

BLOOM



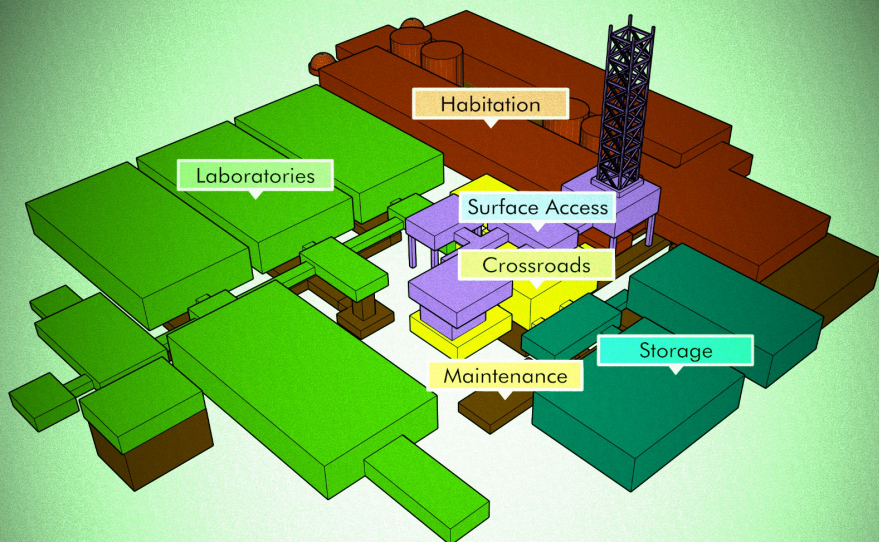
FOR USE WITH THE
MOTHERSHIP®
SCI-FI HORROR RPG

1E



Welcome to CHOI LABS

A Dyson Phythology Research Division



REMEMBER!

- **Keep your ID on you at all times**
- **Observe all safety procedures**
- **Alert DeLange station of any sick personnel**
- **Report any structural faults to your nearest technician**
- **Report any suspicious activity or lax behaviour to your nearest security officer**
- **Upload your weekly report on time**

Failure to adhere to these regulations will result in punitive measures and potential contract termination!

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WELCOME TO CHOI LABS

Built by Dyson Phytology, hidden at the edge of explored space, the clandestine research facility discovered a marvelous ocean-floor moss with far-reaching potential. However, following a breach in quarantine, the infectious moss has consumed both the facility and the staff that studied it, leaving only monstrous life in its wake.

Ignorant of the disaster, an envious rival department turns to the black market to hire a team to infiltrate the labs and steal coveted samples and data. On sight, this team quickly discovers that things have gone morbidly wrong. Worse, they may already be victim to the ghastly infection that haunts the facility.

THE BLOOM MOSS

A sea-floor moss found near ocean floor volcanic vents, recognizable for its pale stalked seed pods. Once burst, the splayed pods resemble tiny white flowers.

Bloom breaks down living matter into organic compost, spreading it across surfaces. Miraculously, it can also inject false life into consumed biomass—controlling, building from, or replicating the infected matter.

Initial examination identified several revolutionary applications, resulting in its research being prioritized.

Alarming, as the moss evolved to survive on minuscule organic detritus, it is catastrophically virile when exposed to larger biological lifeforms. The danger identified, strict quarantine procedures were put in place to prevent a disastrous outbreak.

Content Warnings

Infection and succumbing to infection. Corpses. Body horror. Parasites. Claustrophobia. Deep ocean.

DYSON PHYTOLOGY

Specializing in medical care, beauty products, and frontier agriculture, Dyson Phytology has a strong presence in developing worlds throughout the Rim.

This niche is perpetually threatened by core world megacorporations, and Dyson Phytology vigilantly hunts for any new scientific developments that would help it retain its competitive edge.



THE FOREFRONT
OF NATURAL CARE

Running BLOOM in a Campaign

BLOOM was written as an indulgently lethal one-shot or mini campaign. However, the hidden nature of its danger combined with its tendency to kill multiple players can risk becoming a frustration in a longer-form game.

Consider any combination of the following modifications if you're looking to add BLOOM to your campaign and are concerned about the module's danger.

- The client offering the job is aware that something has gone wrong, or that an outbreak has occurred.
- Rebreathers and Hazard Suits fully protect from the Bloom Infection.
- Infection is only spread via direct contact with infected lifeforms
- The infected can be identified and treated with conventional medical equipment.
- The infection advances much more slowly, requiring 1d5 hours to reach each stage.

LOCATION DETAILS

Outpost Choi

Established on the planet of Murandal to research ocean-floor habitats, Outpost Choi is comprised of the three following locations:

DeLange Station: Manages all incoming and outgoing supplies and staff. Provides access to the planet via automated drop shuttle, moving between the station and Japline's Ache.

For the purposes of security and information control, the station adheres the following protocols:

- Crew and cargo arrive and depart once every 3 months. The last arrival was 2 weeks ago.
- Communications are broadcast once every month. The last broadcast was 1 week ago.
- Distress calls can be broadcast on short notice, but require authorization from Choi Labs.

Japline's Ache: A small base situated on the planet surface, serving as a holdover between DeLange and Choi Labs.

- A landing pad receives and launches the DeLange drop shuttle.
- An elevator allows access to Choi Labs, traveling through the ice sheet and down to the ocean floor.

Choi Labs: The main facility, an ocean floor base situated below the ice sheets.

- Accessible via the lift from Japline's Ache.
- Has several airlocks allowing access to and from the ocean.
- Houses several security staff, equipped with company branded AP7 flak armor, stun batons, and SMG's.

Murandal

Located at the edge of explored space. Public record details nothing but the planet's serial number (RR017-00-I) created when first scanned by exploratory probes. Documented as uninhabited and unexplored.

Geography

Barren icy wasteland. The surface is a 1km thick ice crust, below which flows a pitch black ocean. Average ocean depth is 7km, only accessible via drilling through the ice.

Atmosphere

Breathable. Prolonged exposure (over an hour) without air filters inflicts **Level 2 Radiation Damage**. Roving sleet storms cover everything in ice dust, requiring weekly cleaning.

Temperature

Average surface temperature: -4°C
Average aquatic temperature: -24°C

Deep Sea Dive Suits

Specialized diving equipment built to withstand the the ocean floor. In terms of gameplay, treat these like Vaccsuits.

Notable Flora and Fauna (Classified)

Largely barren, outside of a select few tenacious life forms. Items of particular interest are:

Grease Grass (surface flora): Stubby orange bush found on the surface. If chewed, tastes like spicy butter and quickly melts. Intoxicating: for the next 1d5 Hours *Fear* saves gain [+] while *Sanity* saves gain [-]. Highly addictive.

Bloom Moss (aquatic flora): Black patches of sea-floor growth dotted with white "flowers". Consumes and appropriates other aquatic life it comes into contact with.

THE JOB OFFER

A trusted shadow client, **secretly a rival Dyson Phytology branch**, has posted the following job on the black market:

Break into secure and remote facility, retrieve items of interest. 200ckr payment on completion. 50ckr for partial fulfillment. Reliable contractors only. Further details provided once accepted.

Once accepted, the following details are provided:

- The facility is a Dyson Phytology research outpost. Desired items relate to a project called "Bloom".
- Retrieve Archived Research Files from **Data Storage** (Maintenance → Room 9)
- Retrieve a Processed Sample from **Sample Testing** in Choi Labs. (Main Facility → Labs → Room 4)
- Deliver procured items to the listed delivery point. The location is up to the GM - it should be secure and discreet.
- Penalty Clause: Inability to fulfill the job within two weeks, or absconding with procured items, will result in blacklisting and a reparations bounty of 800ckr.

The following assets are provided:

- Blueprint maps for DeLange Station, Japline's Ache and Choi Labs, all of which detail the number of staff.
- All information covered in **Location Details**, with the exception of the classified flora and fauna.
- Hi-Sec Access codes, allowing access to the **Choi Labs Access Lift** and other security doors.

WHAT HAPPENED AT CHOI LABS

One Month Ago

- Rival Dyson Phytology branch learns of "breakthrough research" being conducted at Choi Labs.

Sixteen Days Ago

- Rival department infiltrates agent into Choi Labs to steal samples. Breaks quarantine and steals samples. Caught during escape and disposed of quietly. Bloom moss spores escape before quarantine reinstated.

Ten Days Ago

- Bloom moss begins to infect staff. Lockdown initiated and labs sealed with staff inside.
- In a futile attempt to wipe the infection out, security staff override and sabotage airlocks, flooding the laboratories. Eunha, a scientist, survives but is trapped.
- Maintenance temporarily floods with infected water as laboratories are overwhelmed with seawater, killing and infecting most engineering staff. Knot is created.

Eight Days Ago

- Remaining staff succumb to infection. Surviving security staff panic and flee to DeLange station, killing anyone they find on the way for fear of infection. On the station, they kill the crew and each other.

Two Days Ago

- With no word from their agent, the rival department assumes failure. Ignorant of the outbreak and disaster at Choi Labs, they turn to the black market to hire a mercenaries to steal samples via more direct means.

INFECTION

The Contamination Roll

When a non-infected character is exposed to Bloom, roll a d10. **On a 6+, they are infected.** Roll another d10 on the **Infection Timetable** (pg 7) to determine the nature of the infection.

All infections begin at Stage 0 and initially have no effect. Infected characters cannot be infected again.

After the first infection, start a running clock. After every 30 minutes, or as otherwise appropriate, advance all current infections to the next stage and apply the effects.

Rolls and Secrecy: Players should never know for certain when or whether they are infected. As such, it's recommended that rolls relating to infection be hidden.

Mass Paranoia and False Infections

The first time an infection reaches Stage 2, and every Stage advancement thereafter, make an unmodified **Contamination roll** for all non-infected characters. Any infections that occur as a result are **False Infections**.

False Infections:

- Advance twice as slowly as normal infections.
- Never progress beyond Stage 2.
- Show nothing on medical scans outside of elevated stress.
- Do not prevent genuine infection.

Android Players

The Bloom infection affects androids differently depending on their build. Organic and pseudiflesh-based androids will be infected as normal, while more mechanical androids will be spared.

Precautionary Measures

Rebreathers: Infection only occurs on a **Contamination roll** of 7+.

Hazard Suits: Infection only occurs on a **Contamination roll** of 9+.

Vaccsuits / Advanced Battle Dress / Deep Dive Suits: Fully protects wearer from infection.

Puncture: If the AP of a protective suit is lost, a suit no longer provides protection against infection. **Make an immediate Contamination roll if the surrounding atmosphere is infected.**

Diagnosing Infection

Bloom's strange and unknown biology undermines attempts at diagnosis. Medical scanners report the following:

- Stage 0 / Stage 1: Target suffering from elevated stress.
- Stage 2: Mild biological trauma. Vague and inconclusive results.
- Stage 3: Major biological trauma, tissue damage, fungal infection.

An Unreliable Cure

Early and unreliable prototype cures were developed prior to disaster, labeled "BLM-C-14". Found in **General Testing**. (Main Facility → Labs → Room 2)

If the prototype cure is taken:

1. Make a *Body* save. On failure, suffer [-] on all checks for the next 2d10 hours due to pain and nausea.
2. Make an immediate Panic check, treating Stress as 20.
3. If infection has advanced no further than Stage 2, roll a d10. On a 10, the infection is halted. This does not prevent further infections.

NOTABLE INHABITANTS



Eunha Taibhse

The lone “surviving” scientist, Eunha locked herself in **Data Comms** (Main Facility → Labs → Room 10) when the labs were flooded.

Personality: Scared, relieved to be talking to someone. Picks up on lies, but desperate to co-operate.

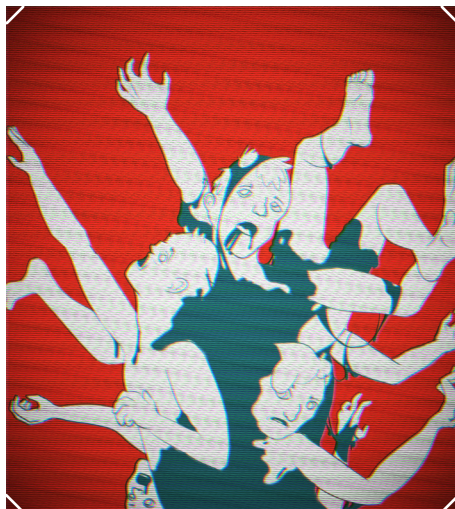
Wants: To be rescued.

Provides: Answer any questions to the best of her knowledge.

Knowledgeable of the Lab’s history with Bloom, and correctly suspects the cause of both the outbreak and the lab flooding. Ignorant of events following the flooding, but warns of bestial howls coming from Maintenance.

Succumbed to infection. The resultant Echo Bloom failed to replicate Eunha’s body, but replicated her memory and sentience.

Talks through the corpse’s mic, incapable of seeing itself as anything but the original Eunha. Physical limitations are rationalized as the results of starvation.



Knot

Compressed amalgamation of corpses trapped in Maintenance, brought to pseudo-life by rampant infection.

Nests in **Crossroads Access**.

(Maintenance → Room M2)

Aggressively responds to loud noises. Violently pursues any prey it discovers.

Sounds like: A choir of exhalation

Smells like: Waste and necrosis.

Feels like: Cold, mucus-draped plastic.

C:60 W:4(30) I:40

Charging Trample: 3d10 DMG (Blunt Force). Long Range only. Rapidly charges towards and into targets.

Slam: 2d10 DMG (Blunt Force). +1d10 DMG in tight quarters.

Flail: 1d10 DMG (Blunt Force). Hits all adjacent targets.

Virulent Mass: Whenever Knot suffers a Wound, make a *Contamination Roll* for everyone within Close range.

BLOOM STRAINS AND MONSTROSITIES



Spore Bloom

The most common form of Bloom. Breaks down infected matter, spreading it outward in a sheet of 'biological compost', producing thousands of tiny pearl-white stalked spore pods. Once burst, they resemble blooming flowers.

Spores coalesce in clouds of rust-red smoke, infecting anything passing by.

Infected matter is further modified to produce hundreds of tiny white crabs which tend to the moss.

Sounds Like: Soft scratching.
Smells Like: Charcoal.
Feels Like: Flaky wet clay.

Make a *Contamination Roll* for any who approach Spore Bloom.

Anyone who smells, tastes, or touches the moss barehanded is automatically infected.



Motile Bloom

Stimulates infected musculature with false life and alien autonomy. Residual biomass broken down and woven into tiny spider-like forms that "cut away" connecting segments, allowing the Motile Bloom to break free from its host.

Motile Blooms passively tend to Spore Bloom, but will swarm to protect it if necessary.

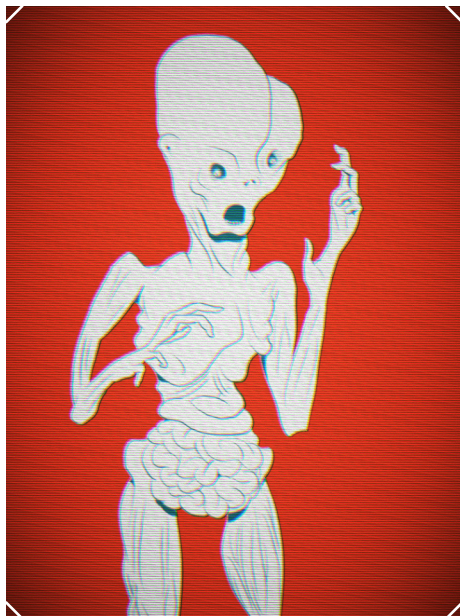
Sounds Like: Scraping, scuttling.
Smells Like: Rot and mud.
Feels Like: Cold clammy flesh.

C:20 W:1(5) I:10

Scratch: 1d5 DMG (Bleeding)

Vestigial Horror: Inflicted damage inflicts *Sanity* saves.

Infected Mass: Unblocked damage inflicts *Contamination Rolls*.



Echo Bloom

Slowly replicates infected hosts, siphoning biomatter to grow a duplicate.

Distressingly flawed reproductions, but function well enough to wander the environment and act aggressively to non-Bloom life.

Sounds Like: Labored grunts.

Smells Like: Compost.

Feels Like: Sodden paper and celery.

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

Swipe: 1d10 DMG (Blunt Force).

Bite: 2d10 DMG (Bleeding). Critical Hits inflict *Panic Checks*.

Horrific Humanity: Can crudely operate simple machinery, like doors.

Infected Mass: Unblocked damage inflicts *Contamination Rolls*.



Crab Bloom

Monstrous amalgamation of keratin and osseous matter salvaged from infected corpses. Passive unless approached or nearby Bloom growths are harmed.

Sounds Like: Deep-throated clicking.

Smells Like: Chalk.

Feels Like: Teeth wound in hair.

C:60 W:3(20) I:60

Bash: 1d10 DMG (Blunt Force).
Knocks target back.

Stabbing Appendage: 2d10 DMG (Bleeding), Close range.

Crushing Claws: 3d10 DMG (Gore).

Limb Loss: Can no longer use Crushing Claws after suffering its second Wound.

Keratin Carapace: AP 10.

INFECTION TIMETABLE

STAGE 1

No additional effect

STAGE 2

Suffer 1 Stress

0. Infected Lungs

Itching sensation in lungs.

Itching spreads to throat.
Shortness of breath.

1. Infected Skin

Itching sensation on
shoulders and back.

Entire body itches. Moving
feels like it tears skin.

2. Infected Stomach

Itching sensation in
stomach.

Stabbing itches. Bloating
sensation and nausea. Profuse
sweating.

3. Infected Head

Itching sensation on side of
the head.

Entire head itches. Light
headed.

4. Infected Arm

Sensation of ants moving
under arm skin.

Twitching arm. Desire to flex
fingers. Feels like dozens of
ants scurry below arm skin.

5. Infected Head

Sensation of ants crawling
around head.

Head muscles twitch.
Sensation of ants scurrying
below head skin.

6. Infected Chest

Sensation of ants crawling
under chest skin.

Involuntary muscle
contractions and aches. Feels
like dozens of ants scurry
below chest skin.

7. Infected Limbs

Ghost pain for nonexistent
limbs.

Sensation of foreign fingers /
toes flexing. Tightness in
sleeves.

8. Infected Head

Head, throat, and eyes itch.

Cheeks feel stretched, tearing.
Sound seems to echo.

9. Infected Body

Stiffness in joints. Limbs
feel wobbly.

Bones hurt, finger joints feel
clogged. Sensation of teeth
shifting.

STAGE 3

Suffer 2 Stress and make a *Fear* save. You are infectious.

Difficulty breathing. Something stuck in throat and back of mouth. Voice comes out muffled. Constant coughing up of bloody phlegm.

Skin burns. Moving tears skin, suffer Bleed 1 after any strenuous physical activity.

Profuse sweating. Caustic phlegm buildup. Nose and eyes run.

Difficulty in focusing. Buzzing itch all over scalp.

Numbness in forearms. Sensation of an entire ant hive scurrying underneath skin. Fingers slowly wander by themselves.

Sounds of buzzing and scratching. Tiny objects swim across vision. Thousands of ants moving under skin. Teeth softly move by themselves.

Ribs shift like bound appendages. Organs can be felt sliding around one another.

Limbs feel constricted and swollen, suffering from confusing and conflicting pangs of pain. Alien toes / fingers moving against your own.

Hearing and seeing double, peripheral vision blurred. Helmet feels tight, chocking.

Teeth and nails begin falling out. Hair falling off. Bones feel like they're made out of glass.

STAGE 4

Suffer 3 Stress and make a *Panic Check*. Make a *Body* save every 10 min or die.

Bush of hairlike growths push out from the mouth, as virulent rust-red smoke billows out. Make **Contamination rolls** for anyone exposed.

Body is plump with rotten flesh. If suit removed / absent: flesh peels away and begins to fall apart in wet pieces.

Sweat is filled with blood and spores. Uncontrollable vomiting, ejecting wet hair-like follicles and liquefied organs.

Flesh around skull begins to slough off. If suit removed / absent, make a *Body* save. If failed, head rolls off.

Forearm is a **Motile Bloom** and acts independently. If suit removed / absent, arm collapses to the floor. Thousands of red "spiders" burst from the wound.

Head is a **Motile Bloom** and acts independently. If suit removed / absent, head falls to the ground. Thousands of red "spiders" burst from the wound.

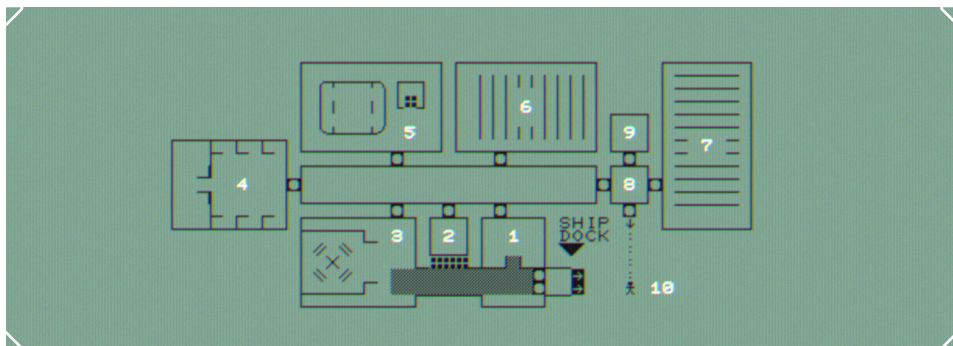
Chest is a **Motile Bloom**. Rib-cage uses ribs as appendages, attempts to escape, dragging infected organs and swarms of red "spiders" in tow.

Echo Bloom limb splits out and acts independently. Attempts to grab / injure / infect others nearby. If you die, an **Echo Bloom** emerges from your corpse.

A secondary face pushes out, gasping. A deformed eye glances about in terror. If you die, an **Echo Bloom** emerges from your corpse.

Bones shatter easily. When suffering a Critical effect, add 1d5 to the roll. If you die, a **Crab Bloom** emerges from your corpse.

ORBITAL RELAY STATION "DeLANGE"



Empty, cold. Air supply is infected:
Make Contamination rolls for anyone stepping onto the station. All corpses are infected and show slight signs of life if scanned.

1 Arrivals / Departures: Empty. Cargo and crew Conveyor belts travel to and from **Station Dock**, through **Processing**.

2 Processing: Scans and documents cargo and crew moving through the overlooked conveyor belt. A corpse sits in the chair, shot from behind. Manifest documents detail processed personnel and cargo - recorded as serial numbers and dates only. Nothing processed in last two weeks.

3 Station Dock: Shuttle is docked. Security guard corpse floats here, fully equipped, shot from the front.

4 Habitation: Six bunks, washroom. Magazines and personal items float freely. A corpse lies in one bunk, shot in the head.

5 Power Generator: Untouched, running without issue.

6 Storage A: Preserved food, water, and quality of life supplies.

7 Storage B: Several rows of mechanical supplies and equipment in disarray. A corpse, shot, lies crumpled in a corner.

8 Maintenance Exit: Corpse slumped against the wall, shot. Airlock allows access to station exterior - three Vaccsuits, one missing. Discarded security armor on the floor. Airlock notification lights indicate space walk is underway, using air-umbilical tether.

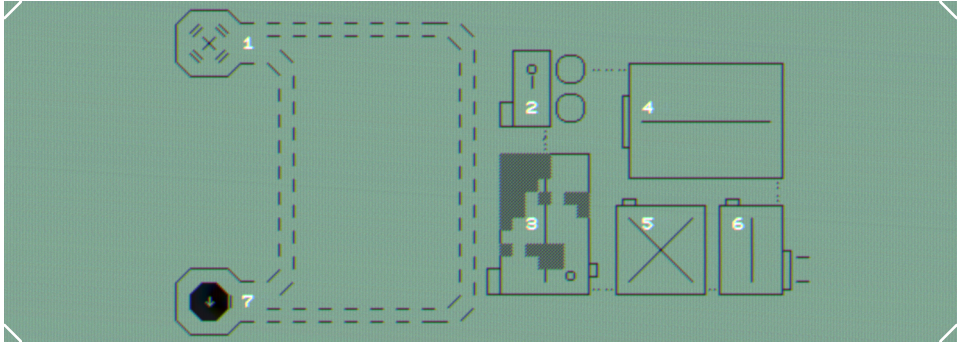
9 Communications: Claustrophobic, filled with communications and waveband monitoring equipment. Spilled coffee thermos. Communication records are encrypted, but skill with Computers or Hacking will reveal the following logs from Choi Labs:

- 10 days ago: Mention of an outbreak and containment measures put into place.
- 14 days ago: Communication with Choi Labs regarding a mole, caught attempting to smuggle out samples.

10 The Floater: A body in a Vaccsuit floats outside the station, tethered to **Maintenance Exit** via air-umbilical. Visible from outside and on approach.

- Advanced **Spore Bloom** infection, infecting station atmosphere via connected air-umbilical tether.
- If suit opened or damaged, clouds or rust-red gas burst out.
Contamination rolls for everyone nearby.

SURFACE HABITATION "JAPLINE'S ACHE"



Abandoned, freezing. Cheap prefab structures in abandoned disrepair, covered in ice-dust.

1 DeLange Landing Pad: Large landing and launching platform for **DeLange** station shuttle. Preserved (uninfected) corpse wearing company blue jumper lies face down nearby, shot from front.

2 Administration: Locked. Radios for DeLange station and Choi Labs. 5 min of exploration reveals:

- Closet with four Hazard Suits.
- Hidden packet of unlabeled pills. Powerful anti-nausea. Addictive.

3 Hotel: Two-stories, sparsely decorated. Severe fire damage has caused partial collapse, exposing interior heating system. Several charred corpses inside. Anyone with Pathology notices slight bone deformation and deterioration - they (and anyone they tell) suffer a *Sanity Save*. Searching for 5 minutes reveals:

- Flamethrower, 2 shots left. Jury-rigged from scientific equipment, plainly volatile. 50% chance to explode whenever fired, causing user to suffer 1 Wound (Fire).
- Key rack with keys: ADMIN, STORAGE, and GREENHOUSE.

4 Storage: Locked. Contains any standard mechanical and maintenance desired. 25% chance to locate specialist or rare tools.

5 Greenhouse: Locked. Houses cultivated off-world vegetables. If searched, a table with processed **Grease Grass** is found. Obviously illicit. Sells for 300cr per packet.

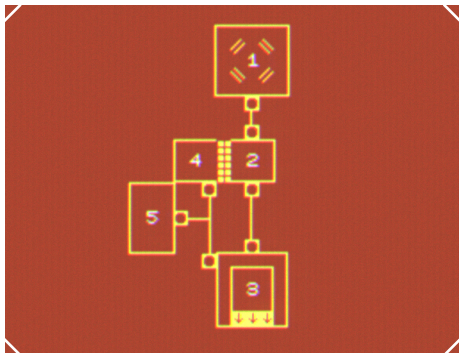
6 Garage: Door open, key still in the lock. Garage bay doors left wide open. Vacant space for a single large all-terrain vehicle. Tools for vehicular maintenance and repair. Nearby, another (uninfected) body in the snow. Wears casual wear unfit for cold weather. Death by shock.

7 Choi Labs Access Lift: Imposing dark metal building, cork-like. A hooded terminal requires security codes to allow access – these have been provided to the players by the **Client**.

Lift is already present and waiting. The interior is large, designed to transport both personnel and cargo. Upon entering the lift, a small white flower (a popped Bloom spore pod) can be seen peeking out from between dark metal panels.

The trip down to **Choi Labs** is a 14min journey. Metal groans and temperature drops as the elevator travels through ice, then ocean.

CHOI LABS: SURFACE ACCESS



Air hot and muggy. Streams of seawater rain down from the ceiling. The entirety of Choi Labs' atmosphere is infected. **Make Contamination rolls for characters the first time they enter Choi Labs.**

1 Surface Lift: Receives the lift from **Japline's Ache**. Metal groans as the lift arrives, the structure barely holding itself together.

2 Security Gate: Traffic screened by security in **Transit Monitor** through a one-way window. Passage requires either approval from security or Security Access codes as provided by the **Client**.

3 Main Access Lift: Large open air lift with railings. Plumes of steam rise from the shaft. The lift descends slowly and loudly into the **Crossroads**.

4 Transit Monitor: Cramped. X-ray readout terminals and communication devices are charred and melted. Against a blackened wall sits a burned corpse, security uniform barely visible. Anyone with **Botany** notices the wall around the corpse is covered in burnt organic growth - Sanity saves for those who witness the body.

5 Monitoring Station 01: Requires security access, provided by **Client**. Several displays show camera feeds around Choi Labs, as well as status reports:

Crossroads

- Feed 1: Habitation airlock. Closed.
- Feed 2: Laboratories airlock. Closed, emergency lights flaring.
- Alerts: Severe structural stress and multiple leaks.

Storage

- Feed 1: "Secure Storage". Several rows of chemicals and science equipment.
- Feed 2: "General Storage". Warehouse in disarray. Indistinct human figures move around.

Habitation

- Four video feeds: all running, all showing black feeds.
- Alerts: Air filters require replacing.

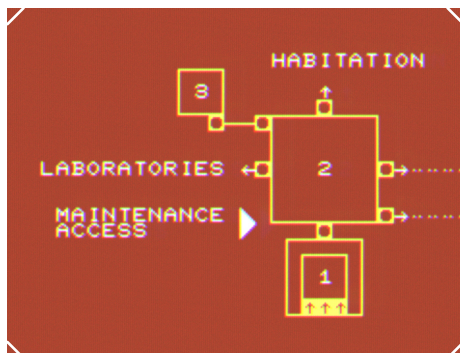
Laboratories

- Six video feeds, all offline.
- Alerts: Airlock Samuel jammed open, area completely flooded. Crossroads access sealed. Automatic airlock systems manually overridden. Maintenance drainage systems overwhelmed.

Maintenance

- Feed 1: "Crossroad Maintenance". Clumped bodies buried in mounds of waste and filth. Adjoining hatches torn off their hinges.
- Feed 2: "Oxygen Generator".
- Feed 3: "Power Generator". Obscured by dark object.
- Alerts: Partial flooding. Drainage systems perpetually running.

CHOI LABS: CROSSROADS



Lights flicker as tremors occasionally shake the structure. Thick rust-red smog permeates the area. Ankle-deep seawater floods over the floor.

1 Main Lift: Dim lights, air filled with rust-colored smoke. Two corpses sit against a wall, entangled in each others arms, consumed by **Spore Moss**. Their organic matter has sloughed off, the infection spreading it across the wall and floor, covered it all in a thick coat of appear to be tiny white flowers – burst Bloom spore pods.

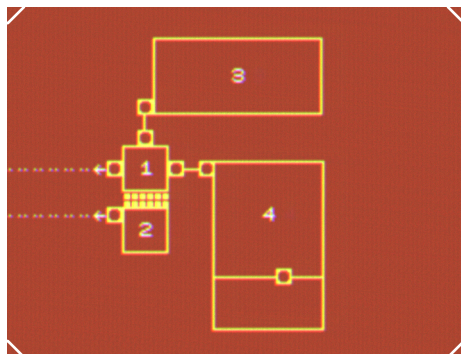
Sanity saves and **Contamination rolls** for any who pass through this chamber.

2 Crossroads: Large chamber, an annex between various sections. In the middle, a hatch labeled “Maintenance Access” leads downwards to **Crossroads Access** in the **Maintenance Level**. The airlock leading to **Laboratories** is sealed. Above it, emergency lights flash.

3 Monitoring Station 02: Cracked and blood-splattered terminals line the walls. A malformed corpse lies on the floor, its remains slowly throbbing. Bones, hair, and teeth slowly merging into a singular mass – a **Crab Bloom**. A Revolver rests within the corpse’s remains, 5 Shots remaining.

Sanity saves and **Contamination rolls** for any who enter.

CHOI LABS: STORAGE



1 Security Check: Observed by security in **Transit Monitor** through a one-way window.

2 Transit Monitor: Requires security access, provided by the **Client**. Screens traffic in **Security Check**. A quick search reveals a button that unlocks **Secure Storage**.

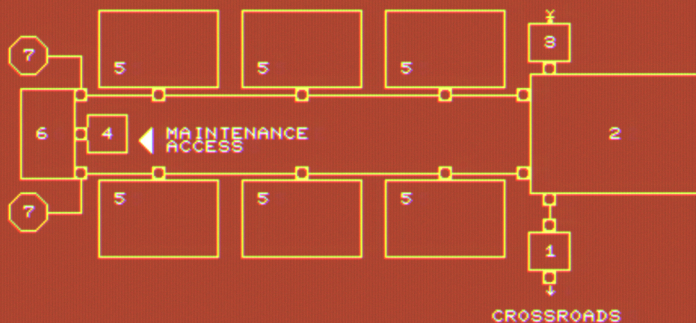
3 Secure Storage: Locked. Contains an extensive variety of chemicals, compounds, and scientific equipment.

Can be used to refuel chemical weapons. The volatile Flamethrower found in **Japline’s Ache** can be reinforced here with a successful Chemistry skill check, lowering the risk of explosion to 10%, and removing it completely on a critical success.

4 General Storage: A large warehouse of mundane supplies, spares, and food, currently in disarray. Occupied by 2d10 **Echo Blooms** and a sprawling **Spore Bloom** infestation. **Contamination rolls** for those who enter.

5 Cold Storage: Frozen foods. Untouched by infection. Two dead (uninfected) scientists inside. Searching reveals a body bag stashed in the back. Corpse executed. Hidden in its pockets are the same Security Access codes given to the players by the **Client**.

CHOI LABS: HABITATION



A thick cloud of rust-red spores billow out when the airlock to Habitation is opened. Make a **Contamination roll** for anyone nearby. Walls are covered in thick, damp Bloom growth sprouting millions of small white “flowers”.

Lights are buried under moss growth, and torches are required to see anything. Clouds of rust-red fumes tumble down passageways: **Make a Contamination roll for anyone entering.** Those without protection are **automatically infected.**

1 Clicker: Clock-in machine clicks as anyone moves past. Damp and rotting time cards, notices, and work schedules.

2 Galley: Large cafeteria in disarray. A cacophony of scratching and clicking under a billow of labored breathing. Light reveals a hive of Motile Blooms writhing throughout.

- Several torsos hang from the walls like pimples, shuddering as they exhale rust-smoke.
- A dozen forearms scuttle spider-like across the walls and floors.

- A head, jaw-less, uses its tongue to drag itself across the floor. Eyes slowly swing up to gaze dumbly at visitors.

Anyone witnessing this horror must make a **Sanity save** at [-].

3 Residence Comms: Cramped. Equipment dead and useless.

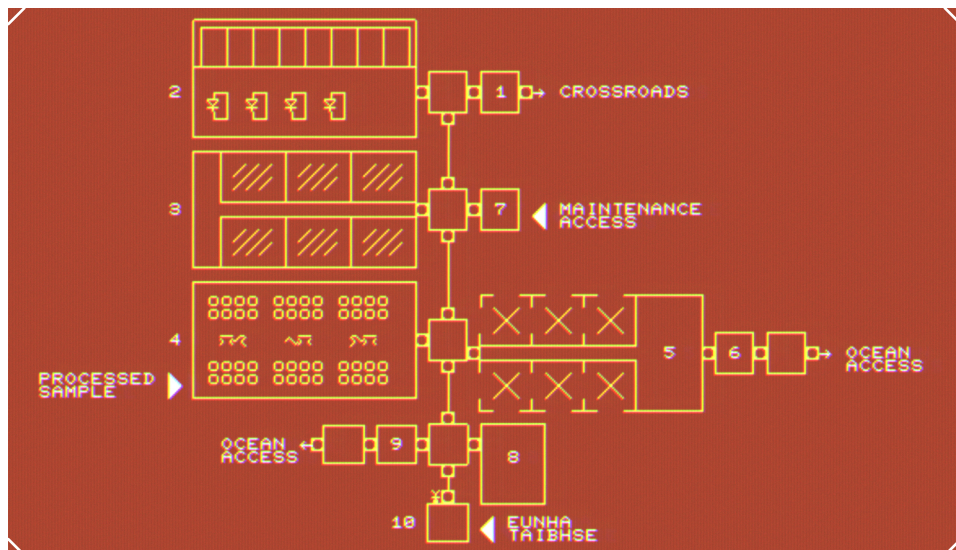
4 Maintenance Access: Clogged with Bloom growth. Requires a **Strength check** to open with haste. Inside, a hatch leads down to the **Maintenance Level.**

5 Dorms: Bunks and lockers lie in disarray among Bloom infected corpses. Each contains 1d5 **Echo Blooms** and 1d10 **Motile Blooms.**

6 Gym: A variety of gym equipment. A fouled and crusty pool. A **Crab Bloom** tends moss here.

7 Viewpods: Moss-stained glass domes look out at the surrounding sea-floor, lit by floodlights.

CHOI LABS: LABORATORIES



Completely submerged in seawater until drained. Strained heating systems keep water lukewarm, allowing Bloom to cling to life. While flooded, **make a Contamination roll for anyone entering**. Corridors choked with stringy black seaweed. **Motile Blooms** scuttle over anyone moving through (*Sanity save*). Doors jammed open, except to **Data Comms**.

1 Clicker: Access to Crossroads sealed while flooded. A dozen stained hazard suits hang along the walls.

2 General Testing: Soiled experiments line the walls. If searched, a workstation stores a container of chemical injectors, labeled "BLM-C-14" (pg 5).

3 Closed Environ Testing Sealed aquariums containing fauna and flora consumed by Bloom.

4 Sample Testing: Burst storage vaults vomit out Bloom growth. Rows of processing samples are patrolled by a **Crab Bloom** tending the moss growth. The Processed Sample is found here.

5 Sea Environ Testing: Cracked view ports look out onto abandoned sea floor experiments.

6 Airlock Samuel: Jammed open, obvious signs of mechanical sabotage. With appropriate tools and 20 min of time, can be repaired by anyone with Mechanical Repair - allowing **Laboratories** to be drained after 10min.

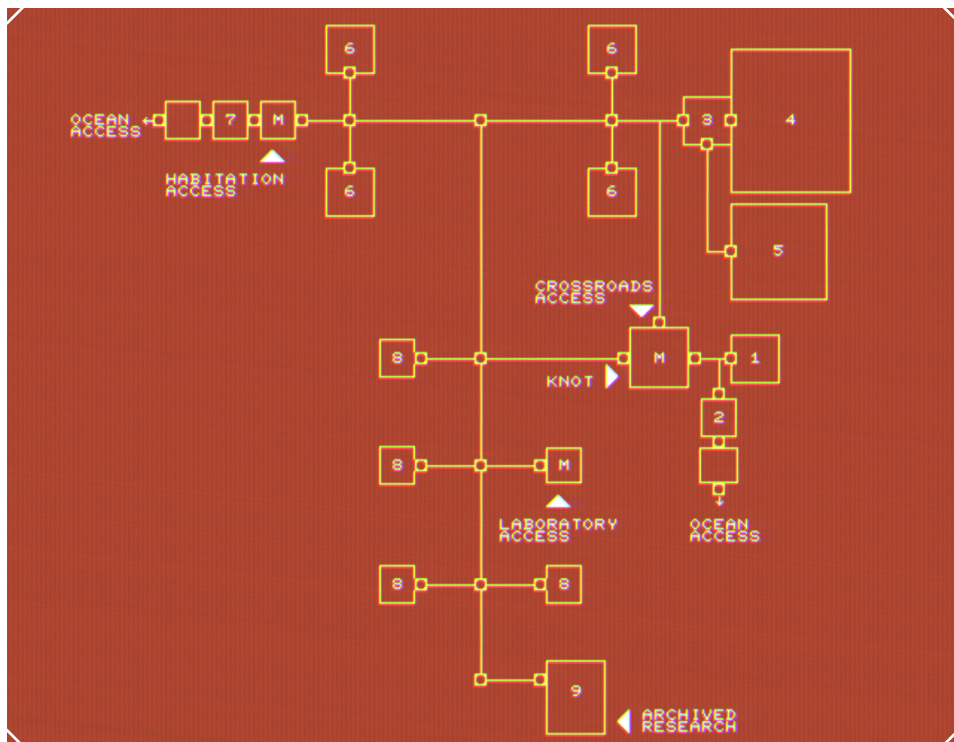
7 Maintenance Access: Direct access to Maintenance level. Sealed while **Laboratories** are flooded.

8 Reports: A dozen work terminals, dead from water damage. A **Crab Bloom** resides here.

9 Airlock Reuben: Cotnains four Deep Sea Dive suits as well as an aquatic rover and sample collector.

10 Data Comms: Blocked shut by detritus flung about during the flooding, can be cleared with little effort. Interior is choked with a forest of Bloom growth. Eunha resides inside.

CHOI LABS: MAINTENANCE



Claustrophobic. Reeks of waste, lit with jaundiced florescent lights. Half flooded with brackish and foul water. **Make a Contamination roll for anyone entering.**

1 Storage Pump: In good working order.

2 Airlock Godiva: Two Deep Sea Dive suits in disarray, air tanks each missing two hours of oxygen.

3 Status Room: Readouts detail oxygen, heat, and power distribution. Warnings indicating flooding in **Laboratories**.

4 Power Generator: Thick Bloom threatening to clog it. **Make a Contamination roll for those who enter.** A switchboard can be unearthed from the Bloom, allowing partial or total power shutdown.

5 Electrolysis Chamber: Functioning without issue. Cold. No Bloom growth.

6 Habitation Pumps: Badly clogged.

7 Airlock Quanjì: Two Deep Sea Dive suits with accompanying air canisters.

8 Lab Pumps: Continually attempt to pump water out from Labs.

9 Data Storage: Roof mounted servers in water-proof casings. Archived Research Data accessed via a terminal, 20min to download.

M: Maintenance Access Points, allowing traversal between **Maintenance** and the above level. **Knot** resides in Crossroads access. Laboratory Access is sealed until **Laboratories** are drained.

WARDEN NOTES

Managing the Infection Timeline

The 30min rule for advancing infections is a rough guideline. You are encouraged to massage the time between stages or to trigger it whenever it would be dramatically appropriate.

Examples of when it can be applied for dramatic effect:

- Players enter a new area.
- Players spend a lot of time in the same area.
- Players have just overcome or escaped some horror or threat.
- Players discuss the infection.

Bloom and Temperature

While the original strain had adapted to the freezing ocean depths, the lab grown variants adapted to thrive on heat at the cost of becoming vulnerable to lower temperatures.

The colder climate of **DeLange Station** doesn't kill the moss, but prevents it from thriving. Freezing climates, such as the planet surface and the ocean below, kills the moss unless it finds a source of heat (such as a living host) to live on.

The moss thrives within the **Choi Labs** due to the beleaguered heating system that still heats the aquatic facility, even within the flooded **Laboratories**.

Disabling the heating system will cause temperature to rapidly drop and the moss to wither, but also risks killing the Processed Bloom Sample.

Sturdier Bloom strains, such as **Crab Blooms** and **Knot**, are resistant to cold and will continue to function for several hours before eventually perishing.

Eunha's Calls.

Data Comms' communication equipment has remained operational, broadcasting on an open channel since **Eunha** died attempting to call for help.

Eunha's Echo will hear the rumblings of the Main Lift as it descends, attempting to communicate over radio when players enter the Crossroads.

Knot

While in the **Maintenance** level, any particularly loud noises will draw **Knot's** attention: Explosives, firing guns, shouting, or screeching metal due to prying open hatches can all alert Knot.

Knot will struggle to pursue prey through maintenance hatches due to its bulk, but could force its way through given time, or make use of the aquatic air locks!

Fear and Sanity saves

It can be tricky to know when to call for Fear and Sanity saves. My personal rules of thumb are:

Ask for Fear Saves when someone learns how a situation may be getting worse:

Discovering the first dead body. Preparing to enter a room you believe is dangerous / horrific. Realizing a monster is hunting you. Realizing your escape path as been destroyed. A close colleague admits they are infected.

Ask for Sanity Saves when someone experiences something horrific that will haunt them.

Witnessing mutilated bodies. Encountering human-like abominations. Suffering from nightmarish infection. Leaving someone to die. Seeing friends perish.

Players can often provide prompts that you can springboard from as they discuss their actions and reactions!

OPTIONAL ENCOUNTERS AND THREATS

Structural Collapse

The structural integrity of Choi Labs is under severe strain. Ocean water bleeds in through thousands of leaks. Metal supports groan and strain under oceanic pressure. Further shock risks the entire facility collapse into itself.

Treat the entire facility as having **4 Integrity**. Whenever a check involving a weapon that inflicts Wounds fails, the facility loses one **Integrity**. Explosives automatically remove one **Integrity**.

- **3 Integrity** left: Metal cracks and groans. Water pours in through gashes in the metal, slowly flooding the immediate area.
- **2 Integrity** left: Metal screams and tears. Water gushes in from tears in the structure. Immediate area rapidly floods.
- **1 Integrity** Left: Hull breaches, section floods within seconds. The entire facility begins to buckle. Collapse in 1d5x10min. Panic check [-] for those still inside.
- **0 Integrity** Left: Facility collapses onto itself, crushed by flooding water and depth pressure.

Those inside the facility when it collapses die immediately.

It is recommended that failing structure be telegraphed to the players early! Let it be a known risk, rather than a surprise!

Habitation Jump Scare

Trigger: When the door to Habitation is first opened.

Event: A forearm **Motile Bloom**, hanging onto the door's interior, falls to the floor and scurries into **Habitation**. It's too quick to be identified, but it's blurred movement is reminiscent of a scuttling cockroach the size of a forearm.

Maintenance Ambush

Trigger: Players explore **Maintenance**.

Event: A pair of rotten corpses float in the distance. When disturbed by ripples, 1d5 aggressive **Motile Blooms** detach and rapidly "swim" towards the players, submerged below a thick film of waste water. Attacks targeting them are made with [-].

A Final Farewell

Trigger: Players use the **Main Lift** to travel back to **Surface Access** and leave the facility.

Event: As the lift is about to reach the top, **Knot** (or a similarly monstrous entity) bursts into the elevator shaft and rapidly clambers up after the platform. Several seconds later, **Knot** collides with and launches the lift and its occupants into the air. Everyone on the lift makes a *Panic check*.

Emergency clamps engage a second later, allowing safe but awkward disembarkation to **Surface Access**.

Depending on preference, **Knot** can fall down the shaft and bursts against the floor below, or it can continue to chase PCs towards the elevator, up the cabling through the ocean, and onto the planet surface for a final confrontation before dying to cold exposure.

Cold Exposure

When exposed to freezing elements, PCs will begin to succumb to the cold.

After every round of exposure, suffer 2 Bleeding DMG, and roll on the Bleeding table when this damage inflicts a Wound. Bleeding in this context represents the body freezing to death.

Damage (but not Wounds) suffered this way can be recovered with resting near a source of warmth.

PERSONAL NOTES

INFECTION TRACKERS

Player / Character Name	True / False Infection	Infection Result	Infection Stage
			1 2 3 4 
			1 2 3 4 
			1 2 3 4 
			1 2 3 4 
			1 2 3 4 

Player / Character Name	True / False Infection	Infection Result	Infection Stage
			1 2 3 4 
			1 2 3 4 
			1 2 3 4 
			1 2 3 4 
			1 2 3 4 

Player / Character Name	True / False Infection	Infection Result	Infection Stage
			1 2 3 4 
			1 2 3 4 
			1 2 3 4 
			1 2 3 4 
			1 2 3 4 

Player / Character Name	True / False Infection	Infection Result	Infection Stage
			1 2 3 4 
			1 2 3 4 
			1 2 3 4 
			1 2 3 4 
			1 2 3 4 

Player / Character Name	True / False Infection	Infection Result	Infection Stage
			1 2 3 4 
			1 2 3 4 
			1 2 3 4 
			1 2 3 4 
			1 2 3 4 

Player / Character Name	True / False Infection	Infection Result	Infection Stage
			1 2 3 4 
			1 2 3 4 
			1 2 3 4 
			1 2 3 4 
			1 2 3 4 

WHAT LURKS IN THE ALIEN ABYSS?

LOOKS LIKE A...

0	LUMINOUS	SKELETAL	EEL
1	HUMAN-SIZED	LITHE	ARACHNID
2	LOOMING	LUMBERING	CRUSTACEAN
3	MONSTROUS	THORNED	RAY
4	TOWERING	RAGGED	STARFISH
5	ABYSSAL	SPECTRAL	SLUG
6	ABYSSAL	CORPULENT	SHARK
7	GARGANTUAN	DUST-WREATHED	CORAL
8	TITANIC	WRITHING	JELLYFISH
9	A SWARM OF...	GNARLED	CEPHALOPOD

FEEDS ON...

0	ELECTRICITY
1	BRAIN MATTER
2	BONES
3	WASTE
4	SOFT TISSUES
5	BLOOD
6	DEAD MEAT
7	LIVE PREY
8	ARTIFICIAL MATERIALS
9	EVERYTHING

ATTRACTED TO...

0	MOVEMENT
1	SOUND
2	LIGHT
3	ELECTRICITY
4	BLOOD
5	CLOUDS OF DEBRIS
6	CORPSES
7	HEAT
8	CONSCIOUS THOUGHT
9	FEAR

YOU HEAR ITS...

0	ECHOING CLICKS
1	SING-SONG WAILS
2	HISS
3	HIGH-PITCHED WHINES
4	MOURNFUL HOWL
5	HUMAN-LIKE SHRIEK
6	STRANGLED GASP
7	PULSED CALL
8	WARBLING MOAN
9	CHOIR-LIKE SCREAMS

YOU NOTICE ITS...

0	MULTIPLE WANDERING EYES
1	NEEDED TONGUE
2	CARAPACE OF CORPSES
3	DOZEN SCUTTling LIMBS
4	GHOST-LIKE MOVEMENT
5	GULPING MAW
6	PROTRUSIBLE JAW
7	TRANSPARENT FLESH
8	MALICIOUS INTELLIGENCE
9	CLUSTERS OF NEEDLE TEETH

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