



NPCS

1. **MIKE.** Mining Engineer. Disappeared last night. Nobody knows why, or where he is.
2. **DR. ETHAN GIOVANNI.** Geologist. Arrived a little over a month ago, sent by the Company on business that's above the miners' pay grade to know about. Has been making frequent trips into the mine with scanners and equipment, but the workers don't know what he's been doing. Hasn't left his ship since emerging from the mine yesterday, talking about "samples" and a "discovery."
3. **SONYA.** Team leader at the base. Wants to find out what's going on. She reported traces of a strange substance (the **YELLOW GOO** [SEE BACK PANEL]) found in the mine a couple of months ago, but hasn't thought much about it since. Mike had been acting a little odd since they found it.
4. **ASHRAF.** Breaker. Short, accommodating, naïve.
5. **DANA.** Head Driller. Stoic, professional, sullen.
6. **JEROME.** Asst. Driller. Tall, playful, on edge.
7. **KANTARO.** Loader. Muscular, quiet, hasn't bathed in a few days. Is infected with the **YELLOW GOO**.
8. **MORGAN.** Loader. Laid back, friendly, nervous.
9. **RIE.** Putter. Small, sarcastic, impish.
10. **ROSA.** Mining Engineer. Fit, laconic, domineering.
11. **PRINCE, THE BASE'S CAT.** Brought aboard (against regulations) by Morgan. Hates baths. Can see **THE MONSTER**.

!!! THE MONSTER

An **INVISIBLE** alien being that was sleeping in a pod within the meteorite, held in stasis on an interstellar voyage, before the mining disturbed it.

COMBAT: 70% **SPEED:** 50% **INSTINCT:** 35% **HITS:** 3(40)

► Claws 2d10/2d10 and **Devour** 4d10

SPECIAL ABILITIES

► **Devour:** Mouth uses powerful suction and circular rows of sharp teeth to devour its prey. Once devoured, players must make a Body Save every round or take a critical hit. Devour leaves no trace, consuming any and all organic material, the victim appearing to vanish chunk by chunk as it enters the monster's invisible digestive tract.

► **Invisible Predator:** Cannot be seen by humans or most Androids. Near silent movement.

► **Biosonar:** Blind and uses echolocation to hunt. Loud or strange noises will temporarily distract or confuse it.

► **Climber:** Can cling to walls and ceilings and move through cramped spaces with ease, leaving behind a barely perceptible residue.

► **The Yellow Goo:** SEE BACK PANEL.

► **Water Vulnerability:** Cautious around water, avoiding it if possible and even abandoning an attack in favour of staying dry.

► **Tactics:** Stalks/observes its prey silently. Methodically picks them off. Retreats to **THE YELLOW GOO** [9] after taking a Hit.



Blue cassette.
Scratched, handwritten label: "SONYA"

1

AUDIO: Loud music.



Yellow cassette.
Unmarked.

2

AUDIO, MIKE'S VOICE: "This is Mike. I'm not... I'm not ok, something is wrong. The water... I don't know... I... I can't stay up here for long. I broke the shower, I told Sonya it was an accident, but... it's the water, I don't think it likes the water... I'm going back into the mine. I need quiet. Oh God, I don't know... please fix me... I don't... I don't know what's happening..."



White cassette. Printed label:
"Dr E Giovanni – Log HRCLS - EX0119"

3

AUDIO, DR GIOVANNI'S VOICE: "Initial reports confirmed, subject appears to be biochemical in nature. Place of origin suggests medical use, though that's not much of a theory. Disappearance of worker 7709 likely unrelated. *click* Possible negative reaction to water? Not yet clear.. I'll follow this up in the morning. *click* Initial positive result on the substance's medical properties... whether it's possible to control its effects on our biology, what is essentially alien biology... currently inconclusive. *click* It's incredible... truly incredible. A rate of healing beyond anything – it's almost as if it's replacing cells entirely, rewriting the body at the molecular level based on some... like a cocoon, how the creature is broken down and then remade. *click* If... if anyone finds this, please... *sounds of pain* Don't touch it. Do not come into contact with the... *sounds of pain, silence*"



THE YELLOW GOO

If damaged, the monster will retreat to its pod in the **MINE ANTECHAMBER** [9], where it will remain for 10 minutes of real time as the **YELLOW GOO** repairs its injuries (healing its Health, but not its Hits).

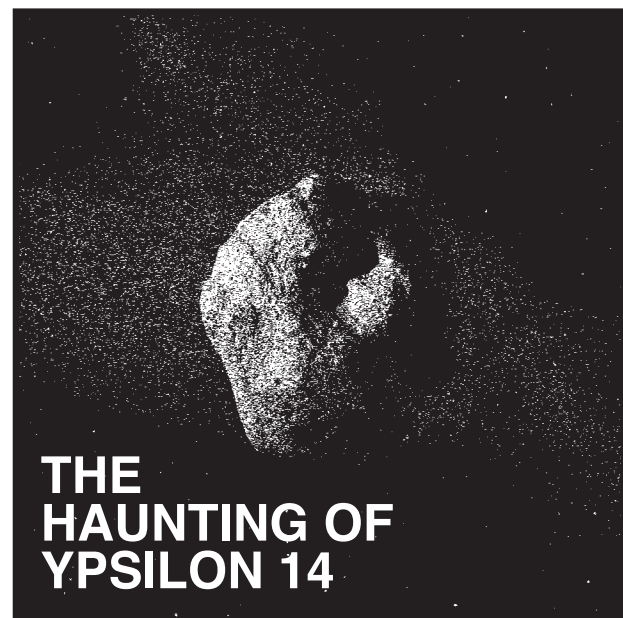
Anyone who comes into direct contact with the Yellow Goo must make a Body Save at Disadvantage or have their biology slowly rewritten from the inside as the Yellow Goo attempts to "heal" them. The first sign of the change is an aversion to water. The victim regains all Health and gains advantage on Strength checks. However, in 2d10 hours they will start to melt, losing 1d10 Health every 10 minutes until they turn into a puddle of Yellow Goo.

Written by D G Chapman Layout by Sean McCoy

Audio files and printer-friendly version at mothershiprpg.com

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A ONE SHOT FOR THE MOTHERSHIP SCI-FI HORROR RPG



THE HAUNTING OF YPSILON 14

During a routine cargo job on a remote asteroid mining base you learn that one of the workers has disappeared. No blood, no body, no record of the airlock opening. Just gone. And that's not the only unexplainable thing that's been happening at Ypsilon 14... What is the alien material at the heart of this asteroid? What do the weird events around the base have to do with it? Who, if anyone, can be trusted? And can you make it out alive before you also disappear?

!! WARDEN NOTES !!

NPC DISAPPEARANCE: Every 10min. of real time or every 1-2 hrs of game time the Monster strikes. Roll a d10 on the **NPC CHART** [SEE INSERT] to see which NPC is killed. If a PC is alone, the Monster will attack them instead.

MONSTER MOVEMENT: Whenever the crewmembers enter a new location on the map, roll 1d10. If the number rolled matches that location's number, they encounter the Monster there.

FAILURE: If the players leave the base without finding out about and dealing with the monster, it follows them onto their ship.



VENTS: Any room with a **Vent** icon connects to any other room with the same icon. Somewhere in the vents is a discarded yellow cassette: **CASSETTE #2**. There is an **EMERGENCY CONTROL PANEL** within one of the **vents** that has all the same functions as the **WORKSPACE COMPUTER TERMINAL** [2].

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MRPG-S01

10 DOCKING BAY 1



Research ship The Heracles has been docked here for nearly four weeks. The entrance is protected by a **NUMBERED KEYPAD** – the code is 0389.

The interior of the ship is sleek, white, clean. Contains all the usual amenities, but the **WASHROOM** has been violently destroyed using a crowbar. The ship's **SCIENCE LAB** includes a small **CASSETTE RECORDER** used for taking notes, containing a labelled white cassette, **CASSETTE #3**. Under the **MICROSCOPE** is a specimen of **YELLOW GOO** [SEE BACK PANEL]. A successful Xenobiology check will reveal the full nature of the Goo.

DR. ETHAN GIOVANNI [H: 2 C: 55 SCALPEL 1D10DMG I: 35 SEE NPC INSERT] stands here: silent, smiling. Slowly his mouth widens and **YELLOW GOO** dribbles out, leaking from his throat like albumen. He lunges for you, grinning wide and crying yellow. Giovanni has **INFRARED GOGGLES** around his neck. Wearing them reveals three-toed footprints everywhere except the lab and the washrooms, and a fuzzy, not-quite-humanoid shape when the monster attacks.

AIRLOCK



8 MINE DEPTHS



A splash of **YELLOW GOO** [SEE BACK PANEL] on the natural cave walls. An **EMPTY VACCSUIT**, slumped in a heap. The word "SILENCE" is scorched into the wall with a handheld laser cutter that lays discarded nearby.

7 MINE TUNNEL



Here the shaft narrows slightly. The **THIN VEINS OF ORE** in the black rock walls are mostly excavated. With time spent searching and enough light, a **CRACK** in the wall can be found, large enough for a person to squeeze through to the **MINE ANTECHAMBER** [9]. Further down the tunnel, the darkness continues to the **MINE DEPTHS** [8].

9 MINE ANTECHAMBER



Natural, smooth **BLACK SPACE ROCK** forms a **CAVERN** in arches and whorls. Embryonic pus leaks from an **EMPTY, FLESHY POD** in the wall, split by a vertical gash. The **YELLOW GOO** [SEE BACK PANEL] is thick here, in the chamber where it originates.

A small **WORKSTATION** of scientific equipment has been set up nearby. A **SCANNER** relays readings from the pod to the Heracles, and a **SCRAP OF PAPER** sits on the desk that reads "0389".

START HERE

1 DOCKING BAY 2



The crew docks here to pick up some cargo en route to a trading satellite. **SONYA** greets them and authorises the docking, opening the airlock using the **WORKSPACE COMPUTER TERMINALS** [2].

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2 WORKSPACE



Work boots clang and echo. Heavily used but sturdy working gear is stowed in **CUBBIES**: overalls, flashlights, short-range radios, handheld mining tools – 10 sets of each. 9 vaccsuits on wall hooks. One of the mining tools, a handheld laser cutter, is also missing. Cramped corridors lead to the crews' **QUARTERS** [3].

A massive **GENERATOR** sits in one corner by an industrial vent, alongside the **WORKSPACE COMPUTER TERMINAL** slowly bleeping out lines of data. Currently on display is the **PICKUP SCHEDULE**: The Heracles docked nearly five weeks ago in **DOCKING BAY 1** [10], the name of the players' ship is listed as a recent arrival, and the next cargo ship is due in two weeks. All the base's operations can be controlled here: turning the showers in the **WASHROOMS** [5] on/off, locking the **AIRLOCKS**, or initiating the base self-destruct sequence (with **SONYA'S KEYCARD** [3-1]).

In the opposite corner, white sheet plastic and sterile lighting marks a semi-permanent **MEDBAY** – only the most basic supplies. The floor opens up into a **YAWNING PIT**, with a mechanised drill and pump system penetrating down into the dark **MINE SHAFT**. A spartan **FREIGHT ELEVATOR** carries miners to and from the **MINE ENTRANCE** [6]. The trip down takes ten creaking minutes.

MINE SHAFT

6 MINE ENTRANCE



Vaccsuits needed beyond this point. **AUTOMATED DRILLS** excavate metals from within, which are pumped up and sorted in the **WORKSPACE** [2].

AIRLOCK

4 MESS



Communal eating area. The **AUTOMATED KITCHEN UNIT** is restocked by the cargo ships that visit each month. **PRINCE THE CAT** has a cardboard box bed here, along with his food and water bowls. A cassette from Sonya's collection has been left on the table: **CASSETTE #1** [BACK PANEL].

A **HYDROPONIC GARDEN**, connected to the vents, grows fresh salad. A **ROTA** is pinned to the wall next to it, with a different crew member tasked with the garden's upkeep each month. Mike is the last name on the list. The **PLANTS** are visibly beginning to wilt

3 QUARTERS



Simple bunks in a series of 10 small, individual rooms. The **CEILING TILES** can be easily removed, should anyone try, to reveal a **CRAWLSPACE** above full of wiring and pipes, with access to the vents.

1. SONYA'S BUNK. A lanyard hanging on a wall hook, with a **KEY CARD** on it that authorises airlock use when plugged into the **WORKSPACE COMPUTER** [2]. There is also a boombox with a stack of cassettes that she sometimes brings into the workspace.

2. ASHRAF'S BUNK. Some cheap plastic gachapon toys, a small potted cactus and a set of dice.

3. DANA'S BUNK. Small corner. Religious symbol. Family photo.

4. JEROME'S BUNK. Cute bedspread, handgun under the pillow with a full clip.

5. KANTARO'S BUNK. Dana's clothes mixed in with Kantaro's laundry. Discarded **TISSUES** beside the bed have **YELLOW GOO** [SEE BACK PANEL] on them.

6. MORGAN'S BUNK. Cache of snacks badly hidden behind a ceiling tile along with a Stimpak.

7. RIE'S BUNK. Narcotics supplied by an obliging cargo ship captain. They'll share if you're interested – there's more behind the ceiling tiles.

8. ROSA'S BUNK. Pin-up posters and a musky smell.

9. MIKE'S OLD BUNK. Cleaned out. A thorough search reveals a cache behind a ceiling tile: an empty squirt bottle, used for misting plants, along with a revolver and some ammunition.

10. UNUSED FOR SOME TIME. The bed is more of a couch now, and there's a games console and a small, portable cassette player-recorder.

5 WASHROOMS



SHOWERS AND TOILETS in a series of cubicles. One shower is out of order – according to the other workers, Mike said he accidentally broke it last night, just before he disappeared.

There is a **LARGE, CLUNKY EXTRACTOR** in the ceiling that filters out steam into the vents. It looks like it could be easily removed.