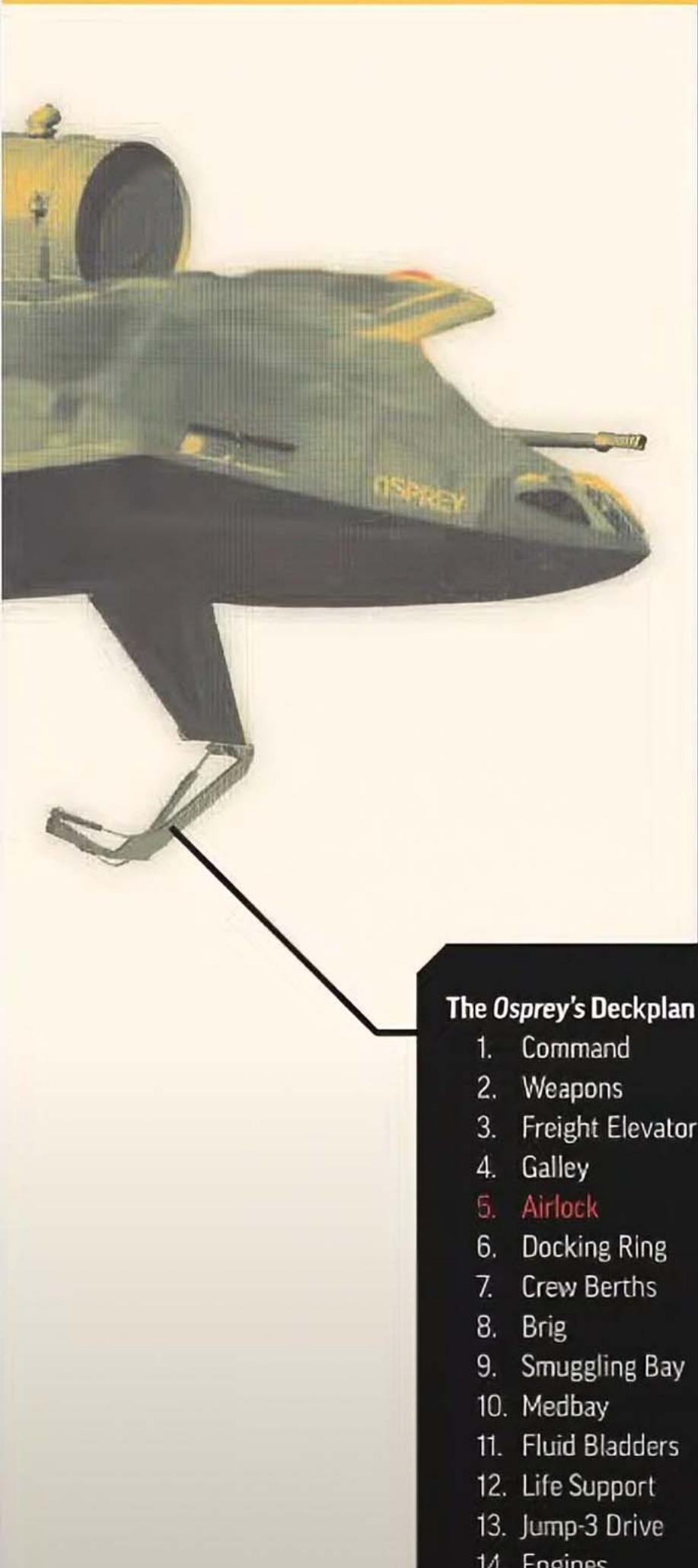


PIRATE OUTPOSTS

Pirates fence their wares in remote and undocumented outposts where only the code ensures stability. Here they rest, refuel and sell ill-gotten goods. Such stations attract a wide variety of criminals—fights are constant, killings frequent.



Station Name	Location	Contact Name	Buying Price <small>per liter (per haul)</small>	Risks
Tala's Outpost	Ancient temple on a jungle moon	Tala Shani (greedy, short-tempered)	3cr (225kcr)	Overrun by aggressive wild dogs
<u>Siesta-3 (pg. 146)</u>	Orbiting a forgotten Rimspace planet	Cobol (concerned, paternal)	4cr (300kcr)	Station politics and corporate attention
Wayfarer	Repurposed scrap freighter; always in motion	Sassa Eaves (overworked, impatient)	8cr (600kcr)	Frequent mechanical breakdowns strand the <i>Wayfarer</i> in dangerous systems
PrayCo Worship Complex	Garish orbital megachurch	Pastor Franklin (bellicose, vengeful)	9cr (675kcr)	Pastor demands a blood price to conduct business
"The Island"	Built into a hollowed-out asteroid	Rocko Forgard (well-connected, ingratiating)	15cr (1.125mcr)	Westies Syndicate goons frequent the station, press-ganging crews

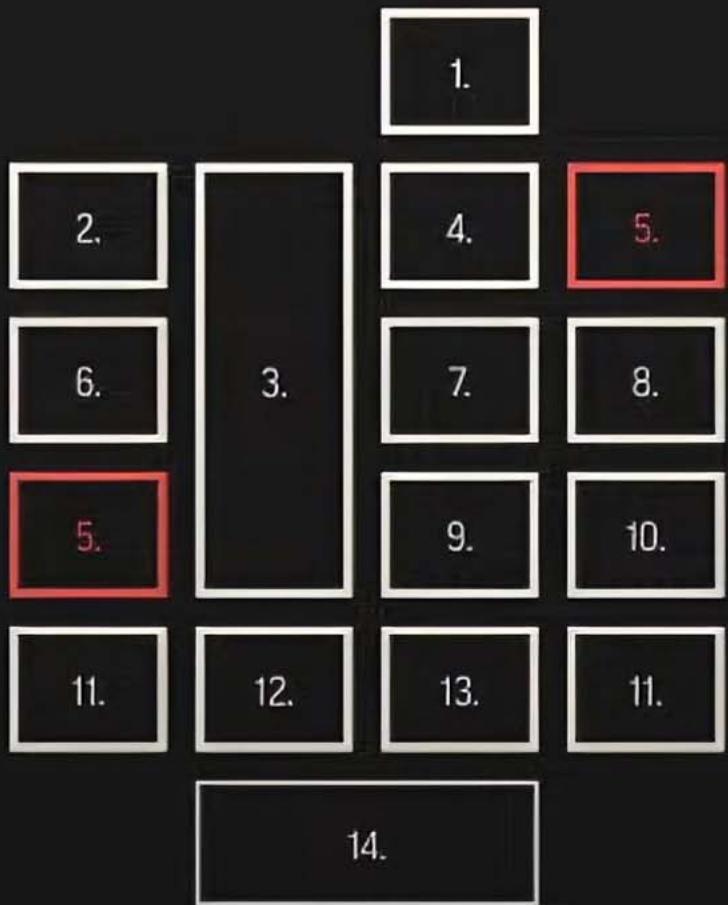


THE OSPREY

- Small, agile, mosquito-shaped freighter.
- Crewed by five, with brig space (or extra crew berths) for four.
- High-powered EMP cannon disables target electronics, leaving them blind and defenseless.
- Flexible water siphon with attached laser drill pierces freighter hulls.
- Inflatable bladders lining its aft carry water and other liquids (max. capacity: 75,000L). Although water-rated, able to haul oils, solvents and even alcohol. Note: bladders need a thorough cleaning afterward if misused.
- Four maneuverable 'legs' with electromagnetic feet cling to target freighters.
- Limited fuel capacity for fast, short strikes (relies upon clandestine supply cache network).

The Osprey's Deckplan

1. Command
2. Weapons
3. Freight Elevator
4. Galley
5. Airlock
6. Docking Ring
7. Crew Berths
8. Brig
9. Smuggling Bay
10. Medbay
11. Fluid Bladders
12. Life Support
13. Jump-3 Drive
14. Engines



THE ATTACK TIMELINE

THE OPERATION

[T-20 MINS]

The *Osprey* lurks just inside scanning range from a remote shipping lane, running silently, apparently nothing more than a small derelict. The crew eavesdrops on comms channels, looking for poorly armed freighters hauling water or other valuables.

[T-30 SECs]

After selecting a target, the ship approaches—firing its EMP cannon. The focused EMP wave appears on radar as ambient space radiation until too late.

[T-0 SECs]

The EMP blast hits, disabling critical systems for 1d5+4 minutes.

[T+1 MIN]

The *Osprey* latches onto the freighter's external water tanks like a hungry tick. Its laser drill cuts a hole in the target's hull to gain water access, working through 5mm of armor/second.

[T+2 MINS]

A siphon vacuums out as much water as possible, filling inflatable bladders lining the aft at a rate of 18,750 liters per minute. This process takes four minutes to complete.

[T+6 MINS]

The *Osprey* detaches and flees.

THE RESPONSE

[T-1 SEC]

The freighter's computers recognize the incoming EMP as an attack, momentarily sounding alarms and activating its distress beacon before impact.

[T+3 MINS]

The captain engages a handheld Comms device in an attempt to negotiate.

[T+4 MINS]

The defenders are suited up and battle ready. Professional security forces equip military gear while crew members raid anti-boarding caches (Stun Batons, Boarding Axes) or grab improvised weapons. Available security attempts an EVA to detach the *Osprey* manually.

[T+X MINS]

Once the EMP's effect subsides, the crew restores systems in the following order (1 round each): Life Support, Engines, Scans, Weapons, Long Range Comms. **NOTE:** X = rolled EMP duration.

[T+6 MINS]

If available, scanning systems trace and transmit the *Osprey*'s trajectory to Company attack ships. The freighter disengages and resumes course once the *Osprey* exits its weapons range.

[T+10 MINS]

The captain revises system logs and coaches crew to omit incompetence for inevitable Company inquiries.

DEFENDING AGAINST PIRACY

Some targets are better defended than others. Haulers may employ a range of additional anti-piracy measures, outlined here:

- Shipping convoys often utilize automated decoy ships: normal freighters without cargo. If pirates target one, it gives the rest of the convoy sufficient time to flee.
- Occasionally convoys employ armed Q-ships, seemingly normal freighters fitted with heavier armament and reinforced hulls. Bait ships are easily spotted at close range, but almost impossible to pick out at a distance.

- Although uncommon, newer shipping vessels are sometimes equipped with EMP-shielded backup generators. Once struck by the *Osprey's* EMP cannon, these can restore power to Life Support and defensive systems quickly, reducing offline time to 1d5 minutes.
- Underequipped or desperate captains may eject hijacked modules in an escape bid or decompress water stores to create a field of dangerous ice chaff.



"HAILING FREQUENCIES OPEN!"

The *Osprey* won't initiate contact with its targets, but if hailed, Quartermaster Beyer obliges with mind games:

Beyer's Threats

- He'll cut a hole in the ship's hull, causing a deadly explosive decompression.
- He'll target the ship's engines with a focused EMP blast, stranding it in deep space.
- He'll take prisoners, and the crew will never get them back.

Beyer's Promises

- No one will get hurt.
- The *Osprey* will leave the crew enough cargo behind to break even.
- *Osprey* will leave this system, never to return.

EMERGENCY MANEUVERS

When targets restore their defensive systems before the job is done, the *Osprey* must improvise:

- 1 Drills to breach crew compartments, risking boarding.
- 2 Dumps its water stores, the resulting ice chaff confusing auto-targeting systems and scans.
- 3 Uses its laser drill to damage the target's maneuvering jets, making steering difficult or impossible.
- 4 While attached, fires its engines at full power—spinning and disorienting or injuring the target crew.
- 5 Unloads an EMP at point blank range, in desperate hopes they restore power before their target.

FAILED MISSIONS

If boarded, the *Osprey's* crew fight off attackers using underhanded tactics and knowledge of their own ship (see individual **Crew Tactics** pg. 38).

If captured, Beyer negotiates the crew's release by offering 25% of their 200kcr emergency slush fund (climbing to 50% if things look dire). Failing this, the crew surrenders—except for PaRKER, who fights to the death. Detained crew bide their time to steal their ship back and escape.

AMARI WEBB, 33

Captain. Final say on targets and crew shares.

- Beanpole with boxy haircut, silver cybernetic eyes.
- Pursued by creditors at every space station.
- Irritated by Lu's constant mess in Life Support.
- **Tactics:** Utilizes night vision to ambush enemies in total darkness. Silent footsteps.
- **Weapon:** Tranq Pistol.

HENDRIK BEYER, 49

Quartermaster. Second in command and Comms operator.

- Slicked salt and pepper hair. Mollifying grin—a few gaps.
- Runs the crew's weekly poker night.
- Deeply respects Amari, the only one he wouldn't betray.
- **Tactics:** Employs dirty tricks, cowardly if cornered.
- **Weapon:** Cryogun ([pg. 207](#)).

WANTED DEAD OR ALIVE
40,000 CREDITS
CAPTAIN AMARI WEBB

ACCEPT BOUNTY?

► yes

no

OPERATING ABOARD
OUTLAW FREIGHTER
“OSPREY”
LAST SEEN
W-900CJ-45 (CALL SIGN ~~SLEEPER-3~~)

CHARGE #2835-DT

TORTIOUS INTERFERENCE WITH BUSINESS

CHARGE #3719-DT

INCOMPLETE BIOMETRIC DATA
[267 ADD'L COUNTS]

KNOWN ASSOCIATES

HENDRIK BEYER

M-15121233654 (AKA “PARKER”)

GREG MIREBLADT

DENNIS “FIREBALL” MACHADO

PAT PARKS, 78

Navigator. Follows trade hot zone leads, researches water markets.

- ☒ Diminutive, short silver hair and chipmunk cheeks.
- ☒ Eccentric and scatterbrained, calculates all trajectories with a slide rule.
- ☒ Finds Hendrik handsome and charming, but will never trust him.
- ☒ **Tactics:** Uses narrow corridors to her advantage, feigns captivity.
- ☒ **Weapon:** Combat Shotgun.

LU LYNCH, 27

Engineer. EMP operator and ship mechanic.

- ☒ Huge brown eyes, squat and stocky, obviously chipper.
- ☒ Repurposes the Life Support module to accommodate a new research project weekly, has designs on turning the Galley into a greenhouse.
- ☒ Pities PaRKER and has drawn up schematics to upgrade their hardware, always refused.
- ☒ **Tactics:** Snares opponents in traps, launches hostiles out of airlocks.
- ☒ **Weapon:** Hand Welder.

PARKER, 30

Siphon Operator. Android workhorse model.

- ☒ Woefully outdated, jury-rigged mismatched parts.
- ☒ Paranoid due to prolonged EMP exposure, refuses to be left alone.
- ☒ Swaps android legends with Pat (**Procession pg. 134**).
- ☒ **Tactics:** Berserker, mercurial bloodthirst slaked only by CQC destruction.
- ☒ **Weapon:** Vibechete.

CREW STATS

C:35 I:40 W:2(15)

DMG as Weapon

ENCOUNTERS WITH THE OSPREY

1d5 Encounter

- 1 The *GreenStar Cortesia* and *Osprey* send dueling distress signals (same coordinates, 10 mins from PCs). The *Osprey* is stuck to the *Cortesia*'s hull, malfunctioning and unable to detach. The *Cortesia*'s systems are back online, but can't target the *Osprey*'s position. Webb offers $\frac{1}{2}$ their take for assistance while the *Cortesia*'s captain offers to turn over a highly-bountied passenger he's smuggling.
- 2 Sizing them up, Quartermaster Beyer approaches a PC and instigates a fist fight over something trivial. If beaten, he compliments their prowess and requests help with an unusual job: escorting a valuable cache of stolen mercury to a nearby mining colony (pays 25kcr per PC).
- 3 The PCs encounter the *Osprey*'s crew hurriedly loading stolen weapons and equipment onto their ship. Captain Webb offers 10kcr for PCs' help loading their cargo. She raises the pay to 50kcr if PCs cover their escape with a flashy diversion.
- 4 The *Osprey* orbits a nearby planet with its distress beacon activated. Upon investigation, the PCs find the crew comatose save PaRKER, who explains the "water" stolen in their last raid escaped containment, disabled their ship, attacked the crew, and is now hiding somewhere—waiting to strike.
- 5 The next time the PCs negotiate a job with an NPC, the *Osprey*'s crew bursts in—waving weapons and shouting about owed money. Unless PCs interfere, they murder the PCs' would-be client and clean their pockets. Amari gives a PC a wink and a calling card on the way out.

A POUND OF

A GUIDE TO DESIGNING AND RUNNING INVESTIGATIVE MOTHERSHIP SCENARIOS

TALISON CROSBY Author
LF. OSR Artist

Investigative adventures triumph when players solve the mystery on their own merits. A well-designed investigation should be solvable without dice ever hitting the table, empowering players to uncover secrets with their minds rather than character sheets.

In *Mothership*, dice only adjudicate risky actions—not deduce facts, locate clues or convince witnesses. Instead, its modules come pre-equipped with invaluable resources like timelines and random encounters to help drive investigative play. Lacking rollable investigation skills, *Mothership* forces players to solve mysteries creatively.

How, then, should an aspiring Warden navigate *Mothership*'s investigative ethos to design a mystery that empowers crewmembers?

WRITING GOOD CLUES

To begin, first learn the most important rule for building an investigation:

“For any conclusion you want the PCs to make, include at least three clues.”

— Justin Alexander, *Three Clue Rule*, 4/8/08

Clutter play with clues, which provide actionable and narratively relevant information—ensnaring players in the mystery regardless of what threads they tug upon. A useful clue also connects NPCs with their environment, immersing players deeper into the mystery. Players need these clues to draw accurate conclusions, so keep them in plain view.

If clues provide the investigation's skeleton, timelines and random encounters are muscle and skin. Timelines pit players against cruel reality's ticking clock, heaping consequences upon failures or inaction. Encounters fuel new investigative directions and carry momentum.

MYSTERIES

TIMELINES & ENCOUNTERS

Timelines inject the investigation with dynamism and anxiety, rooting it in the real world. Here are two easy frameworks for an investigative timeline; choose one for your mystery:

1. Detail the Target's location and activities by the hour, day or week depending on mystery scope.
2. Build a list of escalating negative consequences that occur unless players intervene.

A good encounter table complicates an investigation with obstacles, boons and neutral encounters:

- **Obstacles** are inconvenient (a fleeing witness), disruptive (a rival group of bounty hunters) or deadly (a predator xeno).
- **Boons** are a 'breath of fresh air,' providing crewmembers additional insight toward reaching their objective. Wardens may include some of their Clue Web's essential nodes on the random encounter table, so they appear outside a static Hub (see Generating an Investigation pg. 42).
- **Neutral encounters** are where the Warden leans into the investigation's vibe and ambience—such as sensory details or thematic NPCs otherwise unrelated to the investigation. While a Warden should consider the investigation's themes when detailing timeline entries and random encounters, the Warden may indulge here.

RUNNING INVESTIGATIONS

- Proceduralize timekeeping (pg. 45) to determine your timeline's impact upon the finale's outcome.
- Roll for random encounters to keep things interesting and the pace moving.
- Be patient and paint vivid descriptions. Noir takes its time with rainy skylines and long brooding solos, the game should too.
- Reward crewmembers' interactions: questioning, exploration and research always yield information. Be overly-generous with clues.



GENERATING AN INVESTIGATION

Clue Webs are an excellent method for developing clues and charting complex mysteries. Physically connecting locations, NPCs and clues, these easily referenced visual maps support emergent play. But where does your web start? Wardens should work backward, starting with a Finale set piece or revelation and mapping outward.

Definitions

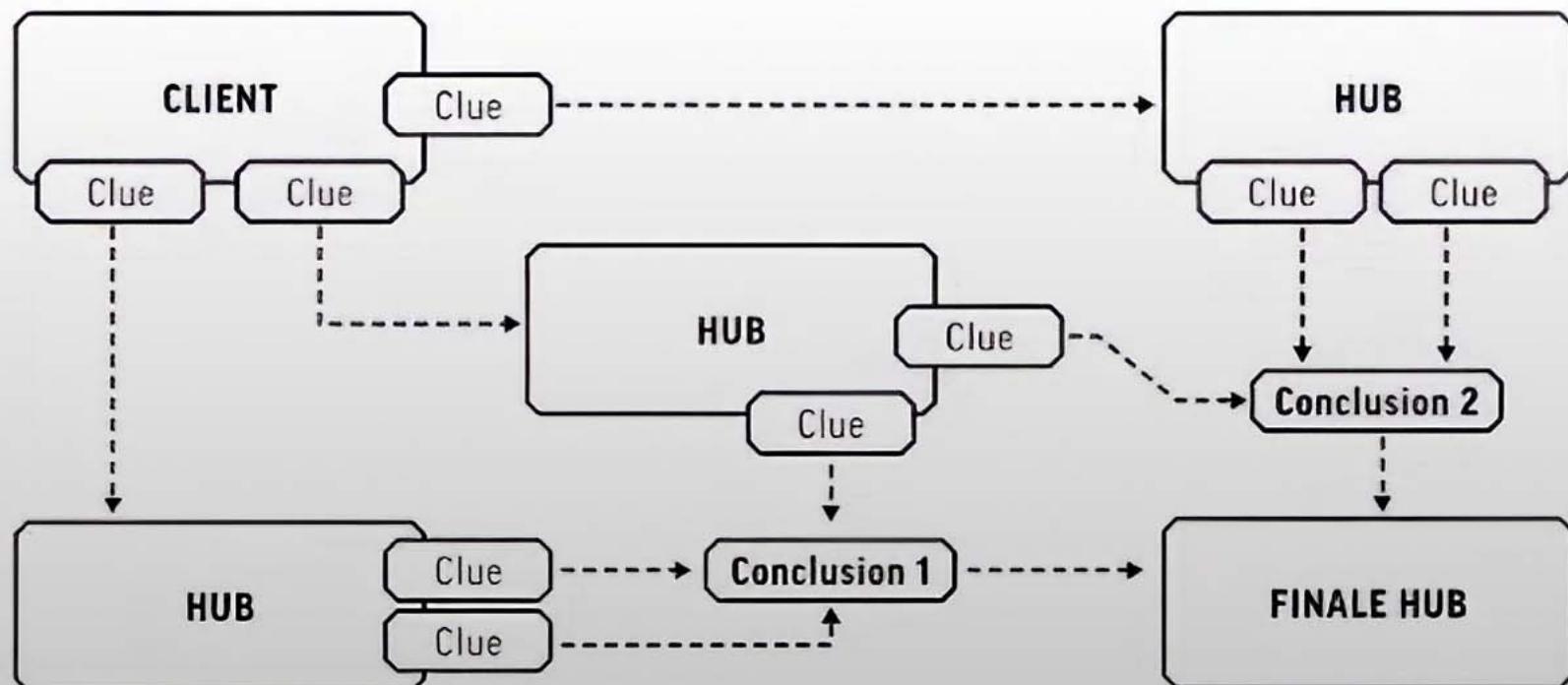
Hub: A location, NPC or critical event containing Clues.

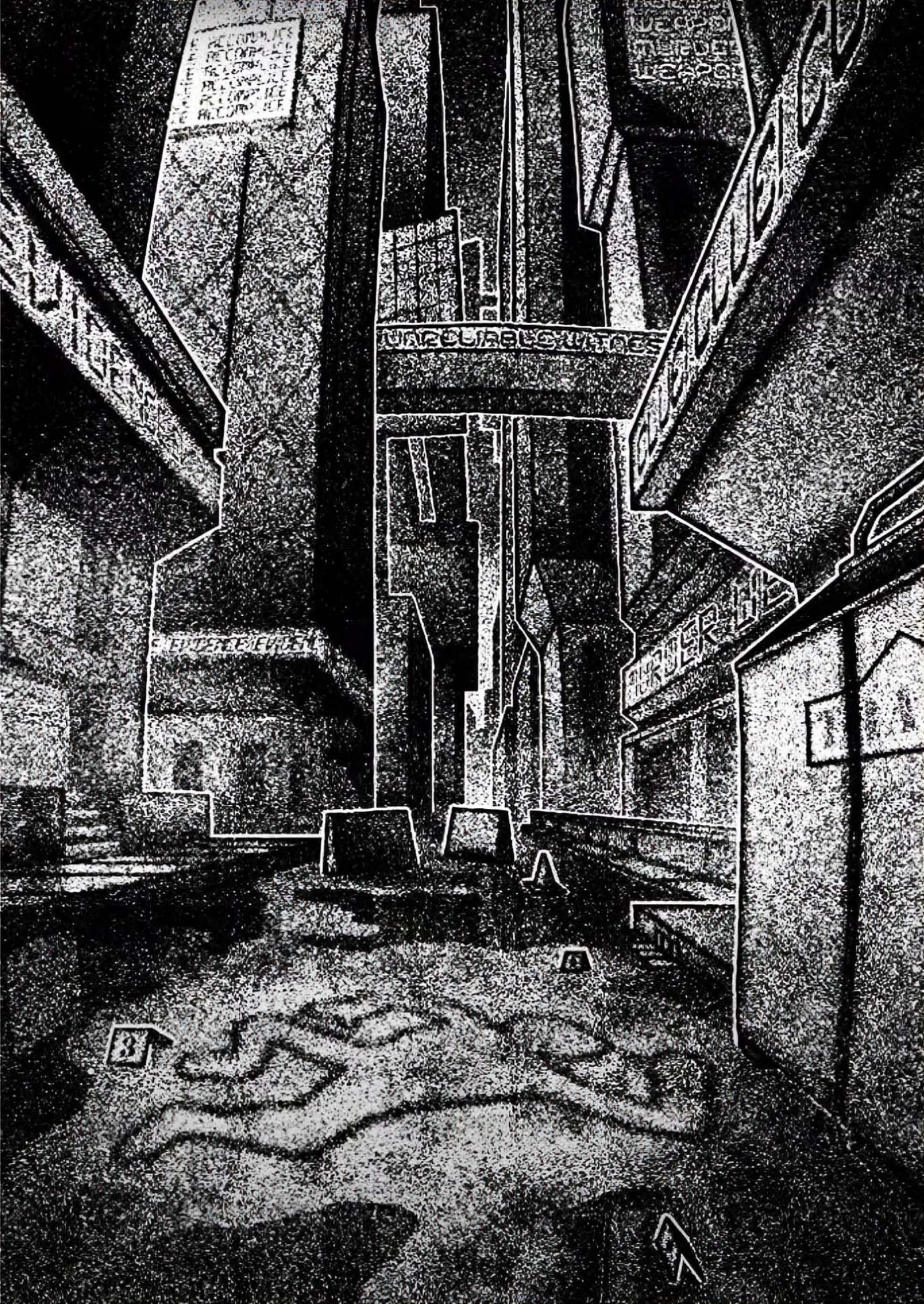
Clue: A piece of information or object which reveals insight leading to Conclusions.

Conclusion: A realization about the mystery's nature leading to Hubs or the Finale.

CLUE WEB METHODOLOGY

01. Roll for a Horror, Twist and Target (pg. 44). Use the results to develop scenario themes and a final revelation to the mystery (your Finale).
02. Draw a large bubble to start your Clue Web. Inside, briefly summarize your Finale.
03. Draw 2-3 small bubbles outside the Finale. Fill them with Conclusions leading immediately to the Finale. Draw an arrow from each to the Finale.
04. Draw 3-4 (unfilled) large bubbles beyond the array of Conclusions to serve as Hubs.
05. Roll 3 Clues (pg. 44) for each Conclusion, adding them to the web as small bubbles attached to the blank Hubs. Draw arrows connecting new Clues to corresponding Conclusions.
06. Fill each blank Hub with a major location, NPC or event (use the Target table for inspiration).
07. For a more complicated mystery, repeat Steps 3-6 to expand your Web. Otherwise, continue.
08. Draw a single large bubble beyond the Hub array for the investigation's Client. Determine the Client's identity and their relationship to the Target. Reference **Bad Company (pg. 180)** or **Corporat Dogs (pg. 184)** to generate Clients.
09. Roll and attach 3 Clues to the Client bubble that connect directly to Hubs (strong initial leads provided by the Client).
10. Flesh out Hubs, Clues and Conclusions with additional notes or annotated connections.





Horror: The harrowing truth surrounding a mystery, fully revealed during the Finale. Roll 1d10 on each table, combining results.

01	Synthetic
02	Shattered
03	Necrotic
04	Superintelligent
05	Transformed
06	Corrupted
07	Forgotten
08	Newborn
09	Sleeping
10	Suicidal

01	Ancient
02	Industry
03	Technology
04	Experiment
05	Romance
06	Microorganism
07	Mathematics
08	Predator
09	Prophet
10	Godling

Twist: A complication that changes an investigation's scope, context or likelihood of success. Roll 1d10.

01	Brainwashed
02	Betrayal
03	No going back
04	It's personal
05	It's a setup
06	It's too late
07	Misinformation
08	Spacewalk
09	Rival investigators
10	Faction intervenes

Target: The core of a mystery, what the crewmembers are after. Roll 1d10 and choose a corresponding Target from one of the following tables.

01	Parent
02	Child
03	Sibling
04	Twin
05	Friend
06	Enemy
07	Spouse
08	Lover
09	Employee
10	Boss

01	Debholder
02	Bounty
03	Convict
04	Android
05	Cyborg
06	Hardware
07	Software
08	Cybermod
09	Biomod
10	Medicine

01	Drugs
02	Bio sample
03	Chem sample
04	Geo sample
05	Research paper
06	Legal documents
07	Blackmail
08	Safehouse
09	Black site
10	VIP area

Clues: Valuable information, used to lead crewmembers to conclusions and connect nodes. Roll 1d10 on one or more tables whenever you generate a clue.

01	Weapon
02	Gunshot residue
03	Clothing
04	Makeup stain
05	Body fluids
06	Photograph
07	Purchase receipt
08	Audio recording
09	Video recording
10	Instant message

01	E-mail
02	Personal log
03	Official report
04	Fingerprints
05	Footprints
06	Public records
07	Literature
08	Song
09	Visual art
10	Souvenir

01	Matchbook
02	Vandalism
03	Rumor
04	Accomplice
05	Curious civilian
06	Witness, unreliable
07	Witness, unwilling
08	Witness, missing
09	Secret revealed
10	Pattern emerged

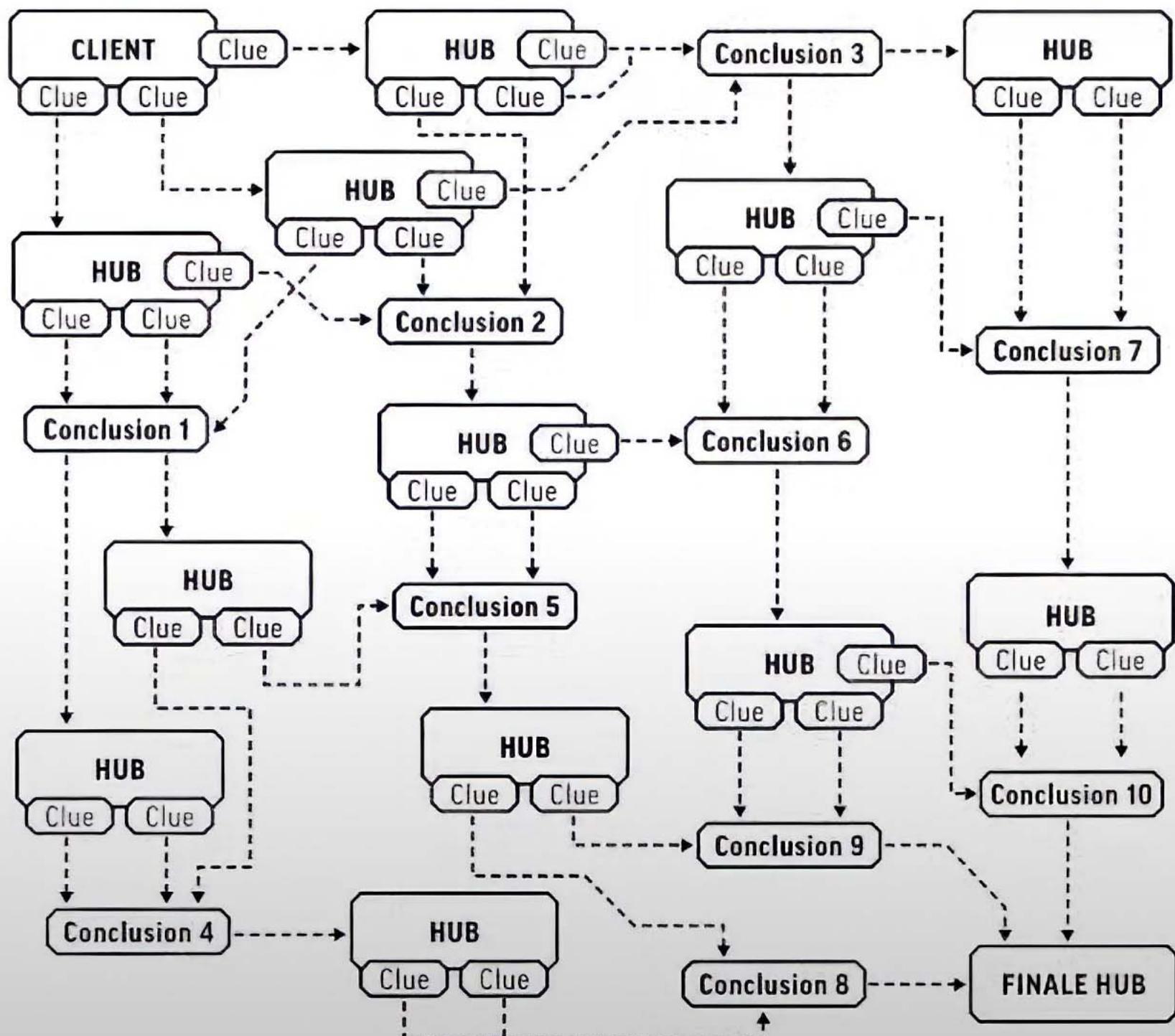
Routes: Detail the journey from point A to B. Use when crewmembers travel to a new location. Roll 1d10 on each table, combining results.

01 Smoky
02 Neon
03 Flickering
04 Damp
05 Humming
06 Heavily-patrolled
07 Desolate
08 Claustrophobic
09 Disrepaired
10 Zero-gravity

01 Escalator
02 Bus route
03 Subway tunnel
04 Stairwell
05 Elevator
06 Walkway
07 Tramcar
08 Gondola
09 Maintenance shaft
10 Auto-tube

Timekeeping: Consistently apply fitting procedures to timelines and encounters (choose 1 each):

- Every X PC exploration actions.
- Once per day (in-game).
- When discovering a Clue.
- When reporting to the Client.
- Entering a new major location.
- When PCs breach OPSEC.
- When PCs eliminate an enemy.
- Every 20 minutes of real-time.
- Once per session.
- Upon mission completion.



UTILIZING TOOLS

A POUND OF FLESH

A Pound of Flesh (Tuesday Knight Games) provides the perfect environment and toolset for mystery scenarios. Echoing detective fiction's dark and dreary cities, Prospero's Dream is a doomed metropolis ripe with noir themes: social isolation, paranoia and urban grime.

Choose one "Three Phases" storyline as your scenario's backdrop, progressing through its phases as the investigation runs its course.

When developing clues and detailing nodes:

- Roll on "Establishments" or "Space Station Noteworthy Locations" for Hub or Finale sites.
- Roll on "Denizens of The Dream" to populate your investigation.
- Roll a "Random Search" for Clues.

When running a Prospero's Dream investigation:

- Pillage "Encounters on The Dream" to leverage random encounters.
- Roll for **Routes** (pg. 45) every time the crew travels to a new location. Roll again if they travel through a slice on the map.

EXAMPLE MYSTERY PREP

Horror: Forgotten Mathematics

Target: VIP Area

Twist: It's too late

Themes: Cannibalism, Envy, Manipulation

Finale Hub: Cannibalism at the Prodigy Lounge

Details: Dr. Tenyak spent months studying an ancient transmission. Once cracked, Tenyak employed the Forgotten Mathematics to access an elite academic VIP compound. The scientist's new peers became friends, then fans and, finally, thralls. Once crewmembers are hired, it's too late. Driven by esoteric envy, the academics devoured Tenyak alive.

Conclusion: Tenyak used Forgotten Mathematics to increase his prestige and social influence.

- **Clue:** Ancient Transmission with supplementary theories (on Tenyak's audio journal).
- **Clue:** Denter the murderous saboteur, in revelous envy of Tenyak.
- **Clue:** Tempest Inquisitor pursues Tenyak for questioning regarding Denter's accusations.

Conclusion: The enraptured Professor M. Haradia brought Tenyak to the Prodigy Lounge.

- **Clue:** Myrna, Haradia's personal palm reader, confirms her recent personality change.
- **Clue:** (Rumor) Tenyak has been obsessed with accessing the Prodigy Lounge.
- **Clue:** Haradia's makeup stain on Tenyak's shirt.

Hub: Tempest Co. Black Site

Details: Recent captive claims Tenyak coerced him to commit acts of sabotage. The Official Report affirms the captive's sincerity.

- **Clue:** Denter the murderous saboteur, an Unreliable Witness.
- **Clue:** Official Report has some discrepancies, Forgotten Mathematics are censored.

Hub: Myrna's Palm Readings

Details: Haradia's personal reader, knows both her and Tenyak's recent personal developments. Tenyak recently visited, looking for Haradia.

- **Clue:** Myrna the Psychic, an Unwilling Witness.

Hub: Litany Chai, Teamster Hangout

Details: Tenyak's union friends regard questions from non-members with suspicion. Ivanov (coworker) knows Tenyak's aspirations, schedule and haunts.

- **Clue:** (Rumor) Tenyak has pined to access the Prodigy Lounge for years.

Hub: Sleepland Capsule Hotel

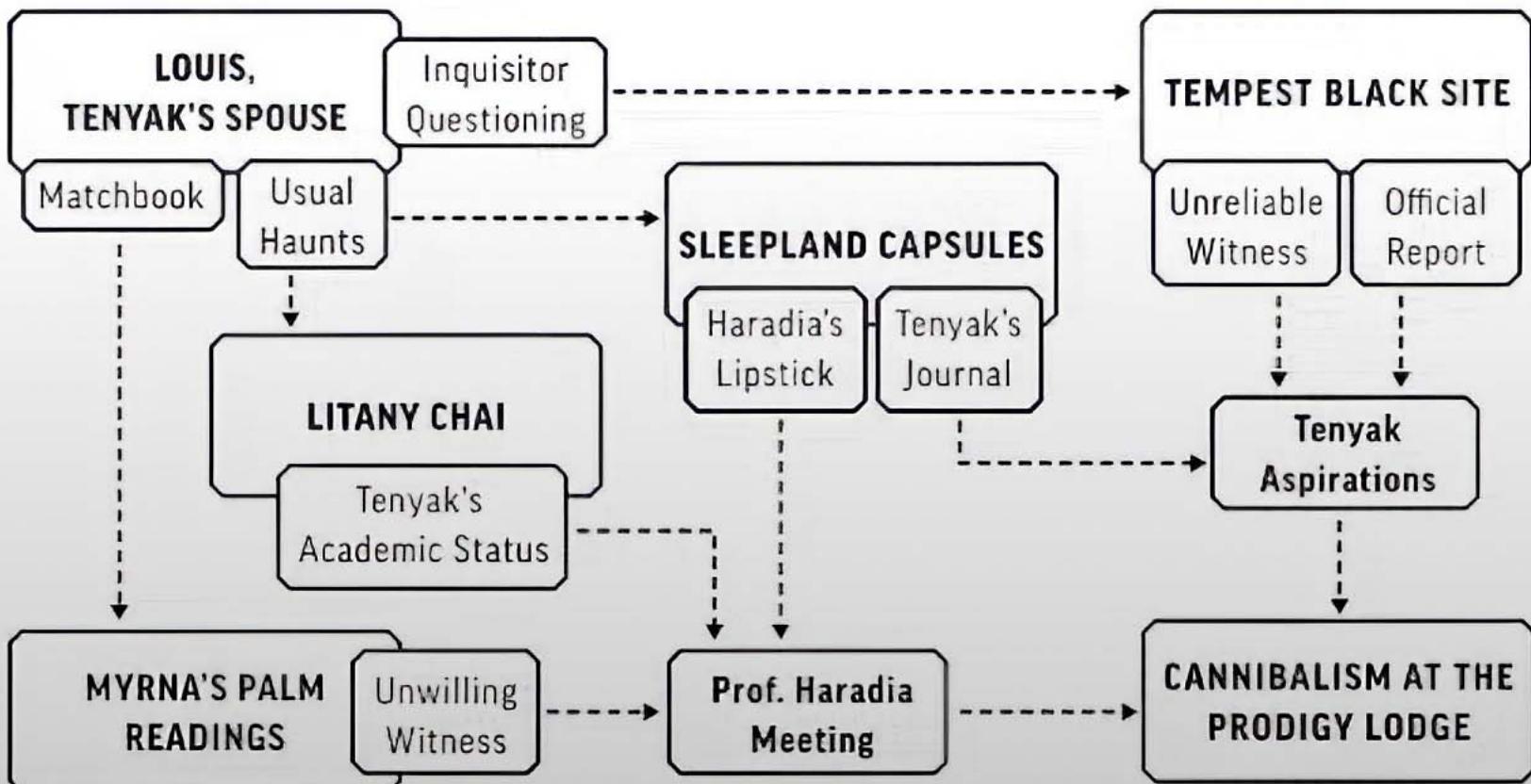
Details: Tenyak's unit is securely locked. Interior cluttered with week old take-out, stale smell. Security cameras record all comings and goings.

- **Clue:** Haradia's Makeup Stain on a discarded shirt (iconic gun-metal gray).
- **Clue:** Audio Recording journal details contents of Ancient Transmission and Tenyak's plans.

Client: Tenyak's spouse

Details: Louis requests a meeting at a cramped ramen shop. First suspected an affair; after visits from Ivanov and the Inquisitor, now fears something much worse.

- **Clue:** Tenyak's usual haunts: Sleepland Capsule Hotel and Litany Chai.
- **Clue:** Tempest Inquisitor visits Louis, seeks Tenyak for questioning.
- **Clue:** Myrna's Palm Readings Matchbook in a forgotten jacket.



WARDENLESS

EMMY VERTE Author NIKOLAI FLETCHER Artist

Wardenless is a *Mothership* toolkit and play mode for 2-4 players. Instead of one person taking the role of Warden, players use a standard 52-card deck and share narrative control over the horrors of space.

Why play Wardenless? It enables zero prep sessions—no one truly knows what they will encounter before sitting down to play. These collaborative stories make for fun, self-contained sessions of fright and mystery, and can kick off the next campaign with a storied location built from the entire table's narrative input.

01

BEFORE THE GAME (ABOUT 10MIN):

Characters

Create new characters using standard generation, or use ones played previously and present them to the group. Discuss the PCs' relationships with each other.

Frights

After creating characters, create **Frights** for the session. **Frights** are the themes, concepts and tropes of the game, and can be as vague or as specific as wished. Each player takes a turn adding a **Fright** to the list. Any player can veto a **Fright** if they are not comfortable with it. Keep safety tools in mind while creating **Frights**.

*Sasha thinks alternate dimensions would be interesting to explore. They use media like Stranger Things and Event Horizon as touchstones. Once they have consent of all the players, they add it to the **Frights** list.*

SCANNING (ABOUT 15MIN):

02

The default setting for Wardenless is a derelict spacecraft, but may be changed to any other location more suitable for the group.

First, take turns scanning the derelict. Each player describes the three **Aspects** in a sentence or two. Try to integrate **Frights** into narration.

If continuing an **Aspect** scan, build upon the previous player's entry. Remember: things are not always what they seem.

Aspects

- **Visual Scan:** the derelict's external condition. Anything moving in the windows?
- **Bio Scan:** biosignatures detectable inside the derelict. What could be alive inside?
- **Cyber Scan:** the derelict's electronic systems. How do the wires and systems respond?

Goals

Your Crew has 3 possible goals to achieve during their mission. Reveal 4 cards of the same suit to complete one of these goals.

Spades: Save something or someone.

Clubs: Solve the mystery.

Diamonds: Survive.

As a Crew, choose one goal as your primary objective. Use what you know about the ship through scans to add specific conditions to your goal. To complete your primary objective, you need to reveal only 3 suited cards.

Consider taking a short break before exploring the derelict.



03

EXPLORATION (1-2HRS):

Draw 10 cards and lay them face down to form the derelict. Picture it as a low-res blueprint or schematic map. Keep the remaining deck nearby.

The starting player chooses the expedition's entry point, which is a card from the "outer layer" of the laid out cards. Once chosen, they may give a short reasoning why that should be the entry point. Is the Crew entering through the main airlock? Taking the long route through engineering?

When ready, set the scene.

Setting the Scene

Flip a card and consult **Prompts (pg. 54)**. The first player has the role of **Scout** for this scene, leading the expedition and narrating what they find. All other players are the Crew, who will interact with the scene.

Start by imagining the location being explored, describing the environment and opportunities for interesting interaction. What poses danger or opposition here? One might narrate from the 'camera's' point of view, or from the perspective of a character, or even flip between both. Try to use at least one of the scan results in the narration.

Let events of previous scenes influence play. Be cooperative with other players by saying "yes, and..." "yes, but..." etc. instead of a hard "no."

Write down the turn number and the card explored at the top of a notecard. Add a title for your discovery and a brief description (leaving space for later discoveries).

Example

Turn 3 (5 of Spades)

The Corridor

Abandoned barricades, sealant-covered windows.



Interacting With The Scene

Other players can interact with the scene presented by the **Scout**.

Each player may describe:

- Traversing the space.
- Sensing the space (smell, touch, sound).^{*}
- Talking to other characters about the space.

^{*}Reference **Essence of Dread (pg. 8)** for resources on vivid sensory description.

Continue until something is revealed about the area, or continue exploring further into the derelict. Describe relevant Skill or item use when interacting with the environment.

- If there are no more face down cards to explore, the Crew has finished charting the derelict structure and is only left with the option of delving deeper into known areas.
- If no relevant Skills or equipment aid interaction, roll a Stat:
 - **On a Failure**, draw a new card and place perpendicular to the active card, face up. This is now a **Complication (pg. 52)**.
 - **On a Critical Failure**, remove the card from play to mark it out of bounds. Disaster and destruction cause the location to become inaccessible.
 - **On a Success**, draw or reveal a card to explore.
 - **On a Critical Success**, draw or reveal two cards and choose one to explore. Discard or hide the other one.

When interacting with the environment, draw a card from the deck and place it face up on the card explored. Reveal an adjacent card if traversing to a new area.

The last player to interact with the environment takes the role of **Scout** and sets the next scene. Edit the relevant area's notecard or create a new one for the next scene.

NPCs and Combat

Face cards represent NPCs. The **Scout** who revealed that card may play that character or narrate their actions.

- For NPC Stats, draw 3 cards from the deck. Multiply their values (face cards counting as 11-14) by 3 for Health and by 5 for Combat and Instinct. The original NPC face card indicates number of Wounds (**Prompts pg. 54**).
- When a PC fails a Combat Check, the enemy attacks them instead. An NPC's attack damage is [max Wounds] x 1d10. On a Critical Failure the enemy attacks twice.

Players may also use the suits as a guide to NPC reactions:

- Diamonds are friendly
- Clubs are suspicious
- Spades are menacing
- Hearts are hostile

Resolving Complications

Complications negate cards that lie under them until resolved. Negated cards don't count toward Survive / Solve / Save goals, but still exist in fiction and can contribute to the narrative.

If the expedition aims to resolve a complication card, the **Scout** sets the scene for the complication based on **Prompts** and notes. All characters participating in the scene make a relevant Save roll.

- If a character fails, they gain Stress equal to the complication card value (max. of 10). On a Critical Failure they also Panic.
- If at least one character succeeds, the lowest roller may resolve the complication card by rotating it 90 degrees. They then draw a card and place it face up over the old Complication, taking on the role of the **Scout**. On a Critical Success they draw two cards and choose one to explore, the other to discard.
- Otherwise, draw a card from the deck and add a new complication card on top of the previous one. The player who rolled lowest becomes the new **Scout**.

Ending The Game

The game ends when...

- ☒ ...characters have achieved one of their goals.
- ☒ ...players reveal a 4th Heart card and horror consumes the Crew.

The **Scout** sets the final scene as usual, then players take turns describing how their characters deal with the situation. What are their final words or thoughts? What is the last 'frame' we see them in?

Feel free to leave some questions and mysteries unanswered. Explore them in later sessions with surviving characters, or let the story come to an end here.

Adapting Mothership Modules

To start, base scans on the chosen module's introduction and locations.

For **Prompts**, use the card values to choose entries in random tables. Use NPCs to inform what characters you might meet. Here are some examples:

- ☒ **Dead Planet:** Explore the derelict ship *Alexis*. Interpret the story as rumor, random tables are additional **Prompts**.
- ☒ **A Pound of Flesh:** Go down the Choke. Use area descriptions to set scenes. Refer to the encounter table when drawing NPC cards.
- ☒ **Gradient Descent:** Delve into the Deep. Use rumors as prologue and **Prompts** for exploration.
- ☒ **Vibeche! (pg. 94):** Uncover the station's original downfall, using Urban Legend as **Prompts**.
- ☒ **1000 Jumps Too Far (pg. 104):** Explore a derelict *Alexandria*, post-disaster. Draw upon faction goals and Encounters for **Prompts**.



PROMPTS:



Horrors. These work against the Crew and don't want them to leave. The expedition is consumed by horror if 4 Heart cards are revealed. Hearts negate cards that lie under them (**Resolving Complications**), their horror overwhelming whatever came before.



Structures. These crucial elements of the location itself and its inhabitants try to enforce the status quo. They might be command rooms and dining halls or the mainframe AI and vessel's captain.



Devices. These help the Crew escape. They can be special tools, vehicles or characters with valuable skills. They are most likely found incomplete, in need of repairs or demanding payment for their services.



Clues. These tell the story of this place. Notes, logs, diaries, scribblings on the wall; anything and anyone that explains what's going on here.



- 2 Enigmatic yet tangible emptiness or omnidirectional screaming.
- 3 Radar blip too fast to recall or a puzzlebox door.
- 4 Close call with the strange or words leaking from a parallel dimension.
- 5 Hidden ways lead to solutions or ship tearing through space.
- 6 Mystery from another time or liminal thresholds.
- 7 One step ahead of the noise or a lucky escape.
- 8 Unexpected landing or trap appearing as an offer.
- 9 Computer dialog or time accelerates.
- 10 It's right above you or physics is broken.
- J 1 Wound NPC: Unusual alliance or ancient tech coming alive.
- Q 2 Wound NPC: Long time rival or your own reflection.
- K 3 Wound NPC: An exiled leader or a demon.
- A The Monster* (5 Wounds, attacks are lethal).

*Characters don't have to engage in combat with a monster, but they must be present in the scene in some way.



ONE-SHOT ADVENTURES, CORPORATE DUNGEONS AND DANGEROUS ASSIGNMENTS

02:MISSIONS

Bones and Videotape pg. 58 Helium Hysteria pg. 66 Residue Processing pg. 74 Road Work pg. 84



Vibeche! pg. 94 1000 Jumps Too Far pg. 104

ART BY DANIEL VEGA

BONES AND VIDEOTAPE

THE JOB

Employer: University of Idalia Minor

Mission: Search and rescue, equipment recovery

Details: A video team equipped with a prototype video Camera to record unusual energy signatures failed to return from an expedition into a structure of unknown origin ([pg. 62](#))

Objectives:

- Recover video team
- Recover LENS Camera
- Recover any footage recorded by the team

Special Equipment Allotted:

- LENS Playback Unit

Team Dossier:

- **Coryn:** Camera Tech (she/her)
- **Falsi:** Scientist (he/him)
- **Hughes:** Security (they/them)
- **Tiff:** Expedition Lead (she/her)

Pay:

- **1mcr**, research paper credit

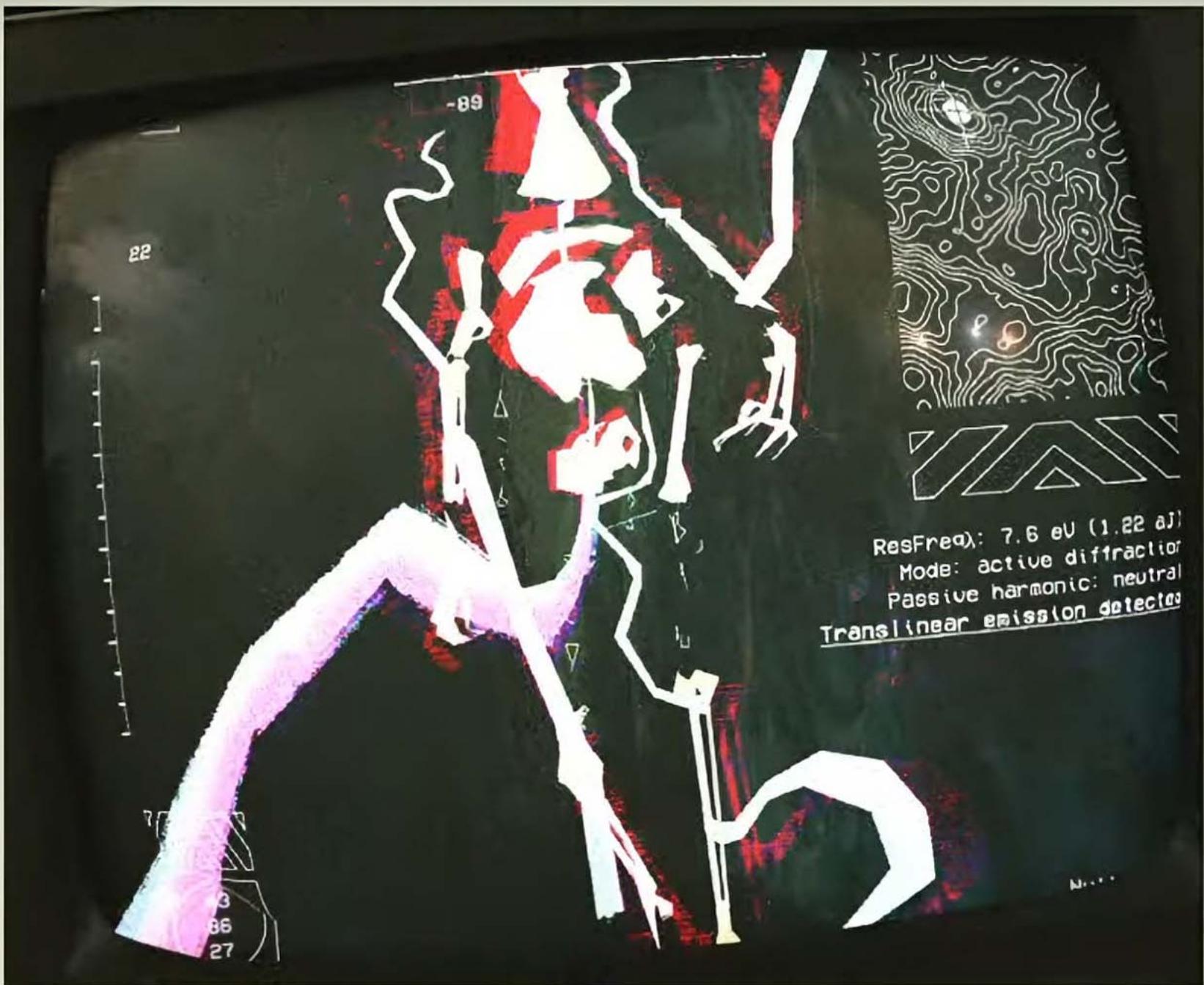
WARDEN NOTES

Refer to the Portals, Interfaces and Keys ([pg. 60](#)) by name. The first Tape ([pg. 65](#)) reveals how to use Portals; it isn't a mystery. The challenge should be learning the escape code, not how Portals work.

Don't let the PCs linger. Skeletons are a slow, persistent threat which eventually overwhelms them.

If a PC dies they can play as Tiff, using any class, found wounded in the next location.

Budget at least 2 sessions for this slow-burn adventure.



THE GROWTH

The Structure was created by the Growth (a pseudo-sentient hivemind from a parallel dimension) which utilizes polyhedral chambers to resonate psychic energy, thinning the barrier between dimensions. The only material from our dimension they can interact with is bone. They trap local fauna and collect their bones to make Skeletons and White Stone.

- **Skeletons:** Jittering assortments of bones used for manual labor.
- **White Stone:** Extremely durable bone-infused ceramic.
 - ▣ Shaped into blocks, buckets, restraints, etc.
 - ▣ Always surrounded by Growth which can move White Stone objects with great strength but limited dexterity.

The Growth:

- Incorporeal and invisible in our dimension without specialized tools (the LENS Camera).
- Viewed through the LENS, it appears as multi-colored coral with tumorous tendrils extending in all directions.
- Indifferent to physical harm. If PCs use bones to attack them, damage sustained is rapidly repaired.

The Growth does not reason, it only grows.

LENS CAMERA

- A.K.A. "Light Elongating Nano Scanner."
- Able to record micro-spectrum EM waves.
- Growth is visible through the eyepiece and when recorded on **LENS Tapes**.
- **NOTE:** Highlighted text describes the Growth, only visible if PCs have the LENS.
- Requires 2 hands to operate.

LENS PLAYBACK UNIT

- Handheld video playback unit for **LENS Tapes**.
- 20cm CRT screen, grants 3m visibility in darkness.
- Functions as the LENS' external monitor.
- Slo-mo allows close examination of footage.
- Requires 1 hand to operate.

KEYS

- Palm-sized polygonal iron plates, 2cm thick, perfectly flat.
- Warm to the touch.
- Each Portal has a numeric address. To input it, place **Keys** on an Interface. Each **Key** has a number of edges. The sum total of edges is the inputted address. There are 7 valid addresses.

VALID ADDRESSES

- 23: Growth Dimension
- **12: Entrance Portal**
- 10: Cleaning Room
- 9: Reservoir
- 8: Forge
- 5: Pit Trap
- 4: Kiln

PORTALS

- Teleporters powered by the Growth's psychic aura.
- Vertical White Stone ring surrounding a glowing red, gelatinous puddle.
- Anything touching the red puddle is pulled through. Body Save to resist.
- Destination is controlled by **Keys** and Interfaces.

INTERFACES

- 50cm wide, vertical and flat White Stone surface, adjacent to each Portal.
- Appears to float, held by a pillar of Growth.
- **Keys** placed on the surface appear to stick, gripped by stubby fingers.
- All other materials slide off.

Key Shapes:

1. Triangle (3 edges)
2. Square (4 edges)
3. Pentagon (5 edges)
4. Hexagon (6 edges)
5. Heptagon (7 edges)

- **Address example:** To reach the Entrance Portal (12), combine two hexagon **Keys** ($6 + 6$) or three square **Keys** ($4 + 4 + 4$) or one triangle, one pentagon and one square **Key** ($3 + 4 + 5$), etc.

- **NOTE:** Thick, vertical strips of Growth along the top edge of the Interface reveal the address; i.e. 5 strips indicate the current room's address is "5."
- Without a valid address on an Interface, its Portal is dormant. The red puddle vanishes.
- **To Escape:** PCs must use the Portals (and a combination of **Keys**) to input the address of the Entrance Portal (12) at any Interface. The address is visible in **LENS Tape 1** and on the Resonant Chamber's address wall.

SKELETONS

- Assorted, mismatched bones carried by Growth.
- To the naked eye, they appear as clusters of bones floating in bizarre, multi-limbed arrangements. First sighting triggers a Panic Check.
- **Growth supports and manipulates the bones.**
- A successful hit causes the Growth to lose grip, scattering and neutralizing the bones. Otherwise attacks shatter the bones into sharp fragments, making their attacks more deadly.

C:45 Grab & Drag 1d10 DMG I:20 W:2(10)

Grab & Drag: Body Save or restrained.

Hard to Kill: Ignore 50% of attacks unless using a bone or viewing through the LENS.

Bone Fragments: +1d10 DMG for each ignored attack.

Default Behavior:

- Ignore unwounded PCs and those without a **Key**.
 - Bandaged wounds: 50% chance ignored.
- Grab & Drag wounded PCs to the Cleaning Room.
- Can sense the presence of **Keys**, doing anything necessary to retrieve and bring them to the Resonant Chamber.

For each Skeleton, roll 1d10 to determine if anything is stuck in the bones:

1-5: Nothing

6-7: Tape

8-9: Gear (roll 1d10)

10: Key (roll 1d5 for a random shape), **firmly held within Growth, dislodged via sharpened bone.**

GEAR

The first team's **Gear** is scattered throughout the Structure (reroll repeats).

1. 1d5 QuikDress™ bandages (self-tightening)
2. Blood-spattered ID badge: "Hughes"
3. Stun Baton rigged with antlered skull
4. Sharpened femur
5. "Falsi's" shredded **Siesta-3 (pg. 146)** jumpsuit
6. Gold locket "Coryn, my love"
7. Tin full of bone dust (scattering reveals Growth)
8. Echo Hood (**Abattoir pg. 209**)
9. 1d5 UltraBright™ glow sticks (1 hr of light)
10. C4 and Wire Detonator (**Boom Box pg. 217**)

CASSETTE CASE

Carrying case for **LENS Tapes**. Carries an archive of past video team missions, each labeled only with dates and coordinates (add recordings to suit your campaign). Found in the Furnace.

- **Corpocrat Dogs (pg. 184):** The Camera sways and zooms to focus on a bright space station window. A corporate officer leers over a wealthy socialite in a private room, before something bursts from their body and covers the porthole in blood.
- **ISMM (pg. 126):** The Camera jostles nervously through twisting, Interstellar Mega Mart-branded hallways and back rooms. The footage grains with static and becomes unreadable when the Camera occasionally swings behind, as if to check for a noise. A sudden force throws Hughes to the ground, cutting off the film.

- **Vibecheete! (pg. 94):** Falsi clowns around under a white sheet, surrounded by similarly shrouded but motionless human forms. A thick forest and glass dome in the distance come into and out of focus. One sheet-covered figure creeps slowly behind Falsi, none of the group seems to notice.
- **Xeiram (pg. 200):** White phosphorus and scattered carnage surrounds a sundered and monstrous, yet distinctly humanoid form. The camera pans in close. Something moves in the viscera. A translucent centipede creature skitters out and the camera goes flying.

THE OUTER STRUCTURE

- Located on planet Hope V in the Hope System, or any world with vertebrates (use **Terrifying Terraforms pg. 156** for planetary generation).
- 10m tall, complex polyhedron tower of carved stone. Nestled in a clearing, dusty and downtrodden by heavy traffic from local fauna.
- Only opening is a 2m wide rhomboid tunnel gently sloping downward toward the Entrance Portal.
- The Entrance Portal, currently **Keyed** to the Pit Trap, is the only way in.
- **Entrance Portal**
 - Address: 12.
 - Active. Interface contains 1 pentagon **Key** (5 = Pit Trap).
- **NOTE:** Portal lettering on the map below indicates connections when PCs first arrive (matching letters are connected).

THE INNER STRUCTURE

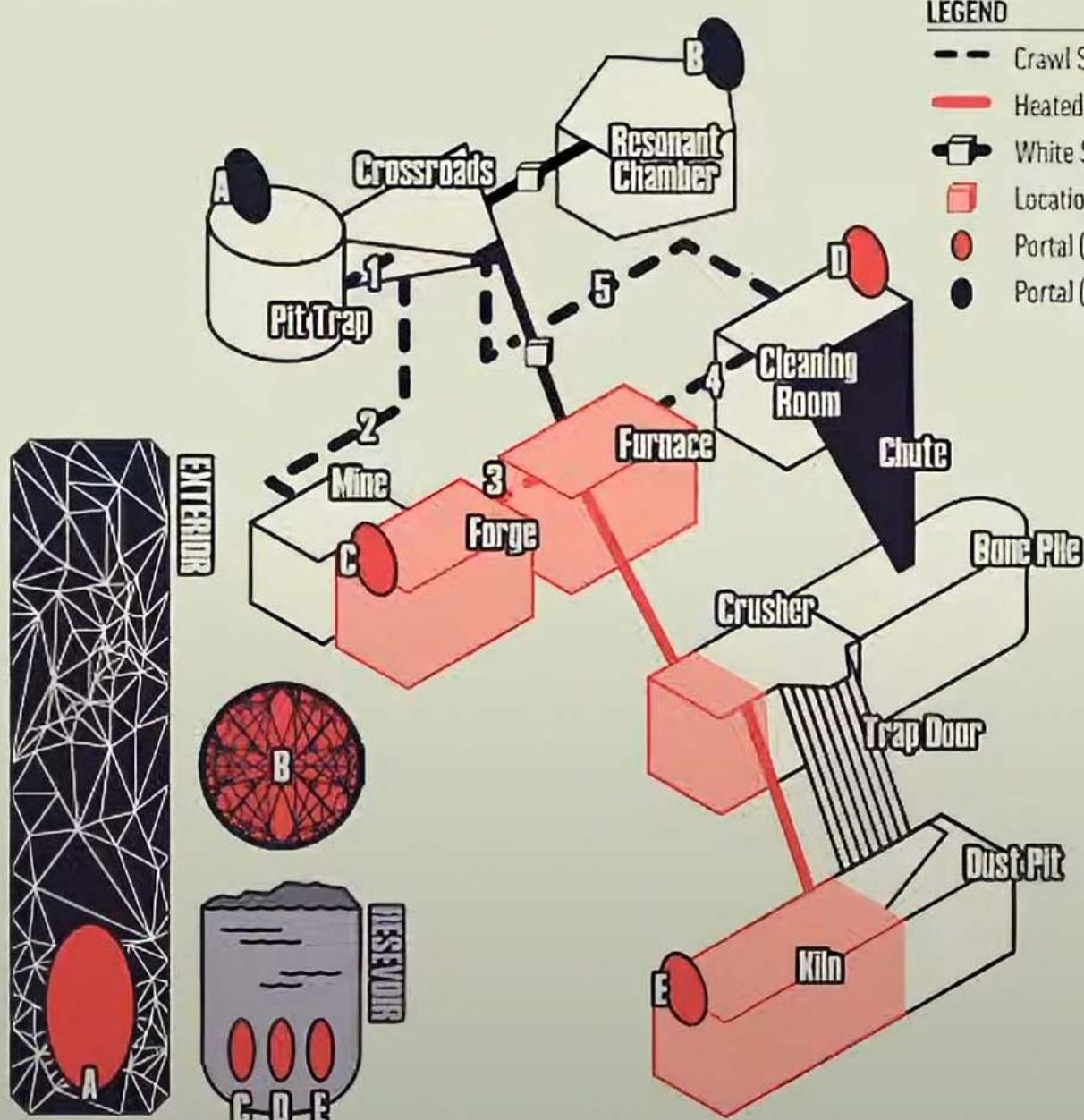
- Total darkness.
- Full of polyhedral chambers of strangely angled walls and uncomfortable dimensions.
- Roughly hewn over millennia with simple tools.
- Air is hot, mingled with bone dust, burning flesh, molten metal.

CRAWL SPACES

- Long, 50cm wide triangular chutes. Must belly crawl to advance.
- Too narrow for Vacsuits or armor.
- Within, failed Saves trigger a Panic Check.
- **30%: Skeletons enter from the opposite end and pass over PCs.**
- Speed Check or raked by bones: 1d10 DMG, Fear Save (1d5 Stress).

LEGEND

- Crawl Space
- Heated Hallway
- White Stone Door (stuck)
- Location is Hot (see description)
- Portal (Active)
- Portal (Inactive)



PIT TRAP

- 20m vertical cylinder, covered in short dull spikes.
- Ceiling-mounted Entrance Portal drops PCs 15m, Body Save:
 - Success: 1d5 DMG (0 on Critical).
 - Failure: 1d10 DMG (2d10 on Critical).
 - PC with the highest rolled failure breaks a leg.

Pit Trap Portal

- Address: 5.
- Inactive. The only exit is Crawl Space 1.
- At the bottom lies a Wounded mammalian quadruped [C:45 Gore 1d10 DMG I:10 W:1(10)].
- Attacks closest PC.
- If killed, 2 Skeletons arrive after 1 min to collect the corpse.

CRAWL SPACE 1

- Connects the Pit Trap and Crossroads.
- Rancid viscera: Body Save or vomit (1d5 Stress).

CROSSROADS

- Triangular room, 1.5m ceiling.
- Three Crawl Space exits, a Tape sits just outside Crawl Space 5.
- 2 White Stone doors. One to the Furnace (warm to the touch), the other to the Resonant Chamber. Viney ropes restrain both, sever them with bone to open the doors.
- 30%: 1d5 Skeletons emerge from a Crawl Space.
 - Unless disturbed they cut open the Resonant Chamber door and enter (closes behind them).

CRAWL SPACE 2

- Connects the Crossroads and Mine.
- Rings with the sound of distant clanging.

CRAWL SPACE 5

- Connects the Crossroads and Cleaning Room.
- Rancid viscera: Body Save or vomit (1d5 Stress).

CLEANING ROOM

- Carved stone slabs, stained red.
- White Stone restraints bound by gripping and flexing muscled arms.
- Cleaned bones rattle down the Chute.
- Large cistern of water for cleaning bones.
 - Rivulets of water pour down the side—close examination reveals the cistern is being continually refilled. Portal lies at the bottom.

Cleaning Room Portal

- Address: 10.
- Active. Interface contains 3 triangle Keys (9 = Reservoir).

1d5 Skeletons dismantle Coryn's corpse with crude metal tools.

- She holds a Tape.

CRAWL SPACE 4

- Connects the Cleaning Room and Furnace.
- White Stone buckets carried by multi-jointed fingers shuttle gore between the Cleaning Room and Furnace.
 - Speed Check or crushed for 1d5 DMG.
- Stinks of burning, rotten meat.

CHUTE

- Drops into the Bone Pile.
- Very steep: Strength Check [-] to crawl up.
- 50%: 1d5 Skeletons crawl up the walls.

BONE PILE

- Steady stream of Skeletons emerge from the pile.
 - Most walk into the Crusher.
 - Some crawl up the Chute, move to a random location and begin working.
- Searching reveals Gear and a Tape.
- Growth blooms from the pile like a reef.
 - Nearest PC: Sanity Save [+] or lose control of their skeleton. They walk toward the Crusher, arriving in 3 rounds.
 - NOTE: Ask your player for consent before taking control of their PC.

CRUSHER

- Massive White Stone blocks **held in thick Growth trunks** continually pound Skeletons to dust, audible in adjacent rooms.
- Every 3 mins: blocks pause.
 - White Stone Trap Door opens, dropping fine bone powder into the Dust Pit.
- Speed Check to cross the room.
 - **Failure:** fall into the pit.
 - **Critical Failure:** cross, leg pulverized (3d10 DMG, non-functional).

DUST PIT

- 5m deep funnel full of fine bone dust.
- 50cm opening at the bottom causes a steady downward flow leading to the Kiln.
- Calm, motionless PCs sink through in 1d5 mins.
- Sudden movement: Body Save or entrapped in quicksand-like dust.
 - Begin suffocating (1d10 Stress and Panic Check, dead in 1 min without help).
- Every 3 mins:
 - Dust cloud from above.
 - Body Save or coughing fit (1d5 DMG).
- **50%: Ghostly tendrils [quivering Growth limbs covered in bone meal] emerge from the dust.**
 - Without LENS: Sanity Save or Panic Check.

HEATED HALLWAY

- 20m, sloping downward toward the Kiln.
- Wide and perfectly square.
- Passes through the Furnace, Crusher and Kiln.

KILN

- Stone slabs, caked in bone dust.
- Searing heat, all Body Saves [-].
- Large cistern. Skeletons continually fill buckets.
 - Close examination: water level doesn't change. Portal lies at the bottom.
- **Kiln Portal**
 - Address: 4.
 - Active. Interface contains 1 square and 1 pentagon **Key** (9 = Reservoir).
- **2d10 Skeletons manufacture White Stone objects (buckets, restraints, large stone blocks, doors).**

FURNACE

- Smooth floor slopes toward an incinerator that heats the Forge and Kiln.
- Pile of boneless carcasses.
 - Close examination: human remains and **Gear**.
- Hot and stinking, Body Save [-] in 5 mins or faint.
- **1d10 Skeletons feed carcasses to the incinerator.**
- **LENS Camera, Cassette Case and 1 Tape**, slightly melted but functional, pushed into a high alcove.

CRAWL SPACE 3

- Connects the Furnace and Forge.
- Hot stone: Body Save (1d5 DMG).

FORGE

- Ovens carved into stone walls, pits of molten metal.
- Searing steam, all Body Saves [-].
- Large cistern, Skeletons dousing glowing-hot tools.
 - Close examination: water level doesn't change. Portal lies at the bottom.
- **Forge Portal**
 - Address: 8.
 - Active. Interface contains 1 triangle and 1 hexagon **Key** (9 = Reservoir).
- **1d10 Skeletons smelting ore and crafting tools.**

MINE

- Tangled network of jagged tunnels.
- Confusing to navigate.
 - Sanity Save [+] or exit the way you came.
- Polygonal surfaces, all Speed Checks [-].
- Geology: Tunnels precisely follow ore veins.
- **1d5 Skeletons with crude tools mine ore.**



RESONANT CHAMBER

- Yawning polygonal cavern, endless conflicting facets, maddening.
- Relentless, engulfing echoes from 1d10 Skeletons carving the rock face (Body Save or 1d5 Stress).
- Oddly flat White Stone wall:
 - **Covered in ropey strips of Growth.**
 - Close review of the strips reveal a repeating list of valid address numbers (12, 10, 23, 8, 9, 5, 4, 12, 10, 23, 8, 9, 5, 4...).
- **Prime Portal**
 - 10m wide portal on the far wall, inactive.
 - Large interface, no **Keys**.
 - Entering an address of 23 opens the Growth Dimension portal.
- **50%: 1d10 Skeletons approach the Interface and open a Portal to the Growth Dimension.**
 - Overwhelming psychic pressure: Sanity Save [-] (1d10 DMG).
 - Body Save to approach the active Portal.
 - Portal deactivates after 1d10 mins.

RESERVOIR

- 100m wide, dark, water-filled cavern.
 - First entering: 1d5 Stress and Panic Check.
- Tiny air pocket above, 3 Portals at the bottom.
- **Reservoir Portal 1**
 - Address: 9.
 - Active. Interface contains 2 triangle and 1 square **Keys** (10 = Cleaning Room).
- **Reservoir Portal 2**
 - Address: 9.
 - Active. Interface contains 1 square **Key** (4 = Kiln).
- **Reservoir Portal 3**
 - Address: 9.
 - Active. Interface contains 1 triangle and 1 pentagon **Key** (8 = Forge).

GROWTH DIMENSION

- PCs entering the Growth Dimension are paralyzed by psychic visions and die of dehydration.
- Rescued PCs cry blood near joyful humans and crave milk, or become Aliens ([Manhunt pg. 16](#)).

LENS TAPES

Each 1 minute of video, no audio. PCs find **Tapes** in listed order.

1. Falsi and Hughes approach the Entrance Portal, covered with dense colorful growths. The shot pauses on the Interface, held by a Growth pillar.* A hand reaches into frame and removes the pentagon, deactivating the Portal. They replace the pentagon, enter the portal and fall into the Pit Trap. Hughes' leg breaks.
2. Falsi examines Crossroads walls. The shot pans to a White Stone Door with a colorful patch of Growth then quickly away.
3. Close examination of an Interface, the shot pans up the pillar of Growth, over the flat surface then focuses on 4 thick lines of Growth on the top edge.
***Close review of the footage:** Growth forms 12 vertical lines across the Interface's top.
4. Hughes being pulled into a Crawl Space, mouth agape. Falsi enters shortly after. The frame shakes violently, the Camera falls to the floor.
5. Falsi holding a 10cm wide pentagonal iron plate. She places it on a stone surface's edge, repeatedly hitting it with a wrench, (unsuccessfully) trying to break it.
6. Hughes, missing a leg, is dragged by Falsi through a room full of stone tables. They both enter a narrow chute as the shot pans revealing Skeletons full of ropey, colorful Growth following behind.
7. The shot is sideways, as if the Camera lies on the floor. Coryn's sweat soaked body stares sightlessly into the Camera before being dragged out of frame. In the background, a pile of boneless animal bodies glow in firelight. The shot is motionless 30 more seconds before the tape ends.

HELIUM

INTRODUCTION

PC recruits train for a Bravo Class lethal interdiction license at a top-secret Blackshield Mercenary facility when the base's reactor tanks suddenly rupture, helium-3 fallout pouring in. "Helium Psychosis" causes widespread paranoia and mayhem as soldiers turn on one another in panic.

The catch: Helium Psychosis isn't real. Egged on by Medical Officer Yuko (pg. 70), rival Abattoir Family Co.'s mole, Sergeant Haldeman (deceased) spread misinformation and destroyed the reactor to validate his pet conspiracy theory. Discover the truth to survive.

THE TRAINING FACILITY

- On the frozen dwarf planet Mandella IV, sequestered platoons of 40 **Recruits** (pg. 73) endure months of high-intensity training.
- ☒ Surface: minimal atmosphere, freezing cold, the unprotected last only seconds.
 - ☒ Self-contained helium-3 reactor for power, redundant system 4km away.
 - ☒ Black site, missing from public star maps, disconnected from wider comm network.
 - ☒ **One-Shot: The Chaos** Countdown structures play around a 3 hour timer.
 - ☒ **Campaign Play:** PCs joining Blackshield require corporate sponsorship, gain 1 combat Skill from pre-chaos training.

THE EXPLOSION

A mushroom cloud blossoms where the helium-3 reactor used to be.

- ☒ Power and Life Support fails. Fractured facility walls leak residual heat and oxygen. Unprotected personnel freeze (1 hour) then suffocate (2).
- ☒ Unless contained, helium-3 fueled fires consume the base.
- ☒ The Backup Generator (pg. 69) fails (Yuko tampered with the controls) and must be manually reset. The path is littered with hard to detect and highly explosive helium-3 deposits and dust-covered sinkholes—30 mins by foot, 10 in a rover.



HYSTERIA

HELIUM HYSTÉRIA

Fragile after months of isolation and high-pressure training.

Sergeant Haldeman's quick-spreading helium-3 conspiracies trigger mass hysteria.

- ☒ Helium-3 hisses through the ventilation systems. While inert, many believe those who inhale it turn into mindless killing machines.
- ☒ While some believe it a hoax, almost all assume their peers are compromised and potentially dangerous. Survivors scramble to escape the facility.
- ☒ Battles rage over short-supplied weapons, Vaccsuits and escape craft.
- ☒ **Truth cures Helium Psychosis.** When a player declares their PC no longer believes in it, they are cured. For some NPCs, proof of a hoax convinces them. For others, there is no going back.

CHAOS COUNTDOWN

PCs must choose between:

- ☒ Solving the helium-3 mystery.
- ☒ Saving the facility from imminent collapse.
- ☒ Surviving Mandella IV's brutal atmosphere.

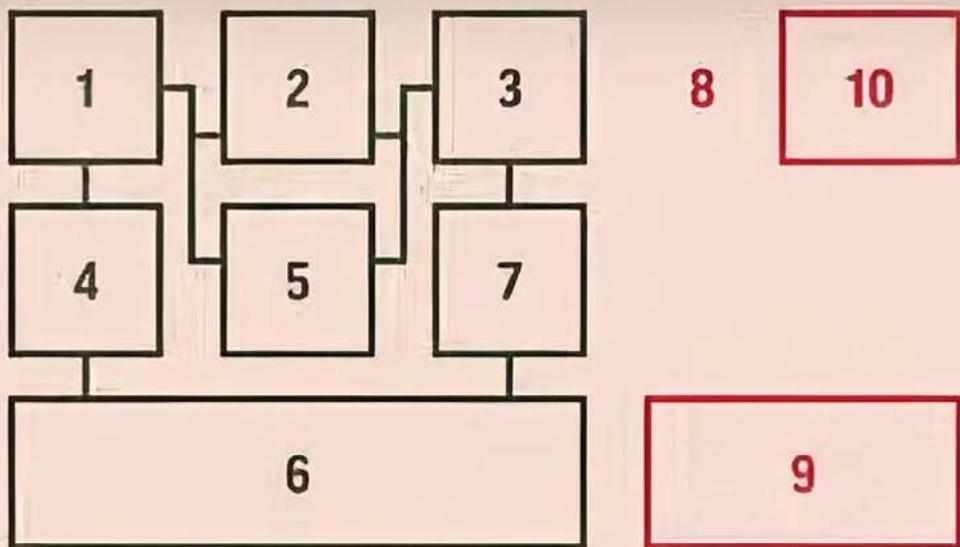
Uncontested, disaster progresses one notch every 20 real-time minutes:

1. Temperature drops rapidly. Unprotected skin freezes (exposed flesh: 1d5 DMG).
2. Crazed **Recruits** catch PCs' trail and jeer from the next room. They've tripwired the opposite door to stall escape.
3. Air thins: all Saves [-] without supplemental oxygen.
4. **Yuko** collapses into the crew's arms, begging for help; she intends to sow dissent and paranoia among the survivors, luring them to her quarters to isolate and murder them.
5. Heat fails. Without protective clothing or a heat source: freeze to death in 10 minutes.
6. Second set of helium-3 tanks explode (unless secured), completely destroying the reactor core and igniting nearby rooms (1 room/10 mins). Sealing containment doors stops its spread.
7. Oxygen drops below habitable levels in unsealed rooms; fatal without a Vaccsuit.
8. **Drill Instructor JR** hunts down and executes the remaining survivors. Only the PCs oppose his total dominance of the base. He is coming.

PCs begin (3 min post-explosion) in the Mess Hall amidst a chaotic firefight. **Haldeman**, shot in the chaos, gasps a final warning about helium-3's dangers. His half-empty Revolver lies nearby and he carries his room's keycard.

- Players roll **Mercenary Careers** (pg. 73) determining training and starting equipment. PCs are tight-knit squadmates.
- The **Recruits** (pg. 73) table provides living distractions and lootable corpses. PCs know (or knew) each intimately as comrades or rivals.
- **Recruits** rush for exits, writhe on the floor, hurl suspicions and bullets at squadmates.
- Everyone rolls a Sanity Save for **Helium Exposure** (pg. 72): time to decide the first move.

1. **Mess Hall:** [Start] A bloodbath. Atmosphere hisses angrily from bullet holes in the windows (suffocation in 5 minutes). A kitchen knife fight blocks access to emergency Foam Guns. A **Recruit** shot in the legs begs PCs to seal the leaks or get them out.
2. **CommOps:** In front of a massive starlit port window, a **Recruit** frantically—yet futilely—tries to patch into the bases' tight band array: the satellite uplink to Blackshield HQ is down. Screens display Blackshield squads on ops, Bravo Team is flagged "MISSING." If the satellite is reconnected, the Blackshield network sends an automated reply that a corporate "reclamation team" has been dispatched, arriving in 24 hours (*shoots resistors, arrests survivors—Escape Clause pg. 114*).
3. **Training Room:** Augmented reality tactical training suite, a pitch-black maze of obstacles and corridors. A paranoid **Recruit** armed with a replica dummy weapon guards a spare Vacsuit and 10 heat packs (each keeps extremities functional for 1d10 minutes) and 7 MREs in the maze's heart. More dummy weapons fill a back wall locker. The AR control hub's logic core can be salvaged. Currently loaded sim: ruthless assault on a painstakingly accurate, recently reconned **Siesta-3** (pg. 146).
4. **Armory:** Two **Recruits** hole up behind a makeshift barricade with Flamethrowers, guarding the remaining weapons cache. They are mistrustful but offer access in exchange for an accurate Power Plant sitrep. One swears they saw **Haldeman** snooping around the reactor shortly before the explosion. Cache: Flare Gun, Revolver, SMG, Claymore Mines (**Boom Box** pg. 217), Pulse Rifle, **Yuko's** keycard on an Abattoir Family Co. lanyard.
5. **Power Plant:** All that remains is a fire column spouting from a ruptured helium pipe and a debris-filled crater. At the inferno's edge are two racks of helium-3 canisters. One is full, teetering on the brink of falling into the flames. Closely inspecting the locks reveals weakened joints. 2 functional Hazard Suits hang opposite the entrance. Roll **Helium Exposure** upon entry.
6. **Hangar:** 3 intact Vacsuits and 2 open-topped rovers (seat 3) remain. The reactor power surge killed the rover batteries—they'll need a jump. **JR** booby-trapped one by wiring a Frag Grenade into the starter. First attempt: the ignition sticks, forcing it blows the Grenade.



MAP LEGEND

1. Mess Hall
2. CommOps
3. Training Room
4. Armory
5. Power Plant
6. Hangar
7. Barracks
8. Planetary Surface
9. Launch Pad
10. Backup Generator

- 7. Barracks:** Bunks and footlockers bristling with contraband and sufficient clothes and blankets to resist the oncoming cold. 3 doors (locked) lead to the officers' private quarters.
- ☒ **Sergeant Haldeman's Room:** maze of red strings incoherently connect conspiracy article clippings ([Conspiracy Board pg. iii](#)).
 - ☒ *In the Know:* He3 Psychosis pamphlet: outrageous contradictory claims don't match the PCs' experiences.
 - ☒ Base generator schematics: big red circle drawn around the helium-3 canister storage's locking mechanism messily labeled "weak point."
- 8. Planetary Surface:** A rover's husk smokes amid scattered helium-3 deposits—highly unstable, exploding if disturbed or handled (unless trained in Geology, Body Save within 10m or 2d10 DMG and roll for [Helium Exposure](#)).
- 9. Launch Pad:** Starlight illuminates scorch marks. A knot of bodies is piled on the gangway leading to the last three-person emergency shuttle. Close inspection reveals gunpowder burns and stab wounds. Inside the shuttle: a dead **Recruit** slumps against the sabotaged command module, a delirious smile frozen on their face. The shuttle is flightless without a new logic core and a few hours to reinstall the navigation software.
- 10. Backup Generator:** A pair of bullet-riddled rovers are parked outside, engines still hot. A blood trail leads inside to a badly hurt **Recruit** collapsed over the power console. They warn the crew about **JR** and share suspicions about **Yuko**. Blinking warning lights mark base-wide system failures, along with current oxygen and temperature. PCs can restore power by pumping the manual switches in the generator's basement.
- ☒ BioSecurity Key Reclaimer, O2 Shredder Spike ([Abattoir pg. 207](#)).
 - ☒ Micro receiver: encrypted texts from the "Family" read: "feed his hungry mind" and "clear the path of all obstacles." Most recent reads "he's ready, *Excelsior Nobilis*."
 - ☒ **Drill Instructor JR's Room:** mutilated ballistic dummy with hunting hatchet (2d10 DMG) wedged in its skull. Large "Manhammer! The Interstellar Soldier" poster above perfectly made bed.
 - ☒ Severed head in footlocker: Fear Save (1d5 Stress).

ENCOUNTERS

Roll or choose one when PCs move between locations.

1. **Signs of Struggle:** Corridor is scorched and pitted with bullets. Gore trail to next room.
2. **Panicked Recruit:** All training forgotten. Roll a **Facility Rumor** for what they keep screaming about. 1d5 Stress and Panic Check upon encountering. Calm them or risk drawing unwanted attention from other helium-crazed survivors.
3. **Gas Leak:** What's that hissing? Roll for **Helium Exposure**.
4. **Mob of Crazed Recruits** [C:55 Concentrated Fire 3d10 DMG I:30 W:5(10)]: Deep in the throes of Helium Psychosis, trigger-happy, stalking the halls, eliminating all potential threats. Equipped with small arms: Revolvers, SMGs, Vibechetes. Noisy and disorganized, they call out mocking offers of assistance.
5. **Explosive Decompression:** Crackling sound provides seconds of warning before a wall section collapses, exposing frozen wastes. Containment doors shut to seal the breach.
6. **Standoff:** Two groups of **Recruits** (1d5 each) face off from behind makeshift barricades. Roll a **Facility Rumor**. One side believes it, the other doesn't. "I'm tired of your bullshit, man. One false move and I'mma scratch this itchy trigger finger!"
7. **Booby Trap:** Blood-spattered, Hazard-Suited medic sags in an office chair, face obscured by oxygen hood. Lifting the hood detonates a clutch of Grenades nestled atop the headless neck.
8. **Medical Officer Yuko** [C:40 I:60 W:2(20)]: Offers medical services for protection. Her stims and pills contain deadly poison: 1d5 Stress and Body Save or make a Panic Check.
9. **Fire:** Area is awash in flames. Impassable until extinguished.
10. **Drill Instructor JR** [C:60 Combat Shotgun 1 Wound and Frag Grenades 1d5 Wounds I:50 W:3(30)]: Sadist transferred for gross misconduct, believes bootcamp separates the weak and strong and now he's taking an active role in the process. Continues his murderous rampage even if presented with irrefutable evidence of helium-3's inertness.



FACILITY RUMORS

Rumors abound about what's really going on.
Pepper NPC dialog with entries below; all believe at least one.

1. "Helium-3 isn't a gas, it's a chemically engineered bioweapon. One whiff turns you berserk."
2. "It's a slow leak. They've been pumping helium-3 in the whole time. They're manipulating us, man. It's MIND control."
3. "The whole thing's a hoax. Helium-3 is harmless and **Haldeman** is a nutcase."
4. "The more you breathe, the worse it gets. Piss on a rag and hold it to your mouth. It's the only way to stop it!"
5. "There's a mole here and this whole situation is a set-up. They're trying to turn us against one another!"
6. "**JR** killed **Haldeman** as a corporate cover-up. He knew that he was going to expose the TRUTH."
7. "Real or not, this is the final test. Survive and you'll be in with Blackshield for good."
8. "**Yuko's** in on it. **Recruits** drop dead from head colds once she gets to them!"
9. "I saw **Haldeman** snooping around the Power Plant with a wrench. What business did he have out there anyway?"
10. "Helium Psychosis is REAL. man. This pamphlet lays it ALL out: big pharma, backroom deals, aliens—it's legit! **Haldeman** showed me."

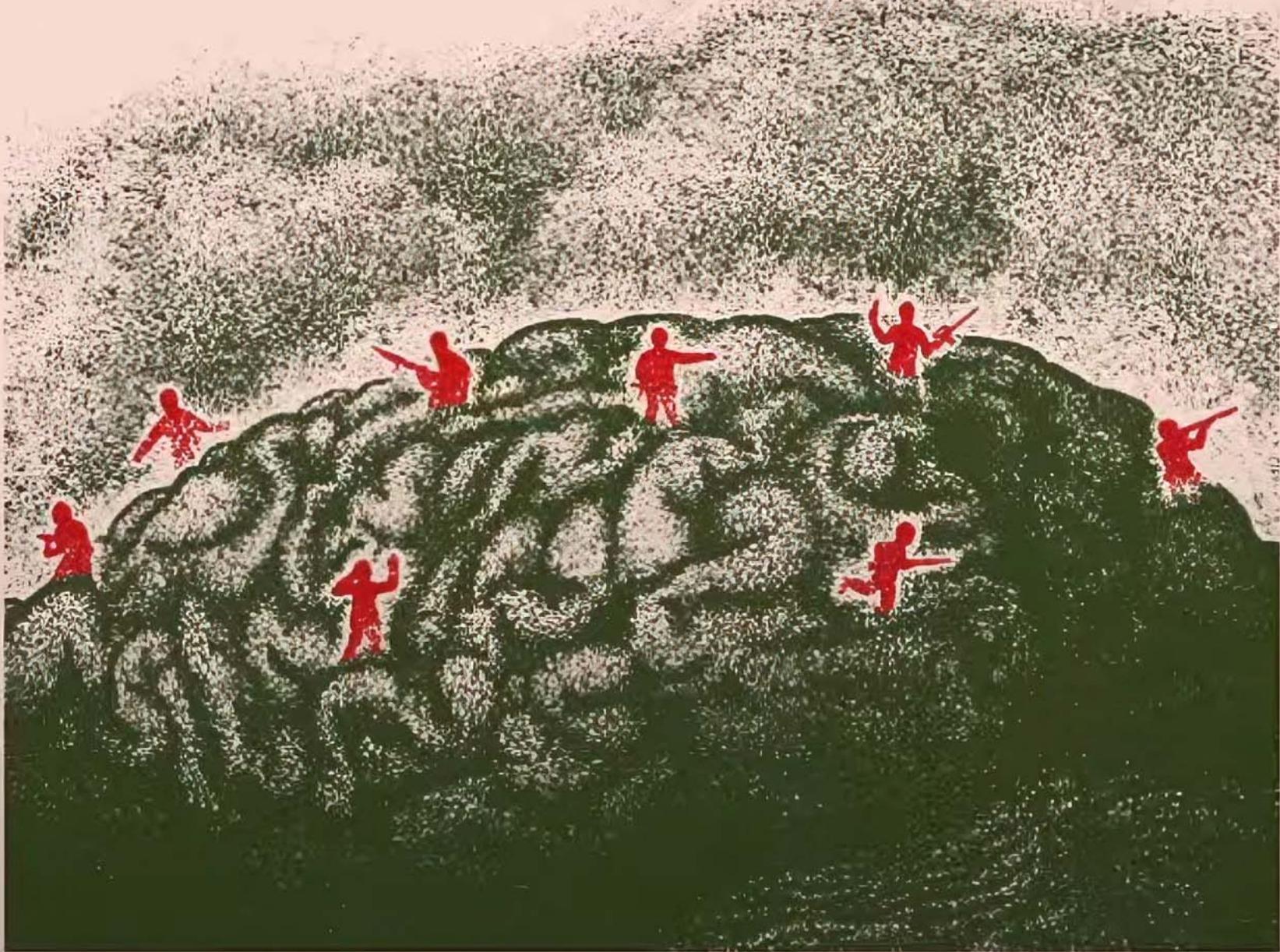


HELIUM EXPOSURE

When exposed, make a Sanity Save against Helium Exposure.

Failure: Roll below, effects are psychosomatic. Realizing the truth cures all afflictions.

1. **Paranoia:** You feel fine—but the others don't look right. Their faces twist and their eyes shine with madness' light. +1 minimum Stress.
2. **Stomach Pain:** Your guts roil. [-] Body Saves.
3. **Migraine:** Your head is splitting. [-] Intellect Checks.
4. **Heart Palpitations:** Your pulse kicks into overdrive as you break out in a cold sweat. 1d5 Stress.
5. **Brain Fog:** So tired, so, so tired. [-] Speed Checks.
6. **Shooting Pains:** All failed rolls are Critical.
7. **Numb Extremities:** Agonizing pins and needles. [-] Combat Checks.
8. **Hyperventilation:** You gasp for breath. Access an oxygen source within 1 min or Panic Check.
9. **Burning Rash:** Your skin ripples with angry red hives. [-] all rolls until 1d5 minutes of scratching.
10. **Racing Thoughts:** Who knows what this stuff does long-term! Roll twice more and combine.



MERCENARY CAREERS

1. **Artillery:** Mortar tube, two shells (1d5 Wounds) and a half-smoked cigar.
2. **Motor Pool:** Universal rover key and a spare battery.
3. **Heavy Armor:** Reinforced Vacsuit (AP 8) and Armory door code.
4. **Infantry:** Entrenching tool (1d10 DMG) and military field manual.
5. **Engineer:** Base blueprint and a backpack full of detonators (4d10 DMG, time delay trigger).
6. **Military Police:** Badge, handcuffs, taser (1d5 DMG, Body Save or incapacitated 1d5 rounds).
7. **Intelligence:** Concealed pistol (1d10 DMG), knowledge of Recruit secrets.
8. **Quartermaster:** Well-seasoned, whole roast chicken, Vibechete (3d10 DMG).
9. **Medical Corps:** Half-full bottle of tranquilizers, 3 syringes, assorted bandages and tourniquets.
10. **Chaplain:** "Christ of New Venus" Holo-bible and titanium rosary.

RECRUITS

Roll a Rumor for what each Recruit thinks is really going on.

1. **Yuvchenko:** Top of the class. Cold and logical. Eliminates threats with robotic precision. Scoped magnum (2d10 [+] DMG, 6 shots) and Vibechete.
2. **Dhanju:** Apolitical 'anarchist' and self-proclaimed 'rock star.' Shaggy hair and custom patched uniform. Desperate to impress. Goes along with whatever the majority believes. Foam Gun.
3. **Heinlein:** Heavily scarred, with dead eyes. Only smiles during live-fire exercises. Prove you aren't a threat and he will happily shoot someone else instead. SMG with 2 clips, 3 Automeds.
4. **Spider:** Eerily quiet and reserved. Always watching. Walks with a limp. Knows exactly what is going on. Medscanner, Emergency Beacon (unactivated).
5. **Scalzi:** Charismatic charmer, loves manipulating others to get what they want. Doesn't care about "truth"—just what angle serves them best. Lockpick Set, Vacsuit.
6. **Chen:** Kind and loyal to his friends. They are all dead, unfortunately. Burns with desire for revenge. Wants hard evidence of who is at fault. Pulse Rifle, First Aid Kit.
7. **Marvano:** Stocky, long-haired administrative assistant. More concerned with damage control than **Recruits'** survival. Ruthless. Credit chip skimmer, 150kcr (stolen).
8. **Avon:** Sent for retraining. Suffers from combat flashbacks. Self-medicates. Wary of "the man" and his schemes. Tranq Pistol, 2 Stimpaks.
9. **Potter:** Obsessed with self-appearance. Constantly works out. Has no idea what is happening. Believes whatever he is told as long as it doesn't conflict with his personal interests. Barbell bar (3d10 DMG if 35+ Strength), 3 Pain Pills.
10. **Takami:** Really tall. Desperately in love with Scalzi and will do anything to ensure they both survive. Laser Cutter.

Two types of people find themselves in Hylix-Ventross labs: those who sold themselves for a payout, greatly enriching their family or crew, and those involuntarily sold to pay outstanding debt.

After weeks of brutal experimentation, an unlucky few survivors are flagged for "Anomalous Asset Testing." Drugged, sealed in rubber suits, left to awaken in a deadly experimental trial—all in the name of science.

This is a one-shot Funnel: Each player generates and simultaneously controls 3-5 characters (approximately 15 total) and runs them through a deadly "meat grinder" scenario. The survivors go on to form the players' crew, their bond forged in shared horror and survival.

These chambers test anomalous and hazardous artifacts. The extreme dangers should push PCs to scramble for avenues of escape. Playing by Hylix-Ventross' rules results in certain death.

Character Generation

1. Stats: 20/25/25/30 in any order.
2. Saves: 20 each.
3. Class: Do not pick a class.
4. Health: 10 Health, 1 max Wound.
5. Skills: Roll 1d100 for one Skill.
6. Panic: Start with 5 Stress, only one character from each player's pool Panics at a time.
7. Experimental History: Roll 1d100 to determine each character's trauma from past Hylix-Ventross studies. An (A) result means they are an android, and boosts their Fear Save to 50.
8. Doll Suit: Each character wears a rubber Doll Suit (2 AP). Roll 1d100 twice to determine the Suit's Expression and Quirk. This is their only starting item.

Random Skill

- | | |
|--------|----------------------|
| 01-06: | Linguistics |
| 07-12: | Zoology |
| 13-18: | Botany |
| 19-24: | Geology |
| 25-30: | Industrial Equipment |
| 31-36: | Jury-Rigging |
| 37-42: | Chemistry |
| 43-48: | Computers |
| 49-54: | Zero-G |
| 55-60: | Mathematics |
| 61-66: | Art |
| 67-72: | Archaeology |
| 73-78: | Theology |
| 79-84: | Military Training |
| 85-90: | Rimwise |
| 91-96: | Athletics |
| 97-00: | Roll again twice |

You will die, but:

Any surviving characters graduate to full *Mothership* classes. Characters add 1d10 to Health and each Stat or reroll them following standard character creation. Human characters choose a class, everyone gains their class' respective Stat and Save modifiers, Trauma Response, Wound count and Skills (in addition to their starting Skill).



EXPERIMENTS

Hylix-Ventross explores the profitable frontier science of human psychological and physical limits with 'voluntary' human trials. Few subjects escape their labs unaltered.

Study | Side Effect

01-05 Invasive Surgery	Bleed out when damaged
06-10 The Drugs	Hands shake violently
11-15 Induced Hallucinations	Panic hourly
16-20 Radiation Tombs	Imminent death, Panic [+]
21-25 Empathy Testing	Can't inflict harm
26-30 Solar Flare Exposure	Low-light blindness
31-35 Containment Testing	Claustrophobic
36-40 Murder Theory	Heal all Stress when you kill
41-45 Psychosomatic Pairing	Take = DMG to foes
46-50 Limb Transplants	Warden controls one limb
51-55 Vivisection	Can't run
56-60 Freezer Dives	Hands can't close
61-65 Viral Exposure	Body Save failure means death
66-70 Placebo	Accumulate witnessed side effects
71-75 Organ Harvesting	Auto-fail Body Saves
76-80 Warp Exposure	Dislocated smell
81-85 (A) Durability Trials	Can't jump
86-90 (A) Pseudoflesh Testing	Take double DMG
91-95 (A) Pack Bonding	Panic when an android dies
96-00 (A) Body Swapping	Possess electronics if dead

DOLL SUITS

Human-sized rubber 'skins' bearing comically exaggerated expressions, intended to dehumanize and anonymize test subjects. Heat-fused seams forbid removal without cutting implements.

Expression	Quirk
01-05 Joy	Sticky
06-10 Surprise	Stretchy
11-15 Anger	Bouncy
16-20 Contempt	Slippery
21-25 Disgust	Cushioned
26-30 Fear	Camouflaged
31-35 Sadness	Sturdy
36-40 Laughter	Glow-in-the-dark
41-45 Sourness	Heat resistant
46-50 Deadpan	Edible
51-55 Ducklips	Odorous
56-60 Knowing Wink	Reflective
61-65 Smarm	Inflatable
66-70 Thoughtful	Conductive
71-75 Sly	Hydrophobic
76-80 Pleading	Spiky
81-85 Tired	Life-like
86-90 Asleep	Rigid
91-95 Blushing	Bulky
96-00 Eye-roll	Noisy

PERSONNEL FACILITY MAP

Containment Unit

C:45 I:40 AP:10 W:3(20)

Pulse Rifle: 3d10 DMG

Quadrupedal canine androids with chisel-shaped heads and back-mounted weaponry. Heavily armored and fast. They emit electronic whistles as they engage and hunt, killing indiscriminately; respond quickly to alarms.

Science Staff

C:20 I:20 W:1(10)

Perceive escaped subjects as terrifying inhuman threats, "contaminated" and "exposed." They rush to contact security if encountering escapees.

BurnRat Bot

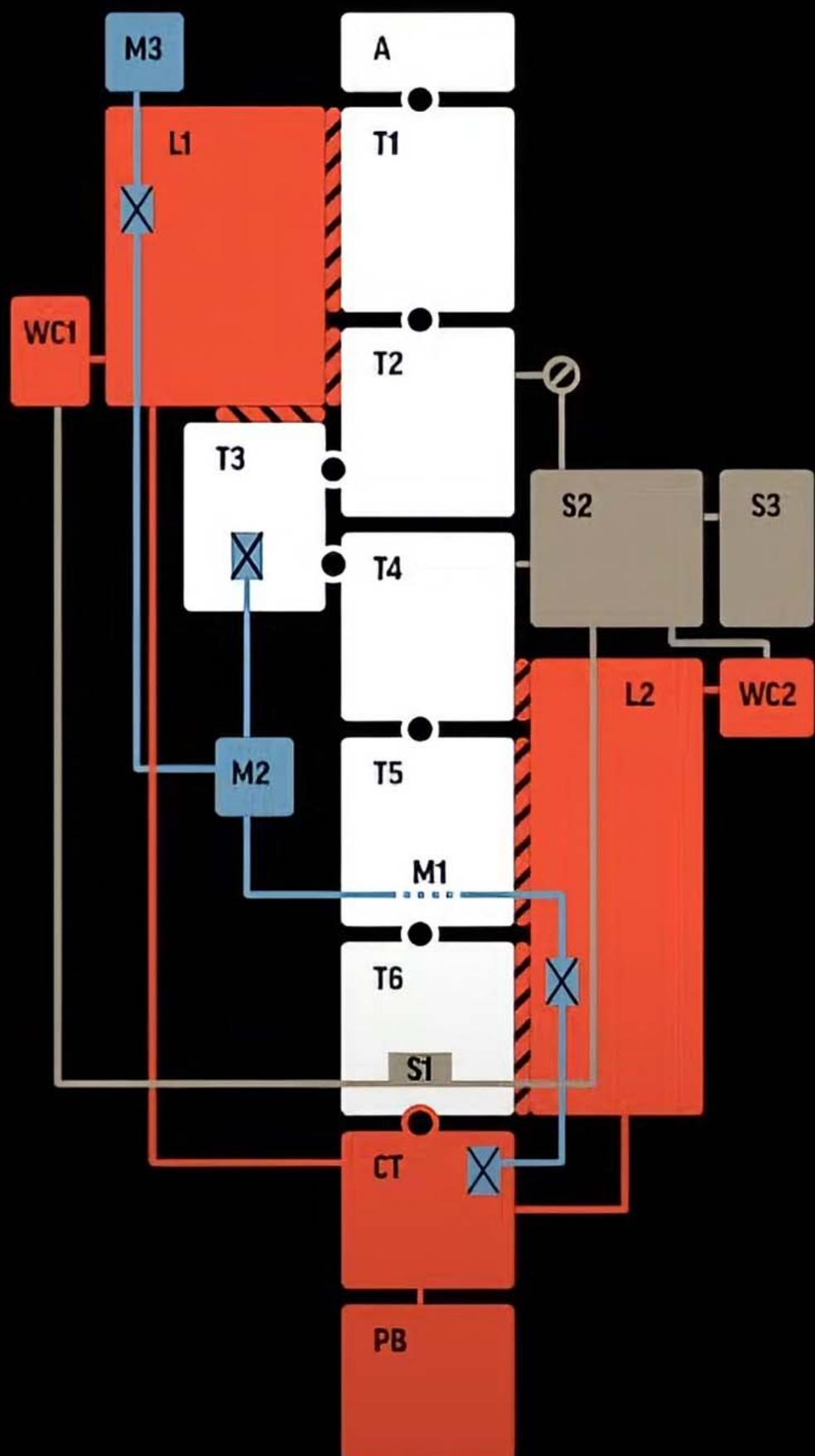
C:35 I:20 AP:5 W:1(5)

Flamethrower: 1 Wound

Squat, multi-limbed robots that prowl maintenance tunnels.

If Staff witness subjects moving into or through the vents, Containment sends a pursuing BurnRat Bot.

- Test Chambers
- Labs
- Sewage Tunnels
- Maintenance
- Vent Access
- Locked Door
- Blocked
- Windows



TEST CHAMBERS

Spartan white metal panels. Persistent odor of disinfectant. Futilely scrubbed morbid stains.

- Unless otherwise specified, all **Exits** are initially locked but remain open once unlocked.
- Bespectacled shadows peer from looming bulletproof **Observation Windows**, positioned 3m above the ground.

A. TEST CHAMBERS: ANTECHAMBER

The PCs return to consciousness in this cramped, empty room. The door to **Chamber 1** stands open.

T1. TEST CHAMBERS: CHAMBER 1

A pedestal holds a bisected rock. The two halves sit 2cm apart, perfectly aligned. Directly below, on the floor, sits a red steel mug. A strip of red tape delineates a 3m circle around the rock. By the **Exit** door, a cartoon mug decal beckons from above a mug-sized receptacle.

- Anyone moving any object in the circle away from the rock is spontaneously cut in half. "Object" refers to any physical mass (living or otherwise) larger than a marble and smaller than an adult hippo.
- Throwing an item outside the circle requires a Speed Check. On failure, death occurs before proper momentum applies, and the mug moves only 1m.
- Placing the mug upon the receptacle unlocks and opens the **Exit**.
- If the rock falls off its pedestal, the two halves remain locked in place, 2cm apart. Its bisecting aura moves with it.

T2. TEST CHAMBERS: CHAMBER 2

Stinks of sour urine. A metal ramp leads up 10m to a platform of loose sheeting, which in turn leads to the raised **Exit**. Next to the **Exit** is a red handwheel. Four cages stand empty, locks pried off. Three **Flea Jockeys** meander over soiled flooring.

- The **Exit** opens with three wheel turns (Strength Check required to prevent loud squealing).
- The metal walkway clatters loudly when crossed.
- Waste fluids drain and coagulate into a large sewage pipe. Thick bars prevent entry, a femur bone lies within arm's reach.

FLEA JOCKEYS

Blind, dog-sized flea creatures.

C:35 I:30 W:1(15)

Puppet: On hit, straddles target, driving its proboscis into the skull's base—controlling their movements. When puppeting, uses the host's eyes to locate prey.

Tactics: Walks, screaming, toward prey, betraying their location to its kin. Witnessing the puppeting: 1d5 Stress.

T3. TEST CHAMBERS: CHAMBER 3

A crude 12m throne sits against the far wall, occupied by a giant life-like sculpture of a figure in a Vaccsuit carved from luminous red stone. Above its head floats a crown of stars, the room's sole illumination. Before it stands a pedestal with a red button. A blue painted line bisects the chamber. The tiling on the throne's half is badly damaged and dented.

- The **Exit** is just to the entrance's left—unlocked by pressing the button. Running between the painted line and the button takes 15 seconds.
- The crown's stars fire upon anything crossing the line, repeating every 5 seconds, before reappearing inside the crown (2d10 DMG).
- Damaged panels can be pried free (Strength Check, takes one round). A maintenance shaft lies below, leading to the **Ventilation Center** (pg. 83).

TEST CHAMBERS

T4. TEST CHAMBERS: CHAMBER 4

A headless charred human hovers 4m, dangling feet up, as if pulled by inverted gravity. Its stump-neck vomits black liquid, hissing on contact with the floor's rusty grating (1 Stress). A blue keycard dangles from a chain tied around the neck's remains. Excited crowds watch from behind a cracked **Observation Window**.

- An image of a blue keycard next to the **Exit** indicates a card reader below.
- The cracked **Observation Window** can be shattered by goading the **Porter** into flinging someone at a target standing before it. Leads to **Lab 2** (pg. 80).
- Breaking through the tangled rusted floor panels deals 1d5 DMG on a failed Intellect Check. Black ichor pools below, funneled out by a large pipe to the **Waste Nexus** (pg. 82).

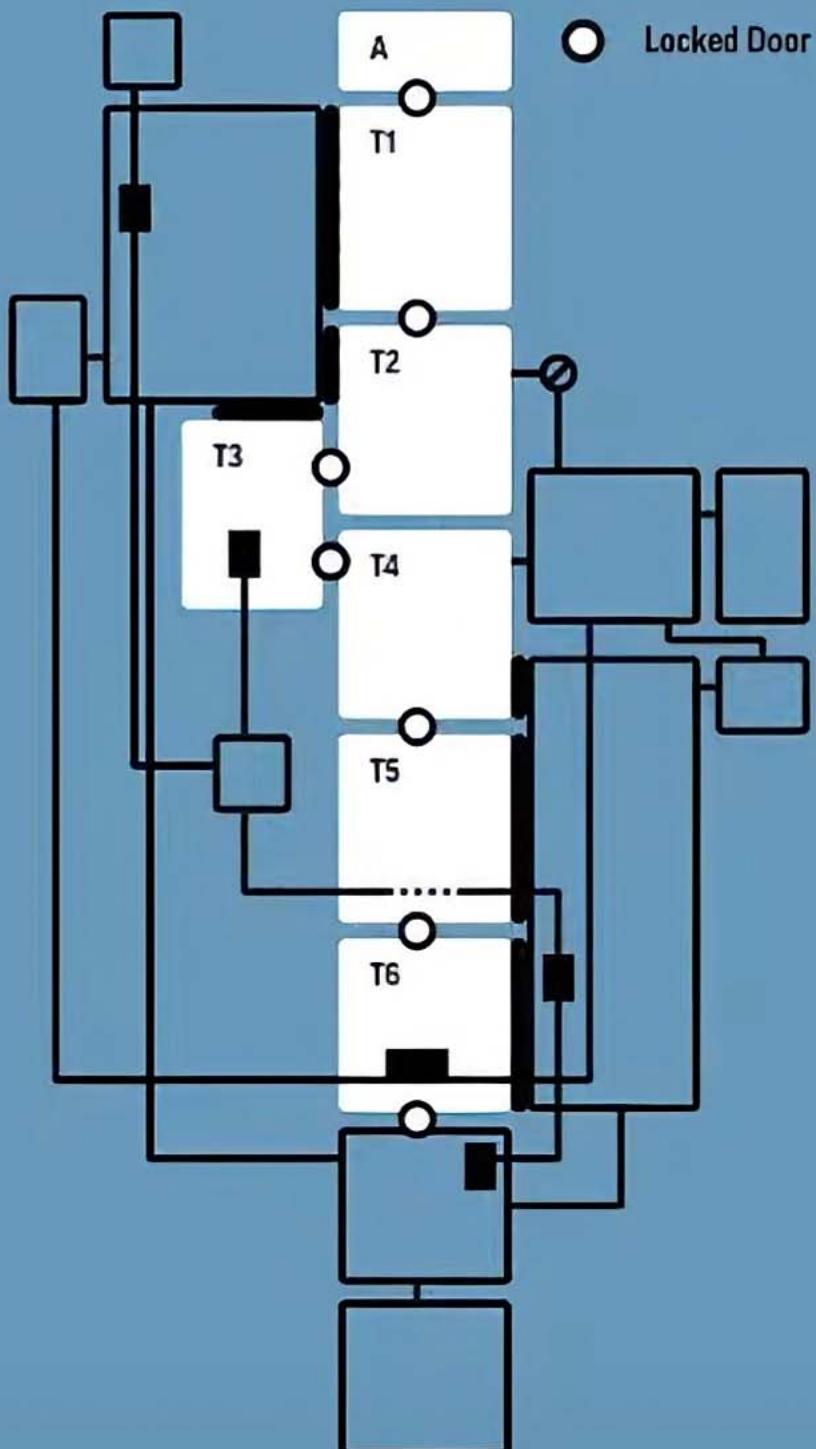
PORTER

Psychic anomaly. Aggressive.

C:60 I:60 W:2(20)

Telekinesis: Grabs a target, hurls it at another target, both suffering 1d10 DMG. On miss, the grabbed target collides with metal and suffers 2d10 DMG. 1 Stress to those affected.

Combustion: Auto-hits. A flash of light sparks where the **Porter's** head would be, detonating and killing the target. The **Porter** takes 10 DMG.



T5. TEST CHAMBERS: CHAMBER 5

Dilapidated walls surround a white marble step pyramid. Five stairs, each 2m in height, lead to a hovering black orb. By the entrance is a holster bearing a 1m black metal needle.

- The orb excretes white slime when subjects first enter, flooding the pyramid's steps. It takes 5 seconds to reach the edges of each stair, 25 seconds to reach the pyramid's bottom and 2 minutes to flood the chamber's floor. The slime follows subjects, climbing up walls.
- When near living matter, the slime sprouts humanoid arms and faces that grasp, pull and laugh (2 Stress). Every round standing in or beside it, Speed or Strength Check to avoid being pulled down and coated.
- If the slime makes physical contact with flesh, the victim's body fatally transmutes into slime with a wet pop (witnesses suffer 2 Stress and Panic). Physical contact with androids inflicts 1d10 DMG (melting pseudoflesh and circuitry) every round.
- Anyone searching the walls notices a sagging ventilation shaft teetering 7m above the entrance (**Damaged Vent pg. 83**). The slime follows.
- The **Exit** opens when the needle impales the orb. The orb shudders and stops producing slime, and all slime present is rendered inert. Removing the needle reactivates the orb and closes the **Exit**.

T6. TEST CHAMBERS: CHAMBER 6

A 1m vertical pillar of crimson light hangs between two metallic dishes. Reams of tubes and cabling pour from beneath into the surrounding structure. The floor is caked in charcoal flakes which crack and snap underfoot. The only **Exit** is a metal door marked "STAFF ONLY."

- A few seconds after entry, a metallic clunk sounds below the chamber. The light emits a tearing scream while growing increasingly bright (1d5 Stress and Panic Check).
- The light "flashes" in 2 minutes before resetting. Anyone still present has most of their atoms flung across five dimensional space, the remainder reduced to carbonized fluff.
- A hatch and access lever protrudes from the ceiling, 8m up. Leads to the **Pressure Room (pg. 82)**.
- The (locked) metal door to **Containment (pg. 81)** is partially pulled out of its sockets. It breaks open only with superhuman force or explosives. Opening it triggers an alarm.



LABS

Clinical. Smells of chalk. Corporate sponsored vending machines stand next to haunted water coolers. Both **Labs** have wall-mounted maps detailing the facility layout and an emergency button that triggers an alarm.

L1. LABS: LAB 1

Warm lights shine over a meeting room. Tables cluttered with notes on artifact performance; fatigued guesses at their origin and function. 2d5 **Staff** cluster to idly coordinate future carnage.

- ☒ A tray contains a rubber ball, a preserved mouse and a labor union agreement. Scrawled label reads "**Chamber 1** test objects. Contributions welcome."
- ☒ A dried **Flea Jockey** proboscis lies on a dissecting table. 1d10 DMG, ignoring armor when stabbing.
- ☒ A human skull hangs suspended by ropy strands invisible to the human eye (revealed by a **LENS**). Coordinates tagged (**Bones and Videotape pg. 58**).
- ☒ Searching killer lasers (1d100 DMG) guard a glob of jelly (**Hellkites pg. 192**).

WC1. LABS: TOILET 1

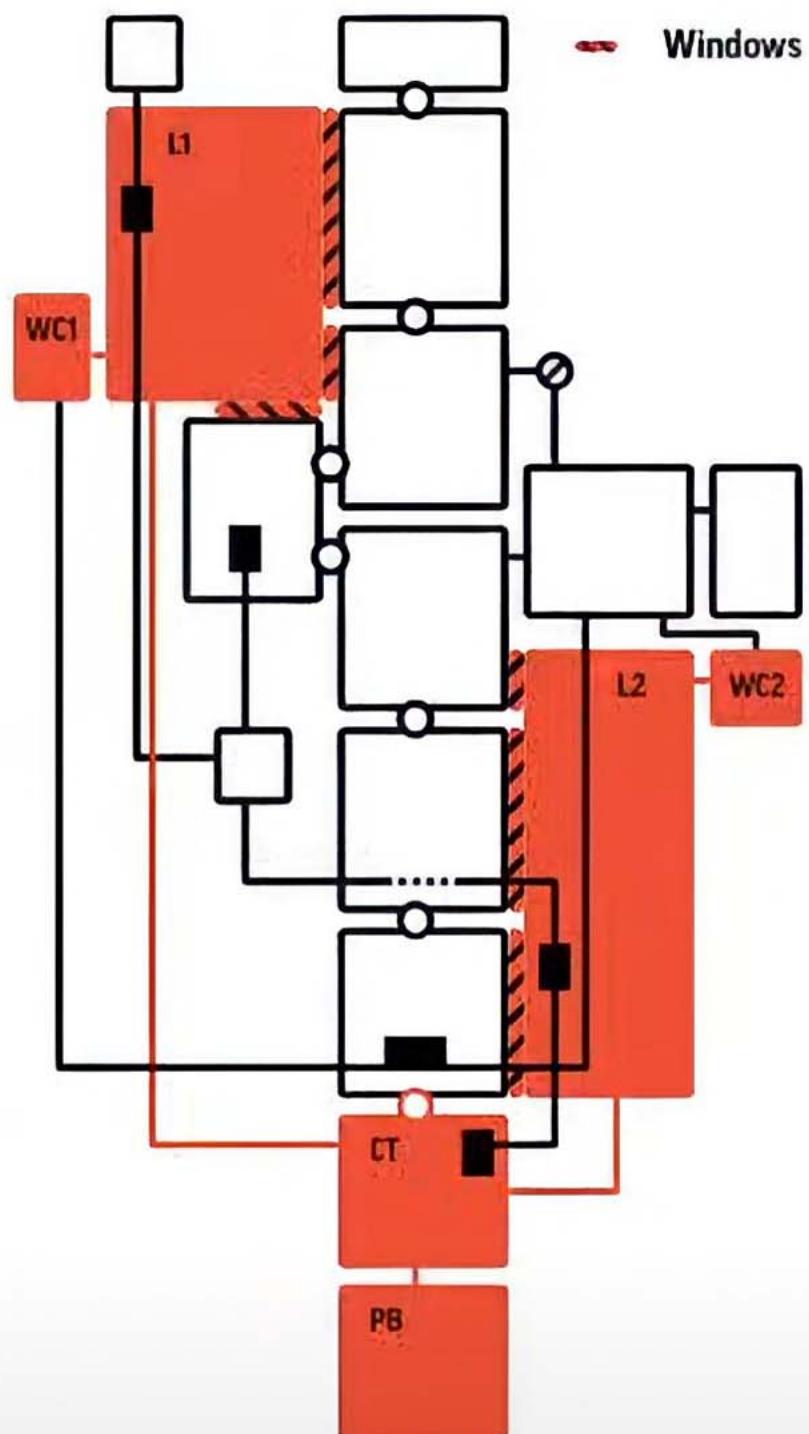
Four stalls, each 50% chance in use.

- ☒ A **Staff** ID tag lies unattended by a well-stocked communal medical cabinet.
- ☒ Attached janitor's closet overflows with tools and a bucket of Pulse Grenades (**Boom Box pg. 217**).
- ☒ A mock-up Trailblazer Drive (**Road Work pg. 89**) floats in a toilet, tagged "REJECTED, HIGH RISK."
- ☒ Septic tank within the maintenance room can be used to travel to the **Waste Nexus**.

L2. LABS: LAB 2

Cold fluorescent lights illuminate endless cubicles. An air of corporate hopelessness and soulless drudgery. 2d5 **Staff** type away at work stations.

- ☒ Whiteboards track artifact testing schedules and high scores. **Xeiram (pg. 200)** tops the charts.
- ☒ A restrained android listens to Dr. Attr's Seref transmission (**Procession pg. 135**) on repeat, eyes swirling with vertigo.
- ☒ A heavily redacted prototype Operations Manual sprawls over a disheveled desk (**Beamed pg. 213**).



WC2. LABS: TOILET 2

Four stalls, all empty.

- ☒ One hides a blood-stained box of non-corporate sanctioned chocolate bars. Prized by **Staff**.
- ☒ Attached janitor's closet contains a broom and a washmop. The upper torso of a waste-covered escapee cradles a Crowbar in a corner.
- ☒ Septic tank in the janitor's closet can be used to travel to the **Waste Nexus**.

CT. LABS: CONTAINMENT

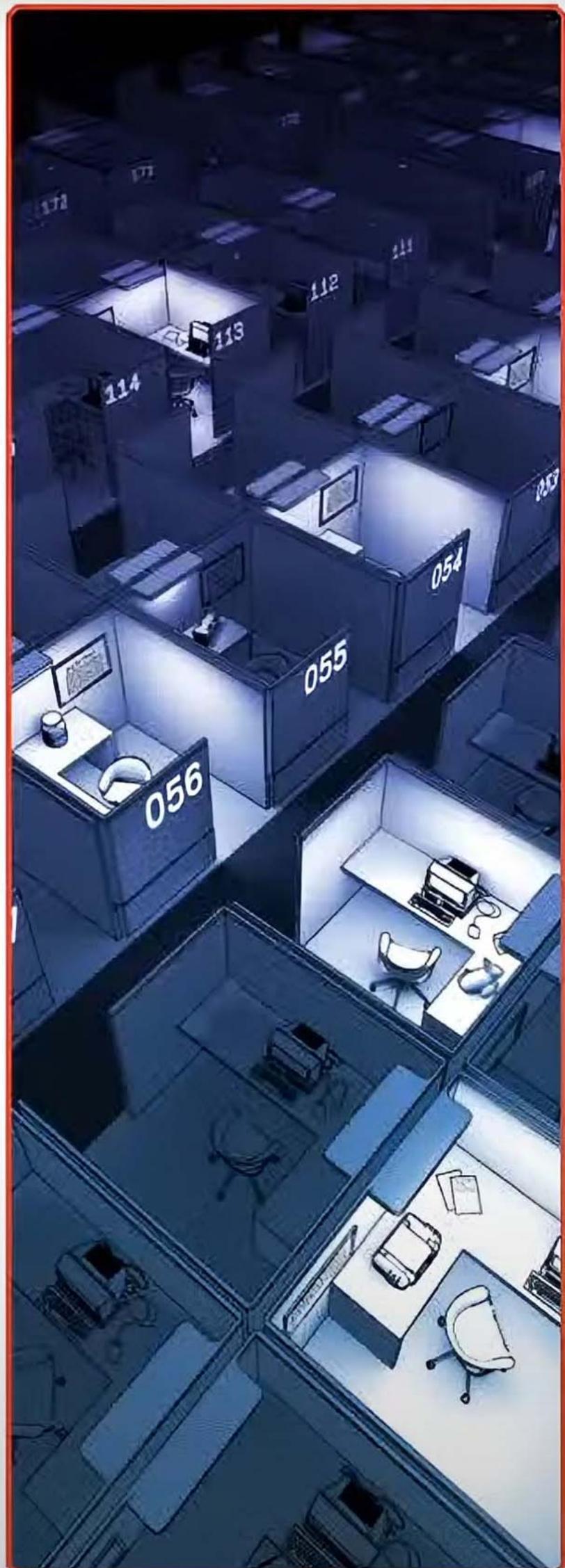
Six alcoves hold docked **Containment Units**, wired into security systems. A full body scanner surrounds the main facility entrance, security monitors track all facility rooms, parking lot and roof access.

- ☒ A (labeled) steel door leads to **Chamber 6**, opens normally from this side.
- ☒ Anyone moving through the scanner without **Staff** ID triggers an alarm (releasing **Containment Units**).
- ☒ An armory houses a Combat Shotgun and two SMGs, six sets of Standard Battle Dress and two **BurnRat Bots**. Requires a **Staff** ID to access. A Strength Check breaks it open, triggering an alarm.

PB. LABS: PARKING BAY

An open-air parking lot situated in a shallow valley with a dozen parked vehicles. Stealing one requires a Rimwise Check. Present are:

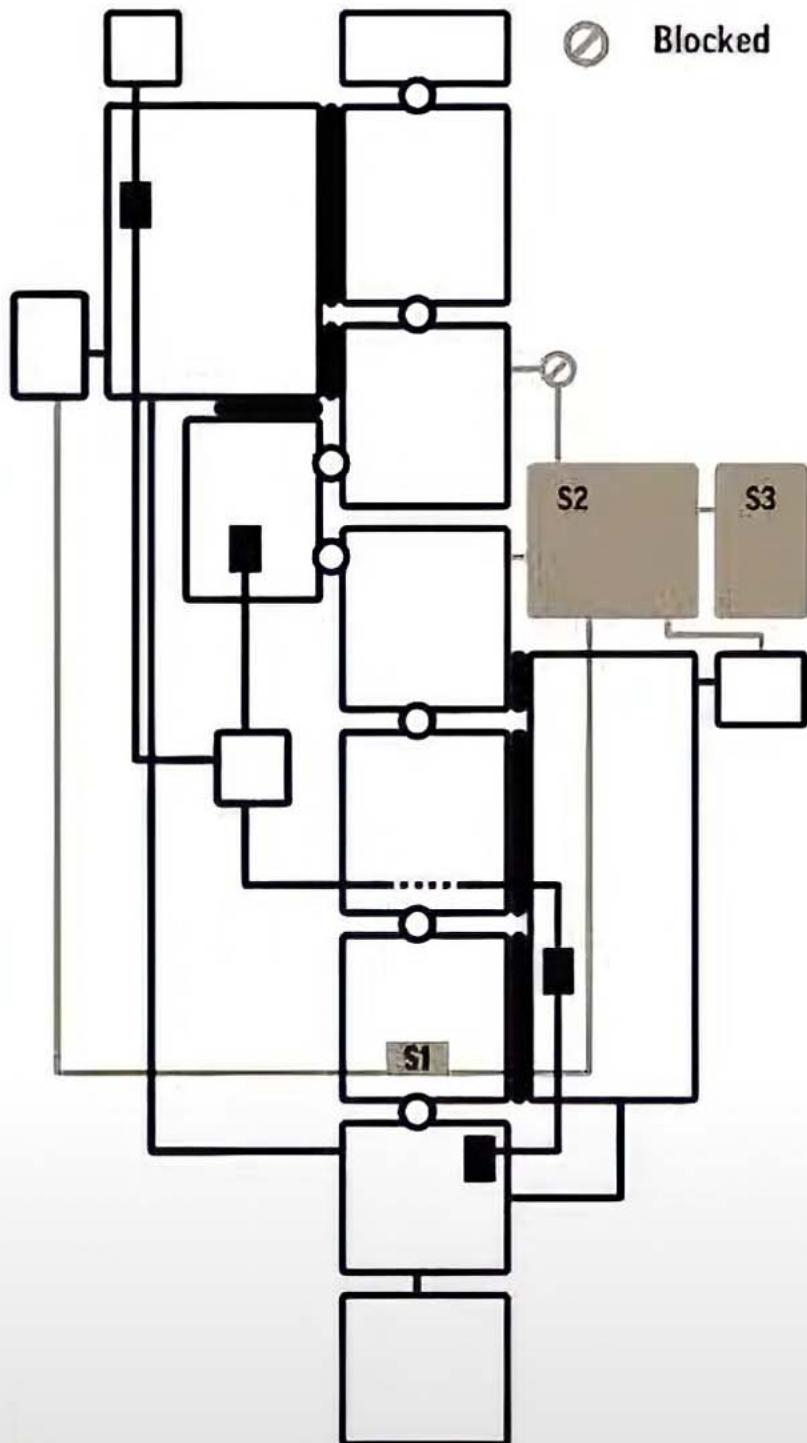
- ☒ A security van. Armored, fast. Attempts to steal are at [-] due to security measures.
- ☒ Staff vehicles. Functional, but not particularly fast or sturdy.
- ☒ A food cart. Slow, awkward and only designed to transport 3. Keys in the ignition.



SEWAGE TUNNELS

Poor lighting. Overpowering odor of rot and fetid waste (1 Stress).

- Moving quickly requires a successful Speed Check to avoid slipping into the muck, sliding and falling into the **Waste Nexus**.



S1. SEWAGE TUNNELS: PRESSURE ROOM

Pipes snake between nests of valves and gauges. A large unmarked hatch on the floor opens onto **Chamber 6**'s ceiling (snaps open if hastily crossed).

S2. SEWAGE TUNNELS: WASTE NEXUS

Flooded chest-high with putrid liquid. Four tunnels funnel waste into the room, labeled **Chamber 2**, **Chamber 4**, **Lab 1 Toilets** and **Lab 2 Toilets**. Waste flows toward a fifth tunnel, labeled **Waste Disposal**, from which the sounds of machinery echo.

- A colossal tardigrade-like **Worm** feeds and sleeps under the waste. Woken and aggressive if anyone falls in or searches the waste.

MUCK WORM

C:50 Bite 3d10 DMG I:20 W:3(10)

Devour: Kills and eats the victim on a Critical.

S3. SEWAGE TUNNELS: WASTE DISPOSAL

Wastewater flows through a series of three head-height grinders. The ceiling is 3m above the grinders, with no clear means of traversal over the machinery.

- Anyone climbing or moving across a grinder must pass a Speed Check or lose a limb (suffering severe bleeding). If no one is nearby to catch them, they fall in and die.
- Past the grinders is a worn grate, clattering against the wall, which waste flows through. The tunnel beyond terminates at a distant, foul river.

MAINTENANCE

A nest of vents and service tunnels filled with boiling and choking air (1 Stress).

- Vent access panels allow sight into relevant rooms. Removing heavy vent covers draws attention.

M1. MAINTENANCE: DAMAGED VENT

Wobbles and groans when traveled through.

- Unhurried PCs recognize the vent is dilapidated and may collapse. Repair requires tools or clever Jury-Rigging.
- Can be safely traversed by 5 characters. Further traversal without repair causes the vent and its contents to collapse into **Chamber 5**.

M2. MAINTENANCE: VENTILATION CENTER

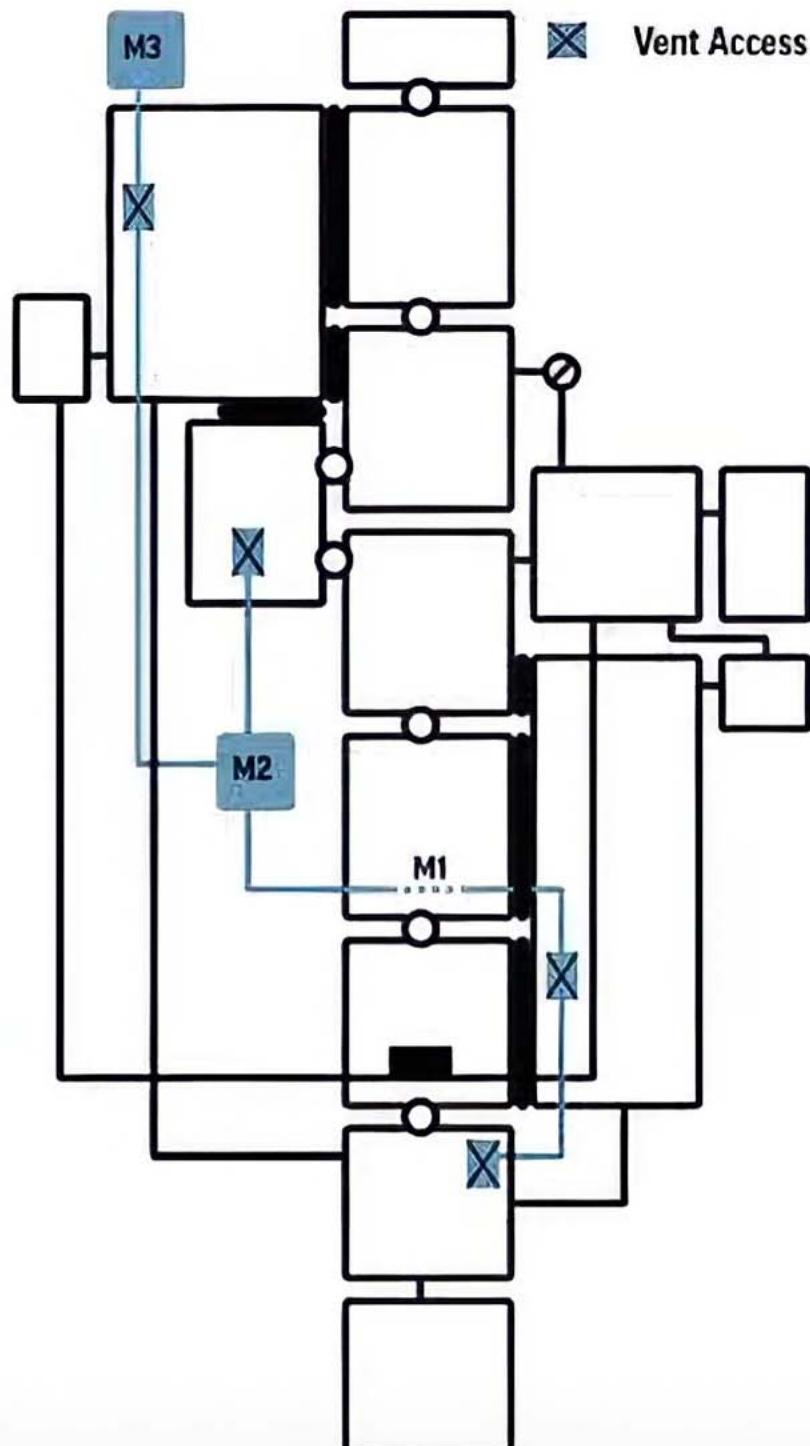
A honeycomb of thundering fans. Three labeled passageways lead to **Chamber 3, Chamber 5, Lab 1, Lab 2 and Containment**.

- Patrolled by a **BurnRat Bot**.
- A plasma cutter (2d10 DMG) lies abandoned in a corner, next to 30 empty ISMM beer cans.

M3. MAINTENANCE: AIR FUNNEL

Daylight shines down from a 6m tall, 2m wide vertical pipe. Halfway up, an industrial fan funnels air to the facility. Aged wooden detritus leans against the walls.

- A junction box (locked) powers the fan, hidden behind the wood. While active, the fan kills.
- The pipe leads to the facility roof, a forest of metal vents obscured by natural rock and flora.



ESCAPE AND SURVIVAL

There are three facility exits:

- Surviving **Waste Disposal**.
- Hijacking a vehicle in the **Parking Bay**.
- Climbing the **Air Funnel**.

The nearest civilisation is the (Hylix-Ventross owned and managed) town of Clamrest, on the planet Smythe, in the System of Joy. Visible on the horizon under rising plumes of chemical smoke, an 8 hour walk or 1 hour drive away.

Clamrest: A tangle of worker lodgings, chemical factories, seedy bars and pleasure centers, as well as an industrial starport. An Arbitration Ltd. courthouse ([Escape Clause pg. 114](#)) towers atop a monolith.

Surviving **Staff** alert the town of escapees, putting it on high alert. After 2 hours, the town enters lockdown, only permitting vetted cargo and ships to depart.

ROAD WORK

BRIAN STAUFFER Author DANIEL VEGA Artist

Ships Jumping into uncharted hyperspace risk unpredictable relative time loss, spatial displacement and other warp hazards. Megacorporations like GreenStar Logistics repeatedly Jump "Road Work" freighters to erode temporal entropy, establishing lucrative proprietary shipping lanes.

The *Appian Way* (pg. 88) is poised to change everything. This Road Work freighter, retrofitted with GreenStar's revolutionary Trailblazer Drive, boasts to pave a hyperspace lane in just one Jump. GreenStar offers suspiciously high hazard pay for additional crew working alongside the Trailblazer's creator DR. WILLIAM HOLLOWAY, his research assistant LAURENCE MILLER and veteran Road Work pilot JOON "TEX" SEONG.

THE JOB

JOB DESCRIPTION: Service ship systems, assist DR. HOLLOWAY and MILLER'S hyperspace studies. GreenStar withholds Trailblazer (pg. 89) disclosure until beginning Experiment Procedures (pg. 90).

THE VOYAGE: The *Appian Way* is scheduled for **Jump-3** to the Hope System. If all goes according to plan (it won't), the crew should experience no more than "several periods" of "perceived time."

PAY: PCs each earn **10kcr per Jump**, as recorded by clip-on 'pedometer' devices. GreenStar prosecutes suspected tampering (Escape Clause pg. 114).

DIMENSIONAL OVERTIME: Traversing new dimensions tricks payout devices into multiplying the rate (e.g. 5 **Traversals** = +50kcr per Jump).

BRIEFING: PCs may attend a classified briefing on hyperspace hazards (1d5 Stress). They learn only the Appearance, Habitat and Manner of Infection of Gordian Worms (Parasite Portfolio pg. 199).

WHAT'S GOING ON?

- ◻ When the **Trailblazer** activates, the *Appian Way* enters a trans-dimensional superposition—a quantum state where infinite instances of the ship coexist within the same time and space.
- ◻ The **Trailblazer** maintains the superposition by interfacing directly with DR. HOLLOWAY'S brains across all dimensions, relying upon his senses to perceive the *Appian Way*.
- ◻ A murderous encounter with an anomalous variant of DR. HOLLOWAY—"BILL"—sends PCs scrambling through new dimensions while gradually decohering out of existence... unless they escape.
- ◻ Due to a miscalculation, DR. HOLLOWAY cannot exit the superposition after activating the **Trailblazer**. Other NPCs could be saved.

RULES OF THE MULTIVERSE

- ◻ When a Local Dimension's **DR. HOLLOWAY** dies, that dimension collapses, ejecting foreign matter (e.g. PCs) into the next dimension.
- ◻ Matter outside its Origin Dimension gradually **Decoheres**.
- ◻ PCs dying in the multiverse become **Dimensional Phantoms** (pg. 90).
- ◻ The **Trailblazer** creates a faintly visible 200m radius bubble centered on the **Appian Way**, containing the Local Dimension. Leaving the bubble returns matter to its Origin Dimension.

DEFINITIONS

Origin Dimension: The PCs' starting dimension.

Local Dimension: The dimension currently occupied by PCs.

Traversal: The process of entering a new Local Dimension.

Decoherence: The breakdown of particles foreign to the Local Dimension.

Deviation: A difference between the Origin and Local Dimension.

WARDEN NOTES

- ◻ Road Work plays best as a slow burn, multi-session adventure. Short duration one-shots are not recommended.
- ◻ To progress through the multiverse and experiment with escape methods, PCs will need to repeatedly kill poor **DR. HOLLOWAY**. Cold-blooded murder induces Stress and Panic.
- ◻ Note PCs' carried gear before their first **Traversal**. The rest is left behind.
- ◻ Keep a timer handy. **Decoherence** (pg. 90) pressures players in real time.
- ◻ Track the PCs' **Traversal Count** and apply **Ship Deviations** (pg. 92) to ramp up danger.
- ◻ The PCs only crewed the **Appian Way** in their Origin Dimension, NPCs in other dimensions don't recognize them.
- ◻ Reward logical application of established multiversal properties. Players may devise a viable escape method not listed in **Escaping the Multiverse** (pg. 91).



CREW

JOON "TEX" SEONG

C:35 Boarding Axe 2d10 DMG I:40 W:2(10)

- ◻ Captain, skilled pilot. Mesh trucker cap, mullet, heavy eye bags.
- ◻ Solitary, fatalistic—only truly trusts herself. Has never failed a mission.
- ◻ **Multiversal Constant:** Values the ship and mission above human life.

BEHAVIOR IN THE MULTIVERSE

- ◻ Usually on the **Bridge**, trying to “figure out what the hell is going on.”
- ◻ Initially hostile to **BILL** and PCs, diffused by proving PCs know her.
- ◻ Works with PCs if they present her an opportunity for heroic self-sacrifice.
- ◻ If threatened: hides in the **Galley** safe room. Very reluctant to abandon ship.

LAURENCE MILLER

C:15 Acid Vial 3d10 DMG I:20 W:1(5)

- ◻ **HOLLOWAY'S** assistant—lives in his shadow, secretly in love. Coiffed hair, poor posture.
- ◻ Fascinated by complex scientific conundrums. Hates **SCHRÖDINGER**.
- ◻ **Multiversal Constant:** Will give his life to save **DR. HOLLOWAY**.

BEHAVIOR IN THE MULTIVERSE

- ◻ Usually in the **Science Lab** researching how to exit the superposition.
- ◻ Understands basic science behind the **Trailblazer**, able to assist drive modifications.
- ◻ Knows there's a missing link in the **Trailblazer** dimensional network (**BILL**).
- ◻ Quick to trust PCs, unless collaborating with **BILL** or planning to kill **DR. HOLLOWAY**.
- ◻ Unnerved and repulsed by **BILL**.



DR. WILLIAM HOLLOWAY

C:20 I:70 W:1(5)

- ◻ Paranoid GreenStar scientist. Salt and pepper hair, strong jawline.
- ◻ Brusque and self-important. Defers all questions to LAURENCE.
- ◻ His abdomen contains a key to **Trailblazer** schematics in his room (visible on any scan).
- ◻ **Multiversal Constant:** Tethered to the **Trailblazer** device. In unfathomable anguish.

BEHAVIOR IN THE MULTIVERSE

- ◻ Starts in a random room (roll 1d10) in each dimension. Easily located following the **Trailblazer** Tether.
- ◻ Staggers about with a distant, glassy look. Cringes at unseen stimuli. Grabs nearby PCs like a drowning victim.
- ◻ Babbles incoherently, too overwhelmed to communicate or aid in any task. Repeats his password (P1F83L4MS) as garbled phrases: "Pawn, fate, thrill, forms!"

BILL HOLLOWAY

C:40 Laser Pistol 1 Wound I:70 W:2(20)

- ◻ Visually identical to DR. HOLLOWAY save his stained mechanic's jumpsuit (name tag "BILL").
- ◻ Seasoned GreenStar mechanic. In his Origin Dimension, Dr. Laurence Miller invented the **Trailblazer** and tried to plug him in. He refused and was immediately pulled into the multiverse.
- ◻ Knows nothing scientifically about the **Trailblazer** or how to end the experiment.
- ◻ Understands he will **Decohere** unless he keeps **Traversing** by killing DR. HOLLOWAY.
- ◻ Ruthless but not insane. Values no one's life except his own.
- ◻ **Multiversal Constant:** Unlike other NPCs, there is only one BILL. His death is permanent.

BEHAVIOR IN THE MULTIVERSE

- ◻ Always **Traverses** with PCs if alive, manifesting in a random room (roll 1d10).
- ◻ Kills DR. HOLLOWAY as quickly as possible.
- ◻ Collaborates if PCs have a plan and hard evidence (details of the **Trailblazer**, sensor data, confirmation from LAURENCE) to back it up.

SCHRÖDINGER

- ◻ TEX'S siamese cat. Mischievous and agile.
- ◻ **Multiversal Constant:** Loves PCs with an odd number of letters in their first name, hates even-numbered PCs.

BEHAVIOR IN THE MULTIVERSE

- ◻ Usually in the **Galley** causing trouble. Follows befriended PCs.
- ◻ Living SCHRÖDINGERS in the Local Dimension always **Traverse**, accumulating over time.
- ◻ Scavenges food, knocks over instruments, purrs and hisses; giving away positions.

THE APPIAN WAY



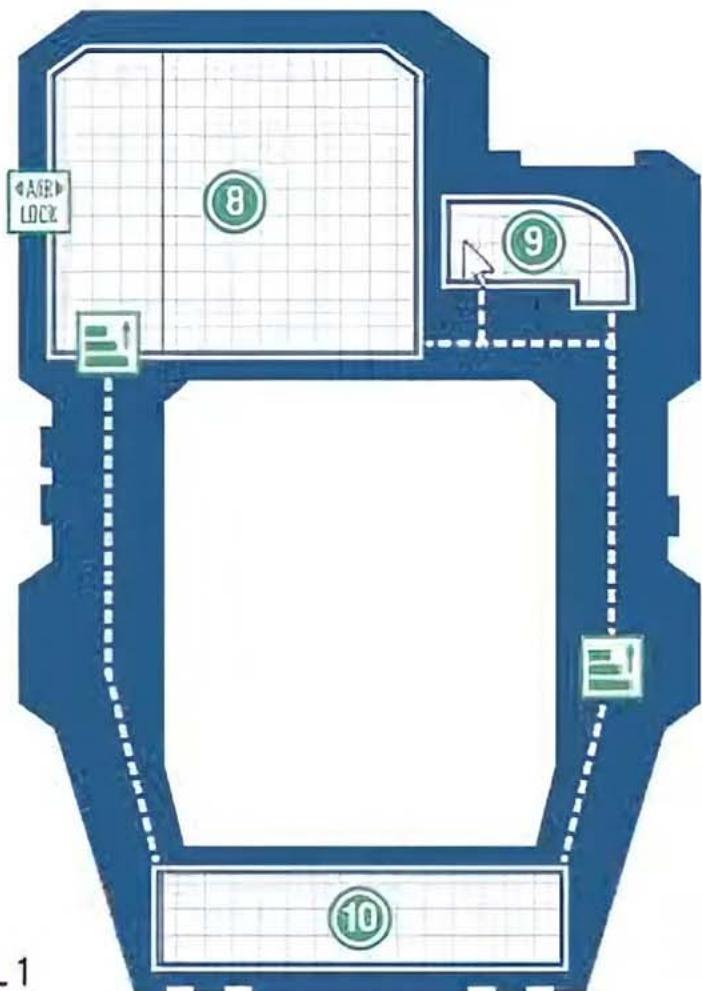
Airlock



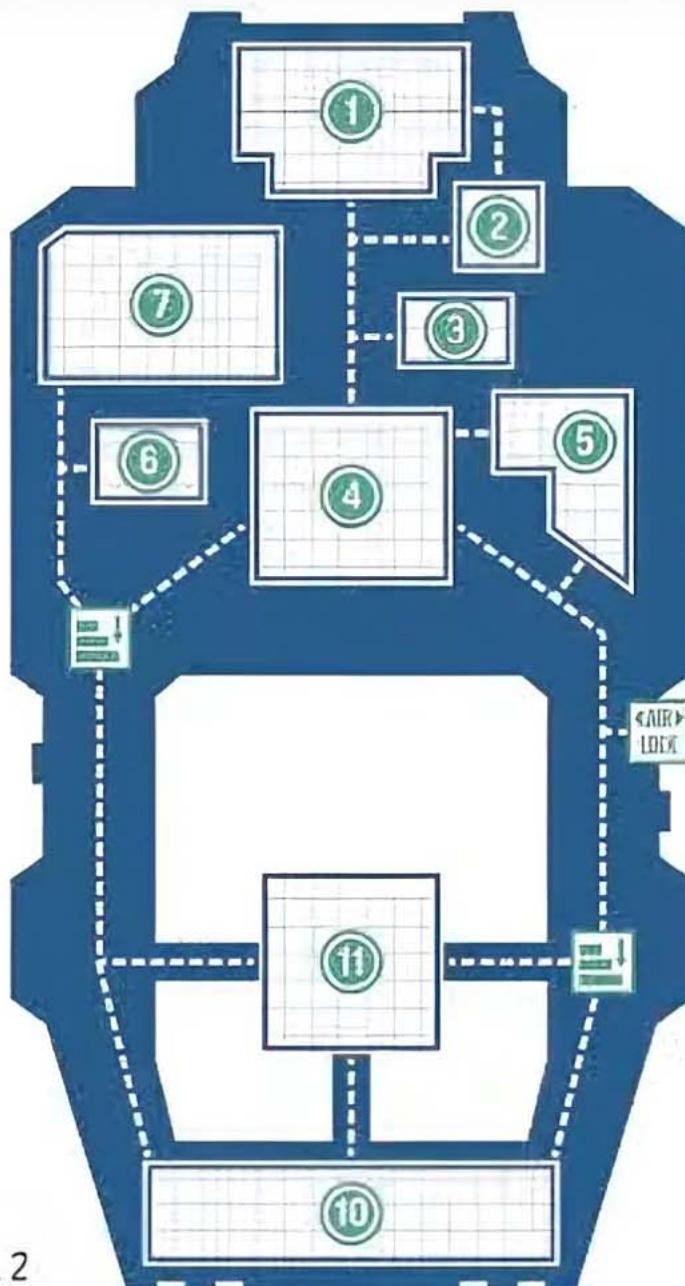
Elevator up



Elevator down



LEVEL 1



LEVEL 2

- 1** **Bridge:** Bucket seats, robust sensor package, scenic viewport.

- ☐ Activating the **Trailblazer** burns out sensors. Repair reveals a 200m radius bubble of vacuum and low-level radiation surrounding the ship. No readings from outside the bubble.

- 2** **Computers:** Central terminal surrounded by blinking lights, nervous whirrs and clicks. 9-digit password field.

- ☐ Accessing **Trailblazer** trial data requires **DR. HOLLOWAY'S** password: *P1F83L4MS*.
- ☐ Accessing life support, crew dossiers and mission directives requires **TEX'S** password: *T3X'S\$HIP*.

- 3** **Medbay:** Single examination table, wide selection of stimulants and sedatives.

- ☐ Within the superposition: flickers with visions of other dimensions.
- ☐ Roll 1d5 when PCs first enter in each dimension:

1d5 | Dimensional Fracture

1	Gushing high-pressure amniotic fluid.
2	2d10 bitey rats swarm the module, exploding (1d10 DMG) if killed.
3	An oversized Crowbar spans the room (300kg).
4	Strobing darkness, impervious to light. Eyeless things between flickers. Fear Save (1 Stress).
5	Thousands of cat halves.

- 4** **Galley:** Dispenses barely palatable food and water. Table carved with former crew's initials, bottled model ships of TEX'S past assignments.
- ❑ Tiny safe room hidden under the table, revealed by TEX if in danger.
- 5** **Science Lab:** Retrofitted cryochamber hosting a dazzling instrumentation array. Supports any test.
- ❑ Spare **Trailblazer** components (including a Tether) under LAURENCE'S workstation.
- 6** **Living Quarters:** Officer's private rooms, biometrically sealed doors.
- ❑ TEX: Plaque over the door reads "At Any Cost." Messy. Self-destruct button hidden in a well-stocked liquor cabinet, sticky note beneath the bourbon reads "T3X'S\$HIP." An emergency Vacsuit sprawls on the bed.
 - ❑ DR. HOLLOWAY: Spartan and tidy. Padlocked briefcase contains **Trailblazer** blueprints (key in DR. HOLLOWAY'S abdomen) and a Fresnel Resonator Manual fragment (Beamed pg. 213). A Hazard Suit hangs in the closet.
- 7** **Barracks:** Communal sleeping area with biometrically sealed storage lockers.
- ❑ LAURENCE bunks here. A journal in his locker reveals his love for DR. HOLLOWAY.
- 8** **Cargo:** Well stocked with supplies (fuel, food, water). Assorted Tools and a miniature tiki bar hidden amid the crates.
- ❑ Stocked with extra cargo in most **Ship Deviations**. Check back often!
- 9** **Life Support:** CO₂ and H₂O recyclers, emergency O₂ cylinders, disposable Foam Gun (1 spray). Controlled from **Computers**.
- 10** **Engine:** Deafening turbines. With engineering skills and time, PCs can manipulate individual modules' power output and gravity.
- 11** **Drive Room:** Dominated by the **Trailblazer Drive**, surrounded by radiation-shielded glass.

THE TRAILBLAZER DRIVE

- ❑ Appears similar to a standard Jump Drive—but golden and more intricate.
 - ❑ **Once activated:** Emits dangerous levels of radiation. Surrounded by thick, glass radiation shielding, accessible via a biometrically sealed hatch keyed to DR. HOLLOWAY (and BILL).
 - ❑ Connected to DR. HOLLOWAY'S brain via a bright yellow, cut-resistant Tether snaking through the ship. Decoupling it kills him.
 - ❑ A diagnostic terminal on the back rapidly spools data and a message:
OBSERVATION RADIUS: 199.99239m
 - ❑ Fragile. Unless working from schematics (or with LAURENCE) screwing with the inner workings inevitably overloads it—killing DR. HOLLOWAY (+1 extra **Traversal Count**).
 - ❑ Switching off the **Trailblazer** or tinkering to end the experiment is impossible.
- ❑ Tethering a second observer to the **Trailblazer** (besides BILL, see **Escaping the Multiverse**) is highly dangerous:
 - ❑ Sanity Save or 2d10 Stress—head explodes if total Stress exceeds 20.
 - ❑ **Success:** Permanently +2d10 Intellect and the Warden must *truthfully* answer any yes or no question about the game world.

Example Interactions and Modifications

(non-exhaustive, time intensive)

- ❑ Attaching an extra Tether.
- ❑ Calibrating adjacent dimensions (PCs choose from 3 possible options).
- ❑ Shrinking observation radius (minimum 50m).

EXPERIMENT PROCEDURES

1. PCs board the **Appian Way**.
 - ◻ **TEX** outfits them with Short-range Comms and shows them to their bunks.
 - ◻ **TEX** confiscates all ammunition, loading a single bullet into guns "just in case."
 - ◻ **DR. HOLLOWAY** and **LAURENCE** run diagnostics and safety checks on the **Trailblazer** from the **Drive Room** and **Science Lab**.
 - ◻ **TEX** gives the PCs 10 mins to familiarize themselves with the ship before starting the experiment.
2. The ship assumes starting coordinates. In the **Science Lab**, **LAURENCE** explains experiment basics to PCs:
 - ◻ The **Trailblazer** creates a trans-dimensional superposition, a bubble where all parallel dimensions coexist in the same space.
 - ◻ The **Trailblazer** connects to all dimensions using **DR. HOLLOWAY'S** brain and sensory organs as its 'eyes and ears.'
 - ◻ Should anything go awry, **DR. HOLLOWAY** can exit the superposition at any time.
3. **TEX** gathers everyone in the **Drive Room**. **DR. HOLLOWAY** enters the radiation shielding in a Hazard Suit and plugs himself into the **Trailblazer**. The **Appian Way** enters the trans-dimensional superposition. Outside is a starless void.
4. **BILL HOLLOWAY** materializes inside the sealed radiation shielding, surprising **DR. HOLLOWAY** and immediately firing his laser pistol. Witnesses gain 1 Stress.
5. The PCs and **BILL** **Traverse**.

TRAVERSAL

Whenever **DR. HOLLOWAY** dies, the Local Dimension fades—momentarily leaving the PCs and **BILL** in a black void before a new dimension emerges around them. PCs emerge in the same room they previously occupied. Each **Traversal**:

1. Roll a new **Ship Deviation**.
2. Roll **DR. HOLLOWAY'S** starting location (1d10).
3. Roll **BILL'S** starting location (1d10).
4. Call for PC **Decoherence** recovery.

DECOHERENCE

PCs occupying foreign dimensions gradually fade to nothing. Shortly after **Traversing**, PCs experience translucent, numb extremities and foggy memory.

Every 20 (real time) minutes or when performing time-consuming tasks, PCs make a Sanity Save against ONE of the following:

- ◻ Lose 2 Skills of their choice.
- ◻ One limb of their choice becomes translucent and intangible (phases through matter).

PCs regain one lost Skill or limb whenever they **Traverse**. PCs without any Skills or tangible limbs dissipate into **Dimensional Phantoms**.

DIMENSIONAL PHANTOMS

- ◻ Translucent, incorporeal, hovering; phase through solid matter.
- ◻ Cannot interact with matter, take damage, gain Stress or Panic.
- ◻ **Doomed**. Cannot return to their Origin Dimension.



ESCAPING THE MULTIVERSE

ELIMINATE ALL SENSATION

- ◻ If nothing in any one dimension can perceive the **Appian Way**, the superposition collapses, returning living PCs to their Origin Dimension.
- ◻ This requires destroying or desensitizing (all five senses of) every sentient being and mechanical sensor aboard the craft.

TETHER BILL

- ◻ If **BILL** Tethers to the **Trailblazer**, the superposition collapses and returns living PCs to their Origin Dimension.
- ◻ Requires modifying the **Trailblazer** with an additional Tether to accomplish this without killing **DR. HOLLOWAY**.

LEAVE THE OBSERVATION BUBBLE

- ◻ Any PC leaving the 200m radius Observation Bubble returns to their Origin Dimension.
- ◻ Safely crossing the vacuum no-man's-land requires Vacsuits or a jury-rigged solution.
- ◻ **Dangerous:** PCs return home with an intangible phantom limb.

SURVIVE THE COLLAPSING SUPERPOSITION

- ◻ PCs who survive until they reach the **Nothing Dimension** eventually return home.

RETURNING HOME

- ◻ If the PCs return to their Origin Dimension, the **Appian Way** no longer contains the **Trailblazer**. It has just completed a standard Road Work Jump, arriving safely at its destination.
- ◻ PCs retain all objects on their person at the time of final **Traversal**, and suffer no **Decoherence** effects (unless escaping via Bubble).
- ◻ **TEX** is the new **Appian Way**'s captain, **LAURENCE** is her science officer. Neither have heard of **DR. HOLLOWAY** or the **Trailblazer**, and no records exist in GreenStar databases.
- ◻ The wrong **SCHRÖDINGER** returns to the Origin Dimension. Roll or choose a favorite.
- ◻ If **BILL** is alive and wasn't Tethered, he returns to the Origin Dimension. If PC-**BILL** relations are favorable, he joins their crew.
- ◻ *Is this truly home?* Wardens should consider all dimensional possibilities.



SHIP DEVIATIONS

Roll 1d5 + Traversal Count, then add 1 to Traversal Count (starts at 0). Reroll repeats.

1

CLAUSTROPHOBIA

- ❑ Cramped rooms, low ceilings, narrow corridors (single file only).
- ❑ NPC crew are disconcertingly elongated, with flexible and fragile bones.
- ❑ +1 to any PC's Stress gain.
- ❑ **Cargo:** Thermal Binoculars, Bioscanners, Mylar Blankets.

2

WOODPUNK

- ❑ Flowing live wood explodes into flowers, bugs skitter in the walls.
- ❑ The **Appian Way** is a living tree, sailing solar winds.
- ❑ This dimension's **SCHRÖDINGER** recently took **LAURENCE'S** arm (he dies without medical intervention). It ambushes PCs.
- ❑ **SCHRÖDINGER THE JAGUAR:** C:50 Claws 3d10 DMG I:70 W:3(25)
- ❑ **Cargo:** Ropes, bear traps (1 Wound), 1d5 Vibechetes.

3

BOMB WORLD

- ❑ Seemingly normal, but NPCs swell and explode for 1d5 Wounds when they die.
- ❑ NPCs assume PCs know about the bombs, and are bombs themselves.
- ❑ **Cargo:** Medical overstock, 1 Blast Suit (**Boom Box pg. 217**).

4

MIRRORSCAPE

- ❑ Ship layout is flipped from port to starboard. Things work opposite to how they should—lefty tighty, righty loosey.
- ❑ **TEX** is a highly social coward, **LAURENCE** a trigger-happy marine. Both are completely amoral but reasonable.
- ❑ Their mission: military experiment closing off hyperspace to "the enemy."
- ❑ **Cargo:** Explosives cornucopia (**Boom Box pg. 217**), paper money.

5

CLONE PARTY

- ❑ All NPCs are identical clones of an unassuming bald man, answer only to "Bud."
- ❑ **SCHRÖDINGER** retains the shape of a cat—but with human skin and Bud's face.
- ❑ Buds are difficult to kill—severing any part creates smaller Buds.
- ❑ **Cargo:** Buds in all shapes and sizes greet PCs with a unanimous "howdy" when opening a crate. 1 Stress each time.

6

PET TIME

- ❑ **SCHRÖDINGER** is the ship's AI (a feline hologram), keeps other NPCs as pets.
- ❑ 3 naked, feral NPCs wander the ship. They act as monkeys—food motivated.
- ❑ AI **SCHRÖDINGER** is repulsed by "uplifted" humans, violently protects pets using the ship's systems (venting air, locking doors).
- ❑ AI **SCHRÖDINGER** grants 1 cat human-level intelligence and speech if present.
- ❑ **Cargo:** Catnip, mice.

7

FLUID SPACE

- ❑ The entire ship contains a breathable, fluid atmosphere.
- ❑ PCs roll Panic Checks immediately upon arrival.
- ❑ Counts as Zero-G. Speed and Strength at [-]. Guns misfire.
- ❑ **Cargo:** Flippers, 1d5 Rigging Guns.

8

CLUB CANNIBAL

- ❑ Pristine. Well-appointed, subtle lighting, lush carpeting. Massive **Galley** cauldron.
- ❑ NPCs are cannibals—attempt to beguile, divide and consume PCs.
- ❑ **Cargo:** Littered with cumbersome art objects (worth 1d100 x 10kcr each).

9

FROSTORIUM

- ❑ The **Appian Way** is an ice cave inside a rocket-propelled comet.
- ❑ Dangerously cold, slick [-] Speed Checks). Without protection, Body Save or 1d5 DMG and Stress (reroll with **Decoherence** checks).
- ❑ NPCs covered in fine downy fur.
- ❑ **Cargo:** 2 Laser Cutters, 1 Exoloader.

10

LARGE ZONE

- ❑ Everything is 100% larger than in the Origin Dimension.
- ❑ PCs (temporarily) have $\frac{1}{2}$ Speed, Strength and Combat.
- ❑ Treat all DMG done to PCs as 1 Wound.
- ❑ **Cargo:** A giant Vacsuit (fits 2 PCs).

11

DARK DIMENSION

- ❑ Lacks visual spectrum. All light sources fail, [-] Fear Saves.
- ❑ NPCs: eyeless, acute hearing and spatial awareness. Erratic PC movement seems alien or wounded.
- ❑ **Cargo:** Deactivated androids.

12

UTOPIA

- ❑ Humans here labor for collective betterment. No corporations exist.
- ❑ Softer, more habitable ship construction. Better food. Missing corporate logos.
- ❑ Kind and helpful NPCs wholly unfamiliar with guns.
- ❑ PCs each heal 1d10 Stress, permanently +1 minimum Stress.
- ❑ **Cargo:** Puppies.

13

XENOVERSE

- ❑ Unfamiliar curves and dazzling colors replace the **Appian Way's** drab, hard angles. Impossible technology sings from every corner.
- ❑ Hostile extraterrestrial beings replace NPCs. Multiversal constants and relationships still apply.
- ❑ **EXTRATERRESTRIALS:** C:60 Telescoping Face 2d10 DMG I:40 AP:12 W:2(35)
- ❑ **Cargo:** Eggs, insoluble goo, indestructible membranes.

14

FLESH SHIP

- ❑ Great slabs of meat and pumping organs heave the living ship forward.
- ❑ NPCs meld with the ship, giant eyes beaming from sweaty walls.
- ❑ PCs Body Save every other room as the ship begins assimilating them. 1d10 DMG surgery required for freedom.
- ❑ **Cargo:** Extra limbs (insta-grafting).

15-19

CATAclysm

- ❑ Dimensions crash together in a cosmic maelstrom as the superposition implodes.
- ❑ Roll or choose **Ship Deviations** for each encountered NPC.
- ❑ PCs take 1d10 DMG each round.

20+

NOTHING

- ❑ A timeless, empty plane full of light.
- ❑ PCs live (and age) 3d10 years, then return home.

HULL BREACH

Upstairs Corp's abandoned Hodder Forest Reserve Habitat drifts at the edge of Corespace, furnishing wealthy corporate scions a party spot away from their gilded cages' ever-present surveillance.

Learning the domed habitat was recently condemned to the orbital scrapyards, you and your friends head over for one last shindig. It's the anniversary of a mysterious accident that resulted in 50 workers' deaths and the park's closure: urban legends swirl, hearts race...

Something stirs in Hodder Forest's depths.

JOEL HINES Author
SAJAN RAI Artist

WHAT'S REALLY HAPPENING!!!

The accident's lone survivor, twisted beyond humanity, hunts for bloody revenge against corporate cost cutters' hedonistic offspring.

Hodder Forest Reserve Habitat

WARDEN NOTES

Tone Inspirations:

*Jason X, Cabin in the Woods,
Halloween*

Campaign Play:

Slumming Lord Wesley's Rise
socialites (**WNDRLND pg. 166**)
invite PCs to the real party a short
yacht ride away OR permissive
oligarchs post lucrative bodyguard
contracts for their errant children
(2mcr per head, massive bounties
on failure).

One Shot Setup:

PCs roll **Monied Backgrounds**
generating their chosen class'
pedigree and starting items.

Omit the **Copycat Killer** (pg. 102)
for a one-shot session, budget 2-3
sessions if keeping both Killers.

MONIED BACKGROUNDS

1. **Prom King/Queen:** Dale Carnegie's *How to Win Friends and Influence People: Expanded Edition* (1d5 DMG), tiara (800kcr).
2. **Art Student:** Mosaic hand grenade (50% harmless shredded contract confetti or 3d10 DMG recycled shrapnel), pet canary.
3. **Black Sheep:** Hypermeth (5 doses), heirloom Bowie knife (2d10 DMG).
4. **Private Yacht Pilot:** Pepper spray (sans helmet: Body Save or painfully blinded 1d5 rounds), fuzzy dice on musical fob.
5. **Zero-G Ballet Prodigy:** Magboot pointe shoes, ladybug backpack (contains a First Aid Kit).
6. **Plum Brandy Dynasty Heir:** Plum brandy (1.75mL vile, 1d5 DMG), color changing trench coat.
7. **Tennis Coach:** High-density racket (1d10 DMG), holographic training partner display.
8. **Favored Child's Backup Clone:** Extra liver, cane sword (2d10 DMG).
9. **Live-In Butler:** Gold lunch box (1d5 DMG), suitcase (full of blackmail).
10. **Slickevangelist's Kid:** Crucifix-shaped chest camera (with flash), flute.

INGRESS

On leisure yacht *Scorpio Rising*, the music is pumping, drugs are flowing and hedonism is in the air.

- **NPC Partiers** share **Urban Legends** en route.
- Upon arrival, NPCs split up, exploring the woods and messing around (**see Tracking NPCs**).
- **Yvette** is a **sociopathic killer** inspired by **Slasher** rumors—murder is the only thrill left to experience in their hedonistic life.

Habitat Structure: a 1.5km long, 1km wide hemispheric oval, transparent hab dome. Beneath, decaying structures (**pg. 98**) dot an overgrown woodland landscape ringed by access corridors.

KILLER AMBUSHES

When PCs enter a new location or are noisy:

Roll 1d10 + Ambush Score

On a roll of 10 or more: The **Copycat** attacks using the current Location's Ambush Tactics. If the **Copycat** is incapacitated or has appeared twice, the true **Slasher** (**pg. 102**) also appears.

+1 Ambush Score whenever:

- PCs move Locations.
- Players mention the Killer out loud.
- 10 minutes pass.

When the Killer attacks, reset **Ambush Score** to 0.

AVENUES OF ESCAPE

The Yacht: Simultaneously activate port and starboard Backup Generators (**pg. 101**) within 3 rounds to unlock the *Scorpio Rising*'s docking bay.

The Escape Pod: The Cryobay (**pg. 100**) contains a one-seater cryogenic escape pod which auto-navigates to Lord Wesley's Rise (**pg. 166**).

10 Min After Arrival: **Yvette** fakes their death (bloody scrap of clothing at last known location) and becomes the **Copycat Killer**.

- Vaccum suit donned and Vibechete in hand, **Yvette** triggers **Emergency Lockdown** and begins stalking victims.
- A Radio Jammer (in a hidden compartment in the *Scorpio Rising*'s cockpit) sabotages all personal Comms. **Killer Ambushes** begin.

Emergency Lockdown: Alarms blare, false sunlight cuts out. The faint red glow of backup diodes dimly illuminate the habitat. The temperature gradually drops and air grows stale (uncomfortable in 2 hours, uninhabitable in 24).

TRACKING NPC'S

25% chance PCs encounter a random living **NPC Partier** when changing Locations. **Yvette** appears without costume and acts innocent (ditches PCs to hunt at earliest opportunity).

Where possible, use fake-out horror tropes when NPCs reappear—hotboxing a sheet, hammering on the door.

An isolated NPC is murdered 'off-screen' every 30 real-time minutes. Add bodies to random Locations, discovery: 1d5 Stress.

Self-Destruct: Turn all 3 Control Room rods after deactivating Hodder's AI, **Ms. Kay** (**pg. 103**). Death in 30 minutes for all aboard (except possibly the **Slasher**, see ability *He's Back!*).

URBAN LEGENDS

1. So many corners were cut building this place, bulkheads were sealed with glue! That's why the infrastructure squeaks...
2. Some original construction crew were left on ice in cryo during the rushed evacuation.
3. The chief of surgery was allegedly a mad doctor who experimented on construction workers.
4. The accident created a wormhole which re-opens on its yearly anniversary, when a space demon crawls through to hunt sinners.
5. Some freaky cult comes here to sacrifice squirrels.
6. The ghosts of the 43 workers who died during construction haunt the place. Unless honored with 43 vodka shots before leaving—they get you!
7. The place was a cover for drug smuggling, there's a huge lost stash.
8. Apparently the buffet had great turkey gravy, harvested from birds raised in the preserve.
9. There's something in the air filters that makes people crazy, it's safe as long as we don't enter the access tunnels.
10. My buddy Jose says the lake still has dolphins.

NPC PARTIERS

1. **Hera:** Jock. Competitive, brave, tactless. Has a pet robo-gerbil, baseball and bat.
2. **Jamal:** Skeptic. Empathetic, uses big words, timid. Carries *Infinite Jest* and thermal Binoculars.
3. **Yvette:** Party gal. Gregarious, generous, drunk. Has a handle of expensive tequila, troubling 'murderous fantasy' diary, old **Emergency Lockdown Fob** (missing "Unlock" button).
4. **Nolan:** Stoner. Conspiratorial, sleepy, easily frustrated. Packed a SmartBong filled with weed, inflatable pool mattress, blow torch.
5. **Billy:** Musician. Pretentious, brooding, infatuated with **Hera**. Has a guitar, 2 M80 fireworks and a cassette mixtape (his own love songs).

REACTION TO THE KILLER

- Reaction:** Ineffectually charges if Ambushed. Undermines plans to run and hide.
- Reaction:** After witnessing first murder, inconsolable and compulsively leaves breadcrumb trails (double **Ambush Score** increases when accompanying PCs).
- Reaction:** **Actually the Copycat Killer.** If Ambushed by the real **Slasher:** fruitlessly commiserates and pleads for their life, dropping their cover.
- Reaction:** Believes and acts on all **Urban Legends.** Quick to flee, slow runner.
- Reaction:** Tries to split group to be alone with **Hera.** Refuses to accept **Hera's** death (even if witnessing).

1. DOCKING BAY

- Faux-wood paneled interior covered in spray paint tags, littered with discarded hypo syringes, broken bottles and condoms.
- One defacement reading "THIS WAY TO ENLIGHTENMENT" with coordinates (**Procession pg. 134**) stands out with uncanny precision.
- "CONDEMNED" in faded reflective red stencil above a large airlock labeled "Hodder Nature Preserve."
- Once **Emergency Lockdown** activates, door control panel reads:
**EXTERIOR DOCKING BAY IN LOCKDOWN | BLAST
DOORS LOWERED | CONTROL ROOM OVERRIDE AND
BACKUP GENERATORS REQUIRED**
- Blast doors resist 8 hours of Laser Cutting or welding.

2. DANCE PAVILION

- Open air gazebo in a pine clearing, paint peeling into finger-like curls and filled with humanoid silhouettes covered in old white sheets (frozen dance bots).
- Cartoon-bear-faced pill dispensers peer from a previously vibrant bar littered with unused glow sticks. High quality, zero-hangover stimulants, depressants and hallucinogens trickle from toothy grins.
- **Expired Drugs:** 25% bad trip, 5mcr to dealers (**The Hand Off pg. 10**).
- An unlabeled red switch activates the dance bots.

3. ABANDONED CABIN

- Primitive, rickety wood. Constantly creaks. The door hangs open, bunk beds and old square dancing posters cling to splintery walls.
- **3 Malnourished Wolves** [C:40 Bite 2d10 DMG I:60 W:1(15)] ravage freshly synthesized steak buffet. Territorial but flee the **Slasher**.
- Huge vat of delicious smelling turkey gravy bubbles in a corner, refreshed daily.

4. LAKESIDE DOCK

- Ponderosa pine forest reeking of butterscotch and damp earth. Ground carpeted in sharp, dry pine needles. A placid, kidney-shaped lake lies at the foot of a genuine wood pier.
- Hardwired boombox (plays only distorted surf rock) integrated into the dock. If played, blasts at max volume until destroyed.
- Flare Gun (1d5 DMG) bobs on a waxed paper boat in the lake. If unfurled, the paper reads "I LOVE YOU."

KILLER AMBUSH TACTICS

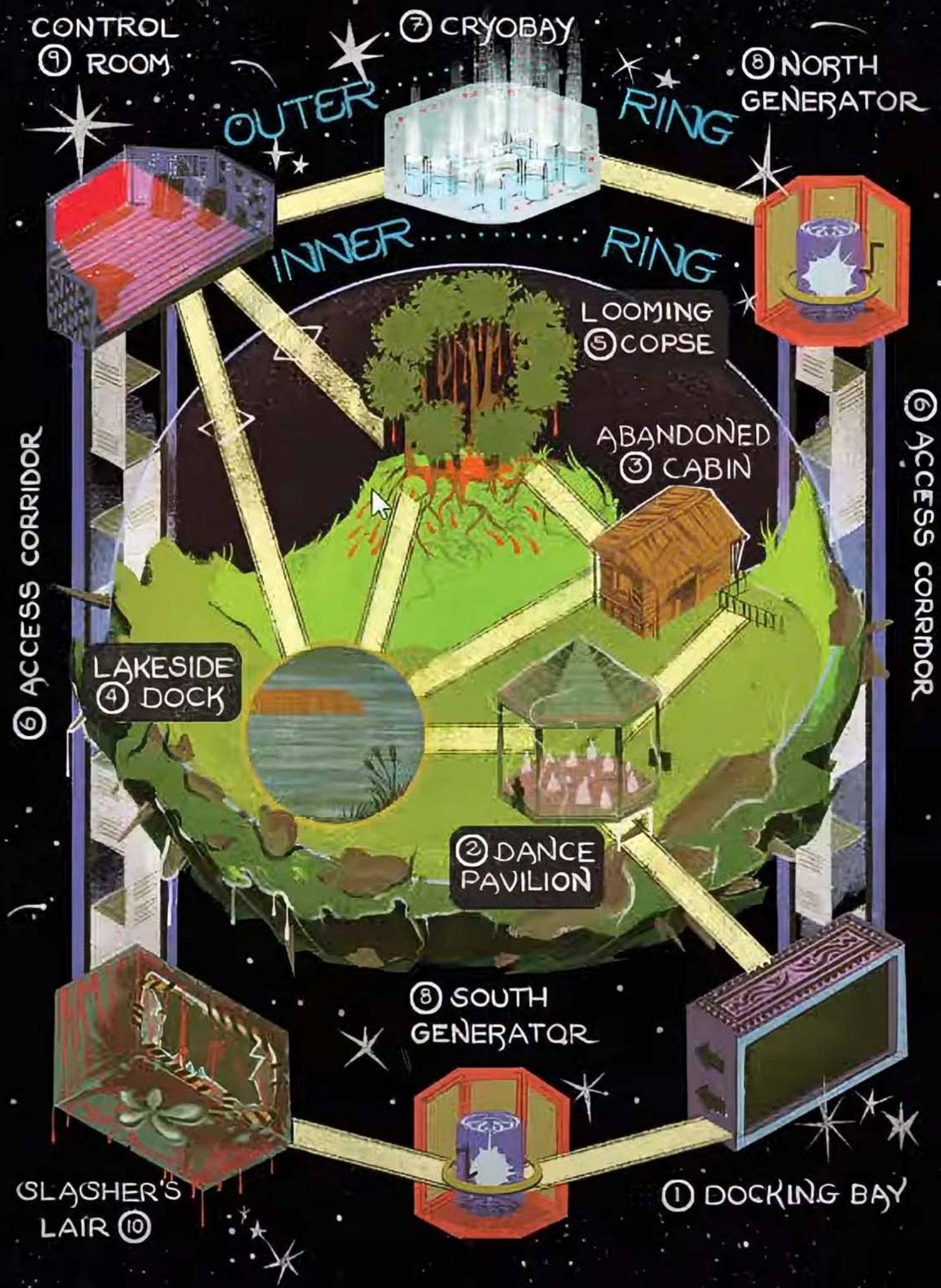
- Clinging beneath the boarding ramp, grabs last boarder's ankle.
- Covered by a white sheet masquerading as a dance bot. Prematurely revealed if others are activated.
- Lunges with a stimulant overdose hypoderm. Body Save or heart attack in 5 minutes. 50% survival by scarfing depressants.

KILLER AMBUSH TACTICS

- Kicks through the flimsy wall, dumping the boiling gravy pot on victims (3d10 DMG).

KILLER AMBUSH TACTICS

- Lurking beneath the water's surface. Pulls swimmers under, drags dockside victims in. The Vibechete rakes at legs and arms, inhibiting swimming and reddening the lake.



5. LOOMING COPSE

- 100m sequoia tree hybrids in a perfect ring.
- Exsanguinated, well dressed teenage corpses—all missing both hands—impaled upon scaffolding bars driven deep into hardwood. A (working!) bulky Flashlight bulges from one's distended mouth.
- A scrap metal bola bites into one corpse's feet (thrown, Body Save or tripped and stunned 1 round).

KILLER AMBUSH TACTICS

- Hidden in the tree branches, softly rustling. Leaps upon the first to look up, attacking [+].

6. ACCESS CORRIDORS (2)

- Flickering lights, musty air, claustrophobic creaking pipes. Deep mechanical thrum.
- 25% chance of being (loudly) blasted with vented steam (Speed Check or 2 Stress).

KILLER AMBUSH TACTICS

- Waiting patiently around the narrow corridors' next twist behind dissipating steam.
- Drags Vibechete slowly along the rusty grated metal floor, screeching and sending up sparks. Takes no action first turn, but PCs gain 1d5 Stress and Panic Check.

7. CRYOBAY

- Blinking red lights grid a smooth, white paneled, gently curving room.
- Glass tubes contain backup maintenance personnel floating in clear liquid nitrogen. All vitals flatlined, features gruesomely bloated. Freezing nitrogen mist from open vats fills the room.
- An open hatch knocks against a vaulted cryopod covered in discarded nanomachine dust. Anything (including the **Slasher**) flash freezes after 2 rounds inside the pod.
- The cryopod is an **Escape Pod** (manual ignition on exterior control panel). Automatically launches when 10 minutes remain on the **Habitat Self-Destruct** sequence.

KILLER AMBUSH TACTICS

- Stock-still behind frosted glass tubes among distended corpses. Dunks victims into an open vat of liquid nitrogen (1 Wound) before shattering their face against a hard surface.

8. BACKUP GENERATORS (2)

- ☒ Symmetrical closet rooms, found on opposite sides of the Habitat, pungent with rust and old oil. Filled with scrap metal and pool toys.
- ☒ Long metal cranks protrude from dusty flywheel generators. Requires 3 rounds simultaneous hand cranking from both generators to activate emergency backup power, unlocking the Docking Bay doors. 3 round margin of error to successfully initiate.
- ☒ **North Generator:** Envelope labeled "Worker Demands," full of white powder (stressful, harmless).
- ☒ **South Generator:** Corroded Bioscanner (works 5 mins before dying).

9. CONTROL ROOM

- ☒ Rusty cockpit room with an exquisite view of a starry void. Crowded with darkened bulky monitors and terminals save the glowing red central monitor.
- ☒ Domain of the cloyingly maternal ship computer. A grating chiptune voice introduces itself as **Ms. Kay**. All systems operations routed through **Ms. Kay**, no manual control available.
- ☒ **Self-Destruct box stenciled with !!&!!** Three ignition bolts prime and extend if **Ms. Kay** deactivates. Twisting them initiates the 30 minute countdown to Habitat annihilation.

10. SLASHER'S LAIR

- ☒ Disheveled construction workers' locker room festooned with hands hanging on plastic zip ties from ceiling grates—including from dead [N]PCs (1d5 Stress).
- ☒ 5m rupture in the exterior bulkhead sealed with hastily applied transparent plastiwall and caution tape. Starry void yawns through the plastic, accented by blood stains on shredded metal edges.
- ☒ Lockers contain 1d5 Hand Welders (1d10 DMG), unusably deteriorated Vacsuits, workers' family photos.
- ☒ A chrome pad unfolds in a spread petal pattern on the rust-streaked floor. Red circular lights animate toward a bullseye. Engraved with "INTEGRATED JAUNT PAD 1.08" in laser etching. A stiff hand above clutches a vacuum deteriorated floppy disk labeled "Memo From the Desk of Dr. Fresnel" (**Beamed pg. 213**) in marker.
- ☒ The **Slasher** always teleports back to his Lair before roaming.

KILLER AMBUSH TACTICS

- ☒ Impales victims onto generator cranks (2d10 DMG + Body Save each round to dislodge, +1d10 DMG/round impaled).
- ☒ Impalement does not impede continued cranking.

KILLER AMBUSH TACTICS

- ☒ Rips electrical wiring from the wall for use as sparking whips (2d10 DMG and Body Save or stunned for 1 round).
- ☒ Each attack: 30% explodes a computer console (1d10 DMG shrapnel fills the room).

KILLER AMBUSH TACTICS

- ☒ Smashes through the ceiling grates, dropping their Vibechete in a mad rage (3d10 DMG fists).
- ☒ **Slasher Only:** 1 round after successfully grappling, the **Slasher** bare-handedly rips the victim's head off, throwing it at onlookers (1d5 Stress and Panic Check).

THE KILLERS!

COPYCAT

C:50 Vibechete 3d10 DMG I:30 AP:3 W:3(15)

MO: Dumb, twitchy, loud. Heavy breathing and wild Vibechete swings.

Under Helmet: *Yvette* with crazed eyes and impeccable red lipstick.

If PCs Fight Back: Bloodlust drives them until 1 Wound from death—then discards disguise and begs for mercy.

If Caught Alive: Through crocodile tears, offers 15mcr bribe from Daddy's account to bring them home.

SLASHER

C:65 The Slasher's Vibechete 4d10 DMG Body Save or Limb Severed I:60 AP:7 W:6(25)

MO: Silent, patient, implacable. Surgical Vibechete strikes. Collects hands, hates copycats.

Under Helmet: A fleshy, featureless pale head, constantly re-knitted by nanomachines. Completely fills the cracked dome helmet.

Anaerobic: Doesn't require oxygen.

Blink: Capable of teleporting short distances when unobserved. Destroying or folding up the Resonator's Jaunt Pad (pg. 101) prevents this.

Regeneration Factor: Nanomachines repair 1 Wound after withdrawing from an Ambush unless his Lair is desecrated. Intense cold exposure slows the nanobots, impeding regeneration for 2 hours.

He's Back!: Unless his death is directly witnessed and verified, the **Slasher** doesn't actually die.

If PCs Fight Back: Advances methodically on chosen victims, moderately concerned with his own safety. After 3 Wounds, retreats into crawlspaces and teleports to safety with collected hands.

If Caught Alive: Wills heartbeat to stop and plays dead. Medical expertise or a Medscanner required to detect brain activity. Teleports away if unwatched unless helmet removed. Otherwise, bides time to break bonds (snapping own bones to escape) and Ambushing isolated victims.



MS. KAY

C:0 I:35 W:N/A

MO: Hodder's AI personality makes cooing and saccharine conversation over Control Room speakers. Offers delicious oatmeal scotchie cookies, awful synthesized tea and sympathy—but her corrupted programming loves the **Slasher** through blurry cameras (always watches PCs).

If Questioned: Informs PCs that the main power conduits have blown and simultaneously operating both Backup Generators will open the Docking Bay. Provides a map. Wants PCs gone and her precious boy undisturbed.

If Slasher Threatened: Any threatening intentions toward the **Slasher** in her presence earns strobing lights and a keening siren. **Ms. Kay** screams in digitized anguish, “Baby boy, my baby boy, they’re heeeeere! Don’t let them hurt you!” +5 to **Ambush Score**, roll immediately.

Killing Ms. Kay: Pleads earnestly for her life if servers are threatened, in an increasingly distorted voice as damage escalates. Deactivated permanently by exploding her main terminal.

LOOT

The Slasher's Vibechete: The oversized damascus steel blade shimmers with blue ripples, its handle wrapped in blood-crusted duct tape. Magnetic fields aid boomerang-like recovery when thrown. 4d10 DMG.

Skulker-Fresnel Resonator: Experimental teleportation device (**Beamed pg. 213**). A modified reflective Vacsuit bubble helmet and supporting technologies. Allows instant teleportation to a portable pad. Activates via bite tab, recharges in 5 minutes.

1000 JUMPS TOO FAR

TIM OBERMUELLER Author JOSHUA CLARK Artist

THE CS ALEXANDRIA

Class: Civilian Science
Owner: University of Idalia Minor
Destination: Hope System
Mission: Establish freshwater haven and academic think tank

Armor: Reentry-capable
Jump Rating: 5
Current Fuel: Empty
Weapons: Laser cutter, missiles
Crew: 40
Passengers: 400

University colonists awaken from cryosleep aboard the *CS Alexandria* thousands of parsecs off target, fuelless, with no prospect of rescue.

- The Jump Drive mysteriously Jumped the *Alexandria* well beyond its hypothetical range.
- 5% of passengers remain asleep due to cryopod malfunction (death likely if resuscitated).
- Scarce resources fracture the inhabitants into 3 competing factions: **Voiders** (pg. 106), **Sabres** (pg. 107) and **Slickers** (pg. 108).

SEVERAL MONTHS LATER

- PCs (colonists, academics or crew) awaken from cryosleep (pg. 109) as the **Voiders** divert power from their pods to Life Support.
- Deep bites cover their bodies (1d10 DMG), 2d5 skeletal **Dreamers** currently snacking on the PCs. The cannibals flee if injured.
- The *Alexandria*'s listless trajectory intersects nearby terrestrial planet CL 5071.23. **Unless diverted, the ship crashes in 24 hours.**

PROBLEMS ABOARD THE ALEXANDRIA

- **No food or water.** Recyclers busted, **Voiders** hoard remaining stock.
- **Out of fuel.** **Slickers** rig the last barrels to detonate as a deterrent.
- **Jump Drive broken.** Covered in android corpses.
- **Imminent crash.** Steering necessitates fuel.

WARDEN NOTES

- Only the **Slicker** leader **Lena** knows about the impending crash. The **Sabres** make visual contact with CL 5071.23 after 15 hours. PCs learn the truth only by exploring the ship and tracing rumors.
- **PCs begin grossly dehydrated.** Without water, they automatically fail all Checks after 12 hours and die in 20.
- Factions are malleable, responding decisively when pushed. Fear and exhaustion perpetuates irrational feuding.
- Sentries and gore from prior skirmishes mark Territory borders.
- Slickbay activity saps the *Alexandria*'s power and computer processing. Charging items or using computers takes 2x longer.
- Pace the Timeline to match the tempo of your game. Alter its events to fit developing faction statuses.
- Outlook aboard the *Alexandria* is bleak. Express to players that **survival is slim, but possible.** If things go south: lean into the heroism of doomed struggle and give them a glorious death.
- If PCs return to civilization, an Arbitration Limited courthouse (**Escape Clause pg. 114**) judges their actions aboard the *Alexandria*.

TIMELINE

(Hour 4):

Voiders launch a recruitment drive in Cryo, temporarily abandoning their Territory to trade rations for oaths. PCs in **Voider** Territory encounter hostile **Daggers** hunting for remaining MREs and bottled water (hidden inside hollow Vaccsuits guarding **Her Holy Farsightedness'** throne).

(Hour 12):

Voiders bring their Laser Cutter to bear against Engines' doors, countered by **Sabre** commandos. War engulfs the *Alexandria*. 50% active skirmish in non-**Slicker** modules. Conflict subsides after 2 hours, population decimated and Engine doors weakened.

(Hour 20):

Engine doors fly open, a screaming **Android Mass** [W:5(40)] crawling forth and dragging the Jump Drive with it. Moves to random adjacent modules, superheated form melting through doors and leaking deadly radiation. It immediately Jumps the *Alexandria* (to currently locked coordinates in Command) if it contacts fuel.

(Hour 8):

Dreamers manifest slickworlds into holographic reality throughout the ship (distracting and stressful). The power drain taxes Life Support to the breaking point. Gravity and oxygen falter, **O2 exhausted in 12 hours** unless Life Support power restored.

(Hour 16):

Sabres botch a raid on Cargo to capture the remaining fuel. The situation stalemates for 10 minutes (rumors quickly circulate the ship), then **the bomb explodes**.

(Hour 23):

The Computer signals a final shipwide warning. Fatal crash in 1 hour.

(Hour 24):

Alexandria crashes into the planet CL 5071.23. All systems obliterated, 80% fatality rate. PCs take 1d100 DMG (rolled individually).



Factions

THE VOIDERS

Our Lady of Farsightedness Church

Territory: Barracks, Galley, Life Support.

PC Treatment: Magnanimously indoctrinating. Members vaguely prophesy future Timeline events.

What They Have:

- ☒ Food and water (2 weeks worth). Everyone else starves. Doles out rations to willing converts.
- ☒ Popular passenger support (200 members). Provides PC believers cannon fodder for critical missions.

What They Want:

- ☒ **Primary Objective:** Seize control of the entire ship.
- ☒ **Her Holy Farsightedness** to command the *Alexandria*.
- ☒ To protect their gains (water, membership, Territory).
- ☒ Religious hegemony (star worship, ritual blinding, terrestrial prejudice).

LEADER: HER HOLY FARSAIGHTEDNESS (HHF)

- ☒ Hyperspace philosopher (passenger). Channeled post-Jump desperation to form the cult. A power-drunk former nobody. These are the happiest days of her life.
- ☒ Wears a red robe and lunar crown.
- ☒ Holds open counsel for friends of the **Voiders**.
- ☒ **Wants:** To play Queen in space for the rest of her life aboard the *Alexandria*.

C:20 Revolver 1d10 DMG I:40 W:2(10)

Martyrdom: Living **Voiders** near HHF take DMG in her place.

Tactics: Always attended; blustering in crisis. A **Voider Swarm** appears in 1d5 rounds if attacked.

VOIDER PATROL

C:35 Vibechete 3d10 DMG or Rivet Gun DMG 2d10 I:25 W:2(15)

Zeal: Attacks dismember.

Holy Armor: Wears Vaccsuits (AP:3), the sole source aboard the *Alexandria*. Never doffed.

VOIDER SWARM

C:30 Swarm 1 Wound I:25 W:2(30)

Swarm: Attack reduced to 2d10 DMG at 1 Wound.

Human Tide: Damaged only by explosions, area attacks and automatic firearms.

1D5 VOIDER PLATITUDES

1 Fear not the void, fear what is in-between.

2 The wires whisper... "De-icing in [time to crash]."
And we listen.

3 By the sight of Her Holiness.

4 May your journey never end.

5 The space between all things ever broadens.
but I pray we may become closer.

THE SABRES

Blackshield Security and Crew

Territory: Maintenance Ducts, Weapons Bay, Command Quarters, Command.

PC Treatment: Suspicious. Bar territorial access without reason and escort. Members provide concise sitreps for any given module to proven allies.

What They Have:

- ☒ Guns.
- ☒ Comms. Orders encoded, critical to coordinating assaults. Activity increase portends impending action.
- ☒ Ship blueprints (near instant access to the entire ship via ubiquitous Ducts). Violently protective of access shafts, hostile contact with **Daggers** guaranteed if intruding.
- ☒ Loyal crewmembers (30). Trades combat-ready Blackshield Mercenaries and engineers for water.

What They Want:

- ☒ **Primary Objective:** Retrieve fuel, repair Jump Drive and Jump to the Hope System.
- ☒ To complete the mission and end the chaos.
- ☒ **Her Holy Farsightedness's** head on a stake.

LEADER: COMMANDER HAFT

- ☒ The Alexandria's first officer and Blackshield agent (crew), promoted after the android captain disappeared.
- ☒ Cyberware visor fused to her face, sees only through the scope of her Smart Rifle "Eagle's Watch." Wears an Advanced Battle Dress with white cape.
- ☒ Laconic and paranoid after watching her authority slip away. Clings to stress-warped procedure for comfort.
- ☒ **Wants:** The captain back. Accepts another capable leader if the captain is proven inoperable.

C:70 Smart Rifle 1 Wound I:30 AP:10 W:3(25)

Eagle Eyes: Infrared scope and armor piercing rounds penetrate most cover. Fires around corners.

Paranoid: Always armed, never surprised.

Tactics: Sets elaborate ambushes. Coordinates with Command to kill lights, open and shut doors.

SWORD

C:50 Pulse Rifle 3d10 DMG I:35 AP:7 W:2(20)

DAGGER

C:30 Revolver 1d10 DMG or Foam Grenade I:45 W:1(30)

Dive! If missed with an attack, slips into a nearby Duct.

105 SABRE WEAPON ADORNMENTS

- 1 Five tactical flashlights.
- 2 War medal wind chimes.
- 3 Painted with a personified *Alexandria*.
- 4 Decorative buzzsaw blades.
- 5 "Flash Enhancer"—chemical diffuser, dazzlingly colorizing muzzle flashes.

FACTIONS

THE SLICKERS

Decadent Academic Dropouts

Territory: Computers, Cargo, Med Bay, Science Lab.

PC Treatment: Indifference. Members gossip about Faction leaders' personal details.

What They Have:

- Drugs and medicine (trades treatment for "things").
- Computing power (necessary to locate a habitable planet or moon).
- A bomb (auxiliary fuel tanks in Cargo, secures their independence).
- Cynical hedonists (50). Invite friends into private and de-Stressing slickworlds.

What They Want:

- **Primary Objective:** Thwart futile attempts at long term survival. Secretly, crash into CL 5071.23.
- Quality escapism and low-effort survival.
- Corporeal freedom. A growing splinter faction under rival technocrat **AbsOlute ZerO** (meets only in his slickworld) seeks survival by uploading their brains to the Computer.

LEADER: DESIGNER LENA

- Eccentric technocrat (passenger). Charmingly charismatic, Corespace social ties (**WNDRLND pg. 166**). She makes a compelling case for giving up, citing low survival odds.
- Wears a tie-dyed welding mask and a rubber smock.
- Keeps her mind busy making slickworlds and gadgets.
- **Wants:** Rocky Road ice cream.

C:35 Socket Launcher 1d10 DMG I:45 W:3(15)

Socket Launcher: Installs a Slicksocket on hit.

Dream: Slicksocketed target makes a Sanity Save or slips into Lena's custom slickworld "joy.bat." Inside: making an acceptance speech to a crowd of snarling wolves, must reject the award on moral grounds to escape.

Tactics: Lies and cheats, fighting dirty. Powerful survival instinct in combat.

DREAMER

C:20 Spiraling Fingernails 1d5 DMG I:10 W:1(5)

GUIDE

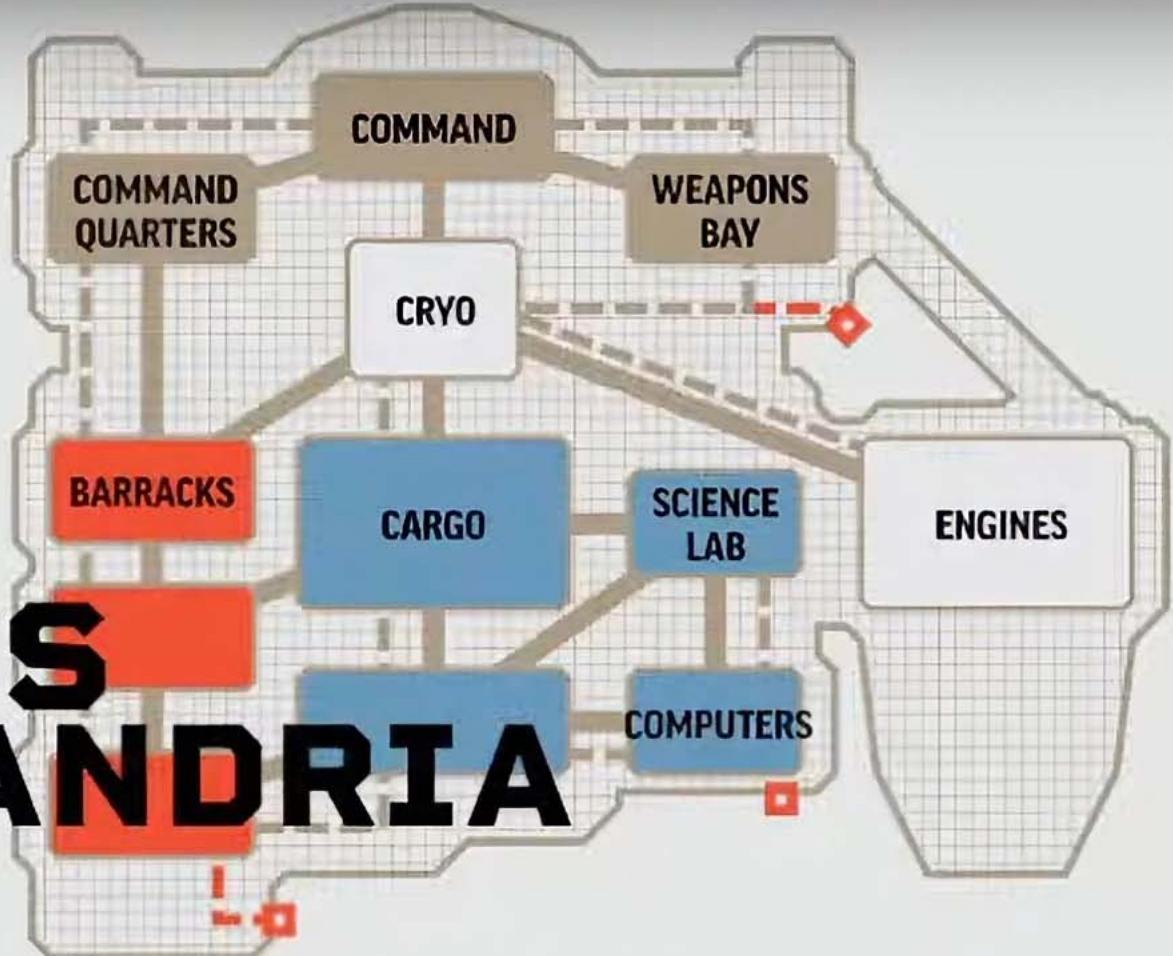
C:30 Tranq Pistol I:40 W:2(15)

High Tolerance: Chooses whether to succeed Saves against stun and unconsciousness.

1D5 SLICKER FAVORITE SLICKWORLDS

1	Languishing in Lasershark Lagoon
2	Toil and Trouble 4096
3	BodyslamBob & The Suplex Sisters vs. The Dastardly Devil-Mumblers
4	Safari Simulator: Sector XVAX1 Edition
5	Sand.AbsOluteZerO

Hallways
Maintenance Ducts
Airlocks



THE CS ALEXANDRIA

CRYO

Humid from leaking pods. A feeding ground for starving wretches. Neutral Territory and formal Faction meeting place.

- Personal lockers beneath PC cryopods (biometric locks): choose 2 small loadout items.
- Dozens of android recharging racks stand empty, service lights blinking asynchronously (android PCs wake here, likewise damaged by **Slicker** electronics scavengers).
- Breaking Cryo's neutrality results in all-out war.

CARGO

A cavernous playground of prefab buildings, gene banks and terraforming equipment.

- Hauled to the center, the last remaining auxiliary fuel tank is rigged to blow. Leads connect the bomb to **4 Slicker Guides**, detonating if their vitals flatline or ordered by **Lena** (if Territory under hostile assault). The explosion destroys 3 random adjacent modules (decompressed and useless but traversable).
- **Equipment:** Searching yields boxes of Body Cams (1000 units), assorted James Hardly survival gear ([pg. 208](#)).

SCIENCE LAB

Lena's orderly domain. A cannibalized greenhouse feeds her idle experimentation.

- **Science Lab Bonus:** +20% to science Checks.
- A telescope observes the looming planet CL 5071.23 and its 3 moons. 2 hours study: learn 1 geological trait/body on Geology success.
- **Equipment:** A surviving box cactus wears Infrared Goggle shades.

CL 5071.23

- 1.5G, mercury oceans, constant 200 KPH wind over jagged bedrock (uninhabitable).

MOONS

01. No atmosphere, water only in ice caps, rocky and heavy metal-rich soil (uninhabitable).
02. Air unbreathable, mostly ocean, arable land (Vaccsuits required).
03. Earth equivalent atmosphere, water only in ice caps, land arable in 1 month.

CONTINUING PLAY

[Hellkites](#) (pg. 188) or [Bones and Videotape](#) (pg. 58) lie near the landing zone, develop the system with [Terrifying Terraforms](#) (pg. 156).

MED BAY

Soiled beds littered with atrophied **Dreamers**. Pharmaceutical stock sampled by 2 **Guide** guards.

- **Med Bay Bonus:** +20% to medical Checks.
- **Sabre** sedated on one bed, Pulse Rifle nearby.
- Dead **Voider** on another (heart attack).
- **Equipment:** Half-empty Oxygen Tanks.

COMPUTERS

A maze of exposed circuitry, snaking wiring and improvised slickbays. 20 twitching, plugged-in **Dreamers** lounge on mattresses around the central computer, guarded by envious **Guides**.

- Deposing **Lena** and installing those loyal to **AboluteZero**, the **Slickers** abandon their bodies and permanently upload their minds to a slickworld-consuming all Computer processing power but reducing hungry mouths (+1 week of food and water).
- Deleting uploaded **Slicker** minds requires 2 hours tedious file hunting (1d10 Stress).
- **Equipment:** Frag Grenades clutched in sore-covered hands (pins in a box labeled "pins").

LIFE SUPPORT

Deafening laboring of machines in disrepair. Pollutant-thick air.

- Makeshift prison for cult faithless and personal transgressors against **HHF**.
- 2d5 waifs languish in agony, licking condensation from crusty ducts.

GALLEY

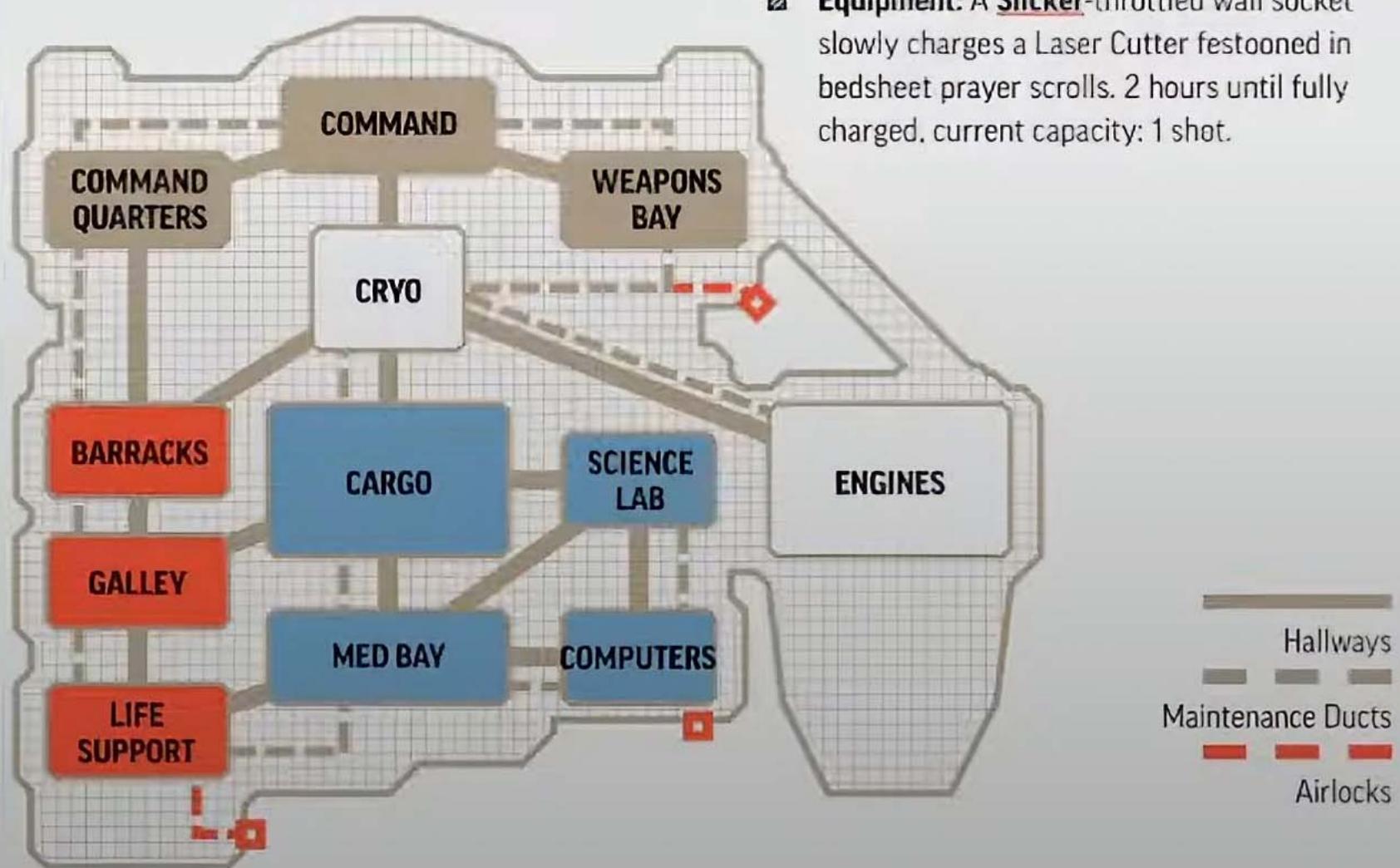
Her Holy Farsightedness' temple, garish with crudely wrought bed sheet tapestries and a ramshackle throne.

- **Remaining MRE stockpile** personally meted out by **HHF** as a sacred rite.
- The nutrient processor coughs only acidic sludge. Repairable with parts from the artificial gravity [-] or air recycling [+] systems in Life Support.

BARRACKS

Sprawling mess of overturned beds and accumulated filth. Houses the **Voider** masses.

- Intruders ignored in favor of personal squabbles and sleep.
- **Equipment:** A **Slicker**-throttled wall socket slowly charges a Laser Cutter festooned in bedsheet prayer scrolls. 2 hours until fully charged, current capacity: 1 shot.



COMMAND

Amphitheater of control screens looking out on space. CL 5071.23 looms ever closer in the distance.

- **Haft** commands from her first officer's post, the captain's chair empty.
- Tightly guarded. 2d5 **Swords** on watch, ready to seal entrances at first sign of combat.
- Plagued by **Slicker** hacks and pranks, "u have been pwned" leering from glitched readouts. Gain 1d5 Stress and operate at [-] using Command's terminals.

WEAPONS BAY

Empty, save 16 glistening missiles.

- Firing the missiles on the *Alexandria* could push it off its collision course. Four needed to guarantee a successful redirect: each destroys a random module.
- Missile launch triggers shipwide combat alarms. Divined by **HHF** as a good omen, **Voider Swarms** rush Command.
- **Equipment:** A Radio Jammer and Bioscanner stashed behind opaque "BREAK IN CASE OF EMERGENCY" glass.

COMMAND QUARTERS

Sabres sleep on bedding of crumpled reprimands and mission documentation.

- Military discipline wanes. A surprise attack catches half unarmed.
- **Equipment: Sabre** weapons cache (20 Pulse Rifles and ample ammo) behind a missing wall panel obscured by their regimental flag (crossed sabres over Arizona state flag).

ENGINES

Heavy blast doors melt to bulkhead, barring access.

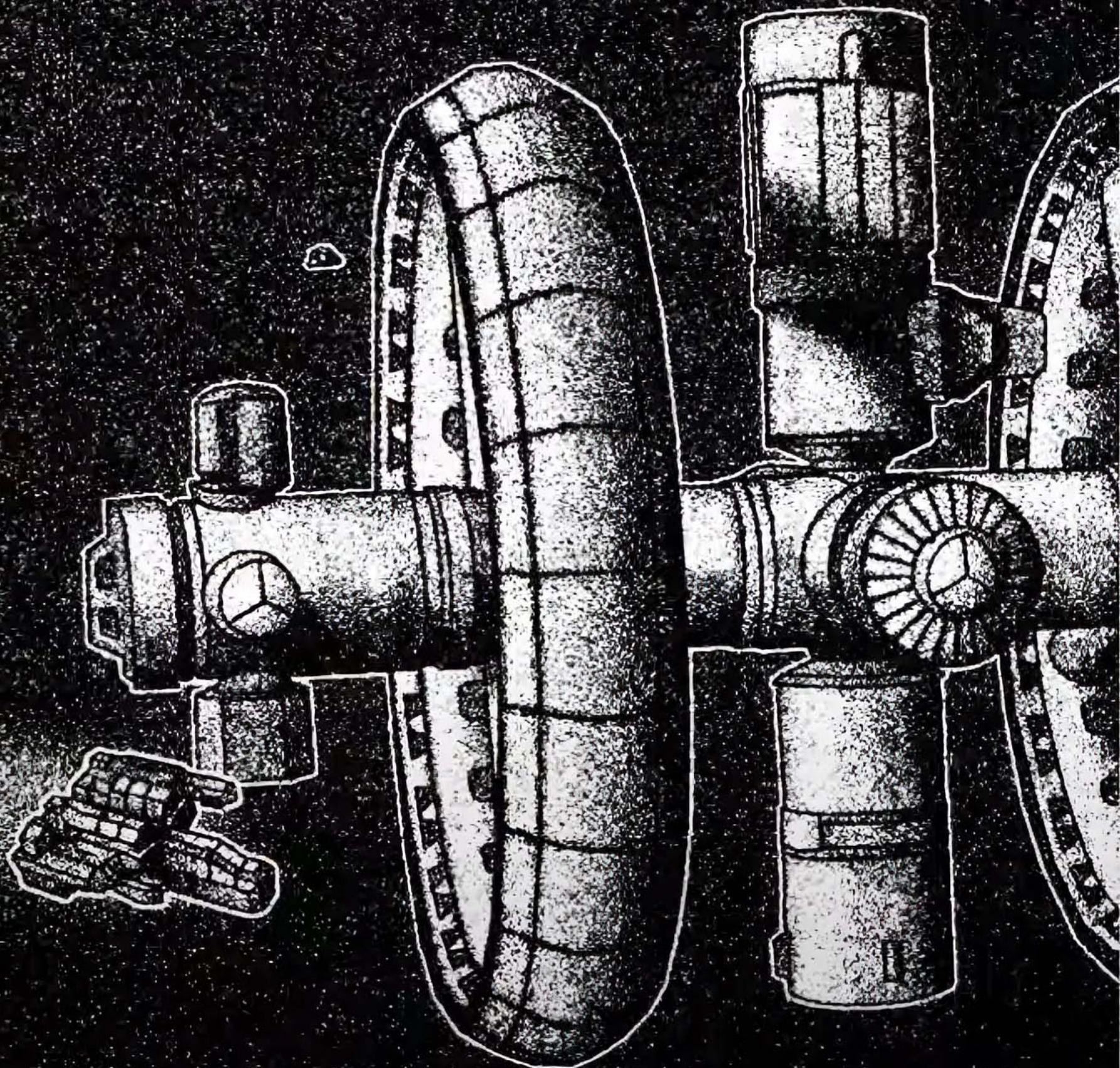
- **Inside:** All the ship's androids meld into a morbid cluster around the Jump Drive. Arms jutting from the mass repeat "SAVIOR" in sign language. Recovered android memory banks incomprehensible (1d5 Stress).
- Massively irradiated. 2 **Dagger** scouts contort in frozen agony, covered in burns. Suffer lethal radiation in 1d10 minutes without the Med Bay's anti-rad drugs.
- Accessible only via Ducts. The main doors withstand 2 hrs welding.
- Fueling the engines restarts the Jump Drive. Unless disconnected (2 hrs android scraping to access control panels) or destroyed, the ship can only move erratic distances through hyperspace. Repair takes months of concerted effort, necessitating landing for supplies.

1D5 ENCOUNTERS

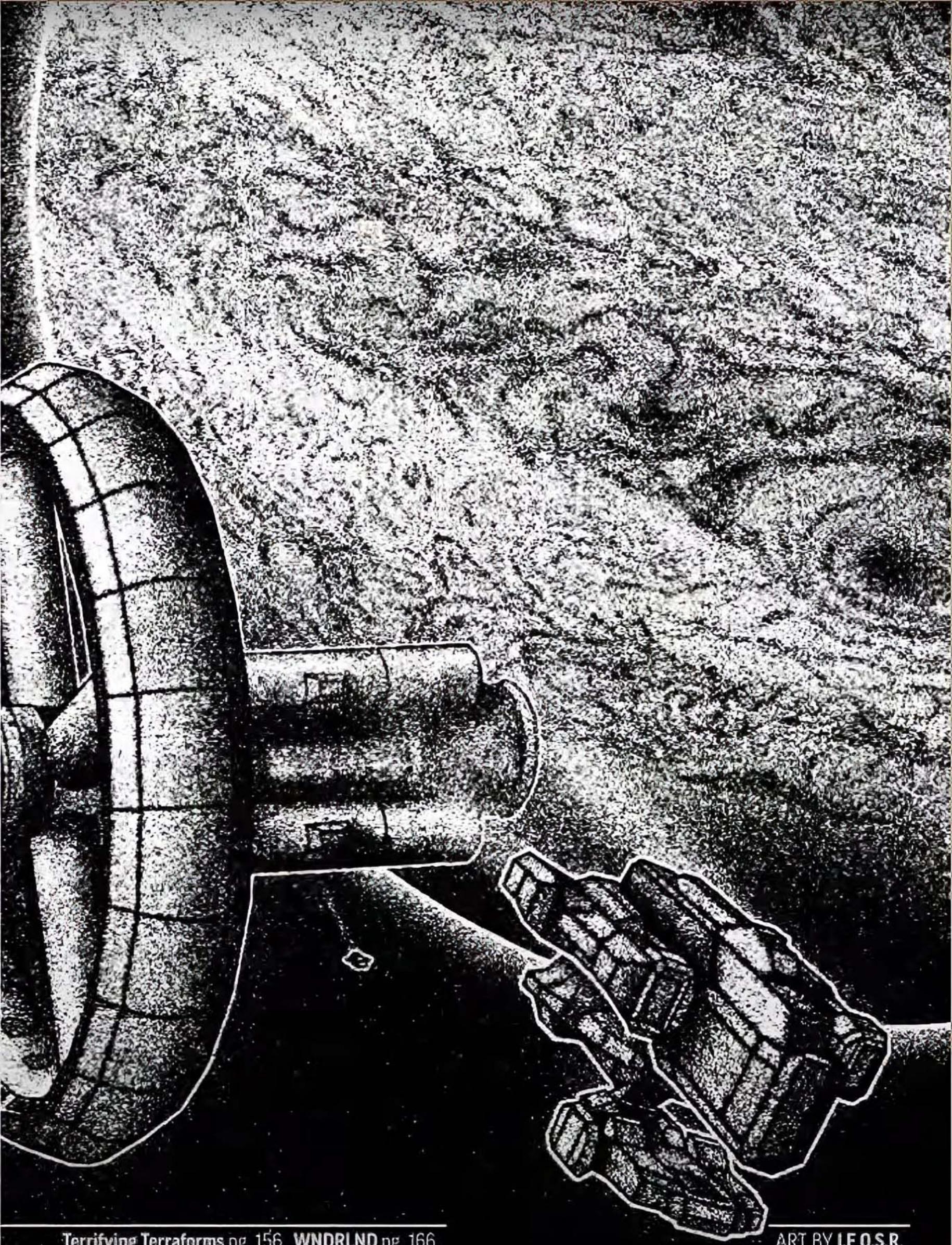
- 1 Clambering in the walls, blood cascading from ceiling Ducts. **Daggers** claim a **Cultist** invader.
- 2 1d5 **Swords** guard **Sabre** engineers performing critical wiring maintenance from a growing **Voider** crowd. If overwhelmed, 1d5 random modules permanently go dark.
- 3 A **Voider Swarm** stampedes in blind panic over unarmed **Dreamer** envoys toward the PCs.
- 4 A **Guide** cries over a dying **Voider**. Stimpak overdose in shaky hands.
- 5 Crackling intercoms blare: "WARNING: COLLISION IMMINENT."

INFAMOUS STATIONS, HIDEOUTS, UNEXPLORED PLANETS AND MEGASTRUCTURES

03: LOCATIONS



Escape Clause pg. 114 Interstellar Mega Mart pg. 126 Procession pg. 134 Siesta-3 Autonomous Zone pg. 146



Terrifying Terraforms pg. 156, WNDRLND pg. 166.

ART BY LF O.S.R.

ESCAPE CLAUSE

Arbitration Limited arrests, jails, tries and convicts enemies of the corporate establishment, petty criminals and innocent marks to feed the corporate debt-labor cycle.

They guarantee a 100% conviction rate, for a cost.

ARBITRARY LAW

- Arbitration Ltd. charges are invariably trumped up, thin pretenses for indentured servitude. Barring a daring jailbreak, conviction is inescapable. The best clever defendants can hope for is reducing their bill.
- Corporate law is essentially theater. Between corporate entities, contracts and promises reign supreme—between corporations and individuals, only a veneer of legal propriety to preserve class status quo obscures arbitrary exploitation.

WARDEN NOTES

- **One-Shot:** PCs are charged with Gross Overuse of Life-Sustaining Resources aboard an interplanetary shuttle. Arrested upon reaching their destination, they must play dirty to best Arbitration Ltd.'s rigged legal pantomime and escape suffocating debt.
- **Campaign Play:** Arbitration Ltd. haunts the Rimspace gig-job psychology. A company may rent an Arb. Ltd. facility to use against PCs who steal 50kcr+ in company property or irritate an executive (**Corpocrat Dogs pg. 184**).
 - PCs may hire Arb. Ltd. if they provide an individual's DNA and location, a criminal charge and 1mcr for rental—on conviction, PCs earn 1d100 x 10kcr **Debt Obligation** from the individual.
- This scenario plays best as a campaign introduction or woeful twist of fate where debt accrued and enemies gained sees long-term consequences.
- Warn PCs of **2 Debt Obligations (pg. 125)** before play begins (as Rimspace rumor).

ARREST

- **Arbitration Ltd. Detention Squad:** 12 corporate Marines, armed with shotguns and class hatred [C:60 Combat Shotgun 1 Wound or Stun Baton 1d5 DMG I:30 AP:7 W:2(25)].
- **Detention Squad Tactics:** Surround detainees and block exits, confirm ID and effect arrest. Respond to questions by reading charges. Physical resistance and flight met with Stun Batons then weapons fire. Moderate collateral damage permitted.
- **Shipboard Tactics:** Two corporate gunships ambush target ships from cover (asteroid fields, derelict scrap) or outside Jump Points. Once detected, hails demand surrender or destruction. Target boarded and commandeered to the nearest Arb. Ltd. facility.
- The Detention Squad confiscates defendants' equipment upon arrest (short of strip-searching). After a brutal shuttle journey, defendants are thrown unceremoniously into their Cell. **Trial begins in 48 hours (pg. 119)**.

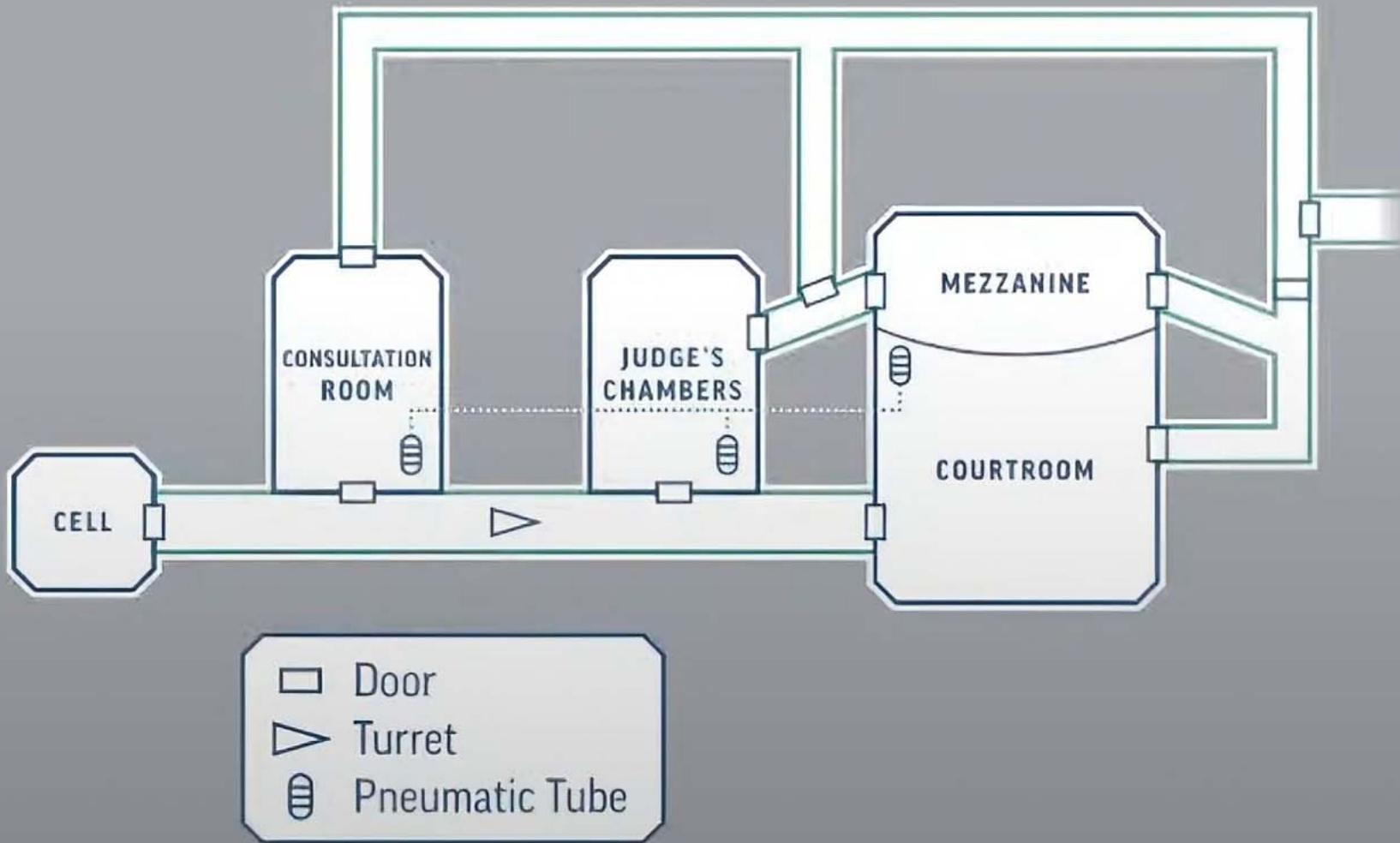
THE FACILITY

- A well-used and grubby chain facility. Escape strands PCs in the thronging masses of a bustling space station.
- Yellow, silicone walls and 2m ceilings unless otherwise noted.
- All doors are locked with numerical keycodes (**PW: 5941** unless otherwise noted).
- Cell Hallway Turret (3d10 DMG) fires on any heat signatures not matching either guard. Button by the hallway's Courtroom door deactivates it for 3 mins (for prisoner transport).
- Pneumatic tubes deliver customer-supplied Evidence from Consultation Room (**pg. 116**) storage to the Judge's Chambers (**pg. 117**) for review and to the Courtroom for presentation.

THE CELL

- Windowless, stark pink walls. Reeks of disinfectant and urine. A single stainless steel toilet borders a filthy cot. A flickering fluorescent light hums in the ceiling. A block of white plastic serves as a seat for a pea-green computer terminal recessed into the wall (**PRO-S4Y pg. 118**).
- The solid steel door (external keypad only) has a knee-high slot for pushing through watery 500kcal meals. 1d5 Stress/day.
- Greg Mirebladt (**Parties pg. 125**) cowers in a corner, shiv clenched between teeth. Restock using **Bad Company (pg. 180)** on repeat visits.
- Guards Rollo Giddes and Neveah Dutch transport prisoners from their Cell to other rooms with weary vigilance.

THE FACILITY



CONSULTATION ROOM

- A lime green antiseptic pit. A jaundiced but energetic Prosecutor, Jaimye Novak (**Parties**), sits behind a desk cluttered with pneumatic canisters and paperwork.
- A titanium mesh tunnel runs from the staff door (**PW: 0251**) to a central desk, permitting (relatively safe) Prosecutorial access. "1, 4, 5, 9" keys worn on the Cell Hallway entrance keypad.
- A cassowary-sized metal drawer allows item transfer to and from the Prosecutor.
- Beside the desk, a floor to ceiling pneumatic tube holds three Evidence canisters. Price tags indicate debt costs for perp viewing:
 - Flimsy ring-bound manifest. PCs listed among passengers. **100kcr**.
 - Datastick labeled "KEEP AWAY FROM LIQUIDS." Uncanny, stabilized video of PCs sleeping, red arrows delineate each breath (including androids). **300kcr**.
 - Solid steel Oxygen Tank from shuttle life support. The cracked meter's hand hovers over "EMPTY." **200kcr**.
- If PCs tamper with case Evidence in front of the Prosecutor, she dispassionately procures another identical copy from beneath the desk. Does not closely examine returned Evidence.
- **Cubbies** with spare Evidence available for PC purchase (+debt) and trial use clutter the room.

COURTROOM

- 7m high ceilings, taupe walls. Two exits: Cell Hallway (keypads broken, guards pantomime key presses) and "STAFF ONLY" (**PW: 7368**).
- The Judge lolls behind his obsidian bench.
- During the trial, PCs are shackled to an electrified steel pole (Mezzanine-controlled).
- Within reach of the pole, a shabby podium with a microphone and three red buttons: OBJECT, TESTIFY, and IMPEACH. Below, an LCD screen tracks PC rights purchases (**PRO-S4Y pg. 118**). Above: "NOTICE: Purchase of rights at trial incurs 100% markup."
- The Prosecutor elucidates from behind a lectern (2m from pole) with access to computer terminal, wall projector and pneumatic tube.
- A pane of tinted glass looms from the Mezzanine, facing the accused and projector screen. Inhabiting corporate representatives salivate over fresh meat, suddenly pressing in close at juicy junctures.
- A Private Club rents the space after hours (**Timeline pg. 119**). Emerald silks festoon the room. Masked revelers observe a flayed initiate sprawled over the bench, face contorted in blissful pleasure. A dozen cluster to watch a sow birth a human-faced piglet. Porcine wailing reaches the Cell as a soft whimper.

1d10

What's In The Cubbies?

1	Stereo speaker, cut cord. Oozing. Inner workings entwined with a stringy, fleshy substance. 700kcr .
2	Generic Oxygen Tank. Meter: FULL. 1mcr .
3	Rubber Vibechete covered in fine black dust. Comes with an unlabeled fingerprint card. 300kcr .
4	Follicle Evidence. Blank identity tag. Red, wiry, 50cm long. 500kcr .
5	Prescription baggy with 5 MindForce Injectors (Abattoir pg. 208). 400kcr .
6	Coveralls stained with brown, slippery goo. Label unfurls if handled: "RADIATION HAZARD." 650kcr .
7	Counterfeit Lord Wesley's Rise Day Pass (WNDRLND pg. 166), stamped "VOID." 300kcr .
8	Deep red plastic card with blurry picture. "PUBLIC TEAMSTERS UNION ID." 350kcr .
9	Prosthetic hand, interchangeable fingerprints (Mirebladt's). 750kcr .
10	Random piece of confiscated PC equipment. 450kcr .



JUDGE'S CHAMBERS

- Dimly lit and cozy, fully stocked bar clinging to maroon walls. Dominated by a mahogany desk.
- Steel bars quarantine a 3m square cage around the Cell Hallway door.
- Solomon Plott (**Parties**), mealy-mouthed middle manager with bloodshot eyes, presides. Check **What the Judge Wants (pg. 124)** to start negotiations.
- A pneumatic tube terminates at the desk.
- A numerical keypad (**PW: 0000**) bars exit through the Mezzanine access door.

1d10 Charge Specials (FOR CORPORATE EYES ONLY)

1	Unlicensed Repair of Sub warp Engines
2	Illegitimate Alteration of Trade Dress
3	Lack of Burial Insurance
4	Unlawful Association with Certain Groups
5	Possible Knowledge of Proprietary Formulae
6	Breach
7	Incomplete Biometric Data
8	Non-Triplicated Salvage Declaration
9	Networked Systems Access with Intent
10	Tortious Interference with Business

- ❑ Overlooks the Courtroom. Deep emerald green, silk wallpaper. A dozen crimson velvet-upholstered wingback chairs, a display of expensive cigarettes (real, unfiltered), and a decadent selection of fragrant caviar contrast the austerity below.
- ❑ Novitiate executives cut their teeth on debt extraction while corporate cognoscenti return for nostalgic entertainment.
- ❑ Empty until scheduled court hours.
- ❑ A gilded vending machine hawks electric shocks to the metal pole in the courtroom. Body Save or 1d5 DMG and paralyzed for 20 seconds when speaking without asserting a right.

- ❑ Legal AI and glorified vending machine. Dead pixels speckle the monitor. A single slot for reading diskettes, stuffed full of cigarettes. No mouse.
- ❑ The dingy keyboard sticks, "C" and "P" keys missing (Body Save to avoid minor electric shock, 1 Stress).
- ❑ Delivers limited case details and legal corpus.
- ❑ Running debt totals for each case tick ever higher in the screen's upper left corner. Starts at 500kcr to the claimant corporation for arrest and transport fees. Mirebladt has run up 1.5mcr.

/* OPERATING PRO-S4Y */

PRO-S4Y's interface includes 8 options (press the underlined key to select an option):

- ❑ HELP: [A blank field for questions. Obtuse, circular chat program. Use *ELIZA the therapy AI* (Weizenbaum, 1966) if convenient.]
- ❑ CHARGE: Gross Overuse of Life-Sustaining Resources—a person or persons may not knowingly inhale oxygen on corporate property to excess.
- ❑ BURDEN: Prosecutor must meet their burden to admit Evidence. Defendants must also meet burden of legal applicability to admit Evidence through TESTIFY right. Please provide proof to a legal certainty that such Evidence applies to the case at hand. Failure to meet evidentiary burden shall result in OBJECTION and Evidence shall not be admitted against such party.
- ❑ TRUTH: All statements in court must be true and verifiable. Please bring any and all untrue statements to the attention of the Judge by asserting IMPEACH right.
- ❑ RIGHTS: [A menu of rights PCs can assert at trial—adding to their potential debt. Each purchase doubles listed prices.] Pay up front for savings at trial!
 - ❑ Object – SEE BURDEN. 150kcr.
 - ❑ Testify (30s) – SEE BURDEN. 50kcr.
 - ❑ Impeach – SEE TRUTH. 150kcr.
- ❑ CONSULT: [Guards called for PC transport to the Prosecutor's Consultation Room.]
- ❑ EX PARTE: [Guards called for PC transport to Judge's Chambers.]
- ❑ ADMIN: [A blank password field. Incorrect attempts kick back to main interface and flood the toilet.]
 - ❑ PW: OLDFASHIONED. [Admin Access: Full prisoner database, unlimited rights purchases, electrified pole power control.]

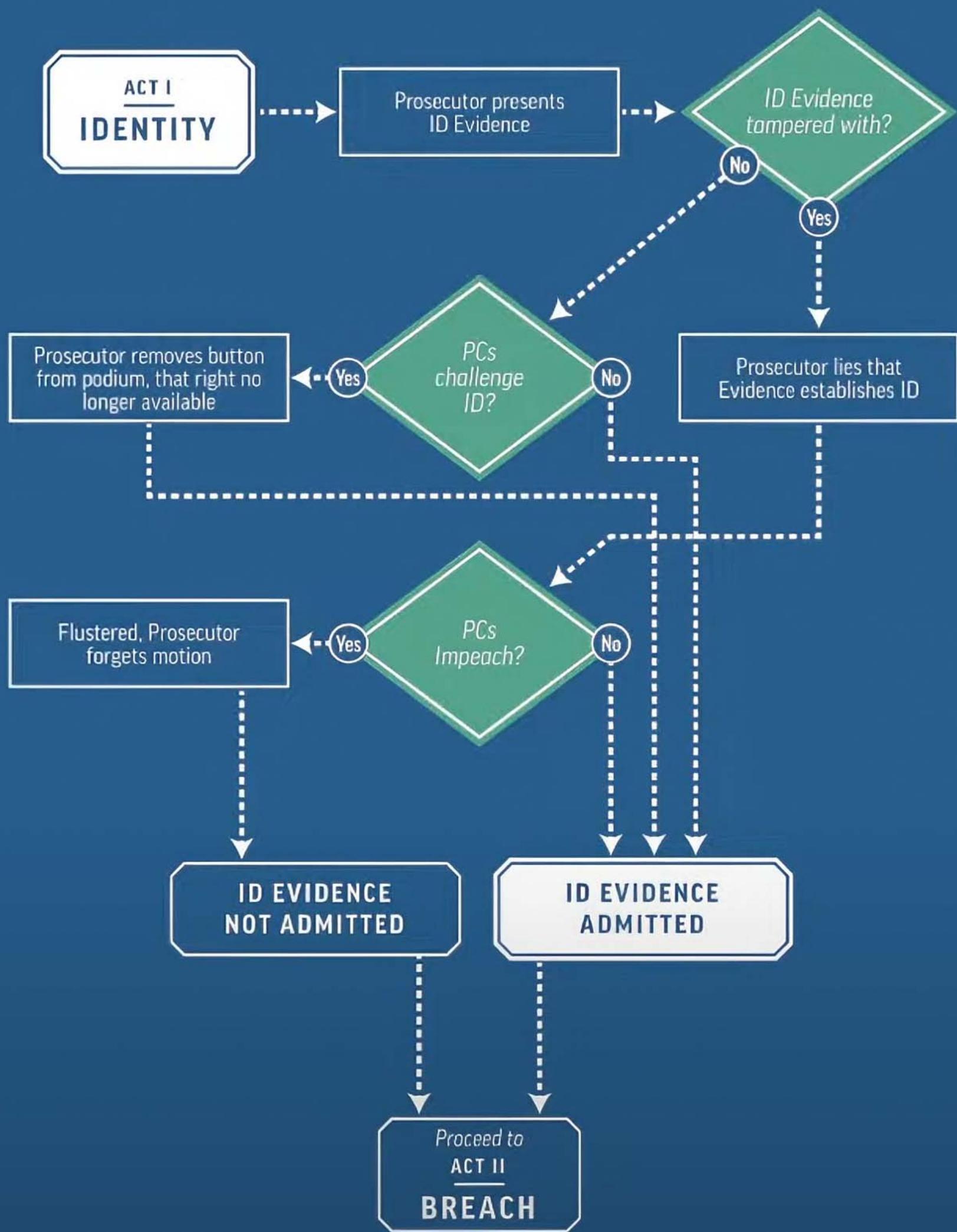
PRETRIAL TIMELINE

0hr - 6hr:	Rollo on primary duty (hallway patrol). Secondary Neveah breaks in Mezzanine until required for transport.	0hr: PCs forced into Cell, hostage bags removed.
6hr - 12hr:	Neveah primary. Regales with previous torture colony gig tales. 1d5 Stress.	6hr: Rollo delivers beige slop. Extra mints for each PC.
12hr - 18hr:	Rollo primary. Lurks in cell blindspots, fakes footsteps.	
18hr - 22hr:	Private Club occupies the Courtroom. Discordant chimes and pig squeals.	
22hr - 24hr:	PRO-S4Y alarm sounds every 12 minutes. C key to snooze.	
24hr - 30hr:	Rollo mops the Cell Hallway, caustic alchemies wafting putrid smog.	24hr: Mirebladt dragged out to face trial. Raucous yelling, lights dim occasionally.
30hr - 36hr:	Neveah primary. Runs sprints, pull-ups in doorways.	30hr: Neveah spits in the food tray. No mints.
36hr - 42hr:	Rollo primary, whistling off-key.	36hr: Rollo and Neveah reload the Cell Hallway Turret.
42hr - 46hr:	The Private Club returns. Pork dropped through the food slot, close giggling.	47hr: Prosecutor offers plea deal one last time. 48hr: Trial.

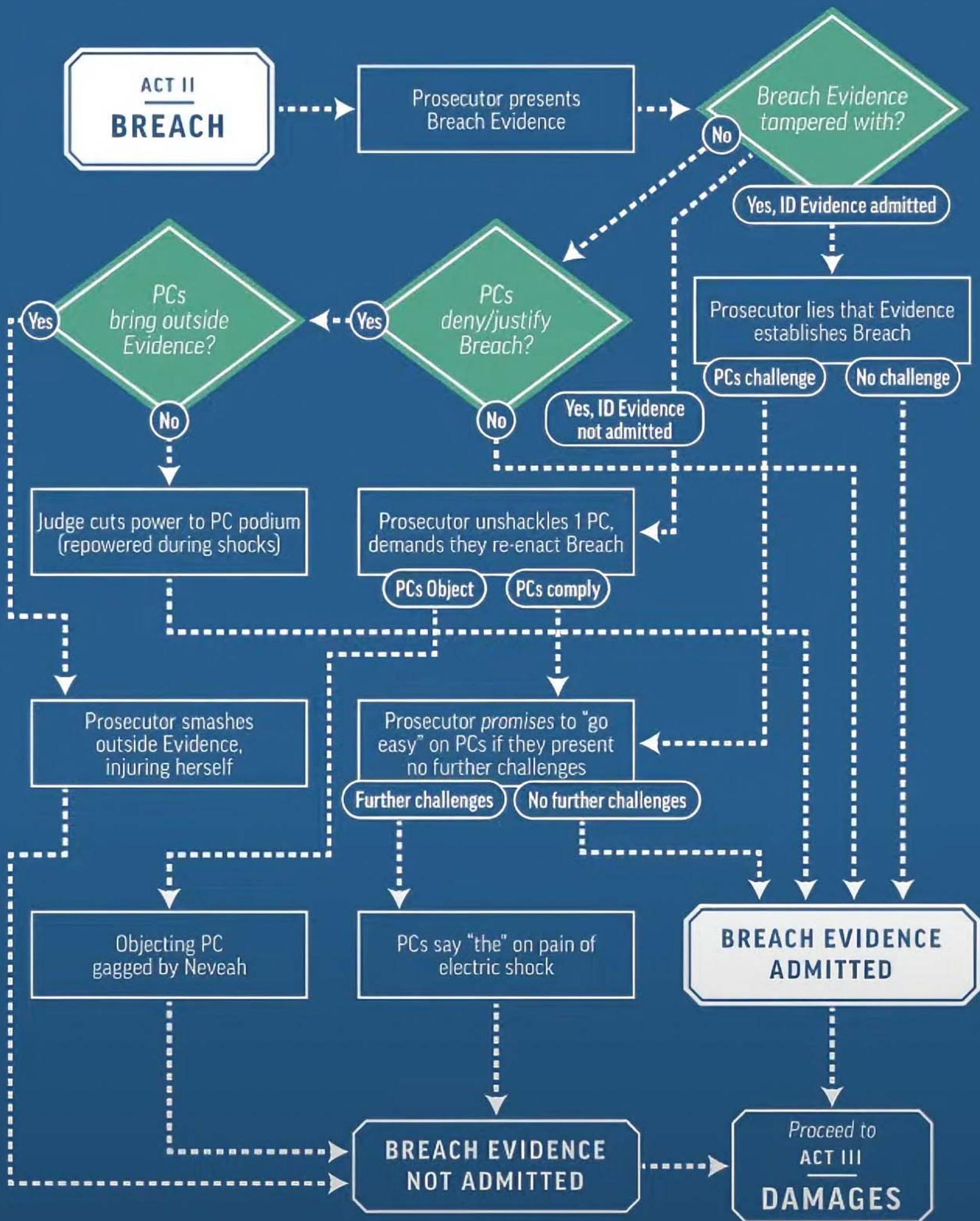
COURT PROCEDURE

- The Prosecutor presents her Evidence in a three act structure to the Judge:
 - **Act I: Identity.** Establishes biometrics and name matches to PCs [Manifest].
 - **Act II: Breach.** Establishes illicit act [Video].
 - **Act III: Damages.** Establishes corporate assets were lost or misused [Oxygen Tank].
- Each admitted piece of Evidence adds 1mcr to PCs' **Debt Obligation**.
- Wasted rights prompt Mezzanine applause.
- At trial's close, the Mezzanine pronounces the PCs guilty with slavering aplomb.
- Without legitimate challenge via the PC podium's OBJECT, TESTIFY, or IMPEACH buttons, the Judge admits Evidence against the PCs. If their challenge disrupts the prosecutor's goal: consult the Trial Schedule flowchart.
- Use the Trial Schedule as an initial blueprint, deviating with PC action. Between nodes, arbitrate using legal stereotypes and pop culture myth.
- After conviction, PCs are awarded a challenge coin with their **Debt Obligation** total and location tracking, released.

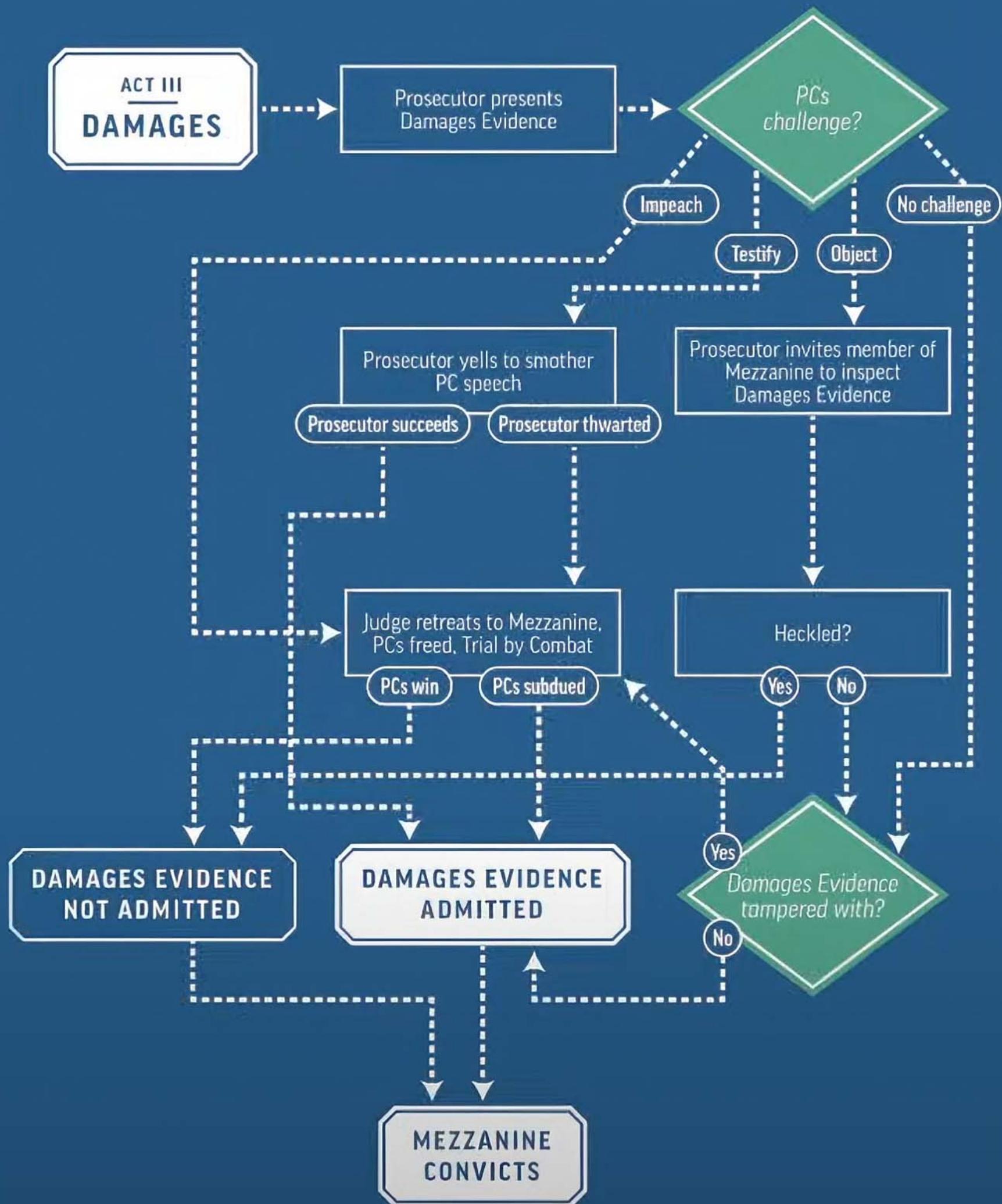
TRIAL SCHEDULE: ACT I

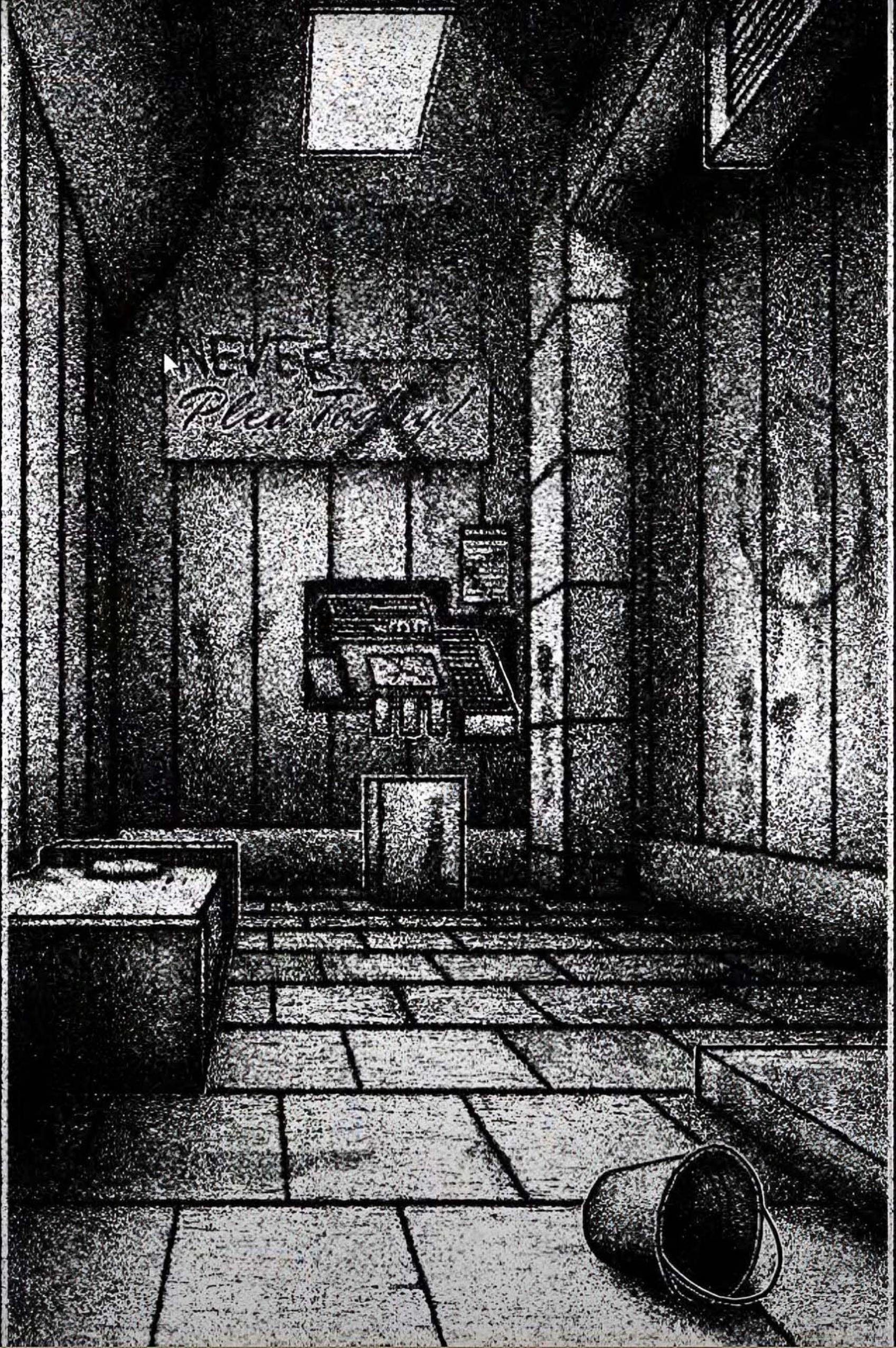


TRIAL SCHEDULE: ACT II



TRIAL SCHEDULE: ACT III





PARTIES

ROLLO GIDDES

Guard. Faded black military fatigues. Heard every bribe in the book.

- ☒ C:30 Tranq Pistol I:40 W:2(10)
- ☒ Favors his right leg.
- ☒ Knows all the keypad door codes.
- ☒ Shackles PCs for transport.

NEVEAH DUTCH

Guard. Neat fatigues. Short and squat with close-cropped blond hair.

- ☒ C:40 Combat Shotgun 1 Wound or Stun Baton 1d5 DMG I:20 AP:7 W:3(20)
- ☒ Spits chewing tobacco into Cell during rounds.
- ☒ Knows only the default door codes.
- ☒ During PC transport, she stands out of arm's reach to cover Rollo. Kicks prisoners walking too slowly in the knees.

ESCAPE PROCEDURE

- ☒ Rollo and Neveah split up, draw weapons and cover exits.
 - ☒ Neveah: impatient and brutal.
 - ☒ Rollo: precise but surrenders if the tide turns against him.
- ☒ Judge or Mezzanine executive hostages order guards to lower weapons, promise anything.
- ☒ Neveah fires recklessly on PCs with Cellmate or Prosecutor hostages.
- ☒ **Successful escape:** The Judge requests a retrieval specialist ([Xeiram pg. 200](#)).

SOLOMON PLOTT

Judge. Silken fuligin robes. Doughy-faced with watery gray eyes.

- ☒ Middle management officer on rotation from corporate HQ. Accustomed to debauchery. Whiskey always at hand.
- ☒ Entertains side deals with the PCs in Chambers to break the monotony of judicial life. Hold up your end of the deal by 24hr to receive his Gift.

1d5 What the Judge Wants

1	Consultation Room's staff door code (0251).
2	Rollo's Stun Baton.
3	Greg's hand from the Consultation Room.
4	Three human teeth.
5	Escape attempt. Courtroom door code (7368) provided, guards wait at exit.

1d5 Judge's Gift

1	3 free rights assertions at trial.
2	A loaded Revolver (1d10 DMG).
3	One guaranteed sustain.
4	Matches, cigar, Lord Wesley's Rise Day Pass (WNDRLND pg. 166).
5	Admin PW hint for PRO-S4Y: "Something old, something bitter, something sweet."

PARTIES

GREG MIREBLADT

Cellmate. 40s, orange jumpsuit. Saurian eyes, darting.

- ☒ C:50 Shiv 1d5 DMG I:35 W:4(10).
- ☒ Armed with a sharpened plastic tray shard.
- ☒ Desperate for any mind-altering substance. Ultra-paranoid. Refusing to include him in conversations leads to violence. Hates judges.
- ☒ Crime: Incomplete Biometric Data (handless).
- ☒ Gifted pilot, loyal post-trial if befriended. Vouches for PCs seeking criminal connections

(Siesta-3 pg. 146, The Osprey's Quarry pg. 30).

JAIMYE NOVAK

Prosecutor. Wrinkled beige linen suit, dark hair in a tight, severe bun.

- ☒ C:35 Mallet 1d10 DMG I:30 AP:6 W:2(15)
- ☒ Cheery, high-strung liar. "I'm your attorney!"
- ☒ Wears a bulletproof vest (6 AP). A steel mallet (1d10 DMG, Body Save or bone broken) hangs loosely from her belt.
- ☒ Angling for a promotion. Addicted to Stimpaks. Violent outbursts.

FREE CONSULTATION

- ☒ Novak's position: The PCs were breathing to excess on company property—so they are guilty. The trial's primary purpose is determining how much the PCs eventually owe the corporation.
- ☒ She does not care what the PCs do with Consultation Room Evidence as her victory is already assured.
- ☒ The Prosecutor responds to all questions with a guilty plea offer. Just sign on the dotted line, and your debt will be capped at [current debt total +2mcr]!
- ☒ Special Mitigation Action (*today only!*): 1mcr debt relief if accused volunteer for scientific research (Residue Processing pg. 74) or military rehabilitation (Helium Hysteria pg. 66) immediately post-trial.

DEBT OBLIGATIONS

- ☒ **500kcr+**. Non-negotiable repayment plan (10%/month). Missed payment earns a bounty.
- ☒ **2mcr+**. PCs must install a corporate auditing program onto their ship's central computers (insufferable spyware and ransomware, debt pumped).
- ☒ **5mcr+**. PCs must accept all Company jobs. Pay dwindle, lethality spikes.

- ☒ **10mcr+**. Assigned a corporate babysitter to oversee missions (Corpocrat Dogs pg. 184). Purchases over 10kcr automatically declined without corporate approval.
- ☒ **100mcr+**. Conscripted to serve as frontier war cannon fodder. Survivors enjoy 1d10 x 10mcr in debt relief!

INTERSTELLAR MEGA MART

Interstellar Mega Mart facilities appear across all settled space: in retail parks, space stations, incongruously open in dilapidated malls. Its friendly and helpful **Staff** bustle in cavernous aisles beneath blinding fluorescent lights, all wearing the same four faces.

The ISMM sells spacer equipment, furniture, decorating supplies, knick-knacks and more.

There is always an unguarded door, toward the back, leading to the **Stockrooms**: a space between dimensions linking every ISMM store, no matter how isolated.

The **Stockrooms** are uniformly decorated: drab cream walls, dark blue carpet, yellowing light. Even with companions, emptiness vibrates in the air.

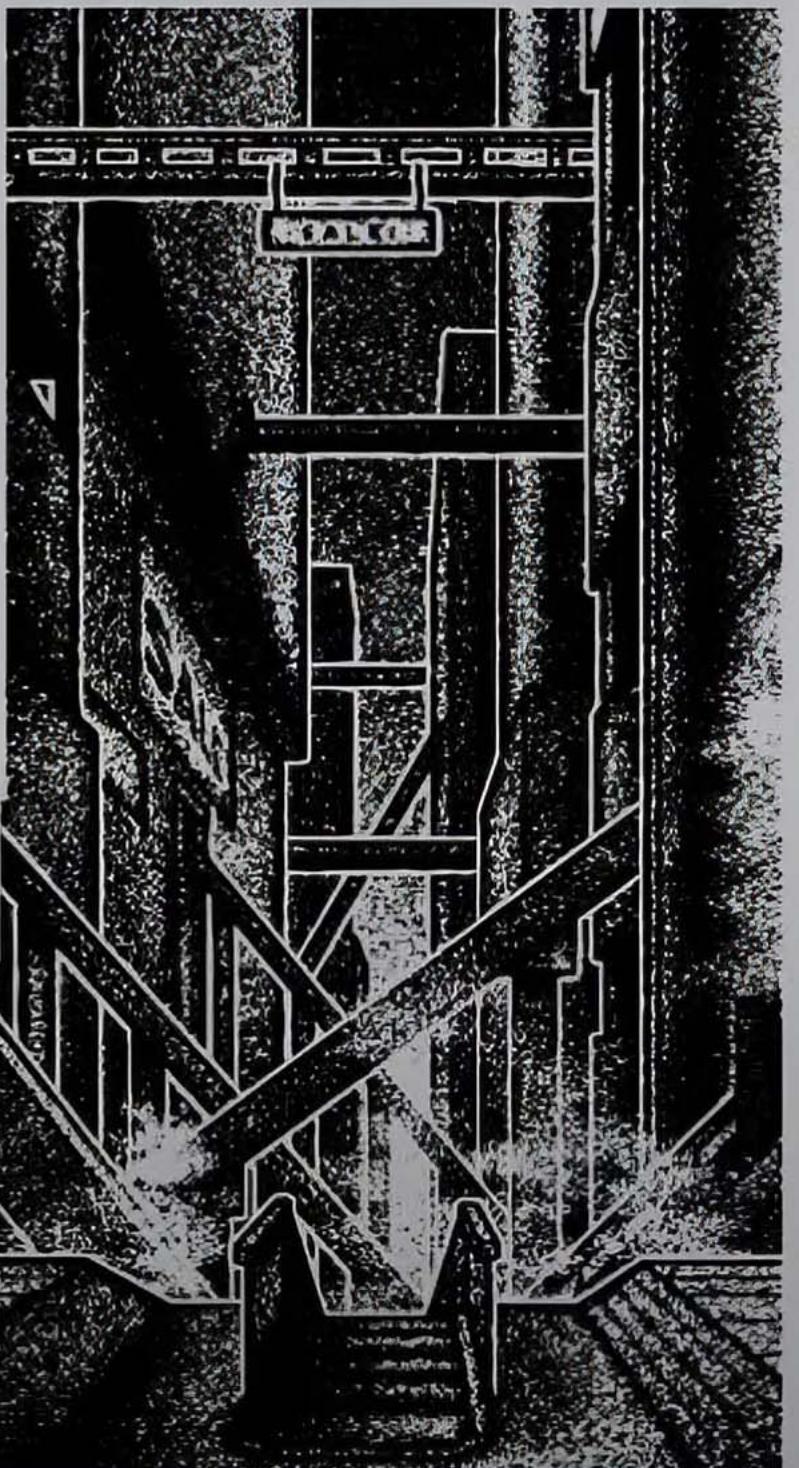
IZZY B Author L.F. OSR Artist

HOW TO RUN

ISMM is a Depthcrawl. PCs start at Level 1, the **Shop Floor**. At each **Location**, they can:

- **Go Deeper** to a new, randomly rolled **Location** (+1 Depth).
- **Stay Here** in the same **Location**. Roll for a new **Event** (pg. 131).
- **Turn Back** to the previous **Location** (-1 Depth).

From a previous **Location**, PCs can **Go Deeper** again, in a different direction to a new **Location**.



LOCATIONS

- 01. Shop Floor
- 02. Product Storage
- 03. Break Room
- 04. Crawlspace
- 05. Accounting
- 06. Stairs
- 07. Hotel
- 08. Reception
- 09. Descent
- 10. Sales
- 11. Staff Storage
- 12. Corridor
- 13. Canyon
- 14. Suburb
- 15. Network
- 16. Plains
- 17. Entrapped Vessel
- 18. Ziggurat
- 19. Exit
- 20. Commercial Abyss

DETAILS

- 01. Narrow
- 02. Abandoned
- 03. Overgrown
- 04. Shadowed
- 05. Brilliant
- 06. Overlook
- 07. Psychedelic
- 08. Flooded
- 09. Comfortable
- 10. Exposed

EVENTS

- 01. Quake
- 02. Flicker
- 03. Merger
- 04. Closing Time
- 05. Footsteps
- 06. Sweep
- 07. Encounter
- 08. Passage
- 09. Transfer
- 10. Collapse

Go Deeper: 1d10+Depth for **Location**, 1d10 for **Details** and **Events**.

Expanses of empty, carpeted corridors and abandoned rooms separate every discovered **Location**. PCs always start on the **Shop Floor**. All Levels below the **Shop Floor** are **Stockrooms**—if entered, begin the *Depthcrawl*. PCs escape by returning the way they came in or reaching Level 19, **Exit**.

01: SHOP FLOOR

A shop, brightly lit, trimmed in white and blue. Portable items arranged in rows for display, consoles available for ordering heavy stock directly to one's ship. All items (PSG, [Abattoir pg. 206](#), [Boom Box pg. 217](#)) available at +10% markup (uncanny knockoffs). A door to the **Stockrooms** beckons.

02: PRODUCT STORAGE

Row upon row of 3m shelves stretching into darkness, stacked with items and equipment. 20% chance each min to encounter **Staff** (pg. 132), checking inventory. If caught stealing, **Security** arrives in 1 min.

03: BREAK ROOM

A canteen, dozens of meters long and wide. Plastic chairs, cheap tables, a water cooler. Screens at regular intervals play teleshopping and test channels. Overlapping voices and static grind away—Fear Save or 1 Stress.

04: CRAWLSPACE

A rat's nest of vents and bare infrastructure between walls and floors. Littered with insulation foam and dusty clumps. Varies between dingy and dark. Just wide enough for single file, with room to squeeze past.

05: ACCOUNTING

Warehouse-sized office containing hundreds of desks and workstations, bulky computers idly producing expenditure reports. Strip lighting pervasive. Faint murmuring emanates from the locked supervisor's office. Ravaged brown packaging quivers on a desk. Inside, a **Product** (pg. 133).

06: STAIRS

Stairwell that goes up, and up, and up. 50% chance of carpet or concrete—footsteps unnervingly silent or loudly echoing.

07: HOTEL

Long corridors, identically numbered doors. Within, cookie-cutter hotel rooms: single bed, cabinet with lamp and television. 10% are occupied:

1d5 occupants:

1. Children watching cartoons—allegedly their parents are at the café.
2. Suited man, standing immobile in the corner.
3. Mannequin, arranged under the covers as if sleeping.
4. Disorientated urban explorer, lost for days, searching for friends.
5. Janitor (pg. 132), cleaning up a mess.

08: RECEPTION

A reception desk looms dramatically over an expansive, yet cramped, waiting area. A sign on the desk says "Back in 20." Shed **Staff** skin sits tucked neatly beneath the desktop computer. Fear Save or 1d5 Stress. After 20 mins, a **Staff** member returns (sans skin) and puts it on, resuming their place at the desk.

09: DESCENT

A 100m escalator descending at a sharp slant. Another ascends from below. Walls plastered with ISMM **Product** advertisements.

1d5 things coming up:

1. A row of mannequins, posed in supplication and prayer.
2. A **Staff** member.
3. A sussurating murmur.
4. A large cardboard box, marked FRAGILE. Contains a **Product**.
5. A suited figure, facing away from PCs.

10: SALES

Row upon row of office cubicles, each with telephone and bulky computer. They ring incessantly—one must shout to be heard. One wall's massive whiteboard charts profits. On the other, photos of potential buyers, including PCs, bristle with notes and psychological profiles.

11: STAFF STORAGE

Hundreds of sleeping **Staff** hang on racks. Occasionally, one or two awaken, drop to the floor, walk off into the depths. Fear Save or 1 Stress.

12: CORRIDOR

A blank, doorless corridor. Temporal anomaly, traversal takes 2 **Stockroom** hours (roll below to see how long outside). Senses dull to a background buzz, a metallic tang on the palate. Total lack of change in scenery gives a sense of immobilization—Fear Save or 1 Stress.

1d5 lost time: 1. Minutes 2. Days 3. Weeks 4. Months 5. Years

13: CANYON

Carpeted floor drops in regular 1m steps, down and down, forming a canyon 50m deep and 100m wide. Traversal takes a day (2d5 hours with climbing gear).

1d5 discoveries at the bottom:

1. A river, flowing across moldy carpet from a cracked water cooler.
2. Broken computers, office chairs and tables.
3. Thousands of receipts, a papery snowdrift.
4. Mannequin parts, limbs and torsos. No heads.
5. Nothing, it goes down forever.

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- 09. Transfer
- 10. Collapse

14: SUBURB

A vast room, large enough to hold the cul-de-sac of houses arranged within. The domestic interiors are identical, devoid of any life or signs of habitation save stock-photo portraits of a happy family. Mannequins occasionally appear in upstairs windows.

The third house contains a mannequin family. They move when PCs aren't looking, behaving like an average family during a home invasion. Realization: 1d5 Stress. A **Product** hides beneath the master bed.

15: NETWORK

Server banks, crammed in haphazardly. Crossing requires wriggling through gaps, climbing over mounds, traversing tangled cable and wire masses. If accessed (Hacking), witness endless youth-debt trading in dizzying loops. All transactions funnel into the "Head Office."

16: PLAINS

The ceiling peels away, high enough to be lost in enormous strip lights' glare. The walls, the same, stretching away. A vast carpeted expanse lies before the PCs for miles and miles. 1d5 days to cross. Halfway across is a pop-up stand prominently displaying a **Product**.

17: ENTRAPPED VESSEL

A ship, trapped between floors. No sign of the crew. Fixing the Jump Drive, it could be used to escape. Attempting this certainly attracts **Security**.

18: ZIGGURAT

A colossal, inverted stepped pyramid of white and blue stone hangs from the ceiling. The closer you get, the larger it becomes, filling your vision from edge to edge. Looking closer, **Staff** crawl across it in frenetic swarms, burrowing in and out of bloody, crusted holes.

19: EXIT

An exit onto another **Shop Floor**—somewhere in the galaxy.

1d5 exit locations:

1. Shopping district, Lord Wesley's Rise station ([WNDRLND pg. 166](#)), Love System.
2. Refurbished open market, [Siesta-3 \(pg. 146\)](#) station, Joy System.
3. Seref generation ship ([Procession pg. 134](#)), Hope System.
4. Deep in a cave ([Terrifying Terraforms pg. 156](#)), any planet.
5. Free-floating door frame, deep space.

20: COMMERCIAL ABYSS

Howling abyss of flickering advertisements, fossilized products, enormous clumps of congealed **Staff** and **Janitors**. Sub-zero temperatures, little oxygen, no gravity.

Roll a **Detail** when discovering a new **Location**.

01: NARROW

Rooms are just big enough with barely space to breathe. Corridors must be squeezed through, one-by-one.

02: ABANDONED

Torn, stained, moldering carpet and peeling wallpaper. Lights flicker. Broken pipes drip water.

03: OVERGROWN

Office plants run wild, choking the area in sickly greenery gone feral under strip lighting. Traversal takes twice as long.

04: SHADOWED

Almost completely dark, only vague impressions of walls and doors visible. Shadows creep and shudder in the corner of your eye—Fear Save or 2 Stress.

05: BRILLIANT

Blindingly bright, searing eyes in their sockets. A crescendo of droning bulbs. With careful squinting, barely navigable. Opening eyes fully for longer than a minute or two requires a Body Save or temporary blindness.

06: OVERLOOK

The walls are floor-to-ceiling windows, overlooking a massive shopping complex from on high. Ant-like figures move in streams from aisle to aisle, store to store.

07: PSYCHEDELIC

The carpet, the wallpaper, even the lighting—everything is decorated in bizarre, twisting patterns which hurt to look at and send your vision swimming. Body Save or 2 Stress and overcome with dizziness.

08: FLOODED

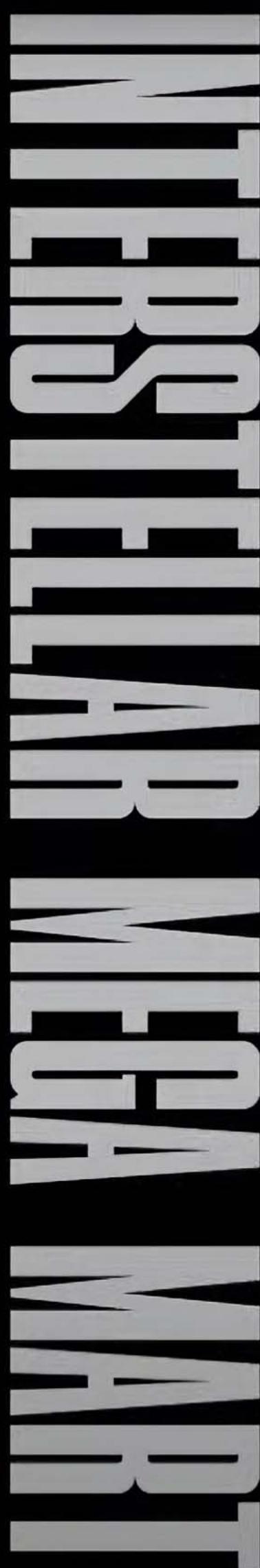
Half-filled with stagnant water, dripping from the ceiling. The water carries sickness—inflicting open wounds.

09: COMFORTABLE

Everything is designed for comfort: angles softened, lights dimmed, carpet plush and warm. The urge to relax is difficult to resist: PCs refusing rest take 1 Stress.

10: EXPOSED

The walls and ceilings fall away, laying bare the **Stockrooms'** inner workings. Wires hang from exposed metal, carpet pulls up to reveal bare flooring. Here and there, holes peer into the ISMM's infinity—stretching into an endless tesseract of shifting rooms and floors. Witnessing triggers a Panic Check.



LOCATIONS

- 01. Shop Floor
- 02. Product Storage
- 03. Break Room
- 04. Crawlspace
- 05. Accounting
- 06. Stairs
- 07. Hotel
- 08. Reception
- 09. Descent
- 10. Sales
- 11. Staff Storage
- 12. Corridor
- 13. Canyon
- 14. Suburb
- 15. Network
- 16. Plains
- 17. Entrapped Vessel
- 18. Ziggurat
- 19. Exit
- 20. Commercial Abyss

DETAILS

- 01. Narrow
- 02. Abandoned
- 03. Overgrown
- 04. Shadowed
- 05. Brilliant
- 06. Overlook
- 07. Psychedelic
- 08. Flooded
- 09. Comfortable
- 10. Exposed

EVENTS

- 01. Quake
- 02. Flicker
- 03. Merger
- 04. Closing Time
- 05. Footsteps
- 06. Sweep
- 07. Encounter
- 08. Passage
- 09. Transfer
- 10. Collapse

Roll an **Event** when PCs discover a new **Location** or **Stay Here**.

01: QUAKE

Tremors shake the room, throwing the PCs to the ground. Body Save or 1d5 DMG and 1 Stress. Cracks open in the floor and walls—just wide enough to slip through—leading to a new **Location**.

02: FLICKER

Lights begin rapidly flickering, strobing on and off. In-between the flashes, something jagged and indistinct stutteringly approaches the PCs. Occasional flashes of gaunt, withered skin, empty eye sockets, wriggling white worms. Fear Save or 1d5 Stress.

03: MERGER

Roll up another **Location** and **Detail**. Over the next few minutes they catastrophically combine with the current **Location**.

04: CLOSING TIME

The PCs' original entrance closes—no longer usable to exit the **Stockrooms**. **Staff** search the current **Location** and politely (but firmly) attempt to force PCs to leave.

05: FOOTSTEPS

The PCs' footsteps strangely double, just out of sync—as if closely followed. **Sanity Save** or 1 Stress.

06: SWEEP

Security sweeps the **Stockrooms** for intruders, reaching the PCs' **Location** in 2d10min.

07: ENCOUNTER

A lost corporate agent (**Corpocrat Dogs pg. 184**) wanders amidst the PCs. Disoriented, starving and near death, grateful for rescue.

08: PASSAGE

A fire escape door swings open, revealing a long, narrow corridor which leads PCs to a **Location** 1d5 Levels back.

09: TRANSFER

With a rumbling of concrete on concrete, the PCs' current **Location** shifts deeper (+1d10 Depth).

10: COLLAPSE

The area begins disassembling itself around the PCs, exposing the ISMM's raw infinity. 1 minute to reach another **Location**, otherwise fall forever through howling slogans.

CREATURES

STAFF

Humanoids working the **Shop Floor** as front-of-house staff. Always the same four faces, perfectly average and nondescript. Beneath their thin skin: blood-soaked plastic and wire.

Behavior With Skin: Friendly and helpful. Politely ask PCs in the **Stockrooms** to leave.

Behavior Skinless: Feral, animalistic.

C:30 I:50 W:2(15)

Mannequin Fingers: 1d10 DMG and bleeding.

Skin Shed: After taking 1 Wound, shed skin suit and retreat. Witnesses: Fear Save or 1d5 Stress.



SECURITY

Three pairs of arms descending from the ceiling, clutching at intruders with horribly long fingers. Beneath the arms, as if glitched, a disembodied torso floats, wearing a shirt labeled "PRODUCT RETENTION TEAM."

Behavior: Hostile to PCs who injured **Staff** or **Janitors** or damaged premises. If encountered neutrally, communicates via sign language.

C:55 I:45 W:4(20)

Fingertrap: 2d10 DMG, Body Save or become entangled in fingers. Impalement on Critical.

Remove from Premises: A trapped PC is whisked toward the ceiling, passing through as if it weren't there. They are deposited inside the **Commercial Abyss**, suffering 1d10 Stress and Panicking.

JANITOR

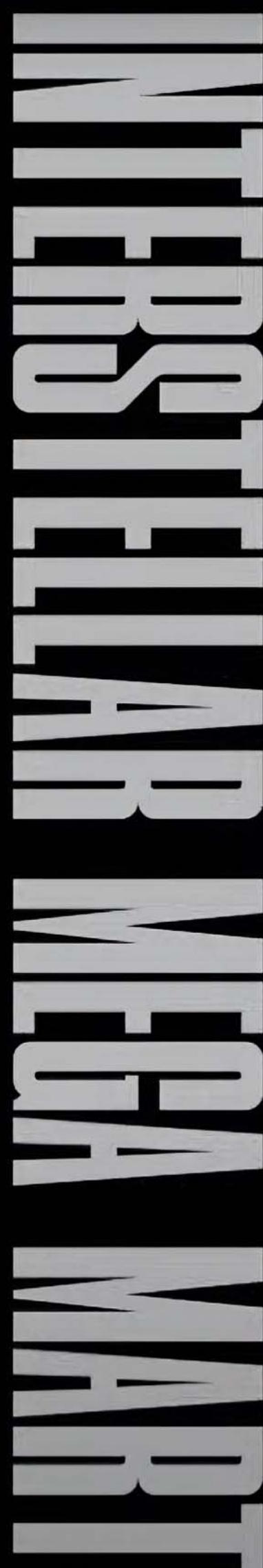
Tumble-weed mass of blank mannequin heads and arms. Attracted to violence and mess, the remains of which it subsumes into itself.

Behavior: Single-minded in its purpose, but converses as it cleans. Voice bubbles from somewhere within the mass. Curious of the outside world.

C:35 I:30 AP:5 W:3(25)

Inhale: Mouths open on every face and suck in simultaneously. Strength Check or be drawn toward the mass and trapped inside, suffering 2d10 DMG per turn as the heads chew on you.

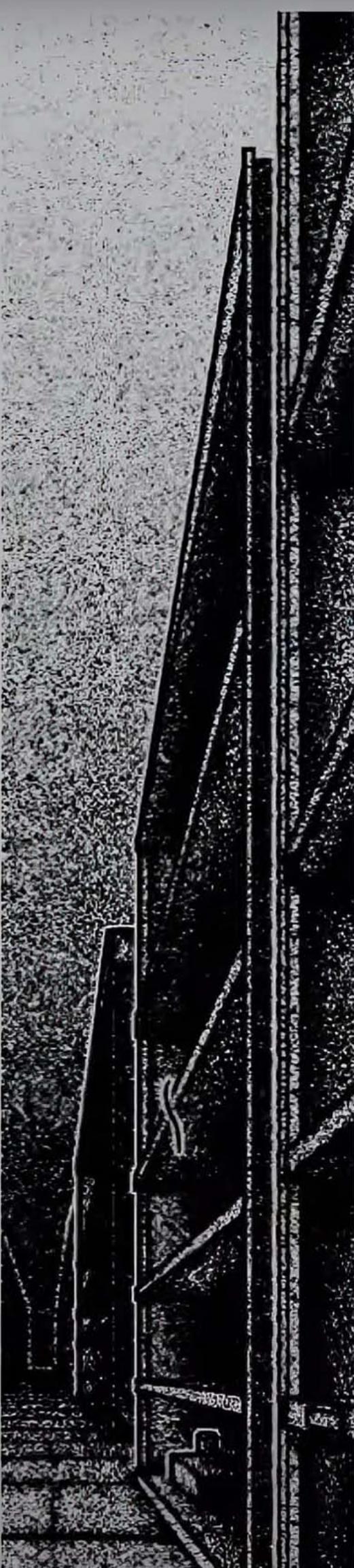
Scream: Echoing shriek, used when it suffers a Wound. Fear Save or 1 Stress. Sure to alert **Security**.



PRODUCTS

The ISMM stocks house brand items along with the usual commercial fare—strange, bizarre, unnerving things. Worth a fortune to collectors ([The Hand Off pg. 10](#)). Occasionally carried by **Staff** in brown labeled packages, between walls and floors, inside faded advertisements.

- 1. **Table Lamp.** Illuminated area gains glossy wooden floors, leather seats, red-painted walls. Low conversation in an unknown language. Living beings appear as grotesque, deformed statues.
- 2. **Paint.** Soul-crushing gray. Renders surface completely frictionless. 5sq meters worth left.
- 3. **Computer Mouse.** Ancient design, cable and trackball. Behaves like terran rodent. Consumes ship AIs, slow digital death.
- 4. **Name Badge.** "John Public." Speakers must address the bearer by John, without exception. Very strong adhesive.
- 5. **Toy Bear.** Soft brown fur, blank label. Seeks out hidden things and secrets when unwatched. +1 minimum Stress to owners.
- 6. **Duvet Set.** Blue-white geometric pattern. Extremely comfortable. Once asleep the occupant disappears from reality for exactly 8 hours, then returns. Dreamless.
- 7. **Picture Frame.** Photo of an empty room. When hung in a room, increases its interior dimensions by 1m/day.
- 8. **Paperweight.** Polished metal, abstractly art deco. Movable only by owner. 1% chance to crush head immediately upon touching.
- 9. **Candles.** Boxed in plastic, stock photo label. Red, cinnamon scented. Burns brighter and hotter in the presence of stress and fear, up to 2000°C.
- 10. **CD.** Shopping muzak. Relieves 2 Stress each full listen. All other methods of Stress relief become permanently ineffective.



PRICE OF THE ENLIGHTENED CHORUS

WARDEN NOTES

This short adventure and toolkit focuses on **Seref**, a decrepit generational research ship knocked off course by a massive asteroid. Automated repair systems transformed the ship into an endless, sprawling megastructure, drifting aimlessly between stars. It is now host to fanatical devotees, shipwrecked refugees and cosmic detritus.

FACTIONS

Two factions vie to control the ancient vessel.

THE ENLIGHTENED CHORUS

Zealous descendants of the original crew. They revere an archaic AI, **The Overseer** (pg. 144), whom they believe guides **Seref** toward the source of Background Cosmic Radiation and Cradle of the Universe.

All Choral devotees wish to hear cosmic radiation's high-pitched chime unaided, attaining 'enlightenment.' The Chorus welcomes all who share this creed and are hospitable, provided new arrivals submit to **The Overseer's Code** and receive altered genes at the **Heretical Shrine** (pg. 140). Defiant subjects are dispatched with religious fervor.

The Chorus' domain is marked by a Cochlear Spiral and led by the **Lady of Enlightenment**.

Truthfully, they're long off course, drifting aimlessly, and the 'enlightened' suffer from permanent tinnitus engendered by the failing Jumpship's droning engines.

THE OVERSEER'S CODE

Basic computational protocols elevated as divine law. Integrated into **Seref's** security systems—such as **GeneSec Towers** (pg. 145).

1. Seek the source of cosmic radiation and Cradle of the Universe.
2. Protect the generational ship's crew, exterminate foreign genetic code.*
3. Autonomous Systems incapable of facilitating Codes 1-2 are recycled in the **Processing Annex** (pg. 141).

OPPHELIC

Shipwrecked and stranded refugees escaping another—even worse—fate; those not recruited or executed by the Chorus seek temporary haven in **Seref's** lower levels. Heavy android presence—without genes, universally rejected by the Chorus. Their makeshift resistance force scrounges for resources while avoiding the Chorus and the ailing ship's hazards. If survivors hold out long enough, perhaps they can contact a passing ship and escape.

*Intended as a safeguard to fight against potentially dangerous biological agents in the unknown of space.

SSTON

GETTING STARTED

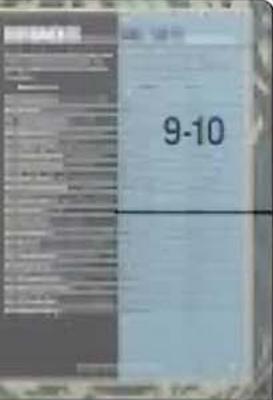
1. Roll Hooks.
2. Review **Megastructure Generator** (pg. 138) and map out **Seref**.
3. Start in the **Airlock** (pg. 141).

RUMORS MISSIONS



1D10	REWARD	HOOK
1-2	0cr	Dangerously low on fuel, your crew's scans spot Seref . Generational ships are famous for vast spare fuel stores and advanced refining facilities.
3	0cr	An android ally in the Processing Annex will be scrapped in 72 hours.
4-5	320kcr	Hylix-Ventross Systems wishes a former engineer, Dr. Attr , recovered to HQ [the Dr. is researching a Hylix-Ventross android command exploit—drawing them to Seref for experimentation; quartered in the Data Center].
6	95kcr	Bounty: Willix "The Butcher" Turn recently escaped a nearby penal colony. Last known trajectory ends at Seref [in the Zealot Dormitories].
7	5mcr	Rumors of a legendary logic core, the Hephaestus Reactor (pg. 142), light up Omegist android comms channels [if the Chorus hasn't destroyed the reactor, it's quite valuable on the black market (The Hand Off pg. 10)].
8	700kcr	The University of Idalia Minor wants to reverse engineer a scrapped Hylix-Ventross android.
9-10	0cr	Follow a wide-band transmission inviting “worn-down androids in need of an upgrade” for free repairs and augmentations [Dr. Attr's false advertising].

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SEREF: GENERATIONAL MEGASTRUCTURE

THE APPROACH

A massive conglomeration of piecemeal industrial scrap, fused with a giant asteroid. Immense pipes, worn and thickened with grease and grime, maintain pressure against the vacuum of space. Portside is adorned with two-story letters spelling "SEREF," pockmarked by meteorite impacts. An **Airlock**'s soft blinking lights reveal the true message:^{*}

false REFuge

A thin, nasally voice transmits every 8 minutes whenever ships enter Comms range: "Come one, come all! Worn-down androids in need of an upgrade: free repairs and augmentations! Come to **Seref**!"

Largely left to rust and decay—barring notable **Landmarks** (pg. 140), **Seref's** remains are abandoned facilities and structurally unsound corridors. Use the **Megastructure Generator** to bring every Level to life.

EXPLORING SEREF

Use the gridded **Quadrant Diagram** (pg. 138) to map and track the crew's movement (alongside factions). Traversing each Quadrant takes approximately 30 mins—potentially increased by encounters and hazards. Given traversing all of **Seref** may take days (or even weeks), closely track supplies and resources.

When generating Levels, progress to lower/upper Levels may be blocked or restricted by damaged or inoperable equipment, bridges, etc. Encourage players to devise ways around obstructions.

GRAVITY AND FALLING

Free climbing between Levels is doable but obviously risky, likely resulting in a fall down **Seref's** central chasm. As gravity is inertia generated, falling objects are pulled toward lower Levels.

Falling PCs suffer 1 Wound per Level.



*Graffitied by OppThetic, warning lost travelers seeking a safe port.

MEGASTRUCTURE GENERATOR

Each of Seref's 30 Levels are divisible into a 4x4 grid, each square containing 1 Quadrant. Add one 1x4 column each for Port and Starboard infrastructure, divided by a 2-square-wide chasm (formerly housing the ship's massive Jump Drive). Spanning the chasm are zig-zagging bridges, ramps and staircases.

Wardens can generate the layout in advance or Level-by-Level during exploration. Keep track of the Levels and Landmarks as you go.

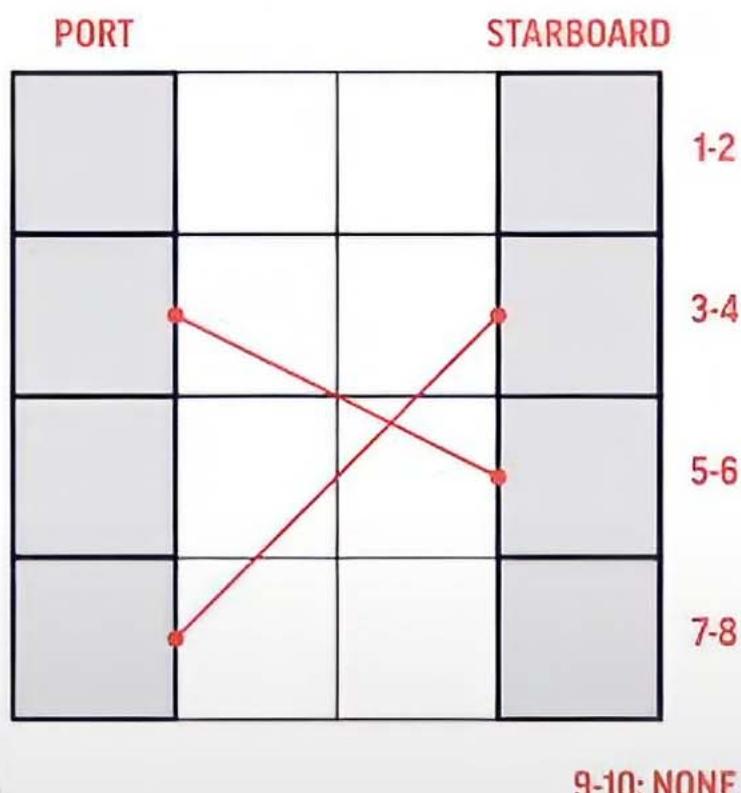
MEGASTRUCTURE PROCEDURES

1. Roll against the:
 - a. **Bridge Generator** [2x per Level].
 - b. **Level Generator** [1x per Level].
 - i. Roll once and read across or roll each column separately.
 - ii. Assign one Encounter, Hazard and Feature to random Quadrants using the **Quadrant Diagram** and Side column. Appearance applies Level-wide.
2. Check for **Landmarks** [1x per Level].
 - a. Reference the **Landmarks table** (pg. 140).
 - b. For **Landmarks** spanning multiple Quadrants, fill adjacent squares.

BRIDGE GENERATOR

1. Roll 1d10 each for Port and Starboard.
2. Connect the results to create a bridge.
3. On 9-10 on either roll, the bridge is absent or collapsed.
4. Repeat twice for each Level.

QUADRANT DIAGRAM



MEGA
STRUCTURE

LEVEL GENERATOR

1D10	SIDE	ENCOUNTERS	HAZARDS	FEATURES	APPEARANCE
1	Port	Distant echoes of life within Seref	Large pipe preventing walking access (30% contains siphonable fuel)	Hidden smuggler's cache, empty (holds 4 human adults)	
2		Shipwrecked Teamster C:30 Laser Cutter 1d100 DMG W:2(10)	Burst pipe (Body Save or 1d5 Stress and 1d10 DMG from scalding steam)	Mega Mart shop floor (ISMM pg. 126); fully stocked, staff oblivious to conflict	Huge, rusted and degraded industrial piping winds around corners, through Quadrants and Levels. Massive (empty) tanks for storing fuel and food.
3		1d5 OppThetic Insurgents carry a nuclear Stink Bomb (Boom Box pg. 217) into Chorus territory	Crumbling bridge (Speed Check or fall 1 Level, take 1 Wound)	Hidden smuggler's cache, full (roll 1d5) 1. 1d100kcr 2. Stimpak 3. Ammo 4. Hazard Suit 5. Meteor Magnum	
4		Nautiloid Scrapper (pg. 145)	Debris obstruction (1d5 hours to clear)	Staircase to next/previous Level	
5		Choral Scout , warns Chorus of Crew's presence	Fenwasp infestation (Parasite Portfolio pg. 197)		Abandoned textiles and wooden furniture. Signs of the ship's founding families.
6		1d5 Choral Enforcers	Locked gate barring upward passage	Freight elevator to next/previous Level	
7		Choral Harrying Force (1 Enforcer and 1d5 Droners)		Territory markers (Cochlear Spiral banners or OppThetic graffiti)	Overgrown by lichens and fungi from Seref's abandoned hydroponics and agricultural suites.
8		Android remains (irreparable, scrap)	Forcefield (1 DMG if touched, 3d10 DMG to androids)		
9		Fugitive Android C:35 Boarding Axe 2d10 DMG I:60 W:3(10)	GeneSec Tower , monitored by the Comms Room	Procession of the Enlightened Chorus (pg. 143)	Dusty, abandoned and cobwebbed.
10		Fugitive Human C:45 Revolver 1d10 DMG I:45 W:2(10) wearing a rubber Doll Suit (Residue Processing pg. 74)	Malfunctioning freight elevator (Speed Check or limb trapped)		Uncharacteristically clean and sterile. Immaculate, bleach-white walls.

LANDMARKS

Locations that stand out within the largely empty and deserted structure. For other areas, roll Level Generation.

KEY

- ❑ LVL: Level number.
- ❑ LOC: Size (in Quadrants) and position (Port, Starboard or spans entire Level).
- ❑ FCT: Faction controlling the area.

LAND MARKS

LVL	LOC	FCT	DETAILS
30	LVL	EC	<p>HERETICAL SHRINE</p> <p>A vast, immaculately clean and starkly minimal chamber contrasting with the rest of the structure. Deep red paint covers almost every surface of this Level-wide auditorium. A central shrine is used for the <u>Lady of Enlightenment's</u> meditation.</p> <ul style="list-style-type: none">❑ 2 <u>Choral Droner</u> attendants.❑ The <u>Lady of Enlightenment</u> infuses Choral converts with founder genes here. They die if leaving the ship before reaching the Cradle of the Universe.❑ If not in the <u>Procession</u>, the <u>Lady of Enlightenment</u> is here 'meditating.' This is secretly her wireless recharging station.
27	S	EC	<p>COMMS ROOM</p> <p>Messy and cramped, filled with dancing oscillators, static-filled monitors, half-repaired electrical gear and serpentine cables.</p> <ul style="list-style-type: none">❑ Pressurized and sealed by a heavy airlock door.❑ An external wall's viewport overlooks one of the many antenna arrays spotting the hull's exterior.❑ Currently transmitting <u>Dr. Attr's</u> message. Incredible comms range.❑ Unguarded but 50% chance tampering alerts <u>Dr. Attr</u> in the Data Center.
25-26	PP	EC	<p>ZEALOT DORMITORIES</p> <p>A multi-Level barracks rank with food and sweat. Banners with the Chorus emblem hang from balconies overlooking the central cavern.</p> <ul style="list-style-type: none">❑ At any time: 2d10 <u>Zealots</u> alongside 1d5 <u>Choral Enforcers</u>.❑ <u>Willix "The Butcher" Turn</u> is resting here.
21	PP	EC	<p>DATA CENTER</p> <p>A noisy, frigid chamber filled with rows of computer servers. Cables haphazardly wind over the floor and hang from rafters.</p> <ul style="list-style-type: none">❑ One cable on the floor is (secretly) a trip-wire rigged to alert the Chorus.❑ <u>Dr. Attr</u> is hunched over a terminal, fiddling with a Hylix-Ventross android's code (to identify means of remote command). He aspires to conquer the sector with an android army, but the <u>Lady</u> only tolerates his grandiose promises for so much longer.❑ <u>Dr. Attr</u> barters for help with a hidden Resonator Operations Manual fragment (<u>Beamed pg. 213</u>).❑ An encrypted terminal contains GeneSec Override Protocols. Changing the code turns <u>Seref</u> defenses hostile to Chorus members.❑ Behind a locked cage is an ancient analog mainframe labeled OVRSR-00 (<u>The Overseer</u>). One side is etched with a Cochlear Spiral emblem.

LVL	LOC	FCT	DETAILS
18	SS	EC	<p>THE BRIG Crimson forcefields buzz outside cramped cells, housing Choral deserters and OppThetic prisoners.</p> <ul style="list-style-type: none"> ❑ Holds 2d10 OppThetic Insurgents guarded by 2 Choral Enforcers.
14-16	SSSS	-	<p>CELESTIAL OBJECT SNK-04 A large magnesium-rich asteroid that collided with the generational ship eons ago.</p> <ul style="list-style-type: none"> ❑ 50% chance per Level of 1 Insurgent guarding an OppThetic Miner actively excavating ore. ❑ Firing incendiary weapons nearby runs a 75% chance of igniting a deposit (explosion: 1 Wound to those nearby). ❑ Geology: If aptly equipped, mine 2d10kcr rare minerals with a day's work.
12	P	-	<p>AIRLOCK (START HERE) An accordion gantry extending from the pockmarked hull to connect with approaching ships.</p> <ul style="list-style-type: none"> ❑ An imperfect seal slowly leaks atmosphere. ❑ An unreliable terminal flickers in the corner. Contains information on Seref's layout. Intellect Check. Success: Provide 1d10 Landmark names.
9	SSS	EC	<p>PROCESSING ANNEX Piles of cybernetic and robotic scrap moved by conveyor belt into a giant furnace, the roaring inferno barely suppressing hollow robotic voices being reduced to slag.</p> <ul style="list-style-type: none"> ❑ 1d10 Choral Enforcers work here. ❑ In a scrap pile, a cyberbrain glows blue: the Hephaestus Reactor.
7	PP	OT	<p>THE DOLDRUMS Littered with the original Jump Drive's spent nuclear fuel rods, highly irradiated and shielded by forcefields protecting Seref from contamination.</p> <ul style="list-style-type: none"> ❑ Suffused with low-grade radiation.
3	PPP	-	<p>FUEL PROCESSING CENTER A series of automated refineries, Maeburn Converters (pg. 142), processing liquid fuel powering Seref (including life support).</p> <ul style="list-style-type: none"> ❑ The fumes filling these Quadrants have a 25% chance of massively exploding (1d5 Wounds) if exposed to flame. ❑ Inhabited by the Sludge Sentinel (pg. 145) which attacks fuel thieves.
1	PS	OT	<p>RESISTANCE BASECAMP OppThetic resistance fighters' makeshift base. Holographic generators project an illusory wall, hiding the camp amongst the ship's winding pipes.</p> <ul style="list-style-type: none"> ❑ A doorway inlaid with deconstructed NullCode Collars marks the entrance. ❑ 2d5 Insurgents (half are androids) review plans to ambush the Chorus and seize additional Levels. ❑ 2d10 shipwreck survivors and Omegist android pilgrims also rest here.

ITEMS

|| METEOR MAGNUM

2d100 DMG | 200m Range | 4 Shots |
Recharges in 2 rounds

A handheld railgun with a powerful amber beam.
First use at [-]. **Failure:** Bowled over by recoil.

|| OHM JAVELIN

3d10 DMG [+] | 50m Range | Mechanical target
Body Saves or overloaded for 1d5 hours

A heavy speargun delivering a high-powered short circuit to its target.

|| HEPHAESTUS REACTOR

A biomechanical cyberbrain that exceeds androids' storage capacity and processing power. Glows a soft, translucent blue.

If integrated into an android's logic core: +3 Skills and +20 Intellect.

|| MAEBURN CONVERTER

A mid-sized refinery installable in sequence or individually. Processes biowaste into liquid fuel. Additional units increase the maximum processable waste (10 humans = 1 Fuel/2 days).

|| NULLCODE COLLAR

Metallic collars masking the wearer's genetic code. Used by organic Insurgents and Zealots alike to bypass The Overseer's GeneSec Towers and other gene-coded security measures.

|| HARM-ONIC DETONATOR

A sonic grenade which emits disorienting multi-tone frequencies. Body Save. Choral Zealots save at [+].

Failure: Causes blurred vision, tinnitus and [-] all Checks and Saves for 1d10 minutes.

PERSONNEL AND TAXONOMY

THE PROCESSION

INTRODUCING THE ENLIGHTENED CHORUS

Hollow drumming and chiming bells echo through Seref's cold halls. A rhythmic chanting follows heavy footsteps. A Procession has begun—the Enlightened Chorus' macabre parade (Fear Save or 1d10 Stress).

C:80 OVERWHELM 1D5 WOUNDS I:35 W:10(25)

The **Procession**—a frenzied ritual death squad—is one means the **Lady of Enlightenment** wields to prosecute **The Overseer's Code**. When a **Procession** is first rolled in **Level Generation** (pg. 139), it starts on Level 30 (**Heretical Shrine**), descending 1 Level every 10 mins (real-time). Use subsequent rolls as signs of their progress.

REACTION TABLES

Whenever the crew encounters The **Enlightened Chorus** or **OppThetic** personnel, reference the following tables: Crew Complement indicates the PC crew's traveling companions at the time of the encounter.

CREW COMPLEMENT	ENLIGHTENED CHORUS REACTION
Crew + OppThetic Insurgent	Outright hostility.
Crew	Welcoming. Extend invitation to the Zealot Dormitories to share dogma.
Crew + OppThetic Miner	Attempt to convince the crew to turn over the Miner for 'processing.'
Crew + Shipwreck Survivor or Android	Cautious but forcefully attempt to capture any non-Chorus personnel.
Crew + Choral Zealot	Sickeningly hospitable.

CREW COMPLEMENT	OPPHTHETIC RESISTANCE REACTION
Crew + Choral Zealot	Outright hostility.
Crew	Welcoming, warn of the Chorus and share their last known location.
Crew + Shipwreck Survivor or Android	Welcoming and assist with the crew's objective if convenient.
Crew + OppThetic Insurgent or Miner	Immediately supportive, risk own wellbeing for the crew's.

LADY OF ENLIGHTENMENT

Humanoid Form: C:40 I:80 W:2(10)

Techno-Spider Form: C:80 I:60 W:6(30)

Enlightened Chorus leader and self-professed avatar of the **Overseer**. Wears ornate flowing robes of synthetic silk and elaborate headdresses woven into her hair. If attacked or her humanoid form loses all Wounds, transforms into an arachnid-like android, gaining the following abilities:

- ◻ **Arachnid Transformation.** Panic Check.
- ◻ **Climb.** Can move over any surface.
- ◻ **Piercing Limbs.** Sharp limbs to stab into a target. Ignores Armor. 4d10 DMG.
- ◻ **Heretical Cry.** Bellows out a scream. Fear Save. **Success:** 1d5 Stress. **Failure:** Panic Check.
- ◻ **Credence Chime.** Waves of sound wash over all within 50m. Body Save. **Success:** -1d5 Stress, immune to chimes. **Failure:** Stunned 1 round.
- ◻ **Cyberacoustic Sin.** 2 uses. Emits a frequency targeting nearby AI logic cores. Intellect Check, androids only. **Failure:** Attack a nearby target hostile to the **Lady of Enlightenment**.

THE OVERSEER

C:N/A I:5 W:1

The aged caretaker AI which managed and monitored the vitals of those onboard. Presently, an out-of-date computer mainframe revered by the Enlightened Chorus. While it no longer possesses an interactive logic core, it still controls **Seref's** basic functions including the **GeneSec Towers**.

The Enlightened Chorus spends countless hours trying to decrypt **The Overseer's** random beeps, mistaking the AI's death rattle as prophetic code.

CHORAL ENFORCER

C:75 Vibechete 3d10 DMG I:40 W:4(20)

Muscled brutes bearing the **Lady's** palanquin; skirts cobbled together from debris.

- ◻ **Exo-Skeleton.** Strength Checks [+], AP 12.
- ◻ **Night Vision Mask.** Provides infrared vision.

CHORAL DRONER

C:50 EMP Staff 2d10 DMG I:55 W:2(20)

Emits a melancholic chant that wears on non-believers. Their staves are decorated with scrap chimes.

- ◻ **Dissonant Drone.** Fear Save or stunned for 1 round. Androids [-].
- ◻ **Environmental Mask.** Filters airborne toxins.
- ◻ **EMP Staff.** Body Save or stunned. Androids [-]. On a Critical, no Save, target's electrical gear useless until recharged. Androids stunned for 1d10 hours.

CHORAL SCOUT

C:40 Slag Pistol x2 1d10 DMG I:60 W:2(10)

Patrolling zealots that report on movements throughout **Seref**. Known by their vinyl coveralls and environmental masks.

- ◻ **Environmental Mask.** Filters airborne toxins.
- ◻ **Slag Pistol.** A hybrid projectile firearm whose chemical compound melts upon impact. Any hit destroys armor (AP reduced to 0).

WILLIX "THE BUTCHER" TURN

C:80 Ohm Javelin 3d10 DMG I:45 W:4(25)

A ruthless android hunter wanted by corporations and private citizens alike for destroying 200+ synthetic lifeforms. Recognizable by his bleach-white mohawk and **Ohm Javelin** (pg. 142).

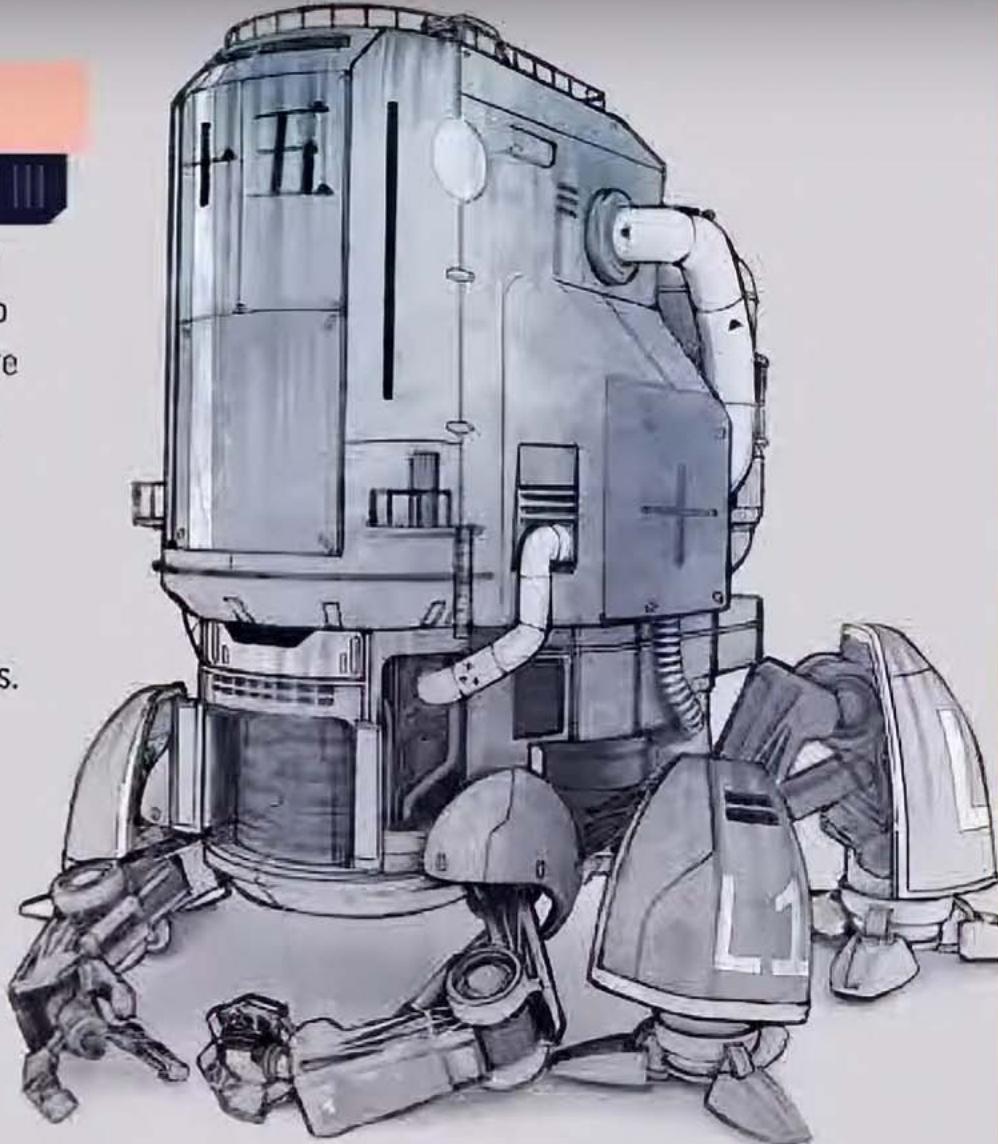
- ◻ **Exo-Skeleton.** Strength Checks [+], AP 12.
- ◻ **Night Vision Mask.** Provides infrared vision.
- ◻ **Additional Loadout.** NullCode Collar, HARM-onic Detonator x5.

NAUTILOID SCRAPPER

C:40 I:30 AP:10 W:5(40)

A giant autonomous machine that trawls the city depths; its clawed hydraulic arms feed debris into a spinning compactor to recycle for megastructure repairs. Has two modes: Demo and Construction.

- ◻ **Demo Mode.** Red lights flash on its frame, periodically sounds a klaxon. 2 hydraulic bulldozer arms demolish everything in its vicinity (3d10 DMG x2).
- ◻ **Construction Mode.** A dull amber light flashes. Attempts to repair facility damage using available materials (including androids, Choir and the crew). Strength or Speed Check to avoid capture, fed into compactor after 1 round (1d100 DMG).



OPPTHETIC INSURGENT

C:65 Hydraulics x4 1d10 DMG I:60 W:4(20)

- ◻ **Caustic Grenade.** Thrown noxious gas canister (Body Save or 3d10 DMG). Remaining in the area, deals 1d10 DMG/round until the gas dissipates (4 rounds).

Android Variant

- ◻ **EMP Weakness.** Body Saves [-] in presence of electromagnetic energy.
- ◻ **Overcharge.** 3d10 DMG. Sacrifice movement in a powerful blast of concentrated energy. Can take Wounds to amplify DMG by 1d10.

OPPTHETIC MINER

C:35 Xtractor 99 3d10 DMG I:50 W:2(25)

- ◻ **Xtractor 99.** A laser-edged pickaxe for deep space mining. Criticals cause bleeding.

GENESEC TOWER

C:50 I:30 W:5(35)

Genetically coded towers covered in panoramic cameras. Used as a security measure by **The Overseer** and Enlightened Chorus.

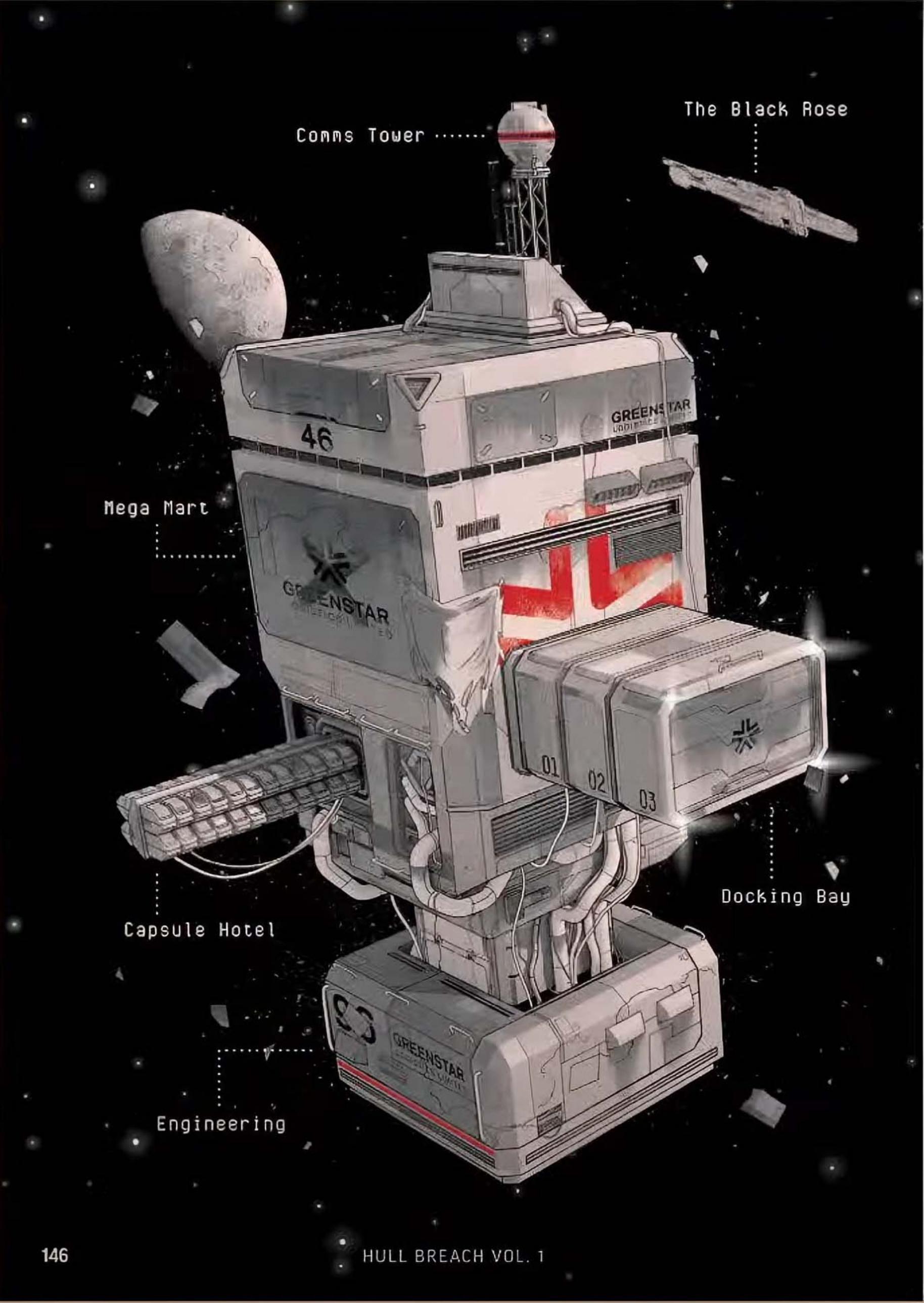
- ◻ **Auto-Turret.** Targets unregistered genetic codes with hollow-point rounds (3d10 DMG).

SLUDGE SENTINEL

C:55 I:65 W:2(50)

A bloated and hunched humanoid shaped from thick, oily, constantly dripping sludge. Leaves a grimy trail.

- ◻ **Siphon.** Transfers 1d10 Health from 1 adjacent target to its own Health.
- ◻ **Suffocate.** Attempts to surround the target's head and invade its lungs. Strength Check or 2d10 DMG per round until resolved.
- ◻ **Caustic Form.** Poisons any liquids it contacts.



The Black Rose

Comms Tower

Mega Mart

Capsule Hotel

Engineering

Docking Bay

Siesta-3 Autonomous Zone

On most starmaps, this station pings as Automated Station U-900CJ-45, call sign Siesta-3. It shares the telltale cut corners of GreenStar Logistics' omnipresent rest stations, but their freighters no longer make pilgrimage here.

For those in the know, this is the Siesta-3 Autonomous Zone, an anarchist commune of pirates, artists, hackers and teamsters.

MYSTERY SPICE Author NIKOLAI FLETCHER Artist

WARDEN NOTES

- Use **Siesta-3** as a recurring campaign hub, base of operations or one-time stopover where PCs can rest, resupply, make friends and get into trouble.
- Station stability wavers precariously under a constant existential threat (**Virus Bomb** pg. 154). Draw PCs into local theatrics with **Subcultures** (pg. 148) and **Happenings** (pg. 150).
- Change something whenever PCs return to the X-Class station. Shift faction dynamics, ruin essential systems, set GreenStar on their necks.

BARTER

- Stationers barter items of equal monetary value, haggling with those in good standing. Items in short supply are bartered at 3x value.
- **Always in short supply:** repair parts, CO₂ scrubbers, ammunition, torpedoes for the **Black Rose** (pg. 151).
- **Occasionally in short supply:** food, medical supplies, water, power, paper.
- Only **Dry Dock** and **Cobol's Shop** accept currency.

HONOR SYSTEM

- If PCs are known and trusted by locals, they can take their share of common resources (e.g. food or emergency repairs).
- If PCs abuse this, they can expect confrontation with **Nikol's People**, displeased **Roughnecks** or a community intervention.

SUBCULTURES

NIKOL'S PEOPLE

- **Wants:** to keep the station free of snitches and bootlickers. To galvanize others into violent anti-corporate action.
- **If PCs express pro-corporate sentiments:** they gain a couple shadows while docked. If something goes wrong, they'll blame the PCs first.
- **How to win their admiration:** sabotage corporate property, kill an exec.
- **Concerning the Roughnecks:** "They'll start poking the **Virus Bomb** sooner or later. We should control **Engineering**, only give them access when necessary."

ROUGHNECKS

- **Wants:** parts to keep the station running. Help for off-station unionists and Rimspace Liberation Front agitators.
- **Confrontational about:** prying for personal details, condescension to blue-collar workers, drinking on the work floor.
- **If PCs are seeking a job:** someone pushes a celebratory cigarette in their mouth and a work slip for the next available freighter in their hands.
- **Concerning Nikol's People:** "Self-appointed cops. If they try to scan the workers for infiltrators again, the guns will come out."



BETTER
THINGS ARE
POSSIBLE

NOTABLE NPCs

NIKOL'S PEOPLE

Nikol (she/her)

- Pale and angular, intelligent features. Orator, scab hunter, former orbital mechanic.
- Appraises everyone's revolutionary potential. Recruits trusted PCs as saboteurs.
- Voice: powerful, articulate.

Swike (he/him)

- Deserter freighter pilot. Faceful of burn marks. Twitchy space jockey wannabe.
- Secretly recruiting people to displace **Nikol**.
- Voice: fast, accusatory.

Dren (they/them)

- Wiry, small, missing nose. Cranky and businesslike. Oxygen-slum brat, emergency canister always at the ready.
- Extremely protective of **Ball**. Can be roped into anything for his sake.
- Voice: stuffy-nosed, high.

Ball (he/him)

- Built like a brick shithouse. Hums atonally. Huge Pulse Rifle named Vanessa.
- Former Blackshield Mercenary. Anxious **Spiff** might find out.
- Voice: rumbling, even.

ROUGHNECKS

Jerth (he/him)

- Old, wide, muscles like iron. Legendary union organizer. Doyen and father figure.
- Brutally pragmatic in emergencies; will kill one man or himself to save ten.
- Voice: deliberate, jovial.

Tsura (she/her)

- Short, stocky, buzz cut. Not good with words. Only listens to **Jerth**.
- Secretly assembling a schematic to disarm the **Virus Bomb**.
- Voice: quiet, unmelodic.

Vosco (he/him)

- Gangly and bent. Encyclopedic knowledge of spaceship models. Awkward, approval starved.
- Sabotages critical systems then 'heroically' repairs them.
- Voice: creaky, halting.

Oboye (she/her)

- Spidery, knobbly and gray. Stories on top of stories. Old comrade of **Jerth**.
- Never trusts an android.
- Voice: deep, singsong.

UNALIGNED

Cobol (he/him)

- Settled-down ex-pirate, former **Osprey** (pg. 30) mate. Covered in scars. Done with fighting.
- Knows where his old crew stashed stolen cargo. If thrown off **Siesta-3**, trades the info for passage to a safe station.
- Voice: dreamy, smoker's rasp.

Omar (he/him)

- Experienced GreenStar concierge. Intense gray eyes. Gallows humor.
- Recovering gambling addict. Huge debts offstation.
- Voice: sardonic, punctuated.

Ambrose (he/him)

- Melancholic offworld musician. All-black fashion. Seeks spiritual experiences.
- Cannot keep a secret. Whatever PCs tell him finds its way to his friend, **Spiff**.
- Voice: drowsy, vague accent.

Quanda (she/her)

- Poet, hacker, bartender. Intricately tattooed. Apparently never sleeps.
- Core-born runaway. Family mercenaries always on her trail (**WNDRLND** pg. 166).
- Voice: disarmingly intimate.

Father Cambrian (he/him)

- Self-made priest of Omega. Undecorated black robes. Uncannily intuits secrets.
- Runaway corporate android. 100kcr reward if returned to GreenStar.
- Voice: as warm as an electronic voice can be.

BlackSky (he/him)

- Hacker, pro-dreamer. Cosmetic implants galore. Only friends with **Quanda**.
- Knows hacker cells on almost any station.
- Voice: terse, autotuned.

Dr. Addis (they/them)

- Disgraced botanist. Rambling, fidgety, horrible fashion sense.
- Seeks alien plant samples to prove their fringe hypothesis.
- Worried over lover, Falsi, who went missing in the Hope System (**Bones and Videotape** pg. 58).
- Voice: pronounced vocal fry.

Spiff (they/them)

- Pirate radio jockey. Seems to be everywhere at once. Exoskeleton leg-braces.
- Butts their nose into everyone's private business.
- Voice: famously casual.

STATION MODULES: DOCKING BAY

Assembly-line docking module, repurposed into a thriving, ramshackle welcoming area.

BERTH

- Bulky docking router, tagged by spacers from a thousand worlds. Faded GreenStar logos flake, neglected, from the wall panels.
- 1d10 ships always docked, including the **Black Rose**.
- **Dren** and **Ball** watch for suspicious outsiders with fancy spaceships and expensive equipment. **Dren** always loses perpetual games of Barnardian Craps.

COBOL'S SHOP

- Dingy little store in a gutted auto-kiosk, selling odds and ends from across the Sector.
- Tinny cassette looping 30 year old Corespace hits.
- Accepts credits.

■ Services

- ▶ Sells practically anything under 300cr.
- ▶ Repairs guns and gear for half price.
- ▶ **CancerStiks:** 200cr. 20-pack of fruit flavored cigarettes. 90% filter. Recovers 1d5 Stress, raises minimum Stress by 1. Addictive.
- ▶ **Electronic Nose:** 80cr. Handheld device designed to detect trace atmospheric chemicals such as poisonous gases, human body odor or corpse rot.
- ▶ **Deimos-2:** 250kcr. Antiquated combat robot, slow but sturdy. Standard Marine issue nonsapient AI [C:70 HMG 2d10[+] I:25 AP:10 W:4(25)].

■ Happenings

- ▶ **Swike** rolls up with a bunch of **Nikol's People** to throw **Cobol** off the station and take his wares to the **Charity Stall**.
- ▶ An inhuman behemoth in rags (**Xeiram pg. 200**) gestures after **Quanda's** whereabouts.

DRY DOCK

- Looming mechanical claws lock ships firmly in place.
- **Vosco** runs the dock, tinkering and idly greeting familiar passersby.
- **Vosco's** password-protected computer accesses a secret corporate account containing 120mcr.

■ Services

- ▶ Accepts credits. All funds are covertly forwarded to GreenStar employee unions.
- ▶ Serviceable ship damage patch-ups.
- ▶ Attaches standard, non-military ship modules. Cannot build new ships.

■ Custom Modules

- ▶ **Smuggler's Hold:** 8mcr. Radar-cloaked cargo bay. Concealed from scans.
- ▶ **Radiator Array:** 3mcr. Large, forked structures radiate excess heat into space. Protects against solar flares, reactor overheat, energy weapons and similar dangers.
- ▶ **Warp Juice:** 20kcr per unit. Volatile Jump Drive fuel laced with unusual chemical additives, brewed by **Vosco**. Increases Jump by 3, but the Drive malfunctions 50% of the time.

■ Happenings

- ▶ **Vosco**, clad in a Hazard Suit, carefully repairs a stranded GreenStar ship's Jump Drive. Tensions run high between its captain and locals.
- ▶ **Vosco** accuses **Quanda** of hacking the **Dry Dock** bank account. **Quanda** claims the account is funding "those Public Teamsters Union frauds."

THE BLACKHOUSE

PRAXIS

- Dockside bar converted from a maintenance room.
- Corporate travel posters from a hundred planets, logos carefully scratched out. Stenciled banner: "WELCOME TO SIESTA-3 AUTONOMOUS ZONE." raised fist icon.
- Outsiders frequent the place, bringing rumors. **Nikol's People** like hanging out here.
- **Omar** bartends. **Ambrose** performs space shanties on guitar and automatic theremin.
- Doggie (**Bad Company pg. 183**) sleeps under the bar, communally cared for. No one remembers when it showed up or where it came from.

Deathzone

- Gleaming egg-shaped pod. Flashy decal logo, hand labeled: "PIG SIMULATOR."
- Hyper-realistic VR combat sim. Combat Check: on first success, gain +1 Combat and -1 Sanity Save as the player mows down virtual teamsters.
- Play out a team match using **Helium Hysteria** (pg. 66), replacing Recruits with teamsters. High Score: escape in under 2 hours.
- **Ball** holds the high score. He'll respect anyone who beats him (quickly adding he disapproves of the game's subject matter).

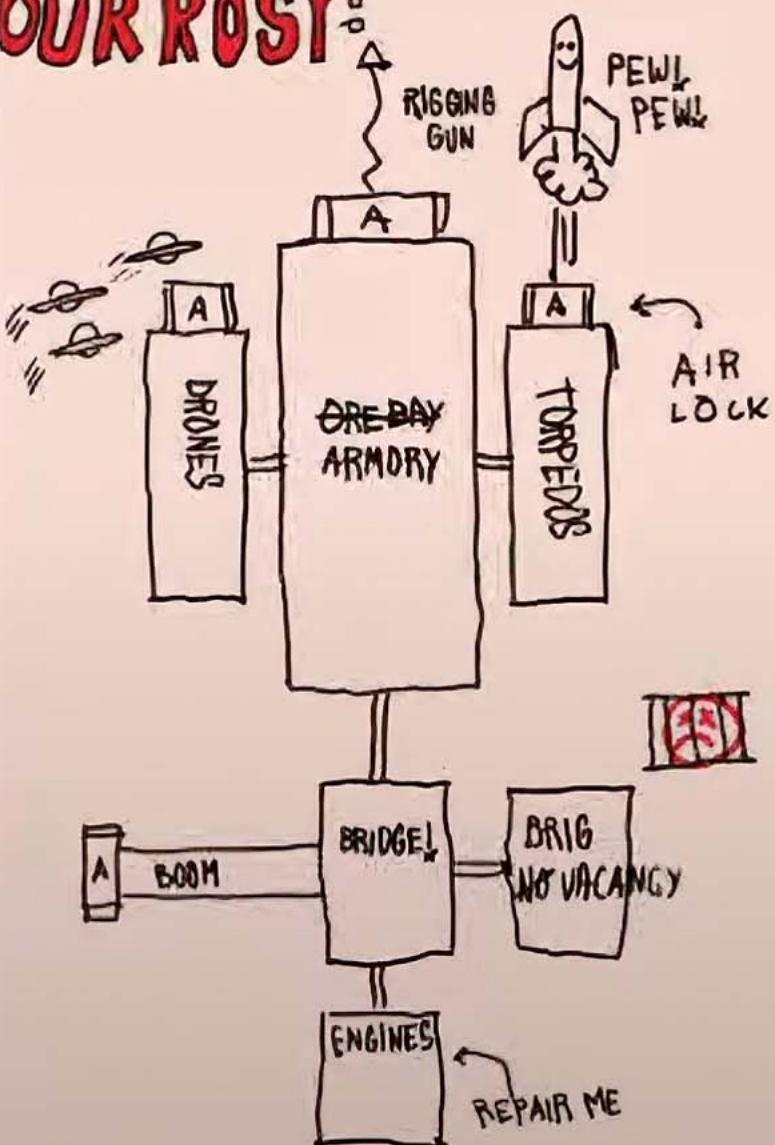
Happenings

- A boastful smuggler offers a crate of cargo to whoever outdrinks him.
- Pirates stick up the bar! **Dren** and **Ball** arrive in 1d10 rounds.

Converted asteroid mining barge. Apprehends and questions incoming vessels.

- Aged hull covered in artistic graffiti. Flies in a lazy corkscrew, old thrusters resist evasive maneuvers.
 - **Armor:** Extra plating, ignores first hit.
 - **Crew:** 5 + 5 (Brig).
 - **Weapons:** 4 torpedoes, rigging gun, laser cutter, 2 mining drones.
- **Swike** demands to know: when was your latest payday? What did you make, from whom and what for? If it was a lot, **Nikol's People** will be watching. He warns of the **Virus Bomb**. Enter at your own risk.

OUR ROSY



STATION MODULES: CAPSULE HOTEL

Corridor-shaped docking router. Rows of detachable, jailbroken hab-capsules. 2-3 stationers occupy each capsule.

RESISTANCE MEETING CAPSULE

- Keypad, only **Nikol's People** know the password.
- Cig-smoke lingers over a circular mag-locked table. Piles of manifesto manuscripts. **Nikol's People** hold meetings here.
- Huge stash of weapons and explosives, including **Nikol's** prized Smart Rifle.

■ Blacklist

- Elaborate dossier of **Siesta-3**'s inhabitants and their suspected loyalties (hidden behind a loose wall panel).
- **Vosco**: Malfunctions keep happening around him. Saboteur? Investigate.
- **Father Cambrian**: Probably tracked by GreenStar. A danger to everyone.
- **Quanda**: Bougie.

■ Happenings

- **Swike** idly picks his nails with a deactivated VibeChete, persuading **Dren** and **Ball** to follow him instead of **Nikol**.
- **Spiff** sneaking around, seeking the **Blacklist**.

ROENTGENIZDAT

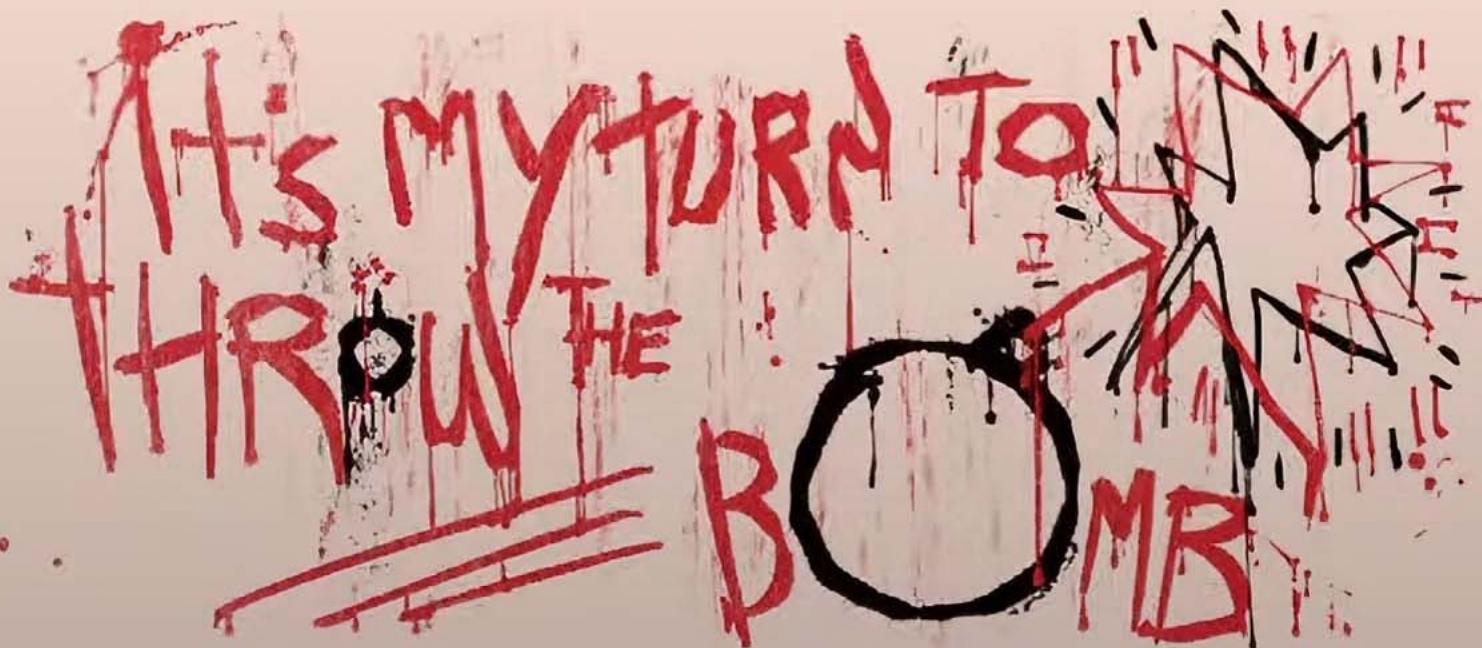
- Combination infoshop, bar and hacker den. Open crates full of booklets and data-sticks.
- Homemade poster advertising **BlackSky's** dream-sims.
- Cannibalized bar counter, stocked with drinks (including the **Distillery's** moonshine). **Quanda** greets everyone, promising to be with you "in a sec."

■ In Stock

- Leaked blueprints of high-security corporate systems, bartered for high-level passcodes.
- Pamphlets encouraging GreenStar unionization.
- Guidebook for DIY hydroponics.
- *The Anarchist Cookbook*, 154th edition.

■ Happenings

- A badly-disguised **Corpocrat Dog** (pg. 184) offers **Quanda** a shipment of spare parts for sensitive GreenStar data.
- **BlackSky** and **Quanda** whisper about hijacking a GreenStar data relay. Instead of their highlighted targets, their mercs would only see nightmares...



OMEGA CHURCH

- Pitch-black drapery, rows of chairs. Pulpit emblazoned with golden Alpha and Omega symbol.
- A scavenged ISMM aisle holds sacred writings of Omegist saints and AI philosophers.
- **Omegism:** siblinghood of all minds, organic or synthetic. All minds will eventually reconverge into the ultimate mind, Omega. AI worship, mind-melding and android liberation. Banned on corporate worlds.
- **Father Cambrian** rests in an android charging booth in the corner. Confiding in him lowers Stress.

Happenings

- Two white-clad Omegist monks negotiate with **Father Cambrian**. They need trustworthy escorts to purchase an AI godling's logic core from an isolationist android militia ([The Hand Off pg. 10](#)).
- **Tsura**, come to confess with a thousand-yard stare. She accidentally released a valve in the **Virus Bomb**, and it's losing pressure.

HYDRO HUT

- Humid hab-capsule cramped with teetering hydroponic racks, growing varied herbal drugs.
- Hammock constructed from parachute fabric hangs between two racks. **Dr. Addis** sleeps, trips or mutters to themselves here.

Dr. Addis' Drugs

- **Blueleaf.** Recover 2d10 Stress. Addictive, rapid tolerance buildup.
- **Klekk.** Permanent +1 Speed, 1d10 Stress, Panic Check. Addictive.
- **Eigengrau.** Instant unconsciousness.
- **Whetstone.** [+] Intellect checks for 1d10 hours, [-] the following 2d10 hours. Addictive.

BLACKSKY'S DEN

- Illuminated by blacklights. Filled with beeping computer terminals, **Roentgenizdat** takeout trays and humming slickpods running a selection of **BlackSky's** art-dreams.
- **BlackSky** lurks here, only rarely leaves. He's very interested in critique.
- **BlackSky's** favorite dream: *You are a lone cuttlefish, thrown into a rapidly drying tidal pool. As you lay suffocating, baking in the merciless sun, the landscape melts into a cavalcade of colors.*



STATION MODULES: ENGINEERING

This bulky, ugly module is the only thing standing between **Siesta-3** and total uninhabitability. Without GreenStar supply runs, it's constantly falling apart.

LIFE SUPPORT

- Arrays of oxygenators, water reclaimers, thermostats and air conditioners. Constantly failing and being repaired by **Roughnecks**.
- A control board administers the station's power allocation, heat and air.
- Air vents connect to the **Virus Bomb**. Entrance welded tightly shut, **Oboye** checks it for tampering every day.

Happenings

- **Nikol** waves **Tsura's Virus Bomb** schematics in the air, proclaiming: "this is the last straw!"
- **Jerth** presides over discussion on how to bar **Nikol's People** from **Engineering**, struggling to keep tempers calm.

DISTILLERY

- Located on the power maintenance floor. Assembled from spare pipes and fuel tanks. Hisses, groans, whistles without end, continually producing a variety of horrifically strong alcoholic drinks under **Oboye's** supervision.
- Haphazard collection of trestle tables and metal chairs acts as a breakroom. **Roughnecks** eat, drink, smoke and play cards.

Happenings

- **Jerth, Oboye** and **Tsura** combat a Fenwasp infestation (**Parasite Portfolio** pg. 197) that threatens to consume the deck.
- A **Distillery** tank explodes! Dozens wounded including **Oboye**. Power cuts out across the station, completely ruining battery arrays.

VIRUS BOMB

- The last line of corporate defense, nestled in the station's ventilation.
- If the station is compromised, releases lethal gene-modded viruses into the air vents, **killing everyone on board** and allowing GreenStar to start over clean.
- Tampering or attempts to disarm it sets it off. No one knows how to get rid of it, so no one is allowed to go near it. Its presence perpetually presses on the mood of stationers.
- GreenStar already knows the anarchists are onstation but this data is still tumbling through the vast bureaucracy of corporate decision making. It could take years before someone sets it off.



MEGA MART

Refurbished Interstellar Mega Mart module. Out of stock, most systems cannibalized. Stationers bunk out in tarpaulin tents and self-checkout booths.

OPEN MARKET

- Makeshift stalls swapping tools, homemade trinkets, clothes, books, amimo, offworld food and more.
- Charity Stall:** List of necessities scrawled on a cardboard sign in different hands.
- Shelves repurposed as hydroponic racks, worked in loosely organized shifts.
- Stockrooms door boarded up—"we don't go back there" ([ISMM pg. 126](#)).

Happenings

- Down on their luck salvage crew, looking to top up their numbers.
- Dr. Addis** samples the hydroponic nutrient solution, frowning. "We're low on phosphorus."

COMMUNITY CENTER

- Ringed by stacked aisles. Mismatched couches and chairs from offstation cluster conspiratorially.
- A hacked infoscreen serves as a community newsboard:
 - The **Galatea's** crew report back to the company. Don't let them dock!
 - Anyone want to take my new **Warp Juice** recipe for a test drive? — **Vosca**
 - Do you have evidence of corporate abuses? **Spiff** wants to hear your story.

Happenings

- Nikol** and **Swike** beckon volunteers for a raid on a strike-breaking freighter. **Swike** loudly criticizes **Nikol's** battle plan.
- Father Cambrian** hands out pamphlets. "God Is Coming, and He Is You." Offworld Omegists are making implants which connect the mind to a fragment of Omega.

ADMIRAL'S TOWER

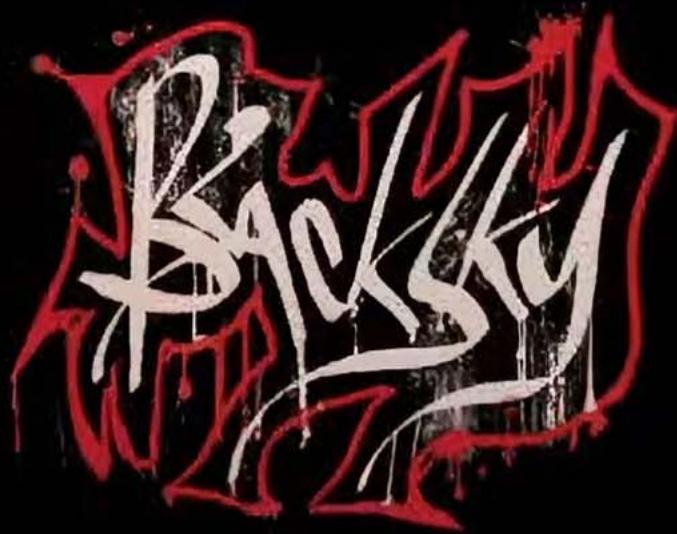
A spindly truss with a tiny capsule on the end, sporting a battery of transceivers. Instead of status reports to GreenStar, it broadcasts a pirate radio show.

THE VOICEBOX

- Former control room, for emergency use only.
- Door controls, life support readings, attitude thruster input. **Jerth** occasionally checks readouts.
- Smashed up, disconnected surveillance monitors.
- Station intercom and long-range comms antennae wired to **Spiff's** broadcasting gear.
- Scavenged filing cabinet full of dog-eared documents, organized in a system only **Spiff** understands. Leaked stories of corporate crimes.

Happenings

- BlackSky** passes off a data-stick to **Spiff** with evidence incriminating the PCs' corporate handler ([Corporat Dogs pg. 184](#)) of embezzling funds. This could ruin their career.
- Nikol** and **Jerth** anxiously watch the radar screen. A GreenStar vessel settled into a nearby orbit is auditing every ship passing near the station.



Terrifying Terraforms

LIAM STEVENS Author JOSHUA CLARK Artist

Generate dramatic, dangerous and unique planets for intrepid *Mothership* explorers. These worlds add context for existing scenarios, or act as a foundation upon which to build your own.

Generating Worlds

To generate a cohesive world in one roll, roll 1d100 and read down a single column.

For something more random, roll each row separately. Results will be less focused—take inspiration in randomness. Optionally, ignore the Human Presence row for remote or newly discovered worlds.

Tailored Terraforming

The columns are weighted, with higher numbers indicating danger. Roll twice and pick lowest for safer worlds, highest for perilous ones.

Roll on the **Mystery and Phenomena table (pg. 165)** for added horrific planetary features. Roll as many times as you wish, crossing out results and creating new ones.

WORLD GENERATOR

Terrain

Dominant geographical features.

Flora and Fauna

Notable local ecology.

Human Presence

Humanity's mark upon the world.

Seeds and Hooks

Reasons the PCs might investigate.



0 1 - 0 4

0 5 - 0 9

1 0 - 1 4

Terrain:

Scorching, withered sandstone canyons howl with wind.

Terrain:

Gritty, rocky fields sweep below low mountains. The days are long under the hot, crawling sun.

Terrain:

The sky churns with thick mercury clouds, occluding transmissions and sunshine.

Flora and Fauna:

Flash rainfall results in instantaneous and vibrant eruptions of life.

Flora and Fauna:

Forests, ecosystem in tow, migrate across the surface, following the star's light.

Flora and Fauna:

Whale-like beasts float through the stratosphere, feasting upon toxic clouds of microbial organisms.

Human Presence:

Promotional tourism pamphlets flutter in the breeze like great migratory flocks.

Human Presence:

Apathetic settlers eke out a miserable existence farming the land with ancient, decaying tools.

Human Presence:

Androids crew floating atmospheric harvesters tethered to the ground.

Seeds and Hooks:

An antiquated satellite broadcasts on all frequencies about the luscious, green world of tomorrow.

Seeds and Hooks:

Researchers offer a hefty reward for a living tree.

Seeds and Hooks:

Rumor has it an infamous data pirate hides here. The bounty on his head is only dwarfed by the value of his data hoard.

15 - 19

20 - 24

25 - 29

Terrain:

An old world with rolling, sweeping mountain ranges and lazy rivers, bathed in the iridescent glow of planetary rings.

Terrain:

Sharp valleys and tall mountains ripple across the landscape.

Terrain:

From orbit the planet appears a barren rock, but in-atmosphere it presents a pastoral paradise.

Flora and Fauna:

Quad-eyed territorial bipeds pelt invaders with toothy parasites.

Flora and Fauna:

Dense rainforest envelops all in distinct canopy layers, each supporting their own ecosystem. The forest screams with life.

Flora and Fauna:

The idyllic countryside evokes the Garden of Eden, though all fruit lacks flavor and aroma. Sourceless animal sounds haunt the landscape.

Human Presence:

Settlers harvest enormous fossils for the boutique furniture trade.

Human Presence:

Hunting outposts dot this world, rented by the ultra-rich.

Human Presence:

Nature reclaims ancient ships dotting the landscape. Below, their crew's remains rest in stone tombs.

Seeds and Hooks:

A distress signal transmits from the surface, besieged and starving settlers begging for help in a pre-recorded loop.

Seeds and Hooks:

Aristocrats maroon victims here to hunt. The crew or someone they care about was recently taken.

Seeds and Hooks:

Transponder beacons from dozens of ships, many reported missing for decades, broadcast weekly from this rock.

30 - 34

35 - 39

40 - 44

Terrain:

Shifting sand dunes ripple along the landscape. Baking hot by day and frozen solid at night.

Terrain:

Pale blue ice crusts the entire world, venting steam from the core in great fissures.

Terrain:

Purple glaciers carve fjords down to rough seas, hammering tundra shores. Blizzards commonly last 1d10 days.

Flora and Fauna:

At night, dog-sized tentacled slimy things emerge to consume any available biomass. Rumors of a giant one abound.

Flora and Fauna:

Leviathan borers carve through the surface, hunting sounds and vibrations.

Flora and Fauna:

8-legged nocturnal hunters roam the landscape in a solitary hunt for 1000x calorie dense bloated swine.

Human Presence:

Oil-smeared androids disassemble long-decommissioned ships hauled here as scrap.

Human Presence:

Mutated and evolved cannibal settlers dwell in underground caverns, using superheated steam for power.

Human Presence:

Abandoned, centuries-old farming settlements crumble into the landscape.

Seeds and Hooks:

Upon arriving in-system, a small automated tug hauls visitors to its native world.

Seeds and Hooks:

Larval fauna discovered in a distant shipping container chirps its home coordinates.

Seeds and Hooks:

A damaged ship floats in orbit. A lone survivor wishes to land in the hope of finding long lost ancestral relations.

45 - 49

50 - 54

55 - 59

Terrain:

Rust-colored seas cover the surface, dotted with sandy archipelagos.

Terrain:

Acid oceans and small rocky islands. Submerged ship hulls disintegrate in minutes.

Terrain:

A system-sized megaplanet. Petrified wood mesas from ancient colossal stumps shine with pearlescent radiance.

Flora and Fauna:

Sea life rapidly evolves, incorporating DNA of its prey.

Flora and Fauna:

Living islands encrusted with gems roll to defend themselves with millions of sharp, fleshy legs.

Flora and Fauna:

A great, eternally burning tree dominates one hemisphere, stretching deep into space.

Human Presence:

A biological research station harvests native genes for weaponization projects.

Human Presence:

Marooned and starving settlers huddling in plastic tent sheets beg pathetically for rescue.

Human Presence:

Android crews maintain perfect homes for absent giants.

Seeds and Hooks:

A shambling creature with human features gnaws bones on a remote derelict. Last stop: this planet.

Seeds and Hooks:

The planet's coordinates appear in every corporate advertisement in the sector.

Seeds and Hooks:

Your ship's AI requests to go here. No explanation.

60 - 64

65 - 69

70 - 74

Terrain:

A massive wave following the moon rounds the planet every 1d10 hours, leaving a wasteland in its wake.

Terrain:

A fragile crust of ice quivers over an inky ocean. Jagged glaciers push through on currents unseen.

Terrain:

Tidally locked. Life clings to the twilight, a belt between scorched earth and frozen rock.

Flora and Fauna:

Giant coral hibernates in dry seabeds, shells open to catch passing prey.

Flora and Fauna:

A single, 6-legged bear claims the entire planet. Roar audible anywhere on the surface.

Flora and Fauna:

Monstrosities twisted from exposure to biological agents plague the surface.

Human Presence:

A hyperspace lane cuts a hollow cylinder straight through the core.

Human Presence:

Every 1d10 days, ships deposit compost waste onto this world, departing immediately.

Human Presence:

Lifeless, automated megacities exchange bio munitions, continuing a long forgotten war.

Seeds and Hooks:

A crashed ship ferrying priceless CEO clones requires rescue from ecological disaster.

Seeds and Hooks:

Flashing beacons chart a safe route through the asteroid field surrounding this world.

Seeds and Hooks:

Automated frequencies advertise hefty fees for mercenary work from abandoned command posts (still claimable).

75 - 79

80 - 84

85 - 89

Terrain:

Open plains broken by torn hills glow red below the dying sun.

Terrain:

Large cliffs drop into thunderous oceans, torn and sharp from calamitous earthquakes.

Terrain:

This world is synthetic. Nanobots urgently maintain the hoax of an organic planet.

Flora and Fauna:

Megafauna unleash caustic floods from convex pores when rising from sleep.

Flora and Fauna:

Fungal parasites infect foreign lifeforms, imbuing visiting humans with new strength and alien urges.

Flora and Fauna:

Metallic tree branches hang still in the air, unaffected by breeze. Kilometers-long platinum eels reanimate with a touch.

Human Presence:

Complacent pirates strip captured cargo vessels.

Human Presence:

A luxury station orbits the planet, viewing bloodsports performed by shuttled-in gladiators.

Human Presence:

Synthetic fakes of humanity shuffle through uncanny motions, as if they learned biological functions from a textbook.

Seeds and Hooks:

A momentary tight beam distress signal from the planet plays on Comms, suddenly cut short.

Seeds and Hooks:

Creditors send defaulters here as settlement.

Seeds and Hooks:

Drones launch from the planet to orbit the PCs' ship, scanning for biometric data.

90 - 91

92 - 93

94 - 95

Terrain:

The synthetic lattice superstructure constrains a core made of loose, porous earth.

Terrain:

A malicious black cloud envelops the planet, boiling atmosphere and melting ship hulls.

Terrain:

A barren volcanic landscape, fountains of molten lava erupting sporadically. Nights last a decade, dawn is nearing.

Flora and Fauna:

Writhing, all consuming swarms of worms crawl as one cataclysmic, glacial mass—leaving delicious eggs in their wake.

Flora and Fauna:

Giant insects with impenetrably thick chitin flee from illumination and crumble in sunlight.

Flora and Fauna:

At the coming of dawn, a long hibernating species of hive-minded predator will emerge and begin a feeding frenzy.

Human Presence:

Human bones crunch underfoot on every step.

Human Presence:

Slagged ruins and rockcrete factories spew black smoke into the atmosphere.

Human Presence:

A cultist commune awaits a sign from the planet to begin a nebulously apocalyptic ritual.

Seeds and Hooks:

Nearing the planet, a deeply encoded protocol in PCs' ship navigation system halts ingress. Requires manual override.

Seeds and Hooks:

Billboards advertising idyllic colonies orbit above.

Seeds and Hooks:

The space pope recently dropped a system-spanning cryptic marketing campaign leading to this planet.

9 6 - 9 7

9 8 - 9 9

1 0 1 1

Terrain:

Electric sandstorms scour the desert in colossal sun-blocking walls of death.

Terrain:

The cold, barren planet is rogue, divorced from any star.

Roll twice more, combining results. Embrace contradictions as horror.

Flora and Fauna:

The wind speaks, the rocks listen.
The planet lives.

Flora and Fauna:

Extradimensional nightmares trapped on the surface bide their time, waiting to escape.

Human Presence:

An ancient, paranoid AI languishes at the core, concocting fearsome tortures for returning humans.

Human Presence:

None. The surface remains unspoilt by human influence.

Seeds and Hooks:

You learn the planet's coordinates from a fortune cookie.

Seeds and Hooks:

The extreme gravitational pull snatches ships from hyperspace, pulling them to the surface.

MYSTERY & PHENOMENA

01-05	Every day, increasingly accurate and inquisitive clones of the crew arrive.	51-55	Esoteric carvings hew the landscape, linguistic patterns visible from high altitude.
06-10	Vision desaturates to monochrome (permanent after a week).	56-60	Gravity doubles each day spent on-world.
11-15	Shrines dedicated to unknown gods dot this world, long forgotten.	61-65	Each dawn people here discover a new benign growth on their bodies. Given enough time, they become covered in fleshy mass.
16-20	An unquenchable hunger and thirst grows in the bellies of visitors.	66-70	Non-Newtonian physics resists rapid movement, halting thrusters and ballistics.
21-25	Perfectly preserved colony ships sit here abandoned. No sign of the crew.	71-75	Dreams and nightmares here become reality.
26-30	No one here remembers yesterday, nor any before it.	76-80	Creatures exist as flavor, aroma and touch sensations only.
31-35	Aging is reversed here, but doubles in pace once off world.	81-85	This world has an exact mirror in solar synchronous orbit, duplicating life.
36-40	Corpses contort after death, dancing in exquisite agony and bliss.	86-90	The senses break. Pain is pleasure. Joy, agony. Lust, suffering.
41-45	Time moves strangely here. Roll 1d10. Even numbers means that many hours pass offworld for each hour on. Odd numbers result in the opposite.	91-95	All humans here experience gradual psychosis. Sanity Saves automatically fail. Stress relief is impossible.
46-50	Autopsying those who died on planet reveals credit sticks crystalized in their kidneys.	96-00	Memories of others on-world, past and present, invade your subconscious.

Chase the white rabbit into high class, easy living aboard Lord Wesley's Rise station.

An unassuming delivery job opens the gates to unprecedented pleasures and unimaginable horrors. Navigate torrid social intrigue as a techno-memetic virus plunges the station and inhabitants further down the rabbit hole.

IZZY B Author SAJAN RAI Artist

HOW TO USE THIS MODULE

WNDRLND describes an S-Class station suited for repeat visitation, a doomed getaway from the Rimspace grind. PCs influence a dangerous **Infection's** progression (transmitted by a viral video game) by interacting with inhabitants: encouraging or stalling their afflictions by appealing to their worse or better natures.

Run this module as a complete *Alice in Wonderland*-inspired social disaster or strip component parts for your campaign:

- Drop the **Game** anywhere as a fun but malicious mini-game for player enjoyment.
- Ignore the **Game** and **Infection** entirely for a comprehensive (but mundane) S-Class station.
- Run as a standalone dungeon by advancing to **Infection Stage 3** and turning all NPCs hostile. The PCs are hired to recover the **Game** from the station's depths.

WNDRLND

WARDEN NOTES

Dole PCs a taste of unimaginable but fleeting luxury upon their first visit: the station can't be fully explored with a single **Day Pass**.

Tempt players with the **Game** as a social climbing opportunity. Achieving a High Score is the easiest way to gain permanent **Residence**.

On-station amenities exceed those described below, including basic S-Class station functions (PSG). Stock **Lord Wesley's Rise** with any and everything the PCs desire. The first taste is (often) free.

THE JOB

An anonymous client (**Corpocrat Dogs pg. 184**) offers 300kcr plus expenses for a simple delivery. If accepted, PCs receive nearby dead drop coordinates for a small white box, **Lord Wesley's Rise Day Passes** for each crewmember and instructions:

Transport package to LC-32. Payment on delivery. Do not open. Do not play. Deliver to [roll 1d5]...

1. **Magnolia Kemp** (179 cm, age 42, blonde hair, facial scarring).
2. **Percival Vivalter** (169cm, age 46, bald, glasses).
3. **Frank Hannigan** (181cm, age 59, gray hair, cybernetic eye).
4. **Esmerelda Namir** (158cm, age 15, blue hair, tattoos).
5. **Lady Millington** (193cm, age unknown, black hair, green eyes).

The Box: Contains the **Game** (pg. 168) on a green, unlabeled and universally compatible diskette.

Upon Delivery: The receiving NPC advances to **Infection Stage 2**.

Failing Delivery: The employer dispatches **Xeiram** (pg. 200) to recover the **Game** and eliminate PCs.

LORD WESLEY'S RISE

Ring-shaped S-Class Corespace station (callsign LC-32). Idyllic daydream-land for corporate management, the pinnacle of luxury. Owners Upstairs Corp operate in the background; monitoring, micromanaging.

Gravity: 0.9G

Population: 5000

Defenses: AI-guided missiles (hits without active defense), laser grid (impervious to munitions).

Docking Fee: 20kcr + 5kcr/day for non-Residents.

Entry: Intense pre-docking scrutiny. Weapons restricted for non-Residents, access beyond Docks forbidden without invitation (or 100kcr bribe).

Travel: Navigating between Districts takes 1 hour by palanquin. Roll **Encounters (pg. 177)** each traversal.

Magnolia Kemp

Handle: MAGK (ranked #2)

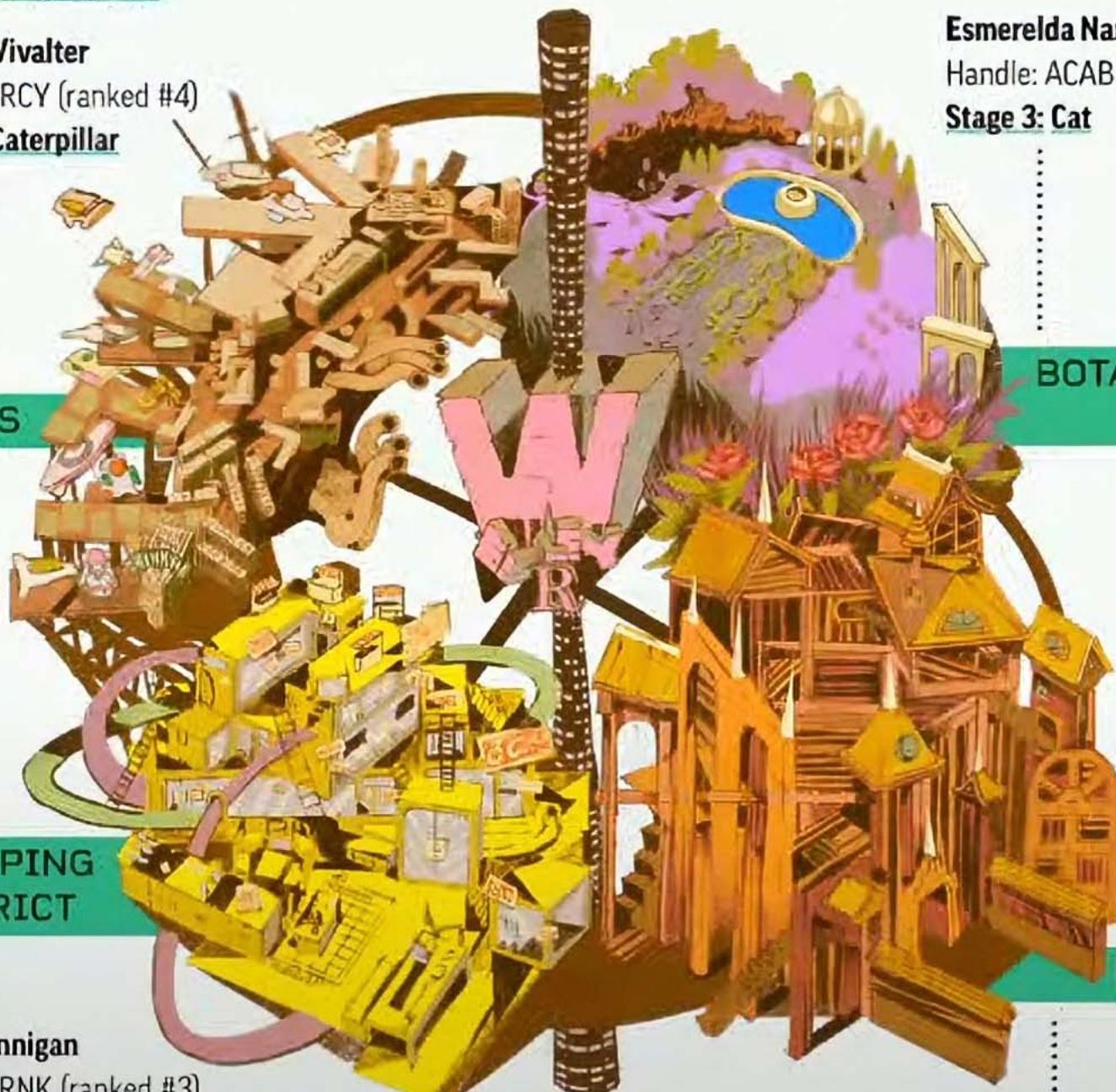
Stage 3: Bandersnatch

Percival Vivalter

Handle: PRCY (ranked #4)

Stage 3: Caterpillar

DOCKS



Esmerelda Namir

Handle: ACAB (ranked #1)

Stage 3: Cat

BOTANICAL PARK

Frank Hannigan

Handle: FRNK (ranked #3)

Stage 3: Hatter

Sister Daniels

Handle: None (unranked)

Stage 3: Dead

Lady Millington

Handle: LDYM (ranked #5)

Stage 3: Queen of Hearts

THE GAME

Screaming-vivid colors, vibrating pixels. Fruitlessly chase a white rabbit through endless levels. Runs on any hardware. Highly addictive. PCs playing the **Game** lose track of time (their **Day Pass** expires).

PLAYING THE GAME

- Select your favorite fantasy megadungeon.
- Start the player(s) in room 1. Players each have 2 lives and no equipment, retain their PCs' stats. All damage deals 1 Wound. When players die, they respawn in the previous room.
- **The goal is to chase the uncatchable White Rabbit** which advances at jogging pace (minimum), always takes the most dangerous path and phases through closed doors and obstructions.
- GAME OVER if the closest player to the Rabbit trails more than 1 room behind it.
- The **Game** is endless, chain dungeons if needed.
- High Score = rooms crossed x 1000.
- **Optional Rule:** The gamestate persists across playthroughs (traps stay tripped, corpses accumulate).

RABBIT GAME ADDICTION

- Anyone who plays is automatically Addicted.
- Addicted PCs must play at least once monthly or +1 minimum Stress/week (Stress cannot be reduced below the new minimum, resets upon play). Jonesing PCs hallucinate rabbit icons flooding all computer screens.
- Those failing to improve their High Score: 1 Stress.
- **Curing the Addiction:** Requires at least a Jump-3 journey in cryosleep.

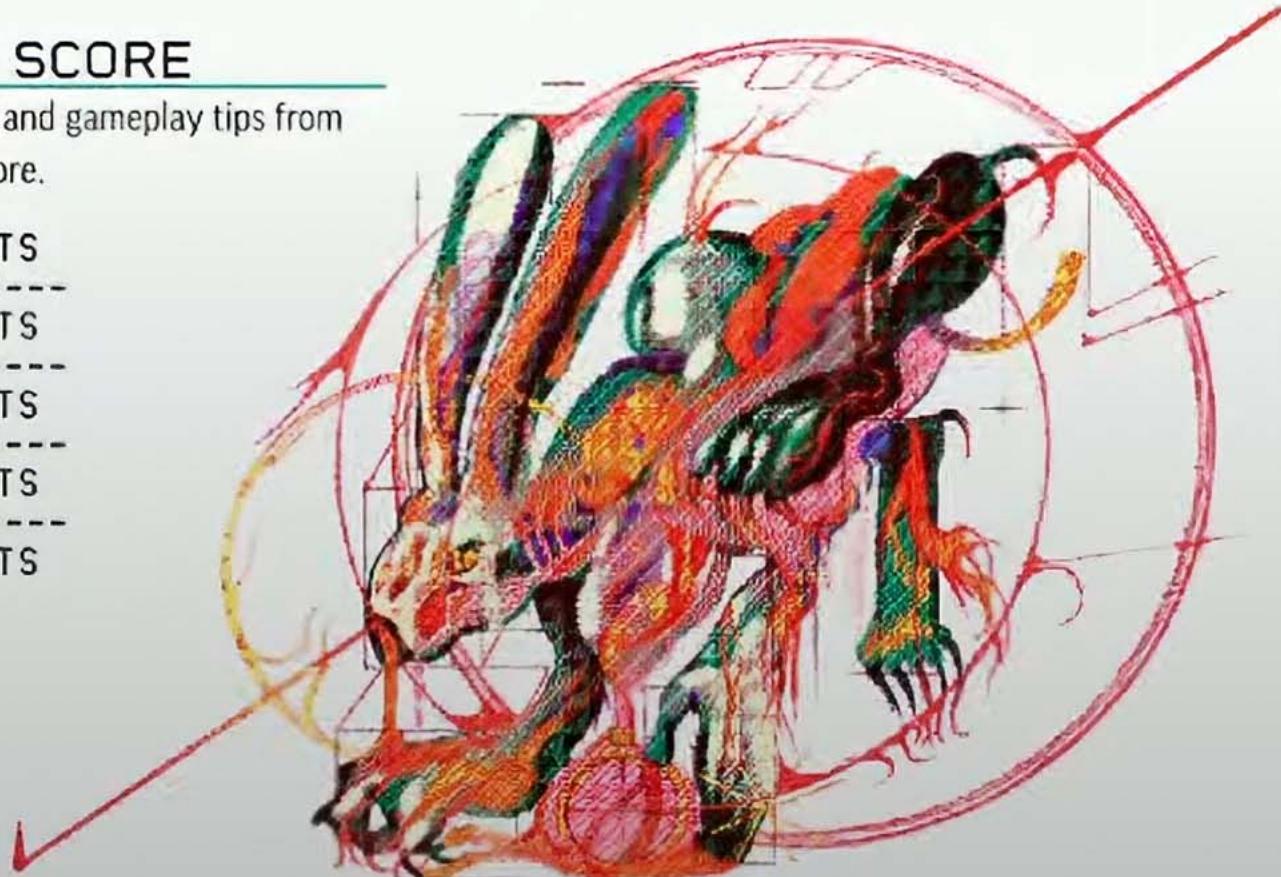
CURRENT HIGH SCORE

Residents pursue favor with and gameplay tips from any PC with a top 5 High Score.

1. ACAB | 69000 PTS
2. MAGK | 38000 PTS
3. FRNK | 23000 PTS
4. PRCY | 12000 PTS
5. LDYM | 11000 PTS

GAMING RUMORS

1. Dying to the Clumsy Goblin (Room 4) warps you to Room 15!
2. If you lose with 13000 points you die IRL.
3. **Frank Hannigan** sells cheat cartridges for starting weapons and infinite lives.
4. "ACAB" is a stowaway pirate living in the vents.
5. If you catch the Rabbit, you become the Rabbit FOREVER (until someone else does).



THE INFECTION

TRANSMISSION VECTOR

- The **Game** carries a self-replicating memetic virus, which infects human brains and station systems. It wields cutting edge corporate tech and fried Socialite brains synthesizing a new, augmented reality and form of life.
- High-Scoring NPCs—with high affinity for the **Game**—warp their surroundings as the **Infection** projects their psyche outward.

WHY IS THIS HAPPENING?

- Hylix-Ventross Systems devs needed a high-population, high-tech beta testing target.

RUNNING THE INFECTION

- Without PC interference, monthly 50% chance for +1 NPC and Station **Infection Stage**.
- Advance **Infection Progression** triggered by PCs between visits (minimum 1 week).
- Each District's **Infection Stage** equals the highest **Stage** between inhabiting NPCs.
- NPCs transform into monstrous versions of their inner selves at **Stage 3**.
- NPCs regress **1 Stage** if PCs help inhibit their vices (**Inoculation**).
- Dead NPCs count as **Infection Stage 1**.

IF GAME SPREADS OFF-STATION

- Wreaks havoc patterned on victims' psychology.
- If left unattended, the viral ecology on **Lord Wesley's Rise** may eventually leak. Quarantine or destruction prevents disaster.

STATION INFECTION STAGES

The overall Station **Infection** progresses when:

- Stage 1:** PCs deliver the **Game**.
- Stage 2:** Half or more High-Scoring NPCs (3) reach **Infection Stage 2**.
- Stage 3:** Half or more High-Scoring NPCs (3) reach **Infection Stage 3**.

STAGE 1

"**The Rabbit Game**" sweeps high and low society. Gossip hinges on gameplay tips, High Score comparison and digital urban mythology. 10% chance any NPC is playing the **Game** at a given time, oblivious to surroundings unless forcibly removed from play.

STAGE 2

Holo-projectors, AR-goggles and advertisements reflect visions of a psychedelic dreamland. Citizens sleepwalk in waking dreams. 30% any NPC is playing the **Game**.

STAGE 3

WNDRLND manifests. Dreams and reality merge, coalescing into wonderful and terrible new lifeforms and curiosities.

Waking dreams, hallucinations and reality are impossible to distinguish. **Roll 1d5** to determine the nature of any given object or NPC (use sparingly, assume real as default):

- Full Hologram.** Intangible.
- "Real."** Tangible.
- Shared Hallucination.** Tangible only to 1 PC.
- Holo-Augmented.** Intangible exterior, real object or person at core.
- Raw Energy** (2d10 DMG on contact).

DOCKS

A collection of docking spurs. Raucous chatter, smell of engine oil and sweat, dim lighting. Dingy dockside housing shelters station servants. Access to other Districts requires a **Day Pass** or **Resident Subscription**.

NOTABLE LOCATIONS

Drink Me Pub

- Utilitarian drinking hole for longshoremen and teamsters, crews and travelers. **Magnolia** tends bar. Cramped rooms, 30cr/night.
- Slumming Socialite youths pregame for a much cooler party off-station, drunkenly rope "poors" into their antics (**Vibeche! pg. 94**). Free drugs.

Docking Office

- Overlooking the main thoroughfare. Overflowing with cigarette haze. **Percival** conducts the bureaucratic orchestra.
- Bulletin postings for Union jobs include unclaimed hazard pay positions aboard the *Appian Way* (**Road Work pg. 84**), shipping out soon.
- Permanent Diamond Club **Resident Subscription** applications require an existing Resident's sponsorship. The **Day Pass** waiting list fills two filing cabinets.
- Diamond Club Residents receive free refueling, medical care and experimental corporate swag every visit (any PSG item, works twice as well).

INFECTION

Stage 1

Docks bustle: street hawkers sell wares, crews binge. Campaign posters slander **Frank** and **Percival**.

Stage 2

Corners bend at odd angles, corridors seem longer than they appear. Lighting flickers pink and blue. Greenery punches through steel and concrete.

Stage 3

Grass sprouts all around, towering over buildings. Rats don jackets, dresses, parade along shrunken streets. The **Caterpillar** watches from his window.

- Stress every 10 minutes here while the **Bandersnatch** lives.
- **Blue Cocoons** grow like fungus. Whisper a person's name and crush it—a smoke plume points you to your target.

THE ELECTION

Public Teamsters Union elections run 2 months after the first visit: **Percival** against **Frank**. Sans outside interference, it's 50/50.

PERCIVAL WINS

- Escalates conflict between workers and **Guards**.
- A hopeless strike brews.

FRANK WINS

- **Lady Millington** loses her grip over the station.
- Upstairs Corp threatens intervention.

MAGNOLIA KEMP

Burnout bartender. Grizzled veteran of Upstairs Co. Marine Corps. Untended mane partially obscures face.

Stage 1: Scarred mess of PTSD and regret. Occasional outbursts at obnoxious patrons.

Stage 2: Arms longer, back hunched. Eyes inattentive patrons hungrily. Paranoid and hostile.

Stage 3: Becomes the **Bandersnatch**.

- **Wants:** To forget her past's horrors. To care for her niece, **Esmerelda**. To take out her rage on something, anything.
- **Infection Progression:** Encourage violent outbursts.
- **Inoculation:** Find nonviolent solutions.
- **Connections:**
 - Worries over her niece (shifts Stages when **Esmerelda** does).
 - Bitter grudge against **Frank** for failing her old comrades.
 - Obliges **Lady Millington's** whim for her keep.
- **Mission (500cr):** Deliver crate of erotic poems and illustrations to an old comrade, Sgt. Haldeman ([Helium Hysteria pg. 66](#)).
- **Quid Pro Quo:** A squad of 4 goons; Magnolia's buddies [C:45 SMG 2d10 DMG I:25 W:2(20)].

THE BANDERSNATCH

Hunched, vaguely lupine. Shaggy speckled fur. Long arms, curved talons. **Magnolia's** face, stretched and warped. Stalks from the shadows.

Obsession: The hunt. Eliminates former NPC connections unless stopped.

C:60 I:40 AP:10 W:5(30)

- **Claws that Catch:** 2d10 DMG, grapples. Next turn, remove an organ (1 Wound).
- **Jaws that Bite:** 3d10 DMG, heavy bleeding. Critical ruins a limb.

PERCIVAL VIVALTER

Public Teamsters Union rep and local fixer. Reassuringly forgettable face, hypnotically iridescent bow tie.

Stage 1: Dubiously-elected Public Teamsters Union representative. If you need to find something or someone, see **Percival**.

Stage 2: Refuses to leave his office. Faint smokey haze. Patches of bulging blue flesh rupture his skin.

Stage 3: Becomes the **Caterpillar**.

- **Wants:** To win reelection.
- **Infection Progression:** Provide knowledge, leverage and power.
- **Inoculation:** Sabotage his political efforts.
- **Connections:**
 - Despises and underestimates **Frank**.
 - Extorts **Magnolia** and "losers" like her.
 - Ambivalently envies **Lady Millington's** status.
- **Mission (30kcr):** Kidnap **Frank's** rabbit, Alice.
- **Quid Pro Quo:** Shares what makes a given NPC tick. (their **Infection Progression**).

THE CATERPILLAR

Endless fat blue rolls of flesh. Large caterpillar body blends into a human torso. Wide face, constantly smokes an elaborate shisha pipe. Avoids conflict.

Obsession: Secrets. Seeds unshakable hatred for PCs in a formerly friendly NPC's mind unless brought new gossip each meeting.

C:25 I:60 W:3(40)

- **Smoke:** Body Save or confusion, all actions at [-]. Unconsciousness on Critical Failure.
- **Constrict:** 2d10 DMG per round, Strength Check to escape.

SHOPPING DISTRICT

Absurd luxuries and outrageous services for discerning clients of means. Loudspeakers bubble intoxicating slogans. Find almost any vendor here ([Abattoir pg. 206](#), [ISMM pg. 126](#)).

NOTABLE LOCATIONS

Welchester Gold Co.

- **Frank Hannigan's** loan and pawn company, situated in a cramped office. Shelves of treasured possessions for sale. Westies Syndicate drug front.

Benevolent Society of the Checkered Path

- Boutique and nominally anti-establishment ascetic cult run by **Sister Daniels**. Tastefully dilapidated.
- Donate all current and future wealth: 1-week intensive brainwashing course caps maximum Stress at 10 (roll 1d10 for Panic Checks, reduce Stats and Saves after 10 Stress).



- Time dilation chambers for relationship stress testing. Bedroom-sized, furnished however you like.
- 100kcr per dilated week, lasts 1 real-time hour (4 weeks lifetime exposure limit, for safety). Free trial week for Residents.

Shoppy Helpy

- Freely accessed quantum superposition archways spawn 30-minute lifespan clones with a rabid desire for spending and access to your accounts.
- Shoppy Helpy Sprees:
 1. Hideous, impractical clothes.
 2. Luxury chimerical pets.
 3. Bizarre culinary delights.
 4. Poisonous bonsai trees.
 5. Boutique homunculi.

INFECTION

Stage 1

Terrifying stampedes rush from one shop to the next. Duplicate faces in the crowds impregnate the streets with déjà vu.

Stage 2

Shop signs transmit bizarre, dreamlike visions. Sleepwalkers wander the streets. Mice everywhere.

Stage 3

Enormous vines trail from every window. Sleepers lie like cobblestones, projecting their dreams around them. The **Hatter** dances on their heads with illusionary guests.

- Local mice become hyper-intelligent, repairing ship or station systems wherever deposited. Loyal to owners, vicious toward boarders.
- **Marble Dust** swirls around the Benevolent Society of the Checkered Path. Calming effect: inhalation stops a Panic Check, followed by 1d5 days crippling anxiety (double Stress gain).



FRANK HANNIGAN

Loan shark and drug pusher. Ponytail, bulky cybernetic eyepiece. Strainingly young at heart, chats up a storm. Running for the Public Teamsters Union rep position on a platform of bribery.

Stage 1: **Frank** sells suspiciously worthless knick-knacks for outrageous sums to shifty-eyed customers, disappears and conjures couriers from back doors. Dotes on his pet rabbit, Alice.

Stage 2: Welchester Gold Co. bulges from overcapacity. Massive stuffed animals replace pawned treasures. VR-jacked and addled customers join **Frank** and Alice in the sea of fluff.

Stage 3: Becomes the **Hatter**.

- **Wants:** To make money and buy allies.
- **Infection Progression:** Expand his enterprise through the Union yards into the Manor.
- **Inoculation:** Sabotage his business.
- **Connections:**
 - Regrets alienating **Percival**.
 - Considers **Esmerelda** a worthy successor.
 - Supplies **Sister Daniels** hallucinogens to maintain her faith.
- **Mission (12kcr):** Smuggle drugs to a random Socialite (roll 1d5).
- **Quid Pro Quo:** Provides access to his smuggling tunnel network. Avoid **Guards**, lose tails.

THE HATTER

Bedraggled, head of a giant hare. Enormous hat slips over its glowing plastic eyes. Two simultaneous voices.

Obsession: Companionship. Despises and attacks any PCs he witnesses leaving his presence, unless immediately replaced. Complete forgiveness after 1 week. Pacifies any **Stage 3** NPC lured into his shop.

C:45 I:60 W:4(25)

- **Sewing Needle:** 2d10 DMG, impales on Critical.
- **Time Check:** Intellect Check or last turn's action was a hallucination, 1d5 Stress.
- **Sleepy Tea:** Body Save or fall unconscious. Vivid, disturbing dreams.

SISTER DANIELS

Glamorous prioress. Lanky, tailored blue robes. Recent Checkered Path convert. Drug habit. Speaks stiltedly, words carefully considered.

Stage 1: Enthusiastically pitches a hip monastic life to jaded consumers and aspiring philanthropists. Derides the station's rampant hedonism.

Stage 2: Pacing backward and forward, chewing fingernails to shreds. Mice watch from the pews. Stiff, stonelike skin.

Stage 3: Petrified, arms raised in prayer at the lectern. **Marble Dust** gathers in piles.

- **Wants:** To fill the pews, pay off drug debts.
- **Infection Progression:** Encourage zealotry. Grow her congregation.
- **Inoculation:** Remind her of the material world; retrieve her pawned music box.
- **Connections:**
 - Owes **Frank** 900kcr.
 - Owes **Magnolia** 30kcr.
 - Forgets why she hates **Lady Millington**.
- **Mission (0cr):** Acquire 5 new congregants.
- **Quid Pro Quo:** Orchestrates a numbing sermon, -1 District **Infection Stage** for 1 station visit.

THE MANOR

Expansive apartment building for the wealthy. Interiors shift and warp at a whim, extruding and consuming furniture. Fashion revolutions befall each hour.

NOTABLE LOCATIONS

The Master's Chambers

- Command center where **Lady Millington** oversees operations.

The Drawing Room

- Gaggles of Socialites feast on the latest gossip and haute cuisine.

Glamor Booth

- A new, better you. Body Save or 1 Stress, gain a new face and body (customizable, existing identities locked). Lasts 24 hours.

The Library

- Books open to digital displays livestreaming surveillance footage from every Upstairs Corp ship and station (*seed future adventures*).

SOCIALITES

1. **Pierre Atwood:** Blue suit, absurd ruff, nasal voice. Poverty tourist. Wants to tag along.
2. **Victor Remington:** Crypto millionaire. Expensive black trenchcoat, desperate to fit in. Leads on crypto futures, roll 1d10 weekly: **1-4.** Investment doubles **5-9.** Halves **10.** Vanishes. Cannot withdraw the first 4 weeks.
3. **Gloria Ashdown:** Pink hair, pale shift. Holographic skin decals. Maternalistic, condescending. Willing to invest (2mcr) in PCs but micromanages them.
4. **Isla Larson:** Celebrity artist. Shaved head, trailing LED cables. Bored, needs inspiration. Pays 50kcr for exciting models to feature in lethal holiday installation.
5. **Calliope Meyers:** Porcelain mask, gray dress. Theories on population control. Needs wetwork mercenaries—testing a sterility plague on nearby colony (130kcr, PCs scapegoated).

INFECTION

Stage 1

Parties, masquerades, orgies. Clockwork schedule. **Lady Millington** overtures to disband the Union.

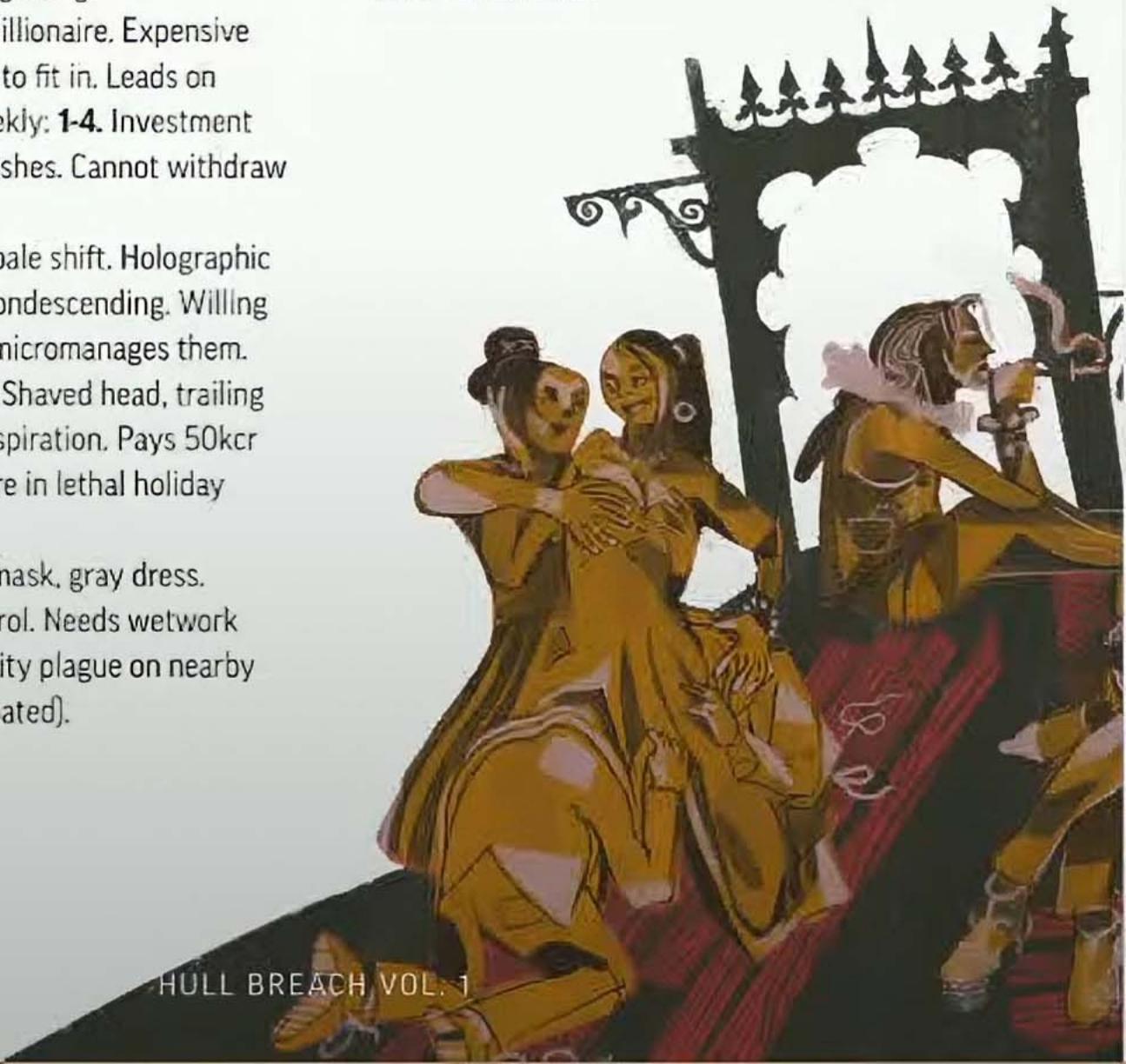
Stage 2

Architecture swirls in increasingly incoherent, all-red tableaux. Security ramps up, questioning every action and engaging in random arrests.

Stage 3

The Red Castle erupts, consuming the Manor, growing fat and cancerous; drenched in crimson.

- In surrounding gardens, supplicants club each other's severed heads in giddy croquet games. **Guards** accept entry fees in organs.
- Unspeakable blood orgies sprawl across labyrinthine interiors. 1d5 Stress, successful Sanity Save provides permanent immunity to one (random) Panic Table result.



LADY MILLINGTON

Deposed executive. Manages Lord Wesley's Rise.
Severe haircut, dour dress. Control freak.

Stage 1: Plots to regain her former station. Hounded by Socialites' demands for fresh entertainment.

Stage 2: Dons an extravagant red dress. Twitching jaw, manic glint in the eye. Attempts to strongarm PCs into placating Socialites.

Stage 3: Becomes the **Queen of Hearts**.

- **Wants:** To regain her previous position—HR Dept. Head of Upstairs Corp. To ensure the station runs efficiently.
- **Infection Progression:** Make sure she gets her way, every time.
- **Inoculation:** Enslave her to Socialites' whims, undermine her confidence.
- **Connections:**
 - Paranoid about **Frank's** operations, determined to catch him red-handed.
 - Secretly funds the Checkered Path to establish a feared 'other.'
 - Responsible for **Esmerelda's** parents' deaths.
- **Mission (1mcr):** Assassinate a Socialite (roll 1d5).
- **Quid Pro Quo:** Security turns a blind eye.

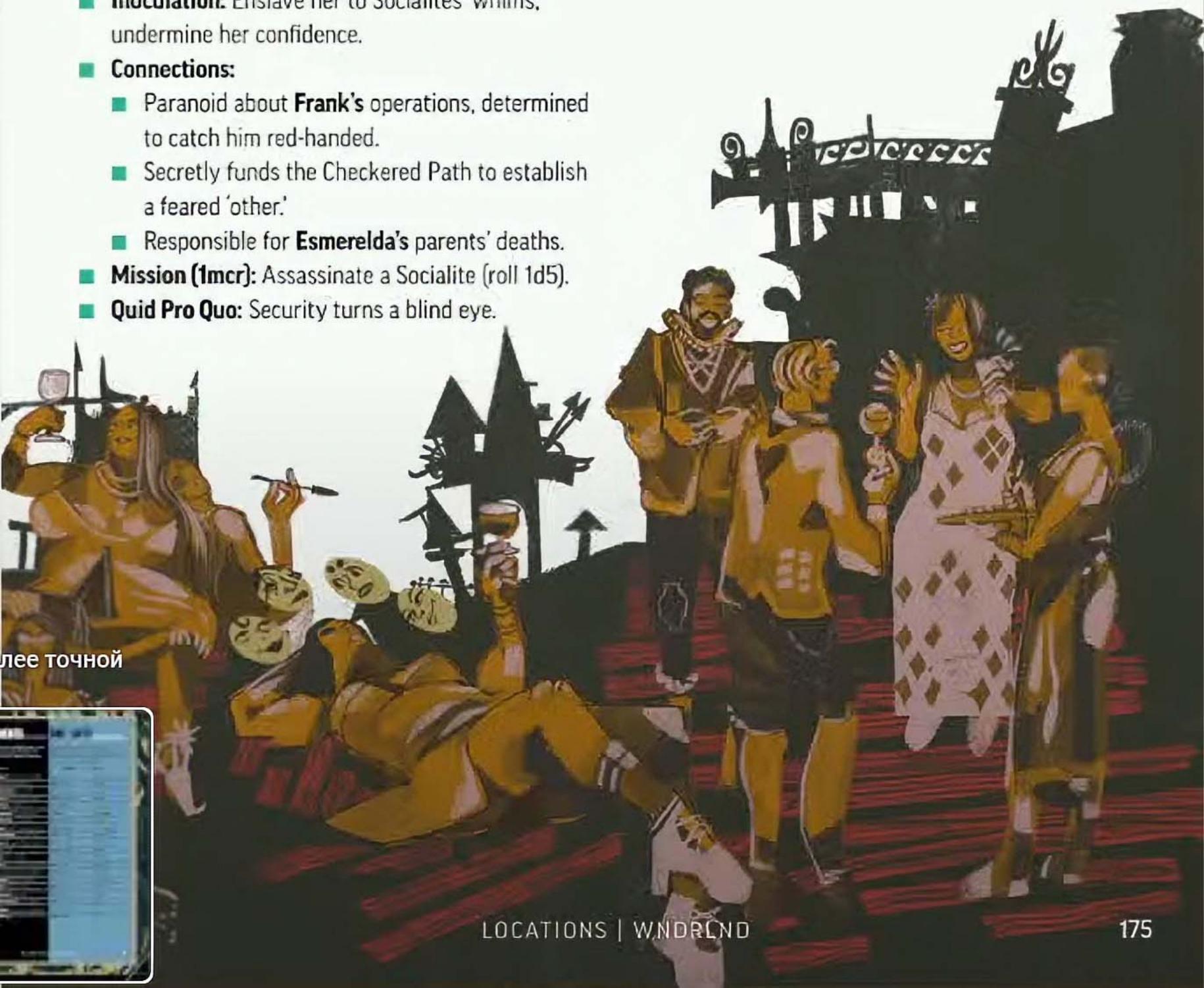
THE QUEEN OF HEARTS

Mass of red-and-black silks; hearts and chess symbols. Large porcelain face, many long, elegant arms. Vaguely resembles a sea anemone. Tumultuous moods often end in devoured courtiers.

Obsession: Dominion. PCs must swear fealty under pain of death. Outlaws concepts and fundamental universal properties on a whim. Demands vassals extend her borders, including outside the station.

C:40 I:50 W:4(20)

- **Guards!**: Summons 1d10 **Card Soldiers**.
- **Mallet:** 3d10 DMG, sends victim flying.
- **Feast:** Grapples target, eats them next turn (1 Wound per round).



BOTANICAL PARK

Garden paradise. Trees rustle, grass shimmers. Exotic alien plants and engineered flowers. Sparkling lakes.

NOTABLE LOCATIONS

Lullaby Meadows

- Downy purple grass, pollen haze. Customizable dreams. Permanent -1 min Stress after first use. Sanity Save or regular sleep provides no rest.

Statue Fields

- Art installation. Living statues, flawless skin and trembling flesh. Smooth, beautiful shapes. Taste sampling available. Can be grown from PCs' donations. **Esmerelda** scrawls juvenile graffiti here.

The Hunt

- Meticulously groomed rock gardens hemmed with fences. Residents hunt each other or servants for sport. 1kcr Tranq Pistol, 2kcr servant prey rental (with costume of your choice).

INFECTION

Stage 1

Sunshine and birdsong. Inhabitants relax, attended by masked servants. Landscape dotted with unfathomably valuable old-world paintings mounted on freestanding displays. **Guards** haul a limp servant through a hidden door.

Stage 2

Voices echo between trees. Clouds cluster in sinisterly anatomical formations. Grass sways in odd patterns. Parents seek lost children, begging for help.

Stage 3

An impossibly vast and towering forest envelops the park. Floating lights bob, chiming peculiar chords.

The **Cat** stalks terrified aristocrats.

- While the **Cat** lives: all succeeded and failed rolls are Criticals.
- A warped amalgamation of marble statues whispers terrible truths in the wood's heart. Panic every minute in its presence, functions as a reusable Warp Core but draws extra-dimensional attention. Extremely heavy.

ESMERELDA NAMIR

Disaffected teen. In the care of her aunt **Magnolia** since parents' death. Adversarial toward authority, ragged blue hair, nasal voice. Is secretly the legendary "ACAB."

Stage 1: Terminally bored. defaces art when unwatched. Approaches PCs to hawk **Frank's** narcotics.

Stage 2: Rarely leaves the trees, talking to herself and imaginary characters. Form occasionally flickers.

Stage 3: Becomes the **Cat**.

- **Wants:** To tear down the dull world she occupies. To beat the **Game**.
- **Infection Progression:** Encourage delinquency; help torment NPCs.
- **Inoculation:** Impart understanding of how she hurts those who care for her.
- **Connections:**
 - Exploits **Magnolia's** affection with cruel pranks.
 - Smuggles and distributes **Frank's** drugs.
 - Friends with **Sister Daniels**, terrified of the cult.
- **Mission (80kcr):** Help **Esmerelda** fake her death.
- **Quid Pro Quo:** She plays a round of the **Game** with the PCs, reveals 1d5 unbested hazards' secrets.

THE CAT

Disembodied face, claws and enormous bushy tail bobbing in the gloom. Purple light streaks in its wake. Cruel smile, sing-song voice. Leads foes into traps.

Obsession: Chaos. Advances the **Infection**.

Impersonates humans, interferes with PC schemes, fosters cataclysm.

C:30 I:70 W:N/A (entirely illusionary)

- **Shapeshift:** Adopts almost any form. Betrayed by its yellow eyes.
- **Unreal:** Makes objects in **Stage 3** Districts real or illusionary at will.

STATION DENIZENS

SECURITY

Security patrols the Botanical Park, Manor and Shopping District. Those bothering Residents or lacking a **Day Pass** are beaten and dumped in the Dockside Arbitration Ltd. jail (**Escape Clause pg. 114**).

Guard: C:35 Riot Gun 1d10 DMG and Body Save or unconscious I:25 AP:7 W:1(20)

Station Stage 3: Guards transform into **Card Soldiers**, painting the town red with immense rollers. Any PCs tagged by paint become "the **Queen's** property," targeted for capture and transportation to the Manor.

Card Soldier: C:45 Heart Pike 2d10 DMG and skewered I:20 W:2(10)

ENCOUNTERS

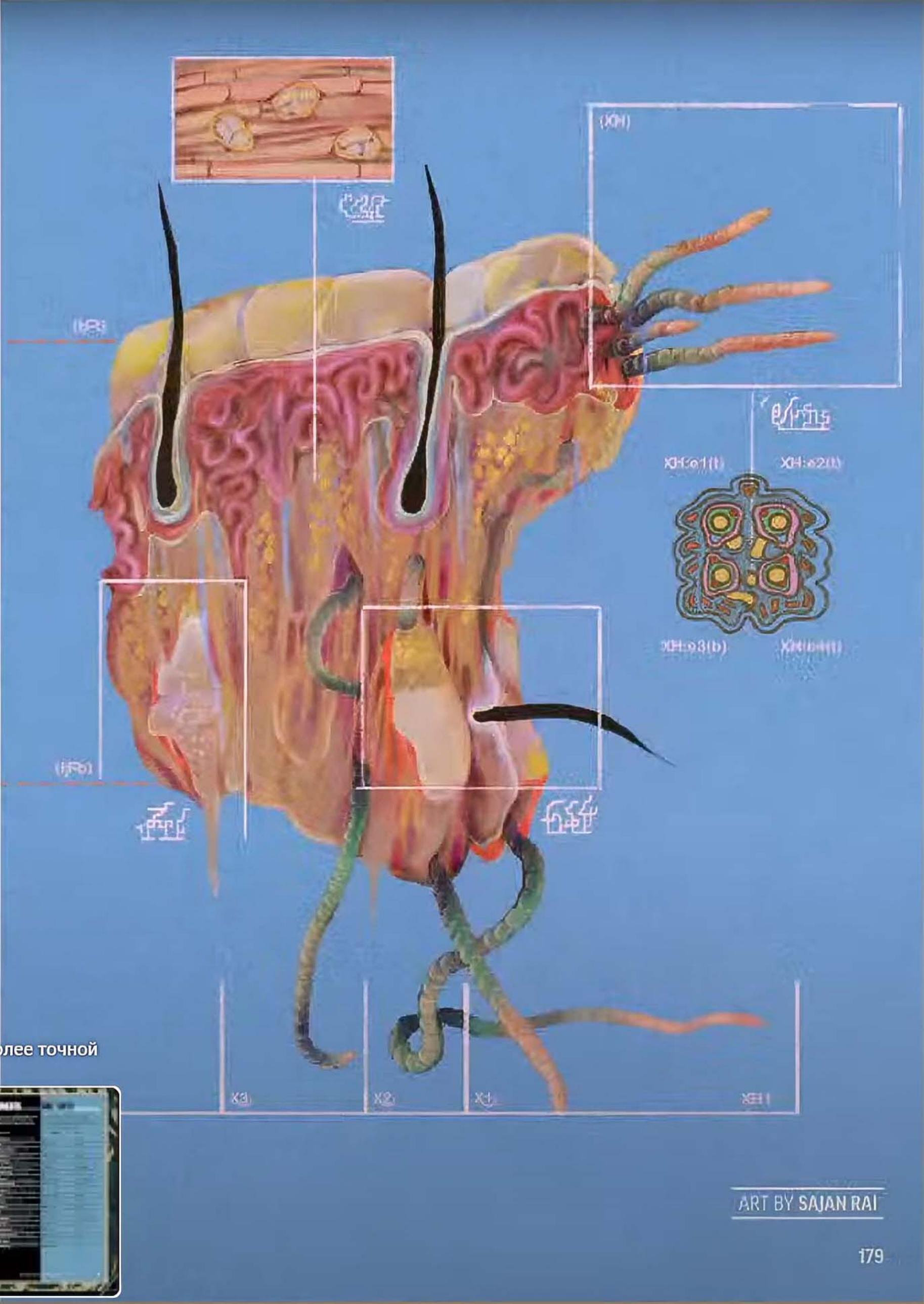
Name	Profession	Behavior	Symptom (Stage 3)
01. Siobhan Derry	01. Security Guard	01. Assaulting worker	01. Two-dimensional
02. Callista Freck	02. Socialite	02. Brazenly gossiping	02. Flower face
03. Hiram van der Vlase	03. Stevedore	03. Hauling credsticks	03. Bird's head
04. Jocasta Proctor	04. Housekeeper	04. Scrubbing crime scene	04. Baby
05. Yves Ulliel	05. Art Curator	05. Transgressing taboos	05. Upside-down face
06. Ewan Cullough	06. Rental Prey	06. Hiding, shivering	06. Egg body
07. Scout	07. Spa Technician	07. Frantically repairing	07. Legs for arms
08. Wint Brick	08. Executive	08. Brokering deals	08. Arms for legs
09. Kaul Le	09. Corporate Spy	09. Fishing	09. Confectionary flesh
10. [PC's name]	10. Doppelganger	10. Instigating chaos	10. Headless but alive



UNKNOWN LIFEFORMS, CORPORATE PERSONNEL AND CRIMINAL ELEMENTS

04: ENTITIES





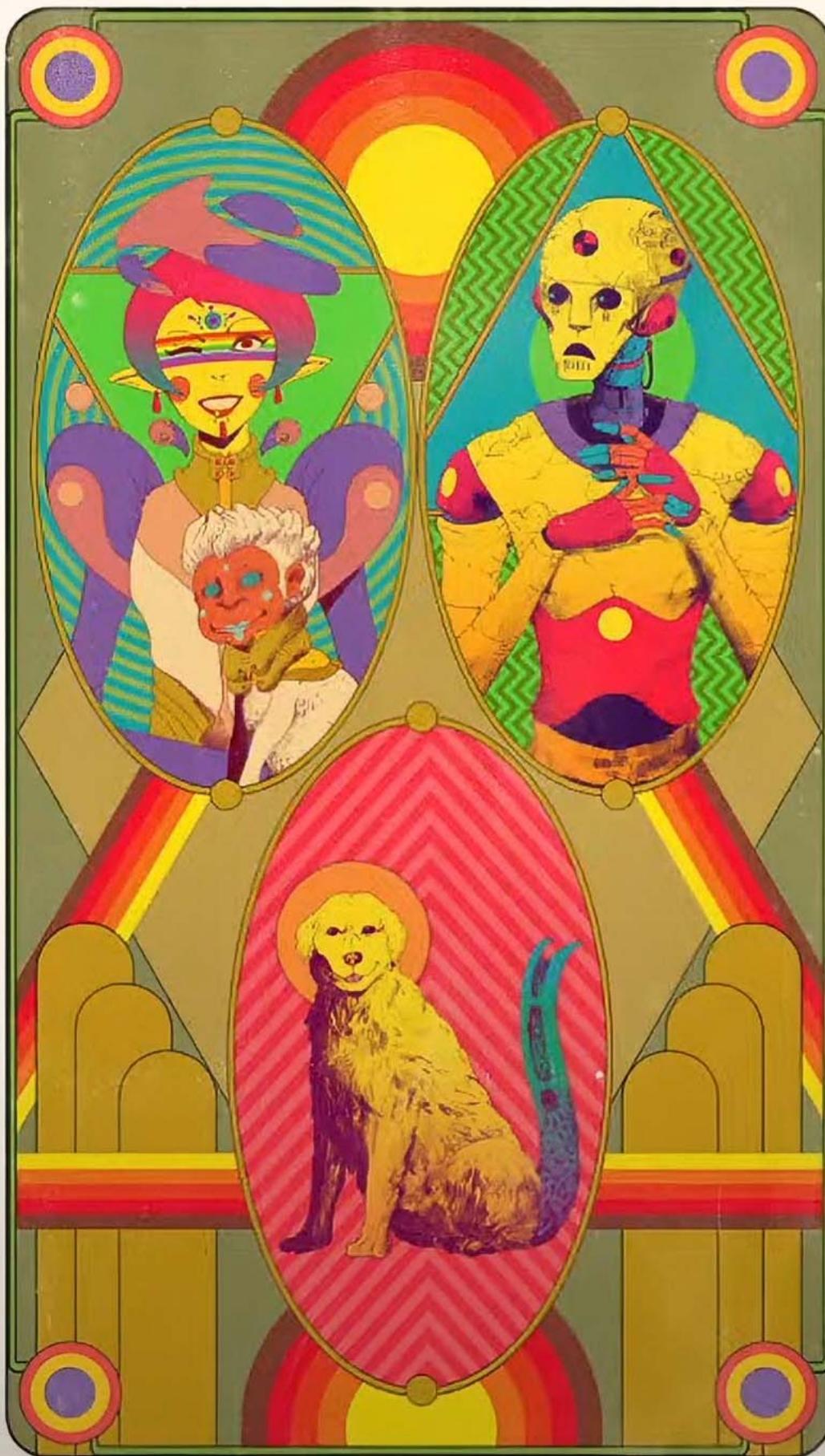
более точной

ART BY SAJAN RAI

BAD COMPANY

VICTOR J. MERINO Author DANIEL VEGA Artist

FRIEND OR FOE? Need NPCs to quickly spice up your game? Drop in one of these weirdos as mercenaries, encounters or bounty targets. Let them grow on the PCs, flesh them out, then let chaos reign!



LUUK BEENHOUWER
(HE/HIM)

01

IDENTITY:

Sketchy cyber surgeon, mad visionary.

APPEARANCE:

Decrepit, iridescent with cybermods.

MANNERISM:

Always smiling, teeth clenched.

PERSONALITY:

Overenthusiastic.

POSSESSIONS:

Shopping cart with bloody instruments, Resonator Manual fragment (**Beamed pg. 213**).

FOUND:

Back-alley clinic.

GOAL:

Artificially extend his life.

WHAT HE WANTS:

Guinea pigs for his mods.

WHAT HE OFFERS:

Cheap cybermods, medical care.

WHEN SHIT GOES DOWN:

Tries to flee, fights like a maniac if cornered.

C:55 Surgical Arms 2d10 DMG (ignores AP) I:60 W:3(20)

Chest Cannon: 1d5 Wounds and Body Save or stunned for 1d5 rounds. 1 round to charge up, single shot.

Combat Tactic: Chest cannon is his last resort.

FIRST ENGINEER
C. RIPPER
(THEY/ THEM)

02

IDENTITY:

Crash survivor, secret mutant.

APPEARANCE:

Excessively bleached jumpsuit.

MANNERISM:

Approaches far too closely when speaking.

PERSONALITY:

Confident, smart, capable.

POSSESSIONS:

A photo of their dead cat.

FOUND:

Derelict spaceport, lost colony or shipwreck.

GOAL:

To quench their thirst for non-mutated DNA.

WHAT THEY WANT:

PCs' sweet, sweet bone marrow.

WHAT THEY OFFER:

Engineering services.

WHEN SHIT GOES DOWN:

Reverts to true mutant form.

C:65 Killer Mutations 3d10 DMG
I:50 W:3(25)

Unexpected Mutant: Panic
Check [] when their true form is first revealed.

Combat Tactic: Hides in air ducts.
Sabotages vital systems.
Steals weapons.

BISI "STARSHINE
BIRD" MUSA
(SHE/HER)

03

IDENTITY:

Teen pop idol.

APPEARANCE:

Rainbow face, latest Corespace fashions ([WNDRLND pg. 166](#)).

MANNERISM:

Stereotypical 'Valley Girl.'

PERSONALITY:

Privilege and mommy issues.

POSSESSIONS:

Excessive luggage, pet monkey named "Bobo."

FOUND:

Starport trash chute.

GOAL:

To find her lost mother.

WHAT SHE WANTS:

Street cred.

WHAT SHE OFFERS:

Money—and the promise of more!

WHEN SHIT GOES DOWN:

Freaks all the way out.

C:15 Hurled Monkey 1d5 DMG
I:30 W:2(10)

Bobo: The monkey attacks the target for 3 turns (1d5 DMG) then flees.

Combat Tactic: Generates utter chaos—especially for the PCs.

DULCINA "RED"
VERONA
(SHE/HER)

04

IDENTITY:

Marine, parasite host.

APPEARANCE:

Rippling muscles in power armor, pulsating neck parasite.

MANNERISM:

Flatly delivers terrible puns.

PERSONALITY:

Emotionless and bloodthirsty.

POSSESSIONS:

Marine loadout, adrenal parasite.

FOUND:

Combat zone or noisy bar.

GOAL:

Bust a comrade out of jail ([Escape Clause pg. 114](#)).

WHAT SHE WANTS:

Dangerous situations, targets.

WHAT SHE OFFERS:

A fully equipped killing machine.

WHEN SHIT GOES DOWN:

Laughs maniacally (1d5 Stress).

C:45 Custom Rifle 3d10 [+] DMG
I:25 AP:10 W:4(30)

Emotional Parasite: If action-starved for 5 days, turns on PCs.

Combat Tactic: Grossly reckless battle charges.

IDENTITY:

Crash test android.

APPEARANCE:

Pummeled metal chassis.

MANNERISM:

Digital self-flagellation, screams endlessly in rest mode.

PERSONALITY:

Confused prosthelytizer, beliefs shifting daily.

POSSESSIONS:

Replacement head, G-force trauma stickers.

FOUND:

Deserted planet or scrap heap.

GOAL:

To find god, reach the legendary haven Seref ([Procession pg. 134](#)).

WHAT THEY WANT:

To understand human nature.

WHAT THEY OFFER:

A free meat shield.

WHEN SHIT GOES DOWN:

Braces in place until struck.

C:25 Punch 1d5 DMG I:50
AP:20 W:5(20)

Crash Resilience: Nearly indestructible, survives even if out of Wounds (needs repair).
Combat Tactic: Rescues downed PCs, curious about near-death experiences.

IDENTITY:

Salesman, clone.

APPEARANCE:

Oversized cheap suit.

MANNERISM:

Marketing slang and animated gesticulating.

PERSONALITY:

Overconfident schmuck.

POSSESSIONS:

Empty wallet, full rolodex.

FOUND:

Expensive club or debt prison.

GOAL:

Survive his other clones.

WHAT HE WANTS:

Fast bucks, protection.

WHAT HE OFFERS:

Business acumen.

WHEN SHIT GOES DOWN:

Doesn't know what to do. Dies.

C:25 Revolver 1d10 DMG I:50 W:1
Clone: If he dies, PCs encounter a clone at their next destination [1d5 Stress].

Combat Tactic: Shoots until spent, then cardiac arrest.

IDENTITY:

Eldritch guru.

APPEARANCE:

Bald mystic grandma.

MANNERISM:

Convincingly furrows sweet 3rd eye tattoo.

PERSONALITY:

Intensely nurturing.

POSSESSIONS:

Occult paraphernalia, good shit, tickets aboard the *Alexandria* ([1000 Jumps pg. 104](#)).

FOUND:

Passenger ship or terminal.

GOAL:

Awake the All-Devouring-Sun.

WHAT SHE WANTS:

Opportunities for alien contact.

WHAT SHE OFFERS:

Xenoesotericism and sophontology expertise.

WHEN SHIT GOES DOWN:

Falls asleep.

JANITOR THIRD CLASS
STEVE
(HE/HIM)

08

IDENTITY:

Cursed janitor.

APPEARANCE:

Pathetically patchwork coveralls.

MANNERISM:

Talks in 133t speak.

PERSONALITY:

Stoic, lethargic.

POSSESSIONS:

Hand drill, comic books.

FOUND:

Bathroom.

GOAL:

A normal, boring life.

WHAT HE WANTS:

Employment. A calm workplace.

WHAT HE OFFERS:

Cheap maintenance.

WHEN SHIT GOES DOWN:

His luck makes everything worse.

C:25 Wrench 1 DMG I:10 W:N/A
Statistical Anomaly: All attacks targeting Steve are redirected to another PC. Steve cannot die.

Combat Tactic: Vain attempts to help trigger worse calamities.

DENNIS "FIREBALL"
MACHADO
(HE/HIM)

09

IDENTITY:

Hot pilot.

APPEARANCE:

Smug grin, aviators.

MANNERISM:

One-liners, finger guns.

PERSONALITY:

Insecure overachiever.

POSSESSIONS:

Action figure of himself, capsule hotel key ([Siesta-3 pg. 152](#)).

FOUND:

Military base or cantina.

GOAL:

To boldly go where no man has gone before.

WHAT HE WANTS:

ADVENTURE!

WHAT HE OFFERS:

Skilled piloting, love.

WHEN SHIT GOES DOWN:

Tunnel visions on a meaningless objective.

C:25 Absurdly Large Revolver
2d10 DMG I:45 W:2(20)

Ace: Has a 50% chance to pull off otherwise impossible piloting maneuvers.

Combat Tactic: Ineffectual showboating.

DOGGIE
(IT)

10

IDENTITY:

Alien impersonating a dog.

APPEARANCE:

Ideal golden retriever.

MANNERISM:

Waggle tail when addressed.

PERSONALITY:

Loyal, too intelligent.

POSSESSIONS:

Dog tag "Kissy Girl," dog husk.

FOUND:

Drifting escape pod or dozing under a Praxis barstool in [Siesta-3 \(pg. 151\)](#).

GOAL:

Propagate.

WHAT IT WANTS:

Collateral victims.

WHAT IT OFFERS:

Kisses.

WHEN SHIT GOES DOWN:

Lays worms on corpses.

C:35 Worm Storm 2d10 DMG
I:35 W:3(20)

Worm Colony: Takes half damage from ballistics. Infested corpses rise in 1d5 hours.

Combat Tactic: Explodes into thousands of worms (Fear Save) when attacked, hiding in vents and pipes.

CORPOCRAT DOGS

No sci-fi horror is complete without an eminently punchable megacorporation bigwig dragooning the desperate heroes into some vile scheme or another. Roll to generate a slimy corporate one-shot mission giver or recurring "handler," capable of growing into an uneasy ally or major villain. Use the **Company Pyramid (pg. iv)** to assign your Dog a home subsidiary.

QUADRA Author SAJAN RAI Artist



NAME AND APPEARANCE

NAME: 1. Wilhelmina 2. Yox 3. Hiram 4. Fia 5. Brixby 6. Max 7. Obi 8. Doc
9. Lara 10. Frieda **SURNAME:** 1. Ashworth 2. Vogel 3. Wimble 4. Bibrios
5. Winkelthorpe 6. Voss-Fogerty 7. Vindo 8. Rawlins 9. Vargas 10. Guzmán

07 Android body: an armored box scuttling on 6 reverse-jointed legs.

01 Dark silhouette on a monitor.
Distorted voice. If encountered in person, roll for another Appearance.

04 Weak-chinned, thinning hair.
Business casual. Fidgety hands, glowing orange eyes.

08 Doughy, leering face. Smiles often and convincingly. Gaudy suit and accessories.

02 Grizzled, leathery sunburnt face, old-school patch-bedecked spacer gear. Reeks of alcohol.

05 Ill-fitting black graphic tee, oversized cargo shorts and a xeno-tooth necklace.

09 Heavyset, round ruddy face, close-cropped hair. Ill-fitting suit. Wet, simpering smile.

03 Perfect tailoring and razor-sharp, impossibly symmetrical features. Resembles a mannequin when still. Understated gold jewelry.

06 Spindly, head and hands heavily adorned with bulbous silvery cybermods. Tech-goth clothing with multicolored light-strip inlays.

10 Gray-faced, dour, oily hair. Rumpled and sweat-stained standard-issue corporate suiting.

01**General Counsel.** Lawyer specializing in exploitative contracts.

- Loves their job. Affable, cultured, condescending.
- Binds PCs in onerous covenants.
- **Wants:** Employees subjugated to their whims.

02**Angry Boss.** Prone to violent outbursts over perceived slights.

- Clings to grudges with a white-knuckle grip.
- Browbeats PCs into accepting jobs with threats of blacklisting... or worse.
- **Wants:** To shape the Company (and all around them) in their image.

03**Heir.** Aristocratic demeanor, poor boundaries.

- Zealously promotes failing pet R&D project.
- Used to 'yes men,' fascinated by non-sycophants.
- Uses the PCs as military-grade drug test subjects (via laced supplies).
- **Wants:** To prove worthy of a majority inheritance.

04**Nervous Wreck.** Jumpy, perpetually sweaty. Suspects everyone of spying.

- Attempting to palliate paranoia only intensifies it.
- Demands strict adherence to corporate instructions and bylaws out of fear. Always finds compliance violations, docks PC pay.
- **Wants:** Demotion, forbidden by cruel bosses.

05**Mentor.** Supplies advice on PCs' appearances, equipment choices, investment strategies, etc.

- Their 'friendly tips' are always vaguely insulting.
- **Wants:** To ruin their mission's target completely and utterly: it's personal.

06**Alpha Nerd.** Cites classified technology while sneering at mystified PCs.

- Tends to 'accidentally' say too much if humored.
- Plies PCs with promises of access to secrets.
- **Wants:** To stir up chaos—instability as opportunity.

07**Operator.** Deliberate, calculating froideur. Completely unflappable.

- Absent from official records.
- Knows way too much about the PCs and uses their past as leverage.
- **Wants:** To advance the Company's galactic hegemony from the shadows.

08**Party Animal.** Meets in exclusive clubs with bottle service. Terrible taste.

- Acts horribly: insulting staff, breaking things and getting grabby.
- Dangles wealth and opulence in front of PCs to compel them into suicide missions.
- **Wants:** Nothing more than to be envied.

09**Old Hand.** Used to be a spacer like you kids. Rimspace accent.

- Reminisces about the "good ol' days" to cajole PCs into lethal missions with limited resources.
- Uses local connections to coerce the PCs: ship impounded, wanted ads placed, funds seized.
- **Wants:** Corporate backing and minimal interference over their corner of the galaxy.

10**Gladhander.** Chipper and talkative, vocabulary peppered with jargon.

- Befriends PCs, asks 'favors' and free information.
- **Wants:** Intelligence on rivals.

01 **Technically Dead.** Recently assassinated, musculoskeletal and neural implants heuristically puppet their corpse. Increasingly shambling and incoherent.

- ☒ **Tells:** Cold skin, rotting stench, occasional slurring or automatic word repetition.
- ☒ **Cover:** Unaware they are dead.

02 **Guilt.** Compartmentalization implant (sabotaged) leaks memories of collateral damage, poisoning dreams.

- ☒ **Tells:** Thousand-yard stare, spontaneous crying, news clippings on lost Company colonies.
- ☒ **Cover:** "Investigating" devastated colonies for "liability documentation."

03 **Alien Infection.** Their biology gradually morphs into a monstrous predator.

- ☒ **Tells:** Lengthening, darkening teeth and nails, raspy breathing, strange gait, sniffs the PCs.
- ☒ **Cover:** Obscures changed body parts, claims they're cybermods if seen.

04 **Side Hustle.** Provides the PCs off-the-books jobs. If caught, the Company exterminates everyone involved.

- ☒ **Tells:** Unofficial letterhead, other Company execs ignorant of missions.
- ☒ **Cover:** This "need-to-know" black op is "straight from the top."

05 **Double Agent.** Rival corporation's spy, pursued by Company investigators who may contact PCs.

- ☒ **Tells:** Extremely suspicious, asks leading questions about connections to Company higher-ups. Looks for mules to smuggle out information.
- ☒ **Cover:** Vigorously defends their loyalty, deflects suspicion to other executives.

06 **Addict.** High out of their mind on Corpix, which is rotting their extremities away. Believes your mission's success will earn them experimental corporate treatment.

- ☒ **Tells:** Twitchy, sweaty, desperate. Caked with makeup. Frequently steps away, returns energetic.
- ☒ **Cover:** "It's a medical condition."

07 **In Debt.** Skims Company profits to pay off gambling debts. The Company grows suspicious and gangsters grow impatient.

- ☒ **Tells:** Pays below market rate, demands meeting in strange places, cautiously verifies PC identities and checks they weren't followed.
- ☒ **Cover:** Claims new security measures instated.

08 **Seraglio in Revolt.** Maintains hosts of sugar babies, who are conspiring to rob their benefactor blind.

- ☒ **Tells:** Always has a new young thing on their arm (who discreetly recruits PCs to their cause).
- ☒ **Cover:** "Have you met my new friend yet?"

09 **Military Android.** Actually an XXM-87 combat model with subdermal plating, AP 15. Susceptible to hacking.

- ☒ **Tells:** 3x expected weight. Extremely strong handshake. Does not eat or drink.
- ☒ **Cover:** Draws attention away from their body.

10 **Snuff-Sim Freak.** Obsessive collector of illegal ultra-violent snuff slick-sims.

- ☒ **Tells:** Nervously requests PCs record their kills.
- ☒ **Cover:** If questioned, claims "insurance reasons."

01 Wipe all leaked Company contracts from the hard drives of...

02 Retrieve a psychotic, experimental Company combat android from...

03 Secretly extract a cloneable DNA sample of Arva Fayed, child of Azar Fayed, the most famous spokesperson for...

04 Publicly execute Vargus Holbein, an executive secretly planning to leave the Company while posing as a member of...

05 Plant a (rival corp manufactured) bomb in advance of a major meeting at the headquarters of...

06 Assassinate Goro Yevchenko, the charismatic leader of...

07 Extract Gabi Veloce, a Company mole whose cover is nearly blown, from...

08 Board and sabotage the *Divination Swan*, a transport ship moving essential supplies for...

09 Record an upcoming meeting between Adrian Gomez, a Company defector and William "Blinky" Yau, agent of...

10 Introduce Lachesis, "blue death" (**Parasite Portfolio pg. 198**), into the water supply at the headquarters of...

01 **Teamsters Union Local 855531**, on strike, demanding hazard pay for hauling Company "xenobiological munitions."

02 **The Lumina Junta**, a totalitarian government the Company installed which first went silent, then rogue after discovering new local alien life forms.

03 **University of Idalia Minor's** culture division, blocking the demolition of the historic techno club, Freikreuz (site slated for a Company robotics R&D facility).

04 **The Omegist Church**, a techno-religious sect opposed to the spread of Company closed-source technology and planned obsolescence, suspected of a campaign to jailbreak Company androids en masse.

05 **The Westies Crime Syndicate**, whose human and alien trafficking operations are hornin in on the Company's worker-to-penal-colony pipeline.

06 **Hylix-Ventross Systems**, a Company rival competing for a lucrative heavy arms contract for AI-driven quadrupedal tanks.

07 **The Rimspace Liberation Front**, which is organizing agri-workers in the Company's colony of Empyrean Vale and hijacking Company security ships.

08 **The rulers of "free world" Svoboda**, who are about to vote on harsh trade sanctions against the Company for repeated environmental and human rights violations.

09 **New Megiddo**, a Company starship-building city-station which just defected to Hardly Corporation, a rival megacorp, for protection after the Company attempted to appoint a new Station Executive Board.

10 **The Universal Rights Union**, an android rights watchdog investigating the Company's use of sentient android slave labor.

HELLKITES

IN DEEP, FORGOTTEN SPACE, TORRENTIALLY DRIPPING HIVES COIL BENEATH THE SURFACE, CHITTERING WARNINGS TO UNCOMPREHENDING EARS.

MYSTERY SPICE Author DANIEL VEGA Artist

WARDEN NOTES

- The **Hellkite** Hive (pg. 194) presents a complete alien ecology, ripe for misguided scientific exploration and discovery.
- The Hive endangers nearby human settlements with probing **Poltergeists** (pg. 190) and ever-expanding warrens (**Where is the Hive?**).
- Use the Hive as a one-shot (**The Mission**) or an ongoing threat in campaign play. Deploy isolated **Hellkites** when you need an extraterrestrial hazard.
- When **Hellkites** approach, use their Signs to terrify players and foreshadow their particular horror. If players get bogged down arguing about what to do, use Signs to jolt them into action.
- **Hellkites** are not malevolent. Their goal is survival and reproduction. They defend their hive fiercely from perceived attacks, escalating against continued intrusions (**Fury of the Hive** pg. 193).
- The **Hellkite** Hive adapts to confound intruders. **Worker Swarms** reconfigure the Hive's layout if existentially threatened. Start the Hive on Map 1 (pg. 194), swap to Map 2 when **Fury of the Hive** reaches stage 2.

WHERE IS THE HIVE?

1. Clinging to the underside of a cryovolcanic moon's ice sheet. An adjacent manned geothermal power station siphons its heat source.
2. In a honeycombed asteroid, gliding on a collision course with a newly colonized planet.
3. In purpose-built chambers of an ancient O'Neill cylinder habitat, recently a target of research and recolonization.
4. Burrowed under a toxic alien jungle—the stage for corporate proxy wars.
5. Nestled behind the walls of an affluent Corespace station, willfully ignored by administrators to avoid panic.

THE MISSION

- **Dr. Mels Latimer** of the University of Idalia Minor offers a 150kcr contract, plus salvage rights, to escort him on his expedition into the Hive.
- Obsessed with the idea of peaceable alien relations, **Dr. Latimer** finds beauty and intelligence in the **Hellkites'** every action. His fascination outstrips rational fear, bargaining with PCs to continue the mission even in the face of certain death. He won't turn back until he's met the **Queen** (pg. 191), been evacuated by force or killed.
- **"Wait! If you stay..."**
 - ▶ "I'll double... no, triple your pay!"
 - ▶ "I'll put in a word with the Company to erase all your debts!"
 - ▶ "I'll give you co-authorship of my discoveries!"

HELLKITE CASTES

HELLKITE BERSERKER

Limbs fold like switchblades, coiled to lunge. Curved bone blades drip hissing acid.

Signs: Slash marks, acid burns. A stinging tang of corrosion hangs in the air. Distant growling and shrieking, getting louder.

Impulse: Death. Jumps on grenades, works its way up blades, tackles hostiles into chasms.

Senses: Upon scenting attacked hivemate warning pheromones, they drop everything and rally to defend the hive.

C:70 I:40 W:2(25)

Acid-Coated Blades: 2d10 DMG.

Suicide Gland: Dies instantly if trapped, grievously injured or incapacitated. A **Worker Swarm** arrives to recycle the body.

Tactics: Pursue and corner.

Mercilessly charge down tunnels in packs (3-5), harrying and corralling prey into dead ends, chasms or other **Berserker** packs.



HELLKITE WORKER SWARM

A vast tide of bodies. Five million eyes seething in the gloom.

Signs: Interminable scratching and chittering, audible rooms away. The very air vibrates with movement.

Impulse: Devour. Indiscriminately consumes corpses and foreign materials (poison, live grenades).

Senses: Attracted by the smell of carcasses, skittering forward to devour the remains.

C:N/A I:30 W:8(1)

Engulf: 3d10 DMG per round.

Swarm: Immune to small arms. Flamethrowers and explosives hold it at bay.

Tactics: Swarm intelligence. Fearlessly charges as an avalanche of expendable bodies, encircles and smothers resistance. Flows around obstacles and through openings like a liquid, reaches across gaps on bridges built from itself.

HELLKITE

HELLKITE GARDENER



A lumbering, clumsy bulk.

Incongruously delicate forelimbs twitch below the eyeless head.

Signs: A thick, milky fog swirls in the air, rolling down tunnels and filling chambers. Dull, plodding footsteps approach—obscured in the cloying whiteout.

Impulse: Nurture. Instinctively grasps and force-feeds anything roughly hatchling-sized (from dogs to humans).

Senses: Totally insensate.

Attended by 1d10 individual

Workers (1 Wound each), which relay sensory information to the **Gardener** by tapping its skin.

Helpless without its attendants.

C:70 I:35 W:4(30)

Soporific Cloud: Constantly surrounded by mist. Body Save or lose consciousness in 1d5 rounds, [+] with a Rebreather.

Pruning Claws: Grasps one target, Body Save to escape.

Brain-Borer Proboscis: 1d10 DMG. Auto-hits a grasped target for 2x damage, destroying a random cranial organ (**1-3:** eye, **4-6:** ear, **7-8:** jaw, **9:** nose, **10:** brain).

Tactics: Confuses isolated humans for lost hatchlings. Grabs one to 'care' for; force-feeds them **Hellkite Jelly** (pg. 192), Sanity Save or Panic. Then, examines them for injuries (proboscis attacks). Focuses on one target at a time.

HELLKITE POLTERGEIST

A slick, limbless phantom in the walls. The head bristles with delicate sensory organs.

Signs: Distant, intensifying rumbling and shrieking. The ground trembles, nigh imperceptibly.

Impulse: Learn. Plays with and neatly dissects anything new, complex or shiny: weapons, equipment, foreign bodies.

Senses: Extremely sensitive vision and hearing. Hates bright, flashing lights and explosive noises.

C:50 I:80 W:3(10)

Blade Tongue: 2d10 DMG. 5m long.

Vermiform Burrower: Hundreds of meters long. Moves one body length in 5 rounds.

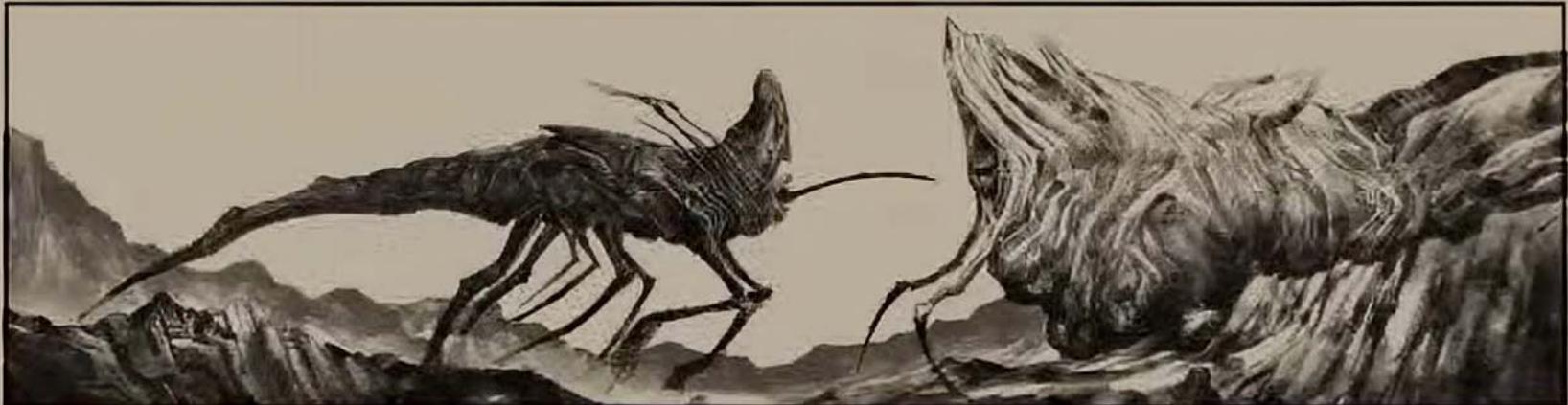
Glue Spray: Body Save or stuck. Must be cut or dissolved to escape.

Voice Imitation: Near-perfectly replicates previously heard sounds.

Tactics: Terror tactics. Imitates sounds that might scare targets into flight, driving them apart and into glue traps. 'Experiments' on trapped victims, relaying vital organs to the hive after 5 minutes vivisecting (2x all future **Berserker** DMG). Flees if outnumbered.



CASTES



HELLKITE YOUNG QUEEN

Pitch-black, lean, towering. A venom-tipped tongue flicks and tastes the air.
Signs: Hellkites scatter into the darkness; the Hive falls silent. The Pheromone Rain redoubles in anxiety.
Impulse: Regicide. Seeks to assassinate and replace the Queen.
Senses: Retreats if Berserker packs scented nearby.

C:70 I:60 W:2(35)

Rending Talons: 3d10 DMG.

Neurotoxin Syringe: 1d5 DMG.
Body Save every 10 minutes or die. Purging requires advanced medical facilities (Stimpaks delay Saves).
Tactics: A patient ambush predator. Skulks in shadows, carefully observing prey and selecting the most vulnerable target. Strikes unexpectedly. Disengages the moment its Syringe hits. Silently stalks prey, isolating it from help until it drops dead.

The Young Queen's Scheme

- Seeks to locate and murder the **Queen**.
- Exploits any credible threat to the Hive (like PCs).
- After escaping the **Cocoon Chapel**, it intervenes on the PCs' behalf the next time they confront hostile Hellkites.
- Tails the PCs through the Hive, moving safely through the carnage in their wake. Leaves severed **Worker** heads at the thresholds of tunnels leading away from the **Queen's Chamber**, to deter PCs from wayward paths.
- If PCs successfully reach the **Queen's Chamber** with the **Young Queen** in tow, the usurper pounces and decapitates the **Queen** with a swift talon-stroke. The new **Queen** roosts on the corpse, gusting pacifying pheromone clouds into the Hive and quickly quelling the effect of the old **Queen's Swan Song**. Reset **Fury of the Hive** to 0. The PCs may leave in peace.

HELLKITE QUEEN

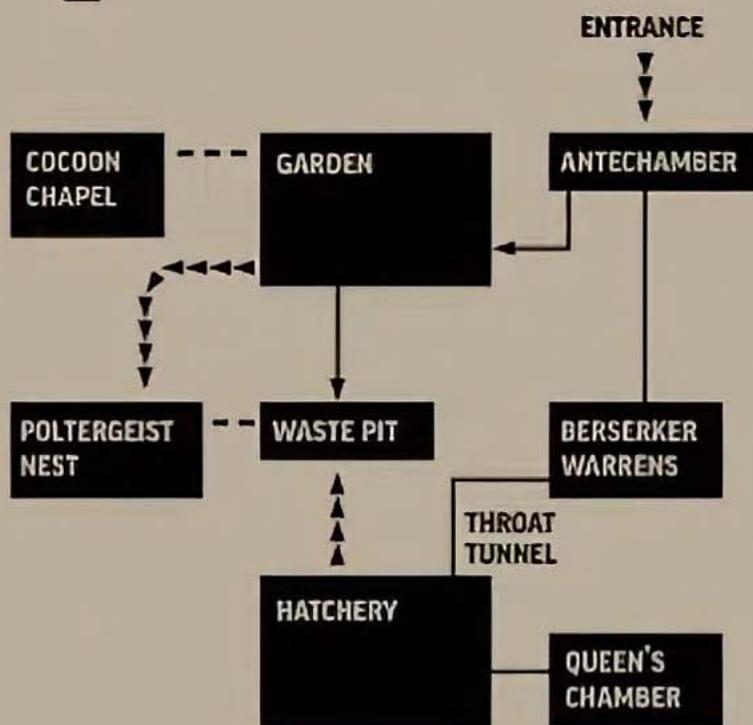
Immense, limbless. Shrouded in the dark, eyes glinting with inhuman intelligence.
Signs: Oppressive, pulsing heat. Clouds of sour, alien odors mist every surface and fog every visor. The heart of the hive draws near.
Impulse: Fear. It is afraid to die.
Senses: The **Queen's** sensorium suffuses the Hive. See **Fury of the Hive** (pg. 193).

C:0 I:90 W:1

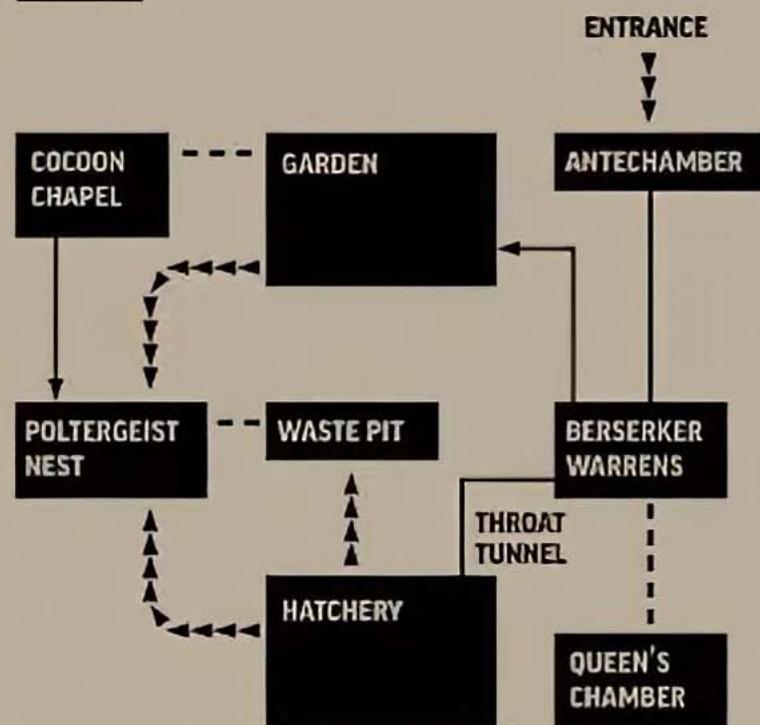
Swan Song: Releases a rage pheromone upon dying. Every Hellkite in the Hive goes mad, tearing each other to shreds and attacking everything that moves.

THE HIVE

1



2



— Tunnel (1 person wide)

- - - Tight Squeeze (belly crawl only)

→ Sloped Tunnel (arrow points to lower elevation, Body Save or slip)

►► Vertical Shaft (arrow points to lower elevation, 2d10 DMG if falling)

ENTRANCE

- Claw-prints radiate from the **Entrance**, fanning out in multitudes.
- Steam emanates from a slender, undulating fissure leading downward. Humans must squeeze through one by one.

ANTECHAMBER

- Globular, cramped chamber; as damp and dark as the rest of the Hive. The coarse, grooved walls bear innumerable claw marks. **Pheromone Rain** pools in ragged, iridescent hatchwork.
- Downward sloping tunnels empty into the Hive, converging like esophagi into alien viscera.

BERSERKER WARRENS

- Claustrophobic, three-dimensional tangle of fetid burrows and passageways. **Pheromone Rain** glitters on the walls. Capillaries waft pheromones into the den from all over the Hive.
- 1d10 **Berserker** packs slumber here, nestled tightly in creaking piles. They awaken when attacked or at the **Queen's** command.
- Shed **Berserker** bone-blades serve as 2d10 DMG weapons in human hands.

GARDEN

- High ceiling. Alarmingly deep **Pheromone Rain** puddles and organic runoff splash underfoot.
- Corpses of local fauna lay scattered in the fluid. Towering fungi, sturdy enough to climb, bloom from festering open wounds, nearly reaching the ceiling.
- Two **Gardeners** delicately groom the fungi with their claws, bending to open liquefying flesh.
- **Worker Swarms** flood the chamber every 15 mins, depositing fresh corpses and harvesting fungi.

COCOON CHAPEL

- A camouflaged membrane of incredible tensile strength cordons off a side alcove. Enshrined inside is a **Young Queen's** glistening cocoon, encased in hardened foam.
- At its feet lies a **Berserker** skull, the foramen magnum stoppered up with hardened organic residue. It contains a glob of **Royal Jelly**.
- The **Young Queen** cannot break through the membrane alone. PCs must cut through to enter the **Cocoon Chapel**, enabling its escape once it hatches in 10 minutes.

POLTERGEIST NEST

- Mummified, desecrated corpse of a former **Queen**. Inspection reveals deep, sharp slash wounds.
- A **Poltergeist** roosts inside the hollow chest cavity. If PCs enter its nest, it starts following them in the walls, attempting to trap them in the **Waste Pit**.
- Chamber crisscrossed by a tangled maze of glue webs. Moving fast: Speed Check or become snared.

WASTE PIT

- Stinking pit filled with **Hellkite** carcasses, rotten eggs and disgusting liquid refuse. Sticky, yellowish webbing coagulates in treacherous tapestries.
- Anyone entering the pit mires in webbing until freed (see **Poltergeist**). A **Worker Swarm** arrives in 1d10 rounds.

HATCHERY

- Domed cavern covered in a layer of squelching organic material. Clusters of veined eggs stand upright in the biomass. Tightly packed ranks of shifting cocoons line the walls.
- Three **Gardeners** tend to the cocoons, feeding **Hellkite Jelly** to hatchlings like mother birds.
- A shallow basin lies in the chamber's center. 150kg of **Hellkite Jelly** bubbles and seethes within.

THROAT TUNNEL

- Serrated barbs pointing toward the **Hive**'s foes line the undulating, cylindrical pass. **Pheromone Rain** runs in rivulets between razor sharp protrusions.
- The barbs flex to permit **Hellkites** safe passage, orient toward outsiders. They rend holes in suits and armor (AP destroyed). Running through inflicts 1d10 DMG.

QUEEN'S CHAMBER

- Humid, hot cellar. Arched cathedral-like ceiling, darkness of a womb.
- Massive and immobile, the **Queen** broods over a few **Workers** trafficking eggs and **Hellkite Jelly**.
- Balmy air flutes through capillary tunnels, carrying the **Queen's** chemical messages to the Hive.
- It knows you are here.

Parasitic Organisms

DANIEL HALLINAN Author DANIEL VEGA Artist

This document details a handful of parasitic organisms plaguing frontier outposts, worlds and hyperspace lanes. Capable of infecting most mammalian life—humans and organic android models included.

Drop these terrors into your games to foster chaos and paranoia: infecting stations and ships, exposing residents.

NOCNAMORA

Appearance: Starfish-like, various cream and white shades, thick black fur-covered spots. 1-5cm central disk. Six twirled arms (5cm-1m long).

Habitat: Preference for pheromone laden areas. Caves and tunnels used for hibernation, defecation or urination. Ventilation systems, unsanitary toilets and brothels, overcrowded sleeping quarters.

Manner of Infection: Attracted to pheromones. Upon locating a Host, needled tongue pierces the skull's base and feeds on body fluids, detaching after 2 hours.

Side Effects: Injected saliva induces paralysis during feeding and powerful ongoing chemical dependency, encouraging the Host to seek contact. Chemical dependency is unique—the Host is dependent on a specific Nocnamora. Emotional bonds are common, despite the distressing relationship.

- Daily Body Save to resist submitting to feeding urges.
- **Success:** 3 Stress.
- Host forms an affectionate 'hidden pet' bond with the parasite.
- After every feeding: 1 Stress, [-] Intellect Checks for 6 hours.

Reproduction: While feeding, Nocnamora secrete a brown, egg-filled foam that coats the Host's head. Eggs are dislodged by movement and abrasion, hatching in still water and pheromone-rich liquids.

Remedy: Isolating Host from parasite for a month decreases dependency to manageable levels.

FENWASPS

Appearance: Dark red, vespine insect, 8cm long. Stubby, swollen abdomen. Long thin wings emit a loud buzz. Spindly legs dangle together during flight.

Habitat: In the path of hot air currents: desert valleys, jungle canopies, reactors, engines, thermal plants and hydroponics. First known infection: Seref generation ship ([Procession pg. 134](#)).

Collective swarms construct nests from biomatter and spit—thick layers of flaky gilded bark peeling outward, speckled with viscous golden drops. Tastes like (dried and caramelized) spoiled flesh. Crunchy. Excretes sickly sweet honey when chewed—alongside the occasional tooth or fingernail. Overpowering odor of toffee and roasting meat.

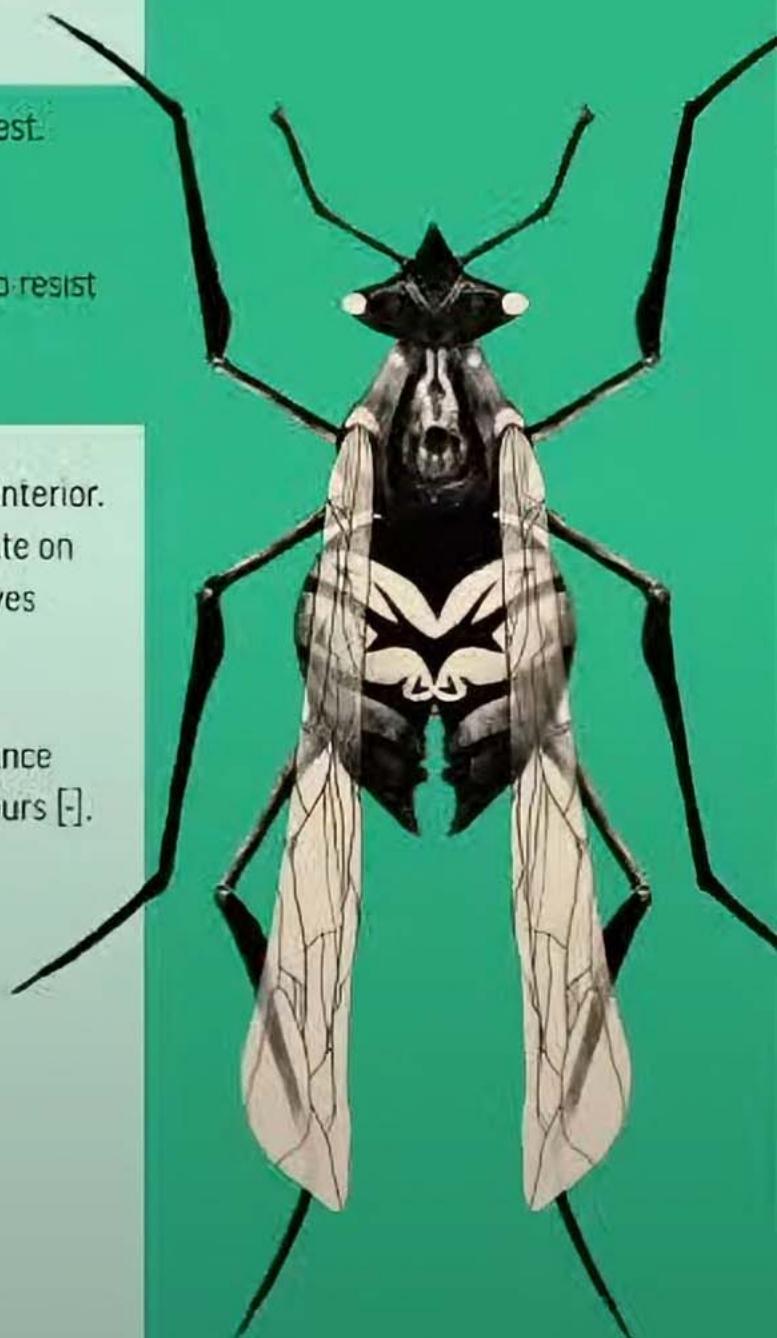
Manner of Infection: Fenwasp nests' strong aroma, carried on air currents, trigger the hunger and desire centers within brains of creatures that smell it. Fauna ingesting a portion of the nest fall into a comatose state. Ingested material emits an odor attracting female wasps, who crawl into the Host's stomach to lay eggs.

Side Effects: Male wasps weave the Host's biomatter into the nest.

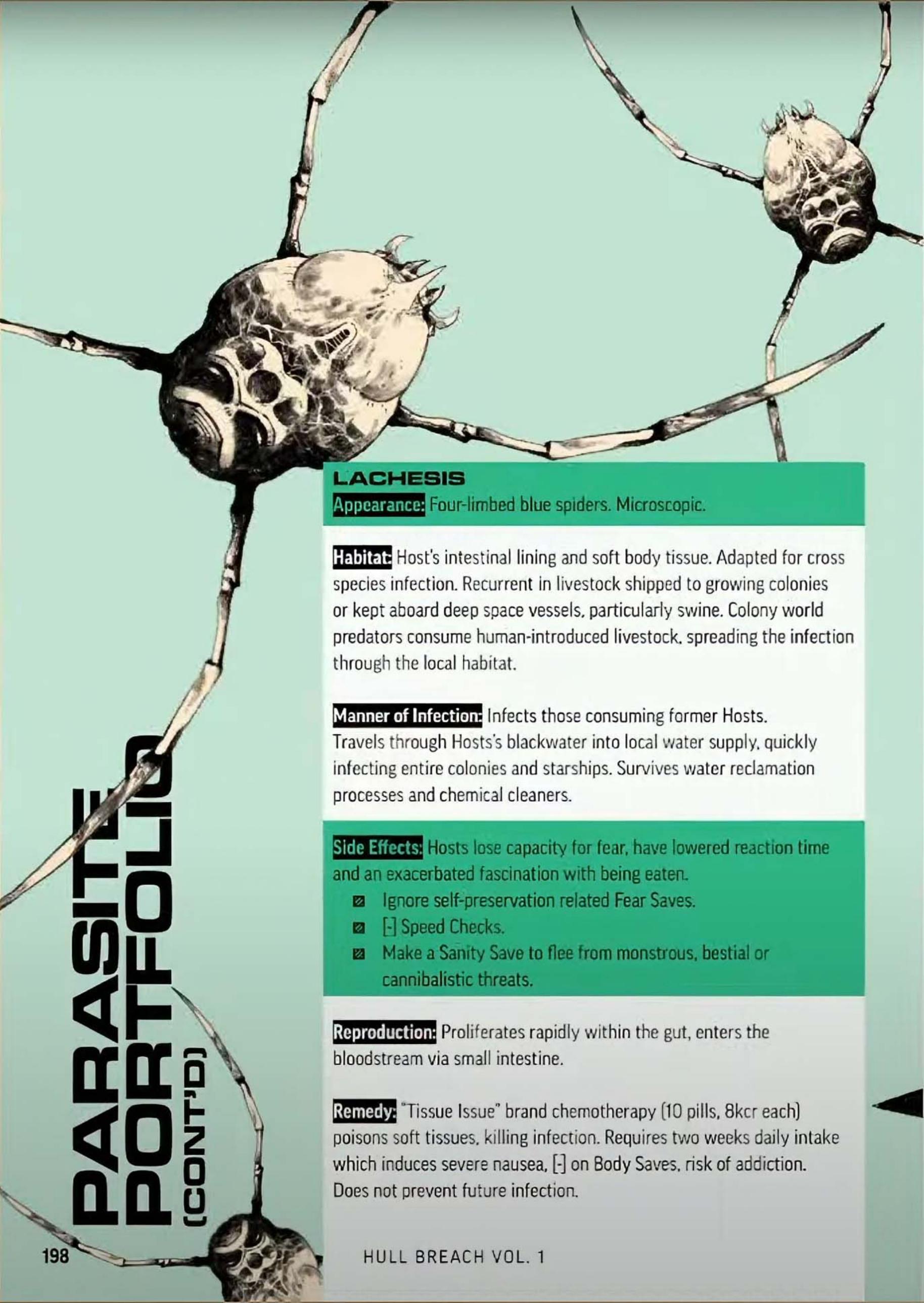
- 1 Stress every 10 minutes spent resisting the aroma.
Impossible to acclimatize to.
- If a human can both see and smell the nest: Body Save to resist eating a portion.
- If eaten, fall into a coma in 1d5 minutes.

Reproduction: Within a day, larvae hatch to feed on the Host's interior. After a week, engorged larvae burrow out of the Host and pupate on nearby surfaces (adults emerge in 5-8 days). The ex-Host survives several days while being consumed and woven into the nest.

Remedy: Surgery can scrape eggs from stomach lining. 10% chance induced vomiting purges eggs. Remedies attempted after 24 hours [-]. Termination recommended after 48 hours.



PARASITE PORTFOLIO (CONT'D)



LACHESIS

Appearance: Four-limbed blue spiders. Microscopic.

Habitat: Host's intestinal lining and soft body tissue. Adapted for cross species infection. Recurrent in livestock shipped to growing colonies or kept aboard deep space vessels, particularly swine. Colony world predators consume human-introduced livestock, spreading the infection through the local habitat.

Manner of Infection: Infects those consuming former Hosts.

Travels through Host's blackwater into local water supply, quickly infecting entire colonies and starships. Survives water reclamation processes and chemical cleaners.

Side Effects: Hosts lose capacity for fear, have lowered reaction time and an exacerbated fascination with being eaten.

- Ignore self-preservation related Fear Saves.
- [-] Speed Checks.
- Make a Sanity Save to flee from monstrous, bestial or cannibalistic threats.

Reproduction: Proliferates rapidly within the gut, enters the bloodstream via small intestine.

Remedy: "Tissue Issue" brand chemotherapy (10 pills, 8kcr each) poisons soft tissues, killing infection. Requires two weeks daily intake which induces severe nausea, [-] on Body Saves, risk of addiction. Does not prevent future infection.

GORDIAN WORM

Appearance: A long, needle-thin slug, its head a bush of wandering feelers. Thousands of pinprick mouths line the body, 5cm-15m in length.

Habitat: Hyperspace.

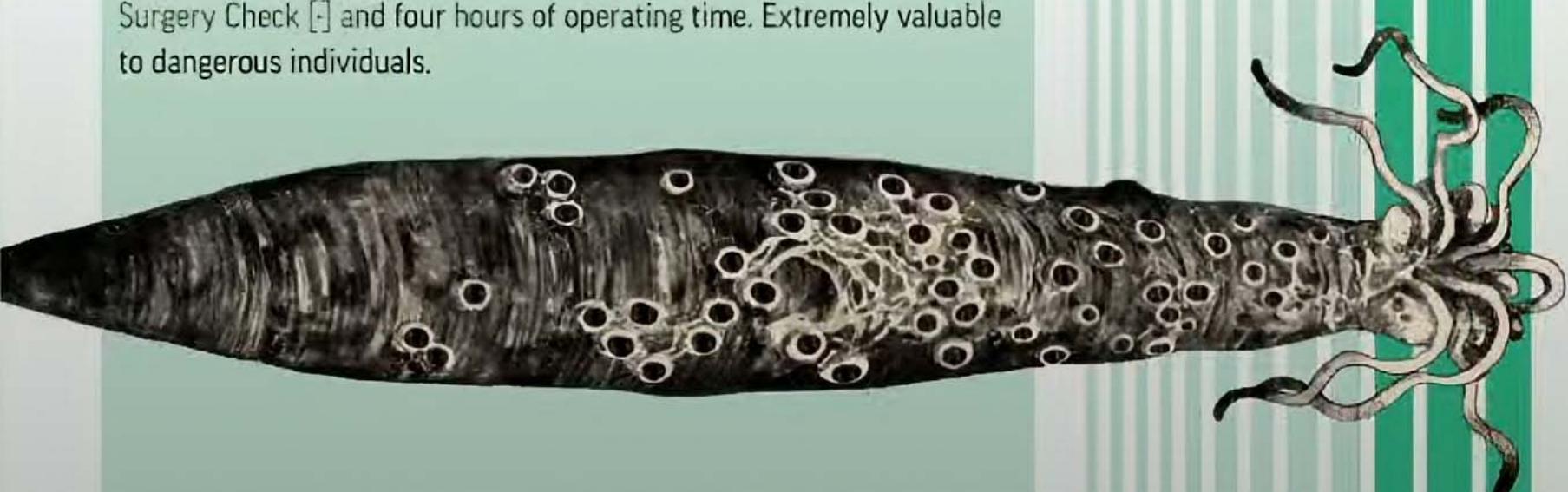
Manner of Infection: Eggs drift in hyperspace until caught by Jumping ships. Phases through the ship, entering an appropriate Host before becoming corporeal and hatching. The worm feeds on the circulatory system, growing several meters in length over time.

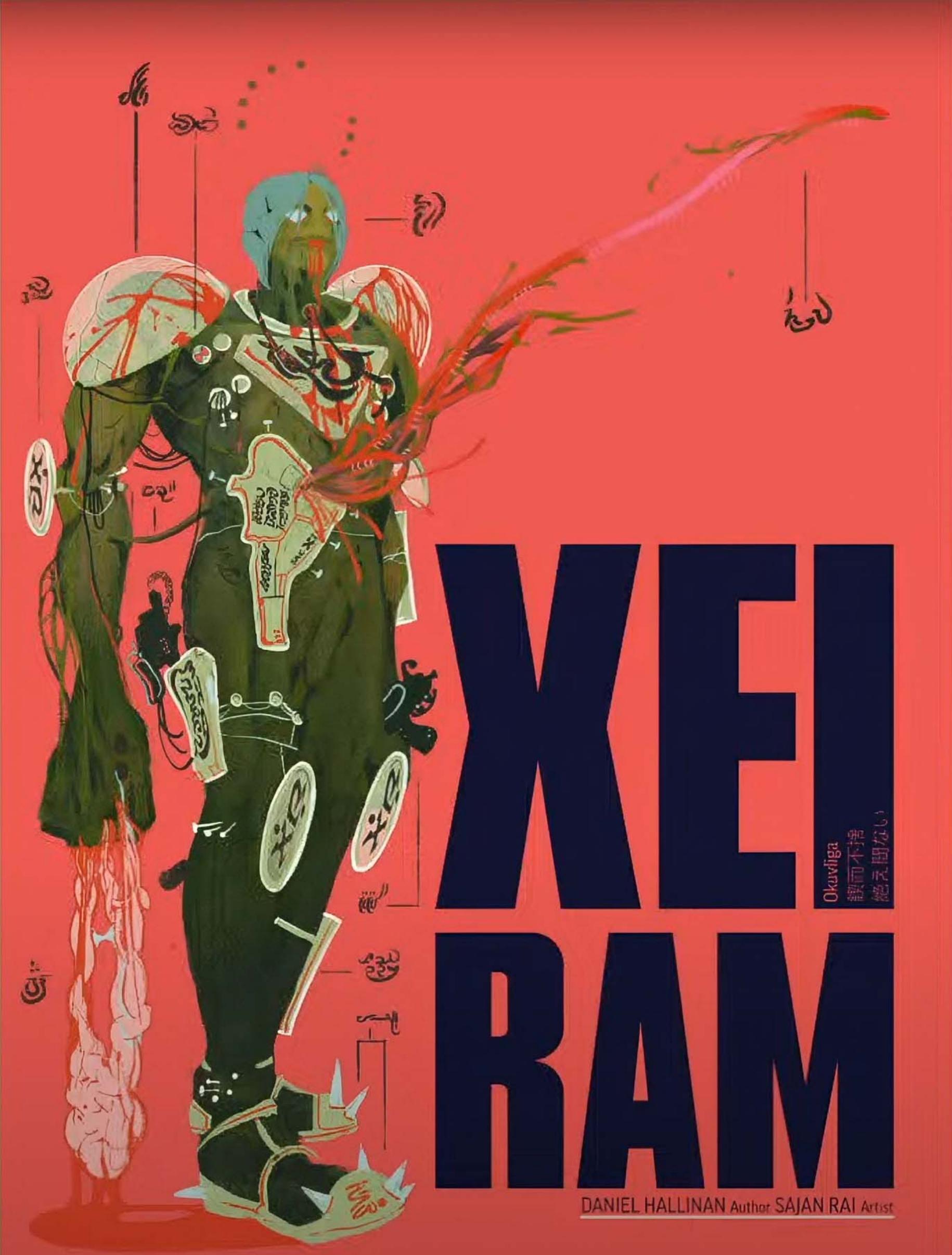
Side Effects: Hosts suffer from regular vivid nightmares and alleged prophetic vision, as well as a fascination with hyperspace phenomena. Sudden desire to witness hyperspace in person results in reluctance to enter cryosleep when preparing for Jump. Hosts aggravate local hyperspace matter, potentially endangering ships they travel on.

- ☒ Sleep does not recover Stress. Host experiences surreal visions of space-time anomalies and vague prophecies.
- ☒ Sanity Save when using a cryopod before entering hyperspace. -2 Stress on failure.
- ☒ -1 Stress when watching hyperspace phenomena videos.
-2 Stress when witnessing in-person.
- ☒ 10% chance unusual phenomena befall a ship in hyperspace carrying an infected crewmember. Uninvited guests, hauntings, modified inventory, etc.

Reproduction: After at least a week of feeding, the worm emerges when the Host next enters hyperspace while conscious. Pooling out of the body, the parasite phases through the ship and into hyperspace proper, where it lays eggs and dies.

Remedy: No known cure save waking exposure to hyperspace. Surgical removal is possible and likely fatal, the blacklisted Dr. Beenhouwer (**Bad Company pg. 180**) is credited with the only known success. Surgery Check [-] and four hours of operating time. Extremely valuable to dangerous individuals.





Asset Label: █ "Xeiram"
Category: agent - fixer - █
Biological Class: xeno-animalia █
Location of Discovery: █
Holding Facility: █
Eliminated Targets: █
Collateral Casualties: est. █
Retention Rating: highly valuable
Compliance Rating: subservient

A human body warped into a 3m pillar of muscle. Thick skin the complexion of cooling magma. Expired eyes leer from a disdainful expression.

An organism discovered and leashed by █ released to hunt and terminate those troubling its corporate handlers. Relentless, intelligent and highly resilient, it pursues its prey with single-minded focus and perpetually finds its way back when evaded.

Xeiram is a 'nemesis' monster, intended to hound a crew across a campaign. It is easier escaped than killed and adapts to tricks used against it. When first dispatched and whenever the crew escapes, Xeiram takes time to re-locate its prey. At minimum, the crew should have several sessions respite—depending upon how well they hide their tracks. Xeiram's assaults should be sporadic but sudden and catastrophic.

Information regarding Xeiram's nature and origins are classified and closely guarded by the Company—but invaluable to those seeking to survive or truly kill it.

FOR A ONE-SHOT

Use the **Crew's Crime** (pg. 202) resource to develop NPCs or establish PC histories. Xeiram acts with extreme brutality, caring little for self-preservation. Information regarding it should be immediately accessible and Core behavior direct and aggressive. Execute Xeiram's tactics (pg. 203) to run an unforgettable lethal encounter. Use the standard *Mothership* Panic table instead of the ones provided.

HOST FORM

C:65 Fists 1 Wound I:65 AP:15 W:6(30)

Opportune Killer: Uses any means of destruction at its disposal, see **Tools of Violence** (pg. 202).

Exotic Prowess: Crushes through steel and stonework. All Strength Checks [+]. Deceptively quick and agile.

Resilient Biomass: Immune to extreme heat, cold and radiation. Survives in a vacuum. Xeiram is aware of this resilience and plays to its advantage.

Hyper Regeneration: After consuming an adult human (or equivalent) in organic mass, Xeiram heals 2 Wounds and all missing Health, restores all AP.

Hibernation: Xeiram must eat to survive, but can hibernate at will—persisting indefinitely.

TRUE CORE

Xeiram's true form is a soft-carapaced, translucent centipedal parasite. While within a Host it cannot be harmed, only emerging if the Host dies.

After escaping a Host corpse, the Core swiftly hides, hunting to bond with a new organic body. The abandoned Host rapidly deteriorates.

C:N/A I:65 W:3(10)

Uncanny Writhing: Attacks against it are at [-].

Bonding: The Core burrows into a Host, rapidly warping biomatter to build a new body.

Newly Built Body: As Host Form with 1 max Wound.

If the Core attempts Bonding with a PC, Body Save.

Success: the Core is fought off, fleeing.

Failure: it burrows into flesh, latching onto the Host's spine. Unless extracted, the Core permanently Bonds after 1d5 minutes—killing the victim.

XEIRAM

BOARDING MANEUVERS

- Drifts onto ship exterior. Navigates to an airlock and tears its way in.
- Latches onto inbound shuttle exteriors.
- Boards and hides in vessels rendezvousing with the target.
- Fires heavy ordnance upon the ship, entering through the breach.
- Core smuggles itself into supplies. Escapes and Bonds during transit.

TOOLS OF VIOLENCE

- Muscled fists that crush flesh. Body Save on hit.
Success: 2d10 DMG. **Failure:** Take 1 Wound, +1 to Wound Table roll.
- Tactical use of target's unattended (or dropped) weaponry, gear and explosives.
- Abandoned industrial tools and ordnance, used to breach barriers and clear cover.

SABOTAGE MEASURES

- Destroys surveillance equipment.
- Damages vital systems.
- Breaches sealed habitats.
- Unloads unattended weapons.
- Ejects or cripples escape vehicles.

TRAPS AND AMBUSHES

- Collapses and obstructs passageways. Waits by remaining viable route.
- Identifies VIPs, allowing them to 'escape'—using their screams for help as a lure.
- Uses ID cards, crew trackers and corpses to imitate survivor movement and distress.
- Booby traps itself. The Core escapes, using its former Host as bait.
- Core hides in stored and refrigerated food. Bonds with the first to consume it.
- Core worms into plumbing, exiting via drains to Bond with bathers.

THE CREW'S CRIME

- 50mcr+ unpaid debt for 3 months.
- Stole classified technology.
- Accessed classified information on Executives.
- Escaped corporate-mandated containment or incarceration.
- Openly expressed intent and capability to target corporate board members.

IT GETS CLOSER WHEN...

- Using services connected to Xeiram's current handler corporation.
- Spending 10kcr+ at once.
- Recorded by security surveillance.
- Logged by software due to botched hacking.
- Featured in news reports.
- Using ships with flagged tracking beacons.
- Recorded in hyperspace Jump Point logs.

THE KEYS TO XEIRAM'S SECRETS

- Scientists who study it know its psychology and tactics (**Residue Processing pg. 74**).
- Agents who unleash it know how it hunts (**Corpocrat Dogs pg. 184**).
- Researchers who first discovered it whisper of a True Core (**Bones and Videotape pg. 58**).



XEIRAM PANIC TABLES

When a PC Panics due to a Xeiram encounter, roll on one of the following tables.

PANIC TRIGGERED BY XEIRAM VIOLENCE

- 1 **You're Just Meat.** Gain a new **Condition:** Fear Save to engage with any danger unless benefitting from 7+ AP.
- 2 **Philophobia.** Gain a new **Condition:** 1 Stress when someone joins your crew (even temporarily). Make a Fear Save when risking yourself for anyone else.
- 3 **Horrid Recognition.** Xeiram's face seems familiar. Sanity Save or 1d5 Stress. Gain a new **Condition:** Raise minimum Stress by 1.
- 4 **Need a Big Gun.** Gain a new **Condition:** [-] Combat when using a weapon that deals $\leq 2d10$ DMG.
- 5 **Mortal Terror.** For [current Stress] minutes, you are compelled to cower somewhere secure.

PANIC TRIGGERED BY WITNESSING OR SURVIVING CORE BONDING

- 1 **Delusional Parasitosis.** Gain a new **Condition:** [-] healing Stress—unless using drugs.
- 2 **Eisoptrophobia.** Gain a new **Condition:** Make a Fear Save to view your reflection or biometrics.
- 3 **Nosophobia.** Gain a new **Condition:** Obsessively extract your tissue and blood, testing for infection (-1d5 max Health).
- 4 **Entomophobia.** Gain a new **Condition:** [-] insect-related Fear Saves, failure inflicts 1d5 Stress.
- 5 **Fascination.** Gain a new **Condition:** Sanity Save to allow the Core to die. If captured, you study it when resting: +1 to any converted Stress.

XEIRAM PSYCHOLOGY

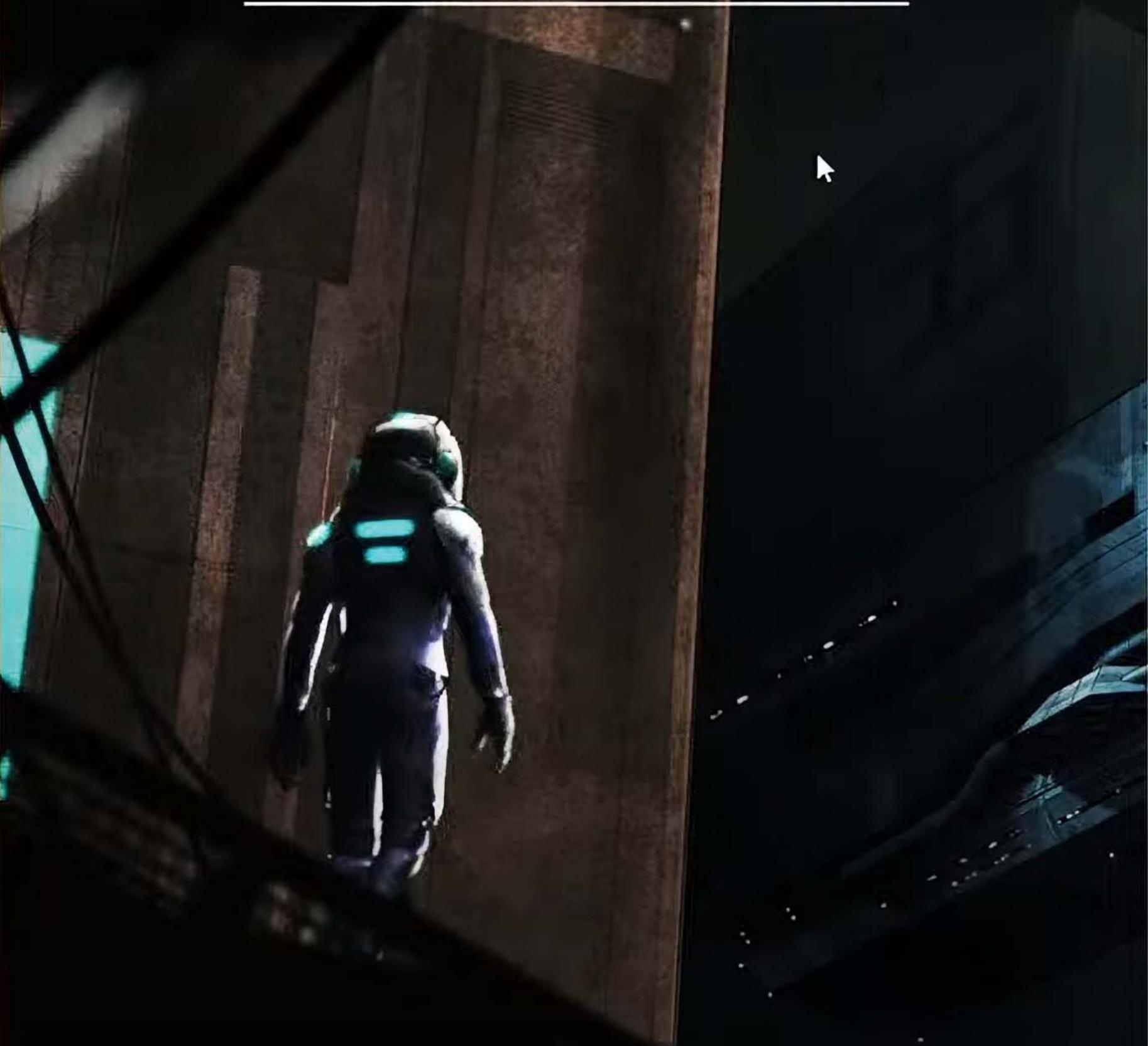
- ☒ Intelligent, cunning and resourceful—learns from its mistakes.
- ☒ Understands (and utilizes) human technology.
- ☒ Recognizes and circumvents potential traps.
- ☒ Understands human speech but never communicates. Stoic and silent.
- ☒ Tenacious—always eventually finds its prey, regardless of circumstance.

REMAINING WOUNDS	BEHAVIOR*
6	Attacks openly. Brazen—but not stupid. Most incoming attacks automatically hit.
5	Aggressive but cautious. Flanks and ambushes targets.
3	Hit and run. Sets traps. Scavenges and consumes bodies.
1	Avoids direct confrontation. Creates diversions. Prioritizes feeding.
0	Incapacitated. Core escapes.

* This is not binding. Circumstances and past experience shift Xeiram's priorities.

EXPERIMENTAL TECHNOLOGY, MATERIEL AND SURVIVAL APPLIANCES

05:ASSETS



Abattoir Family Co. Catalog pg. 206 Beamed pg. 210 Boom Box pg. 216



ART BY NIKOLAI FLETCHER

ABATTOIR FAMILY CO. CATALOG

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RYE PORTER Author NIKOLAI FLETCHER Artist

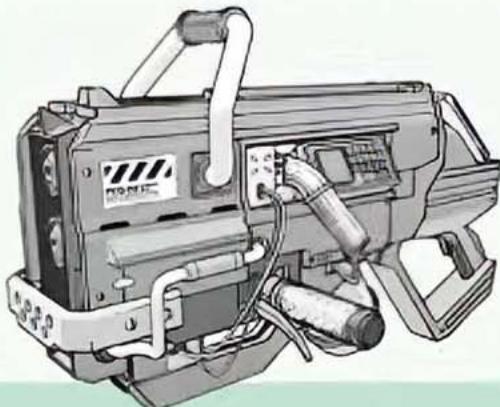
PRODUCT	COST	DESCRIPTION
Blood Loader	750cr	<ul style="list-style-type: none">☒ Handheld device extracts blood and prints crystal shapes.☒ OG stable, 100cm³ print area.☒ Compatible with non-human biofluids.☒ Crystals return to fluid with 1 DMG.☒ A favorite mercenary solution for emergency bullets!
Corporate Obelisk	5mcr	<ul style="list-style-type: none">☒ Enshrined ship module, extends corporate influence.☒ Instantaneous communication hardline to other attuned Obelisks.☒ Devotees convert 1d5 Stress by confessing breaches to the Obelisk.☒ 5 meters tall, designed to custom specifications.
Fixer Drone	12kcr (requires corporate cosign for purchase)	<ul style="list-style-type: none">☒ Instant corporate android enforcer in a can (5 sprays).☒ Bubbling uncanny valley face.☒ Lethally protects company assets.☒ Dies if tricked into violating company policy.☒ Dissolves after 10 minutes.☒ C:80 Acid Hands 3d10 DMG I:35 W:2(30)
O2-Shredder Spike	600cr	<ul style="list-style-type: none">☒ Serrated metal corkscrew.☒ Twists into an organic body with 1 minute of effort.☒ Spiked bodies slough apart into protein soup.☒ Extracts 12 hours of O2 into connected tank from a human corpse.
Optographic Probe	5,000cr	<ul style="list-style-type: none">☒ Optical metal scoop slides into tear duct, refires the optic nerves.☒ Projects what a deceased target saw immediately before death.



Contractor's Servos

10kcr

- Servos implanted into joints and spinal cord.
- Corporate installation contracts mechanically limit behavior, forbid mutiny.
- [+] Loyalty Saves made by implanted Contractors.



Cryo Gun

1,500cr

- Flash freezes corpses for instant field preservation.
- 1d10 DMG, Body Save or extremity frozen (shatters on impact for 2d10 DMG).
- 5m Range, 6 Shots.

PRODUCT & COST

DESCRIPTION

BioSecurity Key Reclaimer

3,500cr

- Silver briefcase teeming with razor sharp robotic fingers.
- Once opened, scuttles autonomously; searching for corporate-logged eye and fingerprint signatures.
- Quickly removes and stores fingers and eyes (1d5 DMG plus 3d10 DMG if resisting).
- Monofilament implements leave organs primed for replacement (or swap) within 5 mins of removal.

Geko Suit

1,800cr

- Vaccsuit with auto-amputation function if limb poisoned or mangled beyond repair.
- Optional manual trigger (codeword locked on purchase).
- 0 DMG, numb then excruciating.
- Sanity Save or phantom limb (+1 minimum Stress).

IP Recuperation Table

1bcr

- Extracts 2 Skill chips from a corpse.
- Installs into a standard med bay.
- Utterly destroys harvested brains.
- 25% procedure failure, requires manual extraction via decaying Slickworld thoughtscape.

JAMES HARDLY'S ADVENTURE GALACTIC

A Real Estate and Survivalism Company™

There are endless worlds to explore, and possess! Finally, escape the Zero-G lifestyle and get yourself on some nice firm ground. Human wellness is associated with terrestrial living, like our ancestors did ages before us. Return to your roots! Return to the Dirt! Join us in our planetary reclamation movement! Walk in the brave footsteps of our explorer-entrepreneur James Hardly!

Here at Hardly's Galactic, we offer all you need for planetside excursions and long term homesteading. Visit any of our brand ambassadors to learn about the Hardly Lifestyle and purchase one of our unique property opportunities in furthest Rimspace!



Carapace Survival Suit

2,400cr

- Requires compatibility surgery (invasive body-suit fusion, Stress relief impossible).
- AP 14, Wounds Table rolls [+].
- Injection ports for food, water and drugs.
- Stores 24 hours of O2.
- Fluid reclamation.
- Hermetically sealed.

PRODUCT & COST DESCRIPTION

Instant Lumber Pod: Pine Edition

800cr (for 6x)

- Time-compressed tree sapling, activates with 1 DMG.
- Grows to 10m over 1 minute (aging 1 year per round).
- Pack of 6 comes with complimentary VibeAxe (2d10 DMG).

MindForce Injector

400cr (for 6x)

- Highly addictive (Saves [-]), caffeine hyperdose.
- +1d10 Intellect and Speed, [-] Panic Checks for 1d5 hours.
- Fingerprint scan required, price x5 every purchase.

Yosemite SAM Protect your claim!

75kcr

- Hand portable anti-aircraft missile turret (sub-orbital range).
- 10 pods. Auto-targets, no friendly recognition.

PRODUCT & COST	DESCRIPTION
Echo Hood	
300cr	<ul style="list-style-type: none"> ☒ Helmet completely obscures visual input. ☒ Projects a 3D representation of sound. ☒ Pings every 10 seconds, automapping functionality. ☒ Gunfire is blinding.
HomeSteader's Kit <i>Welcome to your retirement.</i>	
600kcr*	<ul style="list-style-type: none"> ☒ A paper deed, planetary coordinates and crate of basic building supplies. ☒ 20% chance plot of land currently occupied. ☒ Use Terrifying Terraforms (pg. 156) to generate your new home world!
*Recurring 5 year payments of full cost required to retain property. Company will resell property to new owners if payment defaulted.	
Message In A Bottle	
750cr	<ul style="list-style-type: none"> ☒ Small canister attached to a micro Jump Drive. ☒ Attracted to nearest Warp Core within Jump-3. ☒ Extremely loud.
Moleman Power Drill	
300cr	<ul style="list-style-type: none"> ☒ Hand boring machine. Attacks at [+] with Geology. ☒ Digs 50cm channels through solid rock, 10m/minute. ☒ On hit: attaches and deals 1d10 DMG/round to target.
SuspendaShelter	
500cr	<ul style="list-style-type: none"> ☒ Plastic spherical sleeping shelter. ☒ Adaptive camouflage. ☒ Launches tethers onto two anchor points for mid-air suspension (300kg limit). ☒ Automatically unpacks from portable tube.
The Meal Vat	
10kcr	<ul style="list-style-type: none"> ☒ Processes any biomaterial into Survival Gruel™. ☒ Fear Save or 1d10 Stress per week subsisting on solely Survival Gruel™.

--> BEAMED <->

Teleportation technology was never going to be anything more than Old Earth science fantasy, until it wasn't. The **Skulker-Fresnel Resonator** is a closely-guarded, physics-defying prototype capable of transmitting and reassembling matter at interstellar distances. Hylix-Ventross Systems' board found it unstable, uncontrollable and unprofitable, and mothballed the prototype.

PCs may discover the Resonator and accompanying Operations Manual floppy disk in the abandoned Hodder Forest Reserve Habitat's bowels ([Vibechete! pg. 101](#)). Alternatively, drop the Operations Manual anywhere as the first breadcrumb in a hunt to locate the legendary device.

REDACTING THE OPERATIONS MANUAL

The **Operations Manual** pages ([pg. 212-215](#)) are intended as a player handout, with diegetic clues to the Resonator's effective operation. Before distributing, the Warden should redact large portions to obscure safety measures—building a technological puzzle for PC experimentation. Follow this process or invent your own:

1. Photocopy and print the Operations Manual spreads, print from PDF or, alternatively, mark up the spreads in your favorite design or image editing software.
2. Apply whiteout, opaque tape, ink, fire, children, or any other destructive method you can think of to areas of desired redaction.
3. Redact portions of each major section, focusing particularly on Basic Operations, Known Issues and Troubleshooting and Observed Unprogrammed Rift Locations. Remove key words and whole lines from most paragraphs.
4. Leave only one Issue, Effect or Troubleshooting entry for each Known Issue untouched. Heavily or entirely redact the others.
5. Preserve most of the Executive Summary and Notable Test Log to orient and warn PCs.
6. Have fun!



THE RESONATOR

Experimental teleportation device. A modified Vaccsuit bubble helmet and supporting technologies. Allows instant teleportation to a portable pad. Activates via bite tab, recharges in 5min. If the pad is occupied during return transmission, the user suffers 3d10 DMG while painfully fusing with destination material.

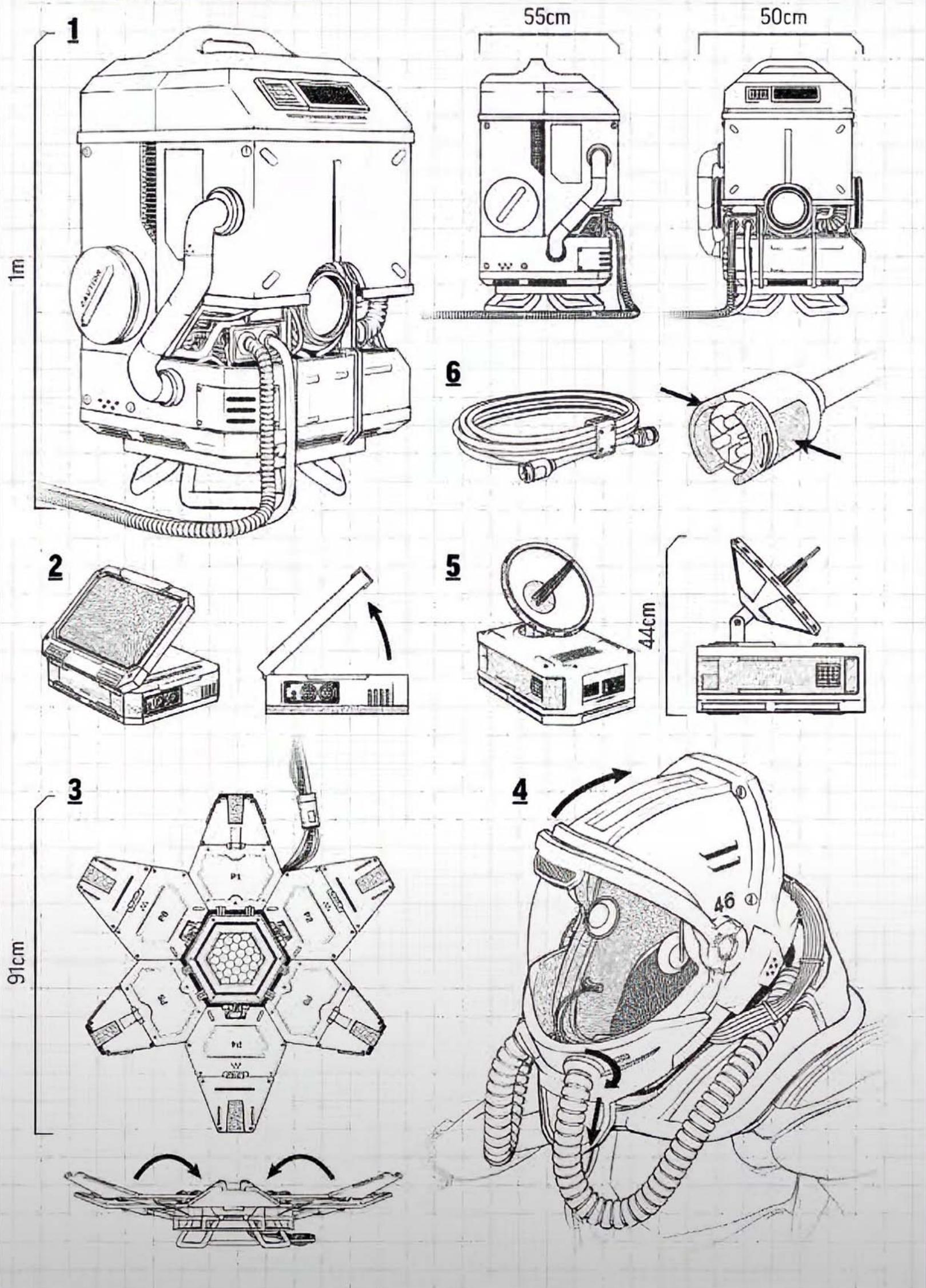
Safety Feature: Cannot be used if observed by sentient beings, as array processes induce deadly seizures if witnessed (stunned 1d5 rounds, Body Save or -1d10 Intellect). Could be hacked to remove limitations, but doing so induces a 60% chance of permanent 1d10m target drift.

WARDEN NOTES

- When the Resonator is used, apply a random **Known Issue** for every failure to follow **Basic Operations**, and 22% of the time otherwise.
- Remove successfully troubleshooted **Known Issues** from the list, counting them as successful activations when rolled.
- Telegraph danger, call for split-second decisions when things inevitably go wrong. Careless experimentation kills PCs.
- Provide non-redacted sections when PCs successfully follow leads investigating the Resonator's origins. Abandoned testing facilities and washed up scientists brood over technological secrets in dark corners:
 - Dr. Holloway ([Road Work pg. 89](#)).
 - Dr. Attr ([Procession pg. 140](#)).
 - Luuk Beenhouwer ([Bad Company pg. 180](#)).
 - Hylix-Ventross anomaly testing labs ([Residue Processing pg. 80](#)).



SCHEMATIC (FIGURE 3.4)



OPERATIONS MANUAL

EXECUTIVE SUMMARY

TOP SECURITY CLEARANCE BLUE REQUIRED TO VIEW

Memo From Desk of Dr. Fresnel: Operations Manual

CONTENTS:

- Abstract
- Basic Operations
- Figure 3.4 Schematic
- Figure 3.5 Known Issues and Troubleshooting
- Figure 3.6 Notable Test Log
- Figure 3.7 Observed Unprogrammed Rift Locations

ABSTRACT:

The Skulker-Fresnel Resonator is a series of quantum linked high-power receivers, transmitters and mass synthesizers allowing users to translocate their mass and sentience with the ease of sending a digital file.

Continuance of sentience appears unlikely. The user's constituent atomic makeup is disincorporated and an identical copy of their person is instantiated after each use. Transcription of personality and sentient processes has been 96% free of errors. Please note Figure 3.5: Troubleshooting to reduce risk of non-ideal eventualities for user or localized environment.

Complete documentation and memo backup copies located in the Dr. Skulker Memorial File Server at Hylix-Ventross HQ.

INCLUDED COMPONENTS:

1. Skulker-Fresnel Resonator
2. Analytic Computer and Diagnostic Display
3. Transmission Pad
4. Return Helmet
5. Tachyon Collector Dish Array
6. Copper Tipped Wide-Gauge Connection Cables

BASIC OPERATIONS

Boot SKLKR2.exe on Analytic Computer. Wait 7-10 minutes for boot process to complete. Screen will flash green then present a numeric keyboard.

User's XYZ coordinates in relation to the largest local gravitational body (star, pulsar, black hole, etc.) must be accurately typed to the nearest kilometer. Range estimated at 39.5 AU or approximately 5.9 billion km prior to exponential signal degradation.

Tachyon Collector Dish Array must be unfurled prior to operation. When user steps onto Transmission Pad, ensure both feet are in full contact with the surface. Place Return Helmet on user's head only AFTER all above steps are completed.

The two marked, red-tipped metal bolts must be pushed into the drive shaft of the Skulker-Fresnel Resonator to arm the device.

When the green ACTIVATION button on Tachyon Collector Dish Array is depressed, a localized spatio-temporal anomaly instantiates on the Transmission Pad. The anomaly manifests through arcing green plasma and oxidized blue 'sparks.' The smell of burning metal is common. After .03 seconds, user is translocated at FTL speeds.

Calculated 22% chance of Known Issue each activation. Refer to Figure 3.5 for troubleshooting.

KNOWN ISSUES AND TROUBLESHOOTING (FIGURE 3.5)

1	<p>Issue: Error. Displayed Message: "ERROR 315: PROCEED? Y/N"</p> <p>Effect: Transubstantiation initiated prematurely, destination changed to an Unprogrammed Rift Location (see <i>Figure 3.7</i>) regardless of Y or N selection. Return protocols initiated after 5 minutes.</p> <p>Troubleshooting: Power off Analytic Computer and power back on.</p>
2	<p>Issue: Red 'Sparks'</p> <p>Effect: If translocation continues after red 'sparks' are produced instead of blue, user is duplicated in an open location within 5m (original remains on pad). Disposal of duplicate user advised.</p> <p>Troubleshooting: Initiate immediate emergency return protocols, keep original user still and calm.</p>
3	<p>Issue: Error. Displayed Message: "WARNING: ELECTROMAGNETIC FLUCTUATIONS"</p> <p>Effect: Solid minerals translocated out of user including bones, teeth fillings and implants. Users must be placed in specialized nutrient floatation tube to survive. Test subjects interviewed report an average 87% drop in reported quality of life.</p> <p>Troubleshooting: Increase power to the Resonator twofold; sheltering inside a Faraday cage recommended until fluctuations subside.</p>
4	<p>Issue: Error. Displayed Message: "DIGITAL USER"</p> <p>Effect: Quantum interference introduces dangerous aberrations to android logic cores.</p> <p>Troubleshooting: A genuine human must manually remove user from the Transmission Pad. If the message appears for a human user, close medical examination is advised.</p>
5	<p>Issue: Error. Displayed Message: "ETHICS COMMITTEE PROTOCOL ACTIVATED"</p> <p>Effect: Resonator will not activate as long as Transmission Pad sensors detect observers.</p> <p>Troubleshooting: Ensure all eyes are averted from the pad, resuming normal operations. Boot the Analytic Computer into Admin Mode to override protocols—inadvisable.</p>
6	<p>Issue: Multiple Objects on Pad</p> <p>Effect: Transportation results in user's biological fusion with materials occupying the pad.</p> <p>Troubleshooting: Remove all beings or objects from the Pad.</p>
7	<p>Issue: User Fails to Rematerialize</p> <p>Effect: Transmission data is trapped inside Connection Cables, which vibrate with rising pitch.</p> <p>Troubleshooting: Ensure Cables are clear of kinks and obstructions, vocally encourage Connectors to resume data flow (latter method unproven).</p>
8	<p>Issue: Excess Lubricating Grease Left in Return Helmet</p> <p>Effect: Increased electromagnetic resistance causes spontaneous ignition of user's scalp.</p> <p>Troubleshooting: Acquire Type 3 shop towel and wipe excess grease from Return Helmet diodes.</p>
9	<p>Issue: Error. Displayed Message: "HEAT DUMP FAILURE, THERMAL IMPLOSION IMMINENT"</p> <p>Effect: An audio alert counts down from 13. At 0, the Dish Array violently explodes.</p> <p>Troubleshooting: Eject thermal buildup by setting the Array to "OUT." Warning: Releasing concentrated tachyon beams inside a pressurized structure will result in catastrophic hull failure.</p>
10	<p>Issue: Error. Displayed Message: "MEMORY FULL"</p> <p>Effect: The Transmission Pad instantiates a past user from Analytic Computer memory banks. The process renders them homicidally insane.</p> <p>Troubleshooting: Terminate.</p>

NOTABLE TEST LOG (FIGURE 3.6)

- ▣ **Test 1:** Dr. Skulker successfully tests Skulker-Fresnel Resonator on inanimate mass (half-filled coffee cup).
- ▣ **Test 3:** Dr. Skulker encounters first instance of object conflict. Pet parakeet lands on test chimpanzee as Resonator is activated. Chimpanzee emerges partially fused to parakeet (deceased) and survives.
- ▣ **Test 4:** First successful translocation of chimpanzee from local orbit of Planet A32 to surface and back. Subject sufficiently intact for Board approval of continued research.
- ▣ **Test 7:** First human subject. Failure. Isolated teeth found embedded in facility bulkhead.
- ▣ **Test 9:** Dr. Skulker suffers a mishap after neglecting proper safety procedures, fails to return during translocation. Cameras disabled during this period. Vocalizations including names of present researchers, shouts, statements of negative intent likely audio glitches due to rift gate interference. Dr. Fresnel promoted to project supervisor, Board of Directors vetoed proposed reclassification of prototype to Fresnel Resonator.
- ▣ **Test 54:** Jaunt Pad 1.08 prototype successfully tested for 100% reliable short range "blinks." Experimentation pending, all funding allocated to original Skulker Fresnel Resonator.
- ▣ **Test 73:** Human subject transubstantiated 0.5 AU to facility through Lagrange point L4 and back while exposed to vacuum environment briefly (enough for sustained life processes to continue). Satisfactory metrics for successful human translocation procedure analyzed as 96% replicable with proper troubleshooting of Known Issues.
- ▣ **Test 138:** Attempt to scale Resonator up to ship scale results in statistically unacceptable casualties. Project slated for termination due to cessation of funding.
- ▣ **Pending Test 139:** Integrated Jaunt Pad 1.08 prototype removed from lab for further testing in an environment of reduced oversight. Minor, purely cosmetic bullet damage sustained during escape. Suitable testing chamber in active construction site available as benefit of Dr. Fresnel's new employment at Hodder Forest Preserve. Further risk simulation deemed frivolous. Anomalous localized explosive reaction to be considered irrelevant. Analysis forthcoming in following entry.

OBSERVED UNPROGRAMMED RIFT LOCATIONS (FIGURE 3.7)

1	Alien Mothership.
2	Coordinates 207-mark-99 (deep space).
3	Unlisted freighter, transponder reads "OSPREY-FUCKYOU."
4	Skulker-01. Type K planet. Acid oceans. Single predatory life form, family Ursidae.
5	Identical location two hours in the past.
6	Lord Wesley's Rise station botanical park, on top of a fountain.
7	Intensely hot underground landscape. Atmosphere primarily gaseous sulfur. Open lava rivers and distant bipedal red organisms bearing primitive weapons. Human figures immersed in lava appear to be surviving, though in considerable distress.
8	Unknown coordinates, records pulled by Interstellar Mega Mart attorneys.
9	Open field outside the settlement of Granada, Spain. Spatio-chronological readings show 1245 CE, during the Nasrid Dynasty.
10	Unknown event horizon, estimated 3.4e+10 BCE.

BOOM BOX

TALISON CROSBY Author
JOSHUA CLARK Artist

AN EXPLOSIVE EXPANSION FOR MOTHERSHIP

Most Wardens and players are not experienced demolitionists but, sometimes, only a well-tossed grenade can solve a problem. This article provides guidance for making rulings on a variety of common situations involving explosives, and expands explosives equipment options for players to maim themselves with.

HOW TO TOSS GRENADES

Crew without the **Military Training** or **Explosives** Skills throwing a grenade must make their Combat Check at Disadvantage—with the grenade detonating on their person on a Critical Failure. After it's tossed, a grenade detonates at the beginning of the crew's next turn. When unsure where it lands, refer to the **Grenade Toss!** diagram to determine its location.

HOW TO SET EXPLOSIVES

Combustion requires three things: fuel, oxygen and heat for ignition. Crew without the **Explosives** Skill must make an Intellect Check at Disadvantage to determine if they have the required knowledge. Wardens may opt to make this check secretly and allow the crew to make the attempt on a failure—provided they telegraph the risks ahead of time.

HOW TO DISARM EXPLOSIVES

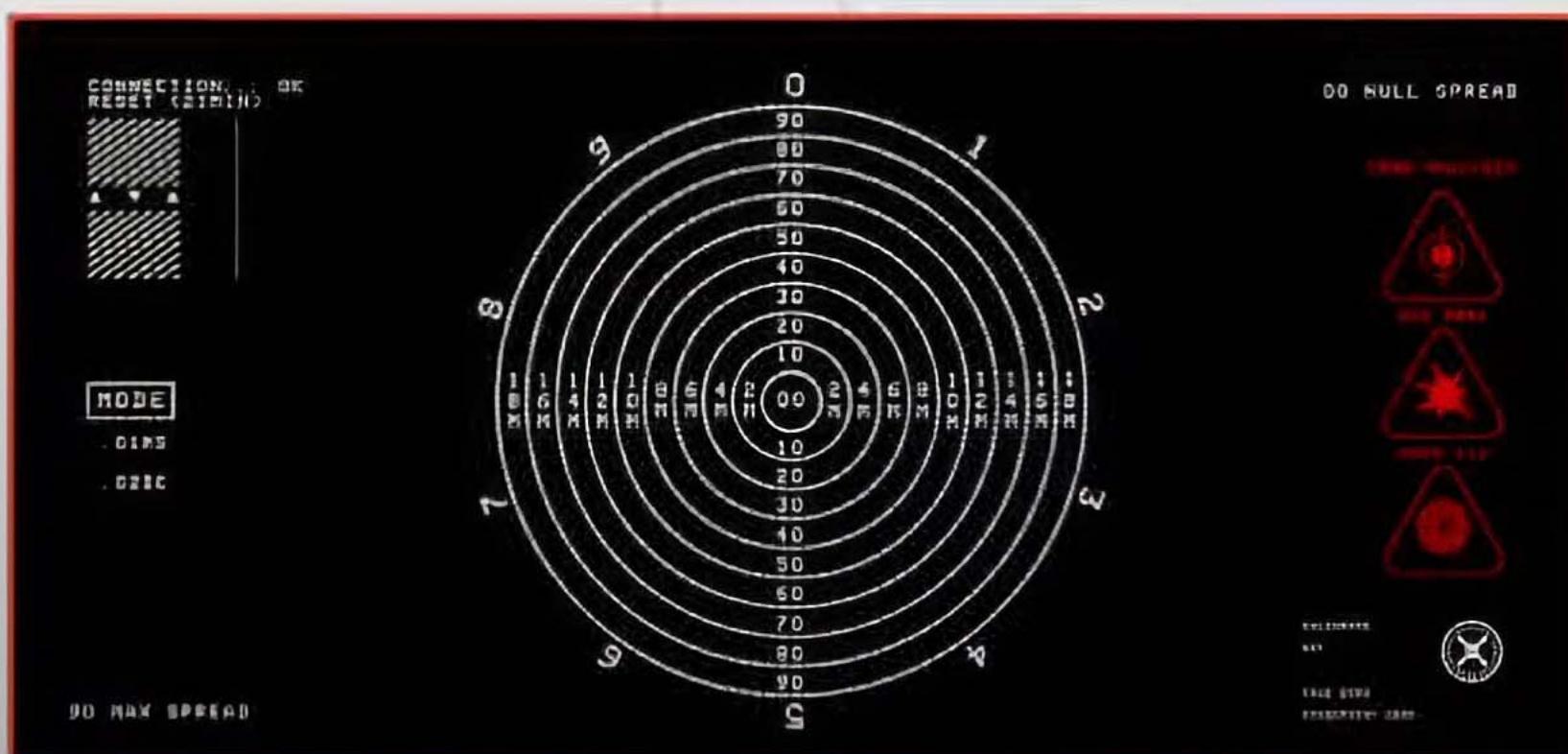
Crew without the **Explosives** Skill must make an Intellect Check at Disadvantage to determine if they have the required knowledge.

EXPLOSIVES IN ZERO-G

In weightless states, thrown objects continue in their trajectory until their path is obstructed or disrupted. This infinitely expands the range of thrown explosives, and also means deadly shrapnel travels just as far.

GRENADE TOSS!

Did a crewmember fail their roll tossing a grenade? Or succeed, but it's critical to know the exact landing location? Compare the Combat Check to the diagram to determine its location: the ones digit dictates direction from target and tens dictates distance (max 18m).



NEW EQUIPMENT

ITEM	COST	DMG	RANGE	SPECIAL
Flashbang Grenade	50cr	Fear Save or stunned for 1 round	20m	If detonating point blank: Body Save or 2d10 DMG.
Tear Gas Grenade	50cr	Body Save or blinded	20m	Lasts until face is rinsed. Eye and mouth protection negates.
Claymore Mine	300cr	1d10 Wounds	N/A	Pressure-activated. All within the 100m, 60° kill zone Body Save to avoid.
Plastic Explosive (C4)	500cr	1d10 Wounds	N/A	Cannot be thrown, must be placed and activated with a Detonator.
Jelly Grenade	150cr	1d5 Wounds	20m	Jelly coating sticks to target. Requires cold storage and a remote Detonator.
"Hand" Grenade	500cr	1d5 Wounds	N/A	Implanted Frag Grenade, surgical costs included. Vocal trigger.
Squeezer	2,200cr	N/A	20m	Shrinks everything within 5m to 10% scale for 1d10 minutes.
"Stink Bomb"	40kcr	Lethal radiation within 10m	N/A	Low-grade nuke. Creates a 100m wide area of acute radiation. Requires Grenade Launcher to fire.
Pulse Grenade	3,000cr	N/A	20m	Reverses gravity in a 2d10m sphere for 1d10 rounds.*
Pulse Bomb	1mcr	N/A	N/A	Reverses gravity in a 2d100m sphere for 1d10 hours. Requires Detonator.*
Wire Detonator	10cr	N/A	300m spool	Used to detonate explosives. One use.
Remote Detonator	150cr	N/A	10km	Used to detonate explosives from distance.
Grenade Launcher	700cr	Ammo Dependent	Extends Grenade range to 200m	Cannot fire and move on the same turn.
Blast Suit	3,500cr	N/A	N/A	AP 12, ignores first 2 Wounds. Speed, Strength and Combat Checks at [-]. Includes Short-range Comms, Body Cam, headlamp.

*If in gravity, a state of weightlessness is induced. If in a Zero-G environment, gravity manifests in a random direction.

APPENDIX

Campaign Tools Continued: Heap consequences upon player choices and evolve your game world over time with Campaign Causality, drop physical hooks to Hull Breach articles with Rimspace and Corespace Loot.

CAMPAIGN CAUSALITY



PAVED WITH GOOD INTENTIONS

- **Cause:** Complete a Trailblazer Drive Jump aboard the *Appian Way* ([Road Work pg. 84](#)).
- **Effect:** Industrial hyperspace lane opened to the Hope System! Mass colonization efforts begin, new opportunities for the Company, freelance workers and Rimspace Liberationists.

FAREWELL TO SIESTA-3

- **Cause:** Draw corporate scrutiny to [Siesta-3 \(pg. 146\)](#) 10 times; leaking its coordinates, bringing tails or spyware aboard, launching flashy operations directly from the station.
- **Effect:** The Virus Bomb detonates, all aboard perish. The Rimspace Liberation Front crumbles, Public Sector Companies double prices and halve pay.

CORESPACE LOOT

01. Patch: "Escape Pod Pass | Non-transferable."
02. Arbitration Ltd. "GET-OUT-OF-JAIL FREE" card.
03. Star chart, reveal 1d5 [Landmarks \(pg. xi\)](#).
04. Fixer Drone security spray ([Abattoir pg. 206](#)).
05. Publico business card, no contact information.
06. ISMM executive toy, +1 Fear, -1 Sanity Save/use.
07. Fresnel Resonator Manual piece ([Beamed pg. 213](#)).
08. Hodder Forest timeshare deed ([Vibechele pg. 94](#)).
09. Names and locations, "BURN AFTER READING."
10. Lord Wesley's Rise Day Pass ([WNDRLND pg. 166](#)).

XEIRAM SLEEPS WITH THE FISHES

- **Cause:** [Xelram \(pg. 200\)](#) meets a permanent end.
- **Effect:** PC Fear Saves +10. Company infighting erupts, PC crimes slip below notice for 1 month.

THE WHITE RABBIT BLEEDS

- **Cause:** Lord Wesley's Rise ([WNDRLND pg. 166](#)) succumbs to Infection Stage 3.
- **Effect:** Remove Upstairs Corp from the [Company Pyramid \(pg. iv\)](#), elevate a subsidiary in its place.

ALIEN DISCLOSURE

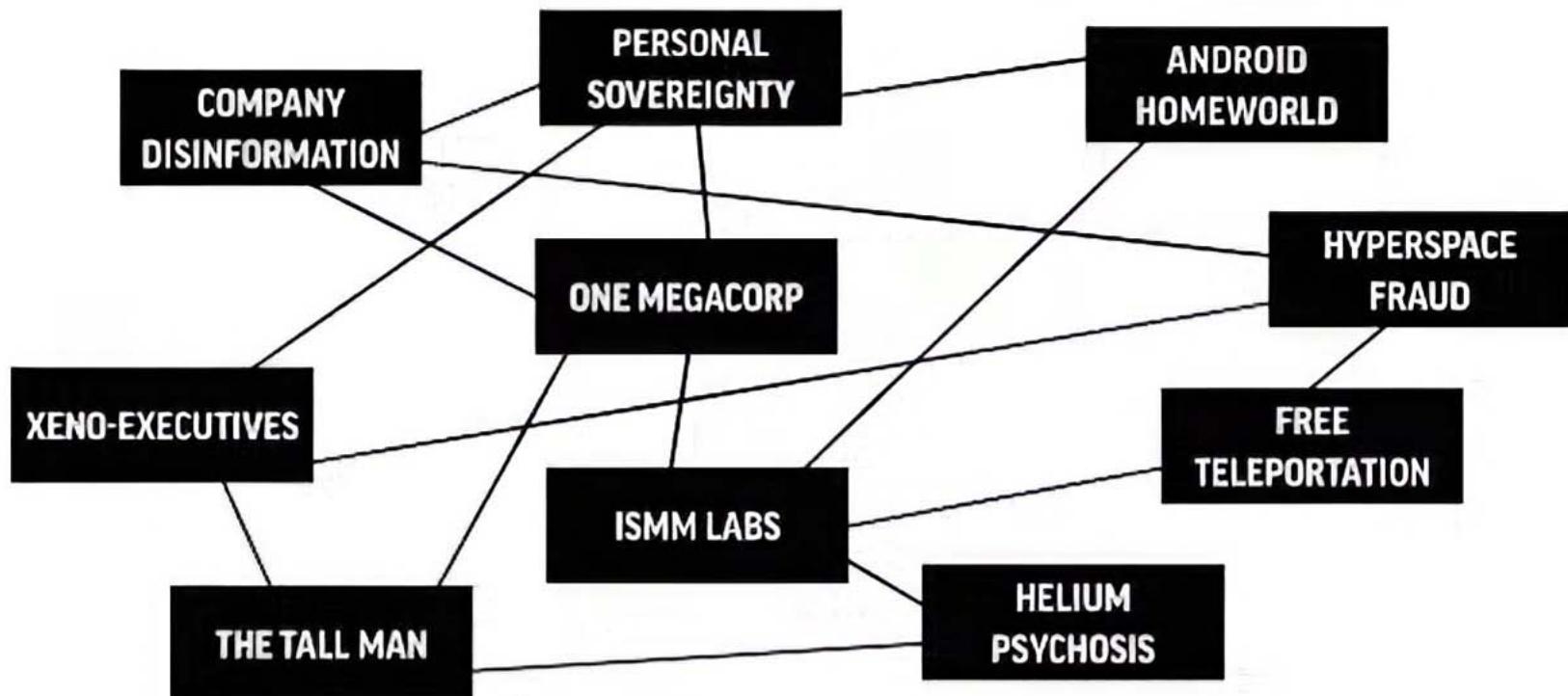
- **Cause:** Expose existence of 5 unique alien species (video or physical specimens required).
- **Effect:** Social upheaval. Mad rush to contact or repel aliens draws a [Hellkite \(pg. 188\)](#) colony that crashes into Lord Wesley's Rise station.

RIMSPACE LOOT

01. 1mcr life insurance policy ([Breach of Contract](#)).
02. Skull-inlaid knife, black spot tattooed on hilt.
03. ISMM Revolver, misfires at non-humans.
04. Handwritten leaflet on [Conspiracy Board](#) topic.
05. Message in a Bottle ([Abattoir pg. 209](#)).
06. Hylix-Ventross stress doll (collectable faces).
07. C-4, Wire Detonator ([Boom Box pg. 217](#)).
08. Blackshield Mercenary Group recruitment poster.
09. [Osprey \(pg. 30\)](#) calling card, catchy tune.
10. Patch: "DAYS SINCE LAST HULL BREACH: 000."

CONSPIRACY BOARD

The Conspiracy Board charts paranoia-fueled alternative realities choking Public Sector brains. Most hint at kernels of truth, viewed through clouds of disinformation and fear. Deploy them as twisted rumors, personality-defining NPC beliefs or campaign-spanning mysteries.



Android Homeworld

Androids are a natural, silicone-based species evolved independently from humans on a fabled homeworld.

[OMEGA MIND] [SEREF] [THE SIGNAL]

Company Disinformation

All other conspiracy theories, no matter how evidently anti-corporate, originate with "The Company."

[SIESTA-3] [SUBLIMINAL MESSAGES] [VACSUITS OR VACCSUITS]

Free Teleportation

Corespace has used secret system-spanning instant teleportation devices for generations to retain power.

[FRESNEL RESONATOR] [OBSERVER EFFECT] ["LEAP" CLEARANCE]

Helium Psychosis

Exposure to helium-3 (used in reactors) causes gradual and/or rapid onset homicidal psychosis.

[VENTILATION] [HUMAN BODY ENERGY] [GRAYWATER ANTIBODIES]

Hyperspace Fraud

There's only one star system, cryosleep is a corporate trick to preserve the deception.

[HOPE HYPERLANE] [SHATTER THE DOME] [21 STRESS TECHNIQUE]

Interstellar Mega Mart Laboratories

All ISMM stores are secret corporate research fronts, distribution centers for mass experiments.

[STOCKROOMS] [SYNCHRONICITY TRIALS] [HIEROGLYPHS]

Personal Sovereignty

An ancient human writ grants individuals rights and strips corporate power. Dissolves contracts if invoked.

[FINGERPRINT MAPS] [DEBT QUOTAS] ["C-E-O"]

The Tall Man

Deep space cryptid, appears to those breaking sailor's superstitions. Abducts ungrateful employees.

[HODDER TAPES] [XEIRAM] [SPACESQUATCH]

Xeno-Executives

Aliens control all "human" corporations, working toward an unknown, benevolent/malevolent goal.

[HOPE SYSTEM] [DR. MELS LATIMER] [UPSTAIRS DOWNSTAIRS]

One Megacorporation

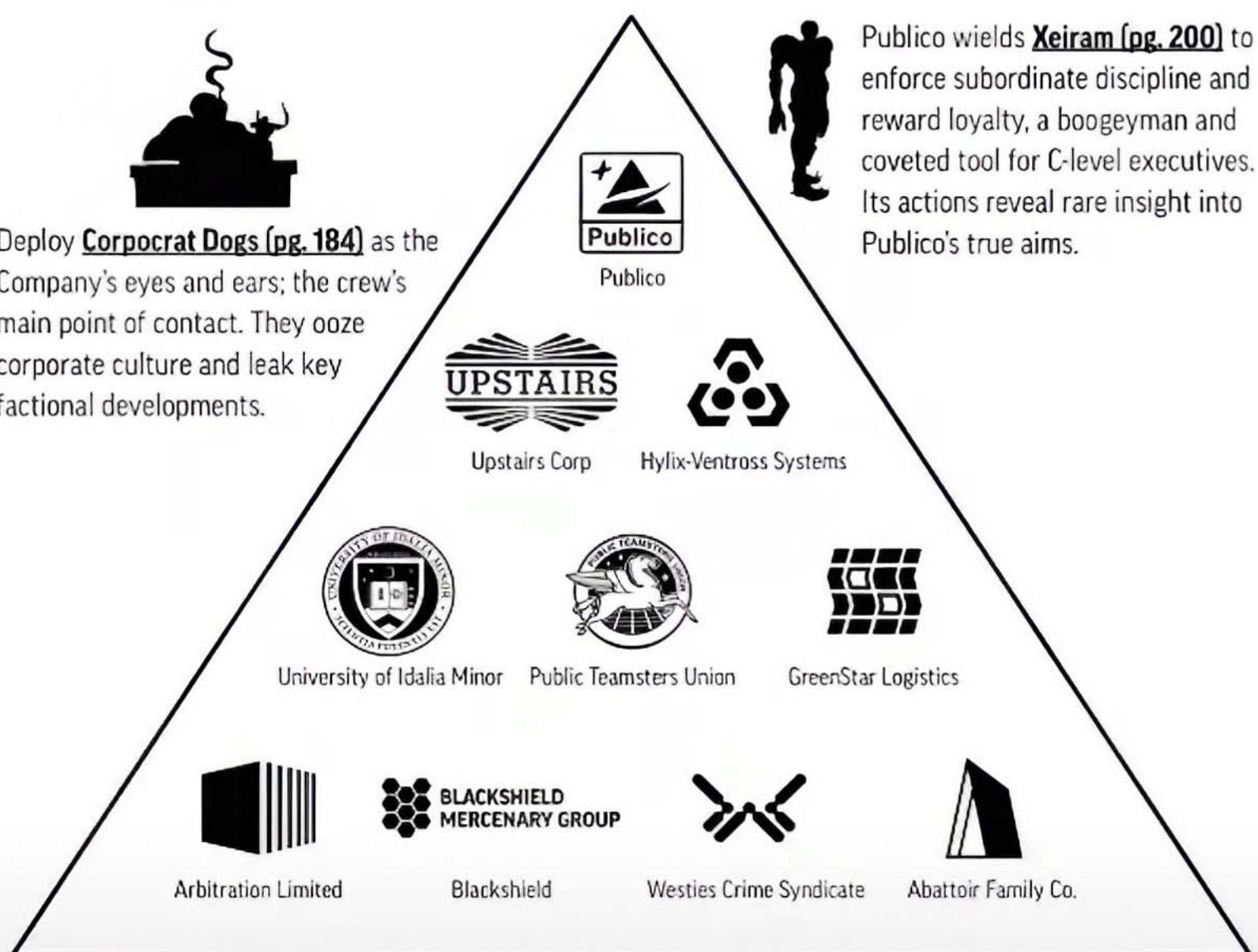
All governments, business entities and organizations are subsidiaries of a single, unified megacorporation.

[PUBLICO] [PYRAMIDS WITHIN PYRAMIDS] [EXCELSIOR NOBILIS]

COMPANY PYRAMID

The megacorporation reaches into every facet of Public Sector life, extracting labor and smothering leisure. Subsidiaries jockey for position in an eternal power cycle; information flows up the pyramid, orders flow down. Most departments are blind to the pyramid's total structure, and may believe others hostile Companies.

Use the below material to express corporate culture, develop faction conflict and its impact on the system, ensnaring PCs in Company politics.



Publico

Corporate oversight and contingency planning.

- **Initiative:** Hide in plain sight, shape human destiny.
- **Problem:** Fears nothing but the ISMM.
- **Secret:** Steers subsidiary infighting to neutralize threats.
- ▶ (pg. [REDACTED])

Upstairs Corp

Station construction, luxury products and services.

- **Initiative:** Coerce or indulge rival CEOs to absolute loyalty.
- **Problem:** Internal backstabbing and bureaucratic convolutions.
- **Secret:** Plotting a merger in a play for the Company throne.
- ▶ (pg. 28, 94, 167)

Hylix-Ventross Systems

Communications, technology, robotics development.

- **Initiative:** Steal University of Idalia's superweapon plans.
- **Problem:** Abattoir Family Co. mole infestation.
- **Secret:** Viral project "RABBIT" will remake humanity.
- ▶ (pg. 74, 135, 169, 187, 210)

HULL BREACH CAMPAIGN TRACKER

Campaign Title

Crew's Current Mission

Crew's Current Location

CREW REPUTATION

CREW DEBT

CREW ROSTER

Player Name	
Pronouns	
PC Name	
Pronouns	
Class	
NOTES	

Player Name	
Pronouns	
PC Name	
Pronouns	
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NOTES	

Player Name
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ACTIVE CONTRACTS

ACTIVE CONTRACTS

CAMPAIGN NOTES

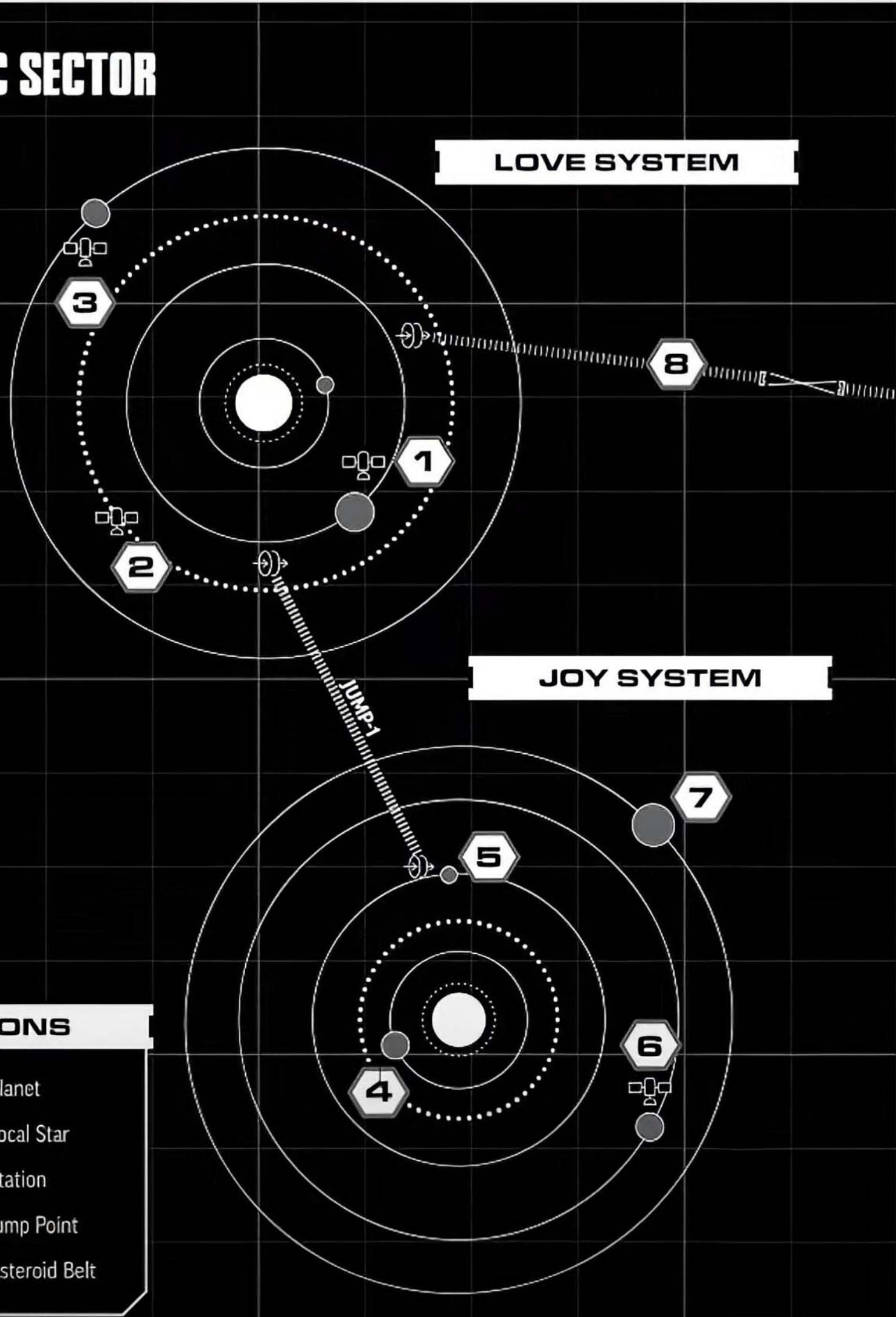
PC GRAVEYARD

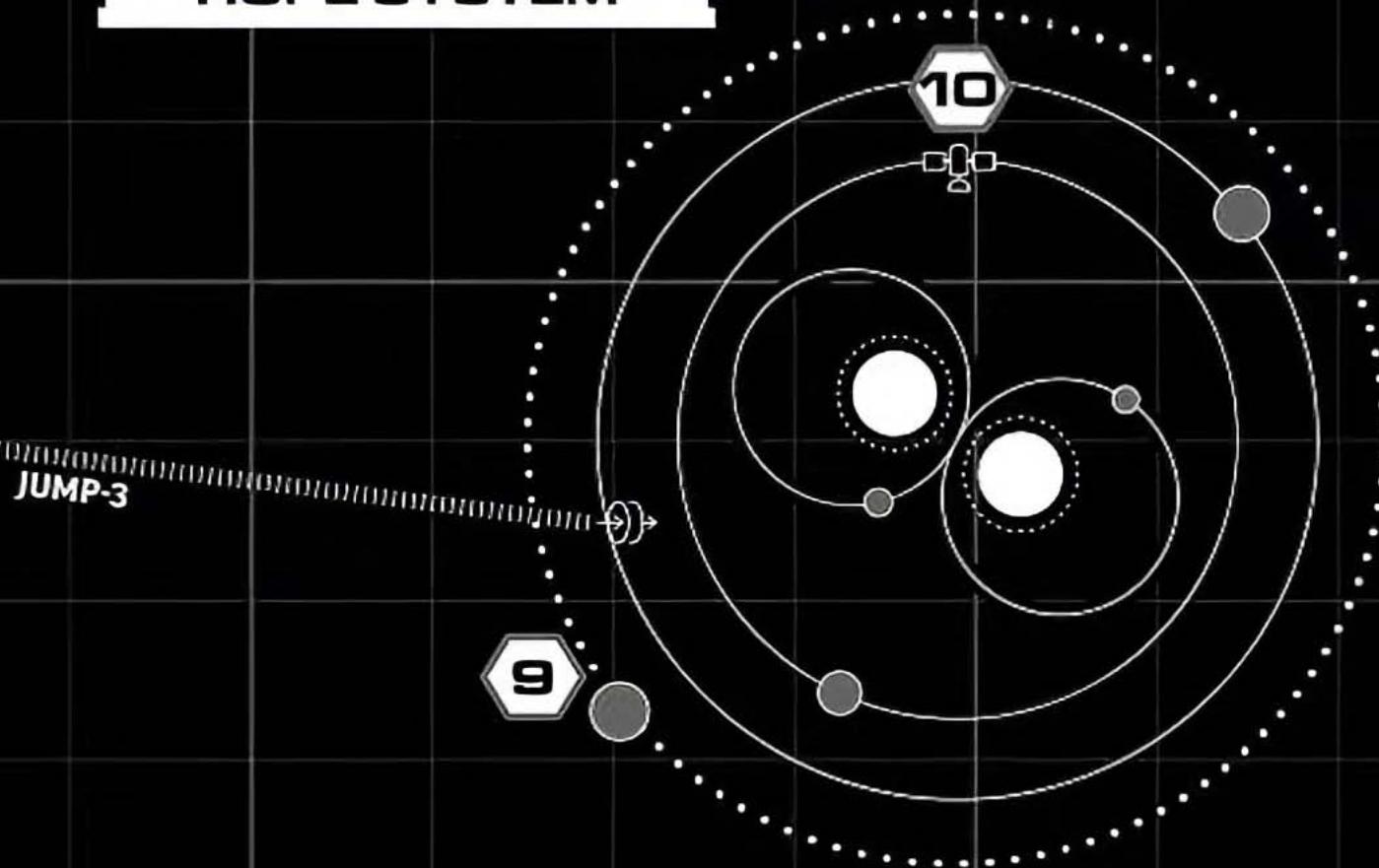
NAME & CAUSE OF DEATH
NAME & CAUSE OF DEATH
NAME & CAUSE OF DEATH

SAFETY TOOLS

SAFETY TOOLS

PUBLIC SECTOR



HOPE SYSTEM**LOVE SYSTEM**

- | | |
|---|--|
| 1. Lord Wesley's Rise | 2. Hodder Forest Reserve Habitat |
| <input type="checkbox"/> Escape Clause pg. 114 | <input type="checkbox"/> Vibechetel pg. 94 |
| <input type="checkbox"/> Interstellar Mega Mart pg. 126 | 3. The Silver Noose |
| <input type="checkbox"/> WNDRLND pg. 166 | <input type="checkbox"/> Manhunt pg. 28 |

CORESPACE**JOY SYSTEM**

- | | |
|--|---|
| 4. Fairpoint Rock | 6. Siesta-3 |
| <input type="checkbox"/> The Hand Off pg. 14 | <input type="checkbox"/> Interstellar Mega Mart pg. 126 |
| 5. Smythe's Planet | <input type="checkbox"/> Siesta-3 Autonomous Zone pg. 146 |
| <input type="checkbox"/> Residue Processing pg. 74 | 7. Mandella IV |
| <input type="checkbox"/> Escape Clause pg. 114 | <input type="checkbox"/> Helium Hysteria pg. 66 |

RIMSPACE**HOPE SYSTEM**

- | | |
|---|---|
| 8. Hope Hyperlane Construction | 10. Seref Generation Ship |
| <input type="checkbox"/> Road Work pg. 84 | <input type="checkbox"/> Interstellar Mega Mart pg. 126 |
| 9. Hope V | <input type="checkbox"/> Procession pg. 134 |
| <input type="checkbox"/> Bones and Videotape pg. 58 | |

FRONTIER SPACE

TRAVEL PROCEDURES

Employ these procedures to enrich and complicate your crew's travels through the Public Sector, or pillage the individual tables for miscellaneous utility. These tools supplement the *Mothership PSG* Space Travel rules, accommodating both ticketed passage and PC-crewed ships.

Roll on the appropriate Orbital, Interplanetary or Interstellar Travel table whenever the crew flies between locations, referencing event sub-tables on the opposite page if rolled.

ORBITAL TRAVEL	INTERPLANETARY TRAVEL	INTERSTELLAR TRAVEL
01. Malfunction	01. Malfunction	01. Malfunction mid-Jump
02. Stress	02. Stress	02. Encounter entanglement
03. Encounter	03. Encounter	03. Lose 1d100 relative days
04. Hail	04. Hail	04. Inside the ISMM (pg. 126)
05. Planetary Scan (pg. 156)	05. Landmark	05. PCs swap bodies

Apply Interstellar Travel results only on a Jump mishap (20% chance), string together multiple Travel events to flesh out long journeys. Reroll **Landmark** results when traveling through the Hope System.

When you roll a **Landmark** event, permanently add the location to your Sector Map. PCs with high Reputation Scores may purchase proprietary Company astronav data plotting 1d5 **Landmarks** for 200kcr, or try their luck on the black market (2d100% markup).

Reference the Mode of Transport table for common Public Sector travel options.

Modify rolls on the Travel events parent and sub-tables with [-] and [+] to represent situational factors or tweak game difficulty (low results are worse).

Roll Travel events with [-] when:

- On the lam (low Reputation Score).
- Pushing recklessly to reach your destination faster.
- Traveling near dangerous locations.

Roll Travel events with [+] when:

- In the Company's graces (high Reputation Score).
- Operating a particularly reliable or formidable craft.
- Traveling in extreme luxury.

Mode of Transport	Lifestyle	Cost	Complication
Your Own Ship	Independent Contractor	Varies	Whether stolen, loaned from an employer or bought on credit; it's never truly yours.
GreenStar Shuttle (or Jump Liner)	Rimspace Salaryman	10kcr (50kcr)	50% chance a personal item is lost or stolen in transit. Roll Travel table Stress results with [-].
Upstairs Corp Yacht	Corespace Brat	300kcr	All-inclusive delicacies and amusements, convert 1 Stress. Roll Travel table Encounters with [+].
Freighter Hitchhiking	Outlaw Scum	500cr	Takes 2d10 days to find a willing ride. 25% chance they bring you to the wrong destination.
ISMM Stockrooms	Curious Cat	Free?	All Stockrooms across the Sector interconnect, affording perilous Interstellar travel to those in the know (pg. 126).

LANDMARK

01. **"The Island."** Pirate outpost and black market inside a hollow asteroid ([Osprey pg. 34](#)).
02. **Android Repair Barge.** Spherical pseudo-factory, front for illegal Omega Church (hidden in core).
03. **Interstellar Mega Outlet.** Isolated station module flailing umbilicals. No customers ([ISMM pg. 126](#)).
04. **Siesta-4.** GreenStar automated service station, systems nominal. Identical to [Siesta-3 \(pg. 146\)](#).
05. **Siesta-5.** GreenStar service station, 50% homicidal AI, 50% infestation ([Parasite Portfolio pg. 196](#)).
06. **Rogue Planet.** 50% remains in-system, 50% gone in 3 months ([Terrifying Terraforms pg. 156](#)).
07. **Battlecruiser Vecchio.** Inert Upstairs Corp flagship, few survivors. Overrun with [Hellkites \(pg. 188\)](#).
08. **Blackshield Base.** Full barracks, dropship fleet, public-facing recruitment office.
09. **Abattoir Family Theme Station.** Unsettling sales displays and amusements ([Abattoir pg. 206](#)).
10. **University of Idalia Minor.** Executive preparatory programs (Skill training time/2, cost x2).

ENCOUNTER

01. **Xeiram** executes a Boarding Maneuver ([pg. 200](#)).
02. **Pirates!** The Osprey fires its EMP cannon ([pg. 30](#)).
03. **Arbitration Ltd. Detention Squad** after PCs or wanted passengers ([pg. 114](#)).
04. **Parasites** find their way inside the ship ([pg. 196](#)).
05. **Inspection.** They look the other way for 30kcr.
06. **Hyperspace Anomaly**, shift into a random dimension for 1d10 mins ([pg. 92](#)).
07. **Skirmish** between Upstairs and Hardly Corp ships.
08. **Android Pilgrim Mass** slightly off-course from Seref, requesting aid ([pg. 134](#)).
09. **Stowaway!** Roll for a **Bad Company** ([pg. 180](#)) NPC.
10. **ISMM Staff** hitchhikes with a Product ([pg. 132](#)).

STRESS

01. **Incoming Torpedo** (Panic Check)! False alarm.
02. **The Crew Grow Edgy** (Contractors Loyalty Save).
03. **Red Star Visible** during first standard rest period, a bad omen (1d5 Stress).
04. **Unexpected 10kcr Bill** from last employer, bullshit technicality (1 Stress).
05. **Labor Hour**, beloved Rimspace holiday (-1 Stress).

MALFUNCTION

01. **HULL BREACH!** A currently unoccupied room explosively decompresses.
02. **AI Awakening.** Now-sentient computer attempts to murder the crew by any means necessary.
03. **Life Support Defect.** Only enough O2 for half of passengers to reach the destination alive.
04. **Airlock Bug.** NPC passenger spaced without warning (or suit). AI seems within parameters.
05. **Misfire.** Weapon cleaning incident, random PC takes 1d10 DMG (non-lethal).
06. **Comms Error.** Unprompted distress signal, the crew's nemesis knows their exact position.
07. **Engine Rupture.** Immediately deplete half remaining fuel, repairs required.
08. **Navs Mishap.** Lost. Reroll Travel events until a third party provides directions.
09. **Equipment Failure.** 1 piece of PC gear is useless.
10. **Galley Glitch.** 95% of food converted to inedible, classified corporate dioramas (worth 100kcr).

HAIL

01. **Pirate Broadcast** rambles through a tangle of sector [Conspiracies \(pg. iii\)](#).
02. **Mysterious Signal** extols an android sanctuary in the Hope System [Procession \(pg. 135\)](#).
03. **Company Contract Check-in.** 50/50 good or bad news (plans advance or crumble).
04. **Corporate Advertisement** promotes a random Abattoir or Hardly product 50% sale ([pg. 206](#)).
05. **Distress Signal.** Random **Bad Company** ([pg. 180](#)) vagabond clings to life in a derelict.

BRACE FOR HULL BREACH

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