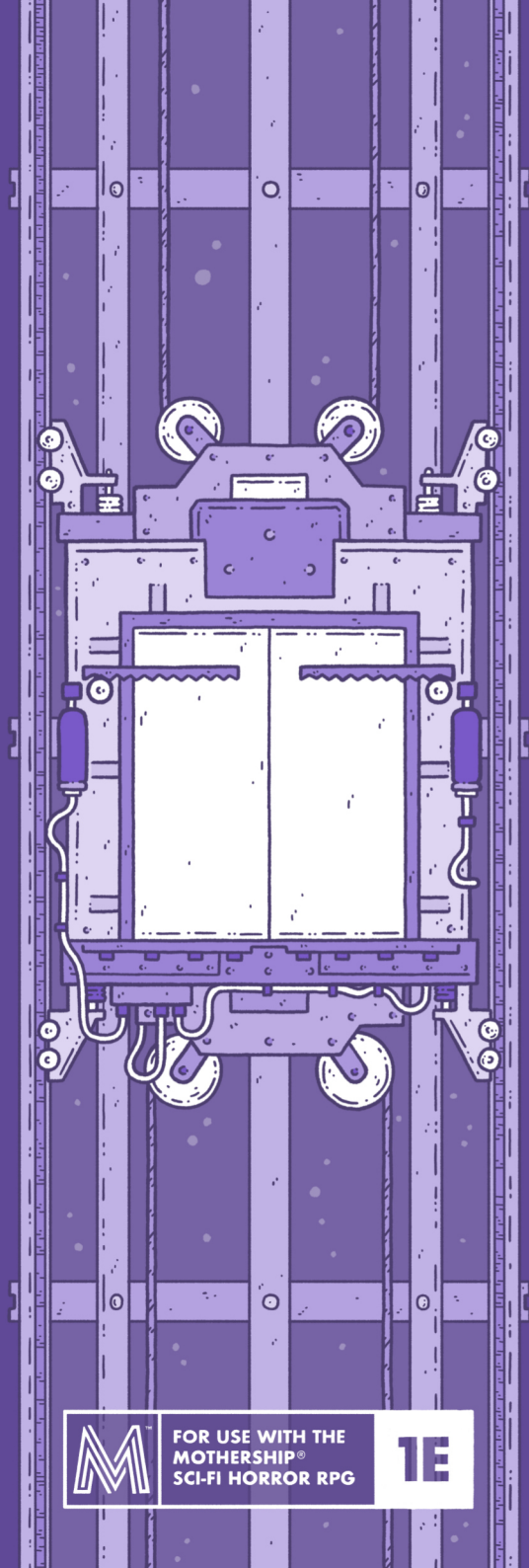


WACOM

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FOR USE WITH THE
MOTHERSHIP®
SCI-FI HORROR RPG

1E

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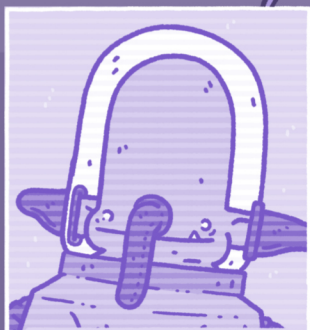
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Digital Materials for Decagone available at:
slowquest.com/decagone



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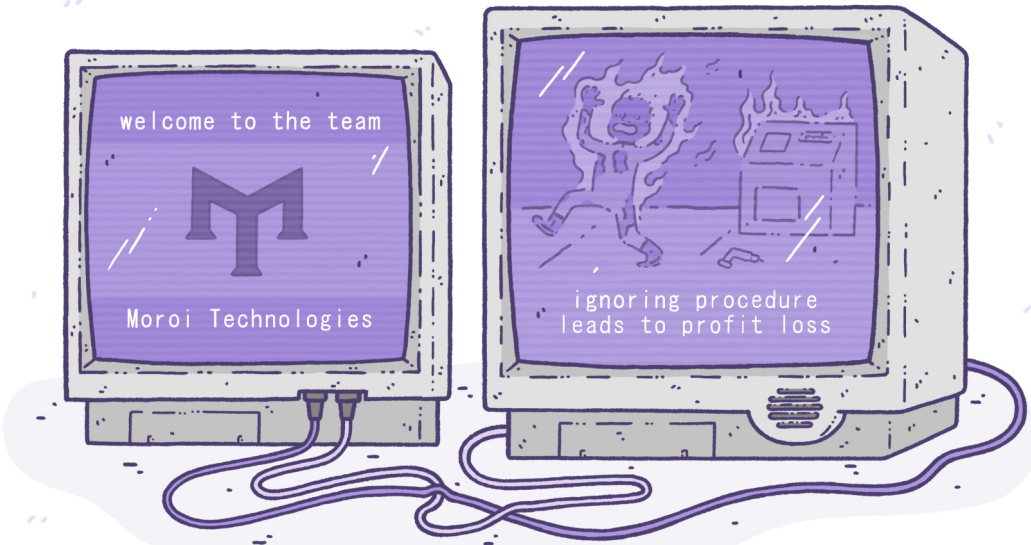
Introduction

The player characters have been hired by Moroi Technologies and asked to report to their deep ocean research facility. However, they have been caught in the middle of an experiment that loops them back in time every 10 minutes. They are unable to contact the surface for help and will have to figure out how to stop the time loops if they ever hope to escape.

For the Warden to Read Out Loud

You have taken a job as a contractor for Moroi Technology Lab (MTL) and have been asked to report to their deep ocean research facility. An elevator is currently carrying you down to the facility located on the ocean floor. During the ride, you're treated to a corporate presentation about MTL. You learn that they conduct research and develop technologies across multiple sectors, including defence, pharmaceuticals, long-distance space travel, and agriculture.

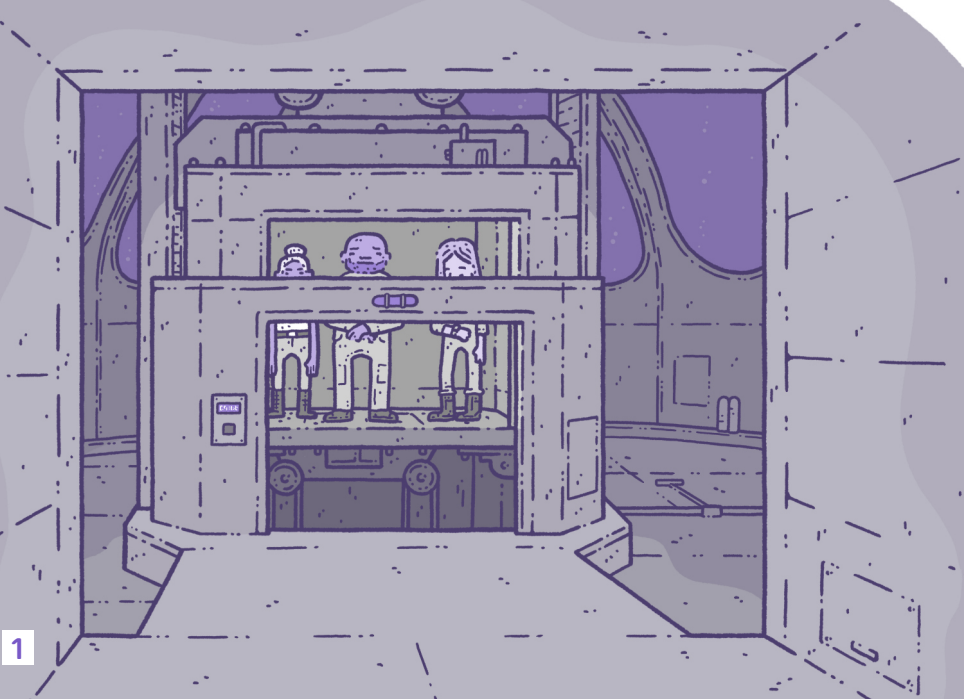
When the elevator is about to reach the facility, the lights go out, you feel a hard jolt of movement, and the doors open. The elevator has stopped right before reaching the floor, with just one metre of clearance into the facility.



Secret Notes (optional)

If you wish to add more complexity or interpersonal drama to the game, consider giving any of these notes to players secretly:

1d4 Secret Notes	
1	"You lied on your insurance declaration, and now you're worried that if you display any knowledge of the time loops, you'll be held financially liable."
2	"You've been hired by a rival tech company to hack a computer in the '4D Printer Lab'. If you're able to retrieve the information, you will receive a 10kcr reward."
3	"A well-placed crack in the aquarium glass could destroy the whole facility."
4	"The security guard has been taken care of. Take his weapon and bring back what they have in the lab. Before they turn it on. Then your debt to us will be cleared."



Time Loops

Display a countdown timer with 10 minutes on the clock at the start of the session. When the timer reaches zero, the player characters appear back in the elevator, prompted by the initial sound of the elevator's doors opening, and the timer starting again at 10:00 minutes.

Follow these instructions each time a new loop begins:

Reset

- **Back to the elevator:** Player characters appear back in the elevator, prompted by the sound of the elevator doors opening.
- **Timer:** The timer starts again at 10:00 minutes.
- **Health:** Health or wounds return to their initial values. Anyone who died makes a Sanity Save/1 Stress, and is alive again.
- **Environment:** The environment is reset to its original state.
- **NPCs:** Nobody remembers previous loops other than the player characters.
- **Items:** Any items, including those acquired by player characters, are reset to their original locations.

Carry Over

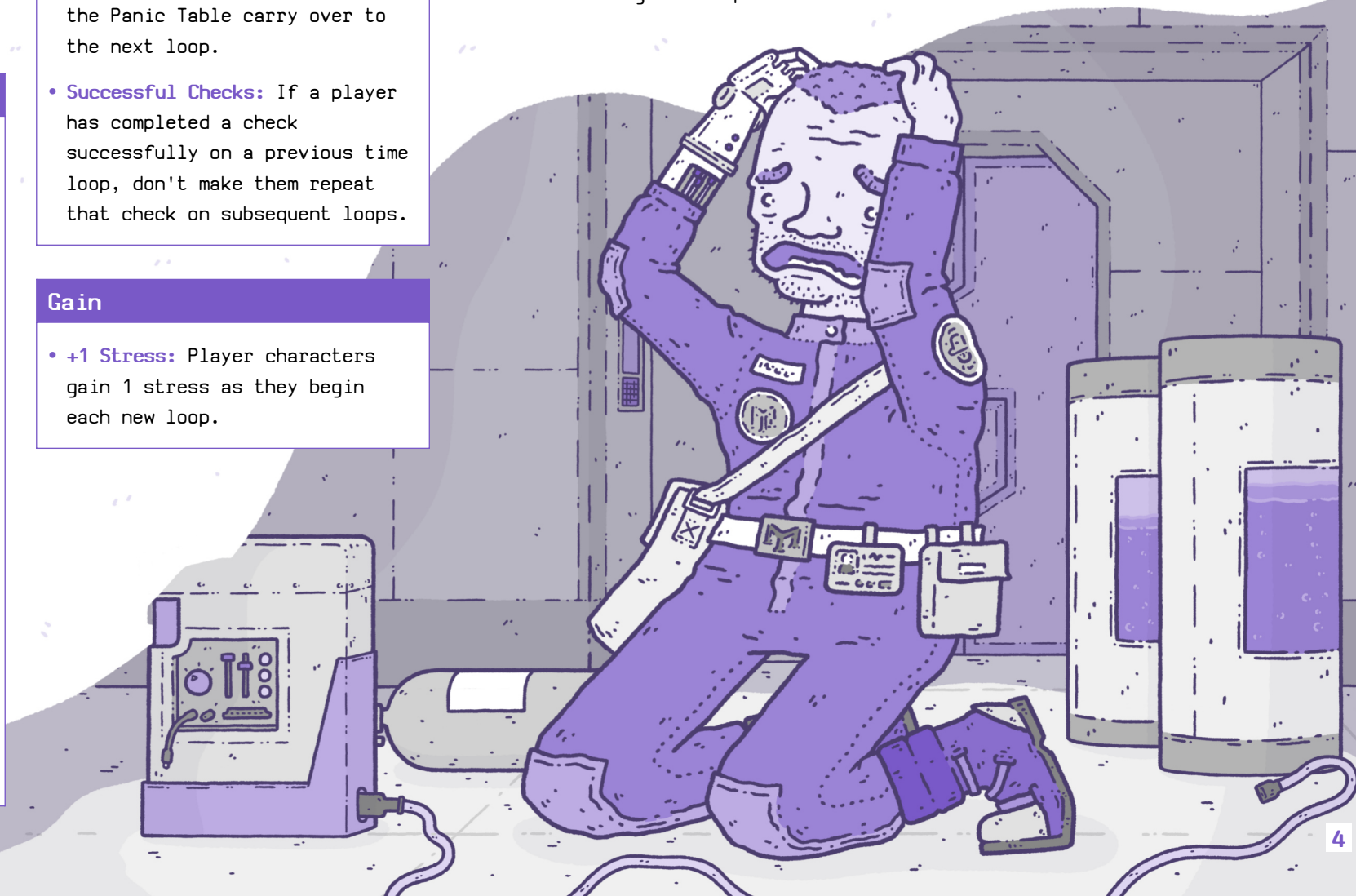
- **Stress:** In Decagone, player characters carry the stress they gain into the next time loop. This is important as their physical injuries (even death) will reset, so managing their stress is key.
- **Panic Table Effects:** Any effects gained by rolling on the Panic Table carry over to the next loop.
- **Successful Checks:** If a player has completed a check successfully on a previous time loop, don't make them repeat that check on subsequent loops.

Gain

- **+1 Stress:** Player characters gain 1 stress as they begin each new loop.

Tips

- **Mysterious timer:** The time loops can be a strange concept for players to understand, but they will enjoy solving the mystery. When you first display the timer, don't even explain its presence.
- **No skipping:** The timer is intended to roughly represent real time passing, so players shouldn't be able to just skip over sequences to save time.
- **Play it out:** Encourage the players to describe their actions every loop, even as obstacles become mundane. This gives the feeling that they are mastering the loops.



FACILITY MAP
MOROI DEEP OCEAN RESEARCH FACILITY

H SECURITY CHECKPOINT

I MAIN LAB

A ANTECHAMBER

B JUNCTION

C AQUARIUM

G 4d PRINTER
[DOOR JAMMED]

E PARTICLE
ACCELERATOR

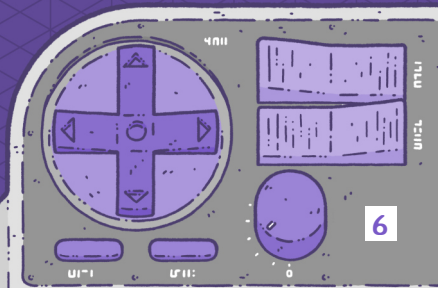
F KENNELS
[DOOR LOCKED]

D BATHYSPHERE ESCAPE POD

5



6



Locations

(A) Antechamber

The elevator descends into a small antechamber in front of the facility entrance. Metal grating and riveted panels make up most of the interior structure. The elevator hasn't quite reached the floor, meaning the player characters will need to crawl out.

- **Elevator Operation Panel:** None of the buttons on the panel are working, and the elevator doesn't appear operational.
- **Emergency Ladder:** There is an emergency ladder running all the way up the shaft; however, the player characters will not be able to complete the climb before the time loop ends.

- **Wall Readout:** Small LED screens on the elevator and throughout the facility display the active countdown timer.
- **Antechamber Doors:** A faulty maintenance procedure has left the control panel for the **Antechamber(A)** doors into the **Junction(B)** malfunctioning. Anyone attempting to open the doors will be electrocuted (1 Wound) and anyone witnessing the electrocution must make a Fear Save/1 stress. The panel can easily be repaired using items from the toolbag.
- **Toolbag:** Beneath the malfunctioning control panel sits a worker's toolbag. Contains generic tools, and a Hand Welder.

(B) Junction

Lights flicker as the power intermittently cuts off and on. All of the facility's locations can be accessed from this corridor.

- **Vantablack Synthroid:**
A biomechanical weapon that has broken loose and will attack anyone it notices with maximum force. At the 08:00 minute mark, a distinct noise can be heard as the **Synthroid** breaks out of an air duct into the Junction, and proceeds to stalk and kill the maintenance worker in front of the **Aquarium(C)** doors. The **Synthroid** is wearing a control collar around its neck and will shut down if someone speaks the word 'REMUS'.

• Maintenance Worker:

Ned Crowhurst, was carrying out maintenance work in **Antechamber(A)**, currently being stalked by a **Synthroid**. At the 05:00 minute mark, he will be killed by the **Synthroid** near the **Aquarium(C)** doors unless the player characters prevent it. Carries a keycard to unlock the **Kennels(F)**.

(C) Aquarium

A large glass dome offering a wide view of the outside. Strong flood lights illuminate an otherwise pitch black ocean floor. Dust sheets cover an array of scientific devices.

- **Glass:** Dealing more than 50 DMG to the dome's glass will cause a rupture, flooding the room with high-pressure water. Anyone in the room suffers 1 wound and must make a successful Body Save to escape before the door automatically closes and traps them inside.

- **Teleporter:** Labelled as the Organic Matter Teleporter and wrapped in bright yellow tape stating 'NOT FOR HUMAN USE'. Anyone who steps inside the machine will automatically activate it and be painlessly sliced into tiny cubes and sucked up into a series of tubes (Sanity Save/1 Stress). They will be teleported to the **4D Printer(G)**.

- **Laser Cutter:** A construction worker's Laser Cutter can be found here, still in its case. However, its battery is flat, and it will not recharge before the time loop finishes.



(D) Bathysphere Escape Pod

An explosively decoupled escape pod, capable of seating 10 people.

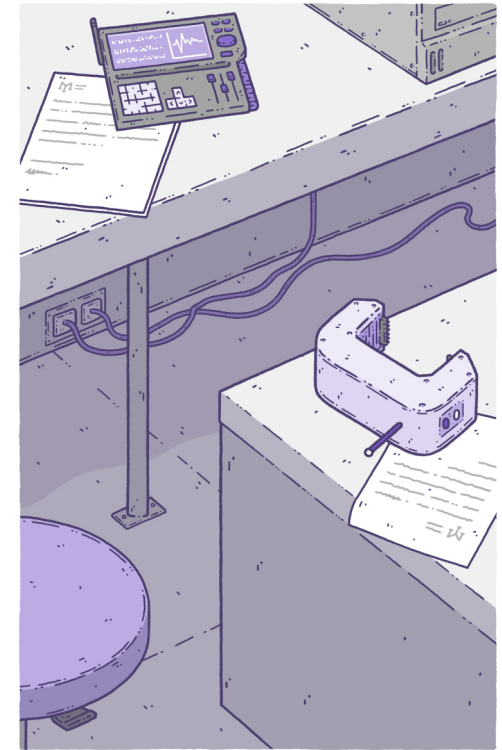
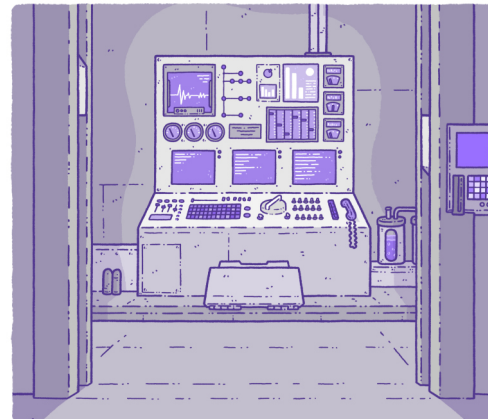
- **Escape:** The time loops aren't long enough for anyone to reach the surface or even close enough to signal for help.

(E) Particle Accelerator

A control room connected to a large ring tunnel, forming a particle accelerator experiment.

- **Health & Safety:** A combination of poor work safety regulations and the facility-wide malfunctions caused by the experiment means that if the **PPA** is removed, the first person to exit the room will be hit by a stream of rogue particles (Body Save/1 Wound).

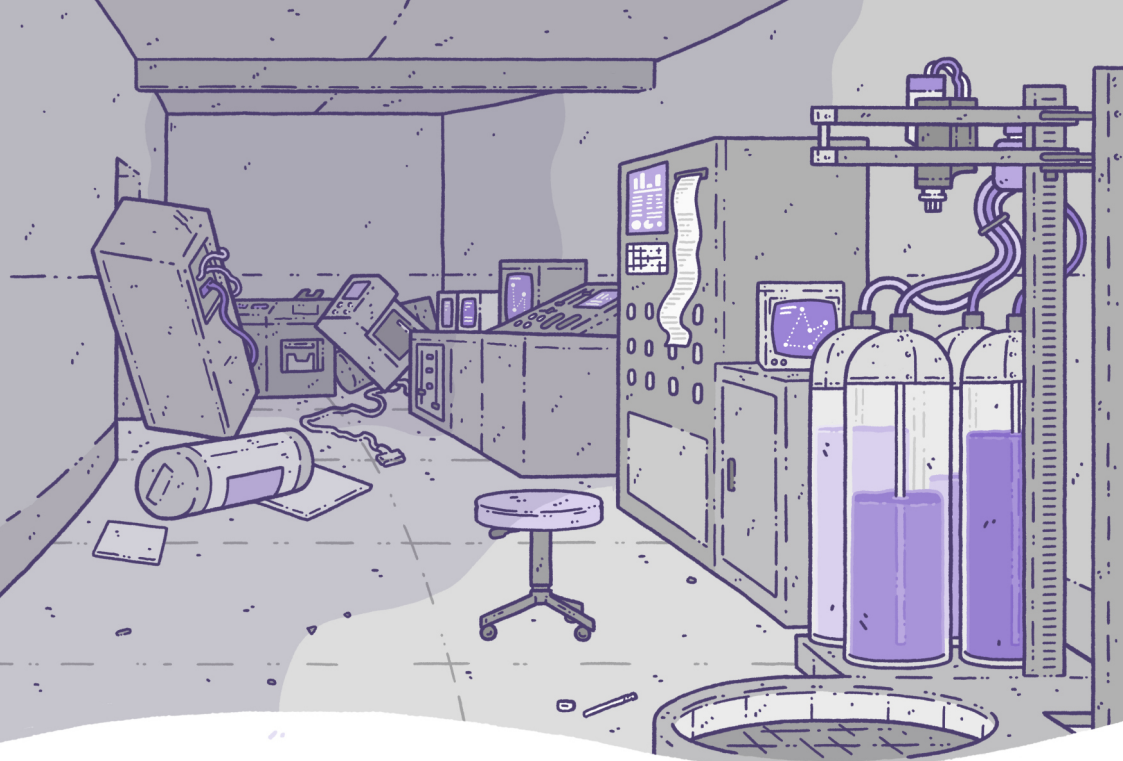
- **Portable Particle Accelerator (PPA):** It is possible to remove the particle accelerator device with a successful jury-rigging check. (See appendix for details)



(F) Kennels(Locked)

Large cages, one is destroyed, and one contains a dormant Synthroid - a biomechanical weapon designed to exhibit endearing aspects of a dog - that function as efficient and ruthless killing machines.

- **Locked:** This room can be unlocked with **Ned Crowhurst's** keycard.
- **Control Collars:** Several unused control collars and project notes can be found on workbenches. Investigating will reveal that speaking the password 'REMUS' will shut down any **Synthroid** wearing a functioning collar.



(G) 4D Printer(Jammed)

A lab housing a variety of computer equipment and a 4D printer.

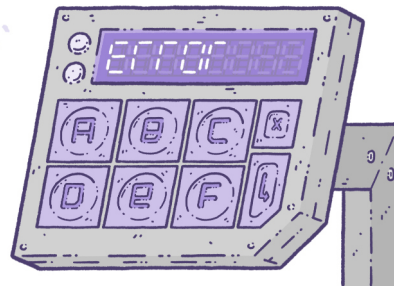
- **Medical Supplies:** A First Aid Kit and a **Moroi Tech NanoDefib** can be found in a cupboard. *(See appendix for details)*
- **Blocked Door:** Some equipment has collapsed and is preventing the door into this room from opening. The blockage can be cleared easily, and doing so reveals the **Air Vent**.
- **4D Printer:** Characters teleported from the **Aquarium(C)** will be printed here through a series of fast-moving printer nozzles.

- **Computers:** Successfully hacking the research computers here will reveal that anyone 'teleported' using the **4D Printer** is actually scanned, then duplicated by the printer. Due to the limitations of the technology (and an oddity of the data protection law), the original is always destroyed. So far, medical tests indicate that the duplicates suffer from shortened life spans and painful deaths. Anyone who uses the teleporter suffers permanent Exhaustion after 1d10 days.

- **Air Vent:** Big enough to fit a single person, connects to the **Security Checkpoint(H)**.

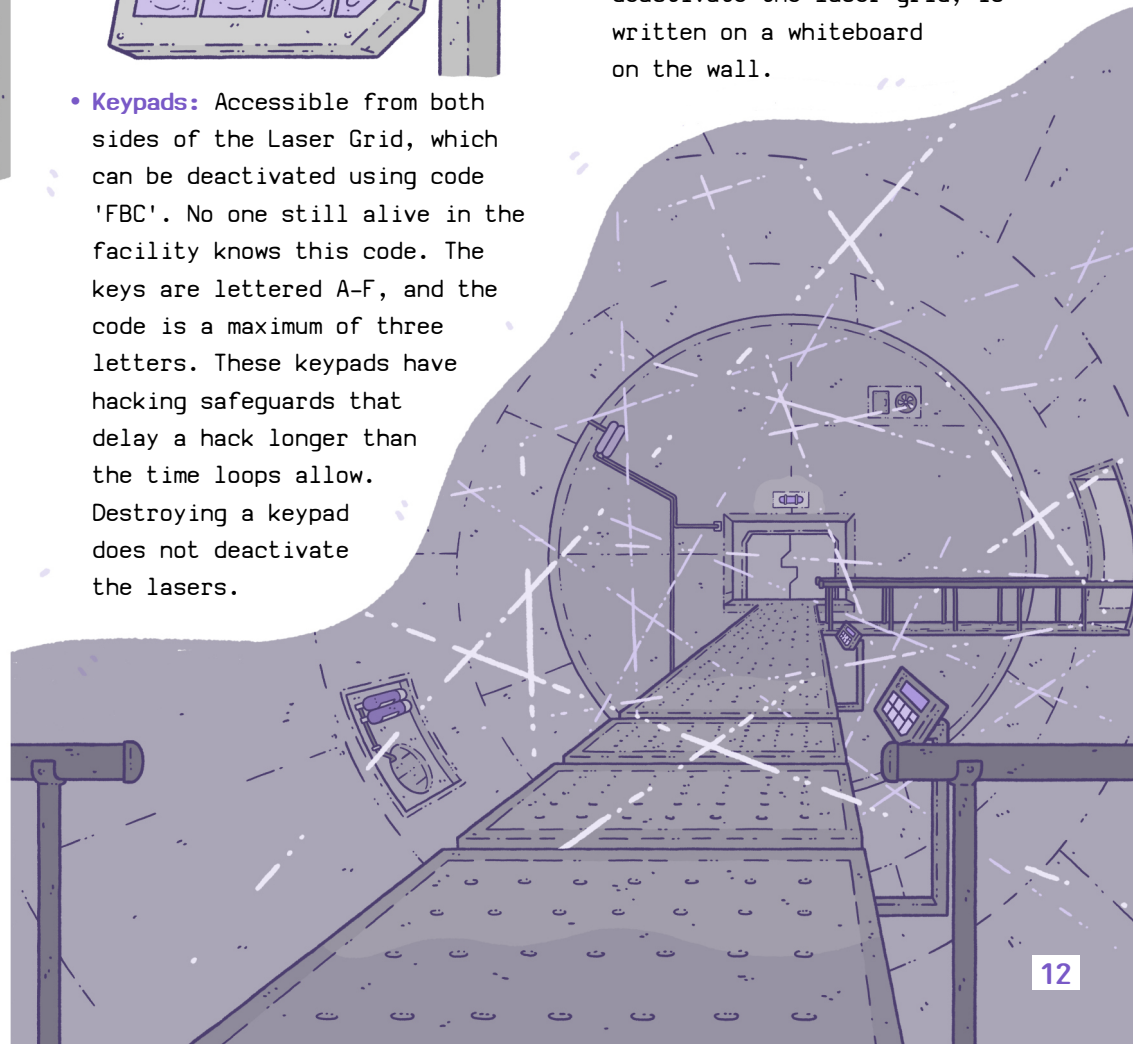
(H) Security Checkpoint

A laser grid protects the main lab while the experiment is in progress. Crossing the active grid will require three consecutive Body Saves, inflicting 1 Bleeding wound on each failed save. Past the laser grid is a security office that is not visible from the outside.



- **Keypads:** Accessible from both sides of the Laser Grid, which can be deactivated using code 'FBC'. No one still alive in the facility knows this code. The keys are lettered A-F, and the code is a maximum of three letters. These keypads have hacking safeguards that delay a hack longer than the time loops allow. Destroying a keypad does not deactivate the lasers.

- **Laser Grid:** A rolling, animated grid of random crisscrossing lasers. Crossing the active grid will require three consecutive Body Saves, inflicting 1 Bleeding wound on each failed save.
- **Security Office:** The security office contains a deceased security guard whose head has been crushed, CCTV monitors, short-range comms equipment, and a Stun Baton. 'FBC', the code to deactivate the laser grid, is written on a whiteboard on the wall.



(I) Main Lab

Three scientists are attempting to switch on an alien device found in an off-world archaeological site.

The device draws a large amount of energy and takes 10 minutes to activate. This charging process has been the cause of the time loops and malfunctions in the facility.

- **Alien Device:** Found in the Zalmoxis system, the **Scientists** believe the device is some sort of alien library.
- **Scientists:** The **Scientists** can be persuaded to halt the experiment in order to stop the time loops; however, they will be incredulous to any arguments made by non-scientists.
- **Emergency Shutdown:** An emergency shutdown button is built into the experiment's control unit, and pressing it will halt the time loops but also destroy the alien device.
- **Boss Synthroid:** Once the device is no longer being powered and the time loops have stopped, a **Synthroid** will drop down from a vent in the ceiling. It is not wearing a control collar and is intent on killing everyone it sees.



Ending the Adventure

The adventure can end in many ways, these are three of the most likely scenarios which will end the adventure.

End Scenario #1: All players score 20 on a panic check

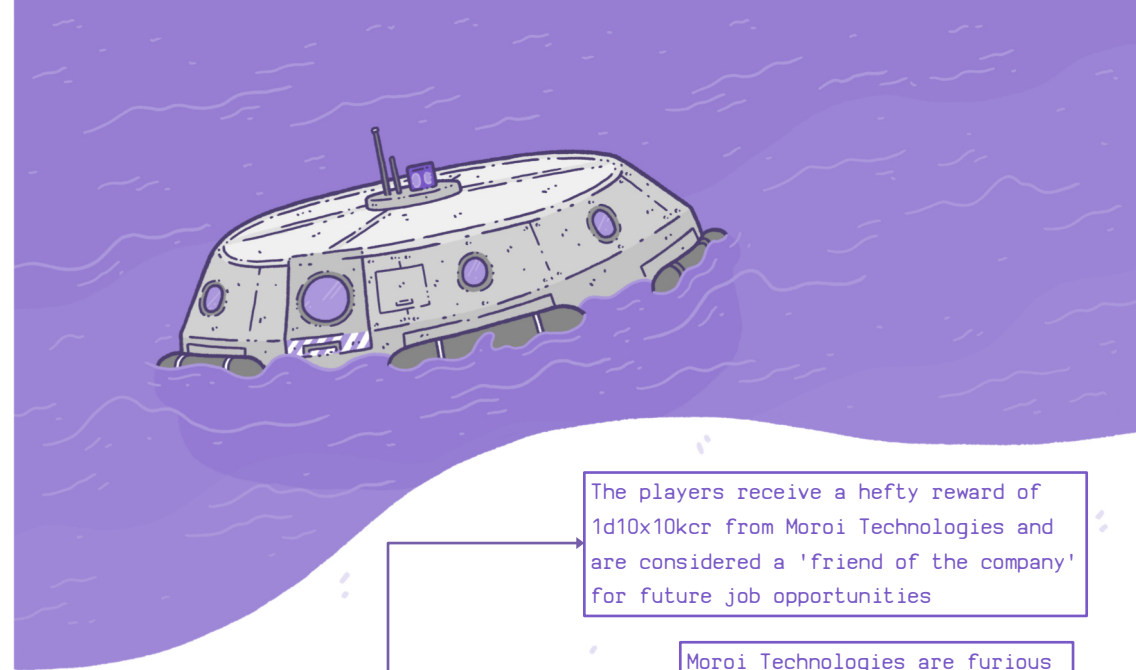
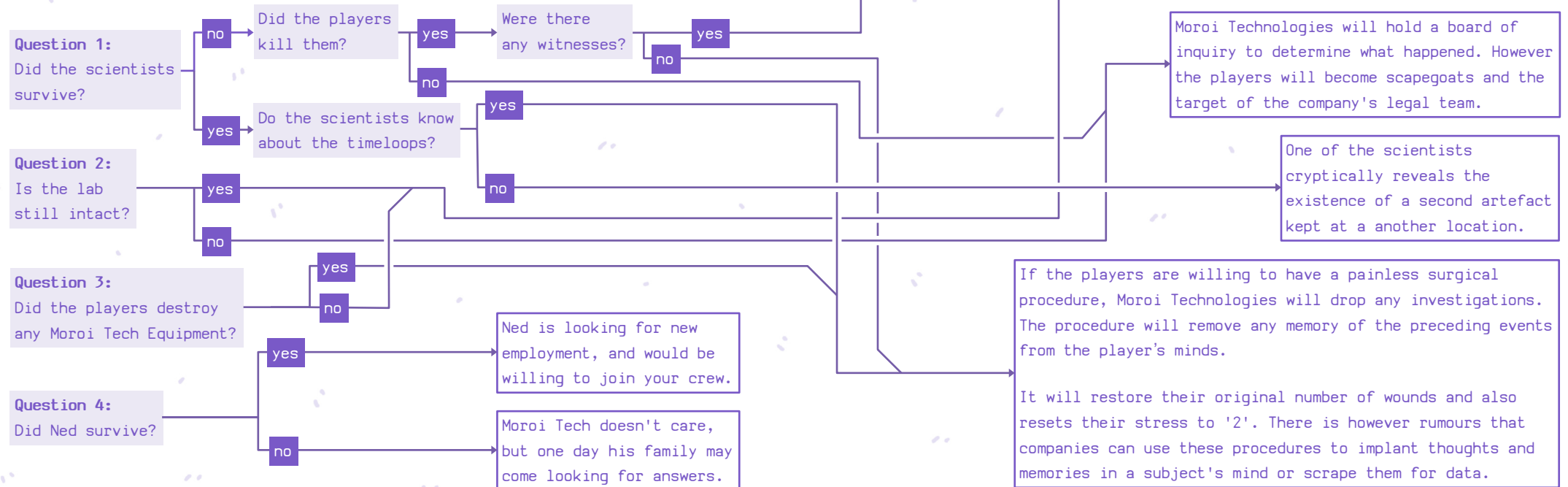
Players remain stuck in vegetative state in the elevator and the loops continue for eternity.

End Scenario #2: Players reactivate the artefact

Reactivating the artefact creates a new timeloop, eternally trapping the players in a new timeloop, now repeating every 10 seconds.

End Scenario #3: The experiment is shut down

If the artefact is shut down and everyone can safely leave the facility, the adventure comes to an end. Answer the questions below to determine possible repercussions of the incident.

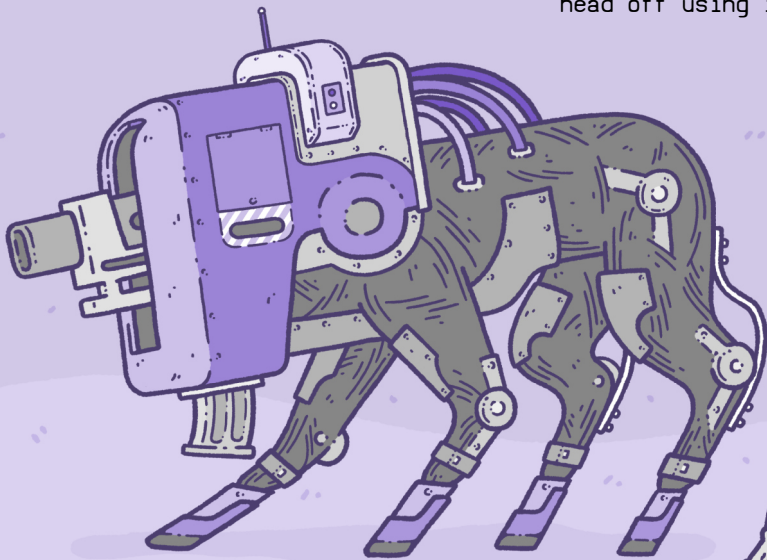


Appendix A – NPCs

(A) Vantablack Synthroid

A biomechanical creature constructed of tensioning cables with a gun for a face. Visually resembles a canine, an intentional design choice to exploit humankind's trust for the animal.

C: 66% Face-Gun: 3d10 DMG
I:66 W:2(22) AP:20



"Phew, that thing looked like it wanted to eat me!
Say, where did you folks come from?"

(A) Ned Crowhurst

Ned is an elderly maintenance worker at Moroi Technologies. He was working in the elevator area when one of the Synthroids escaped and began chasing him. Ned is a kind and trusting man who often mentions his wife and kids.

C:10% I:20% W:1

- **Self-Destruct:** When the Synthroid's wounds reach 0, it will self-destruct using a frag grenade stored inside its head.
- **Constrict:** 1d10 damage per round, successful Body Save to escape. Needs to be Adjacent to be used. The Synthroid's preferred method of killing, twisting the victim's head off using its cables.

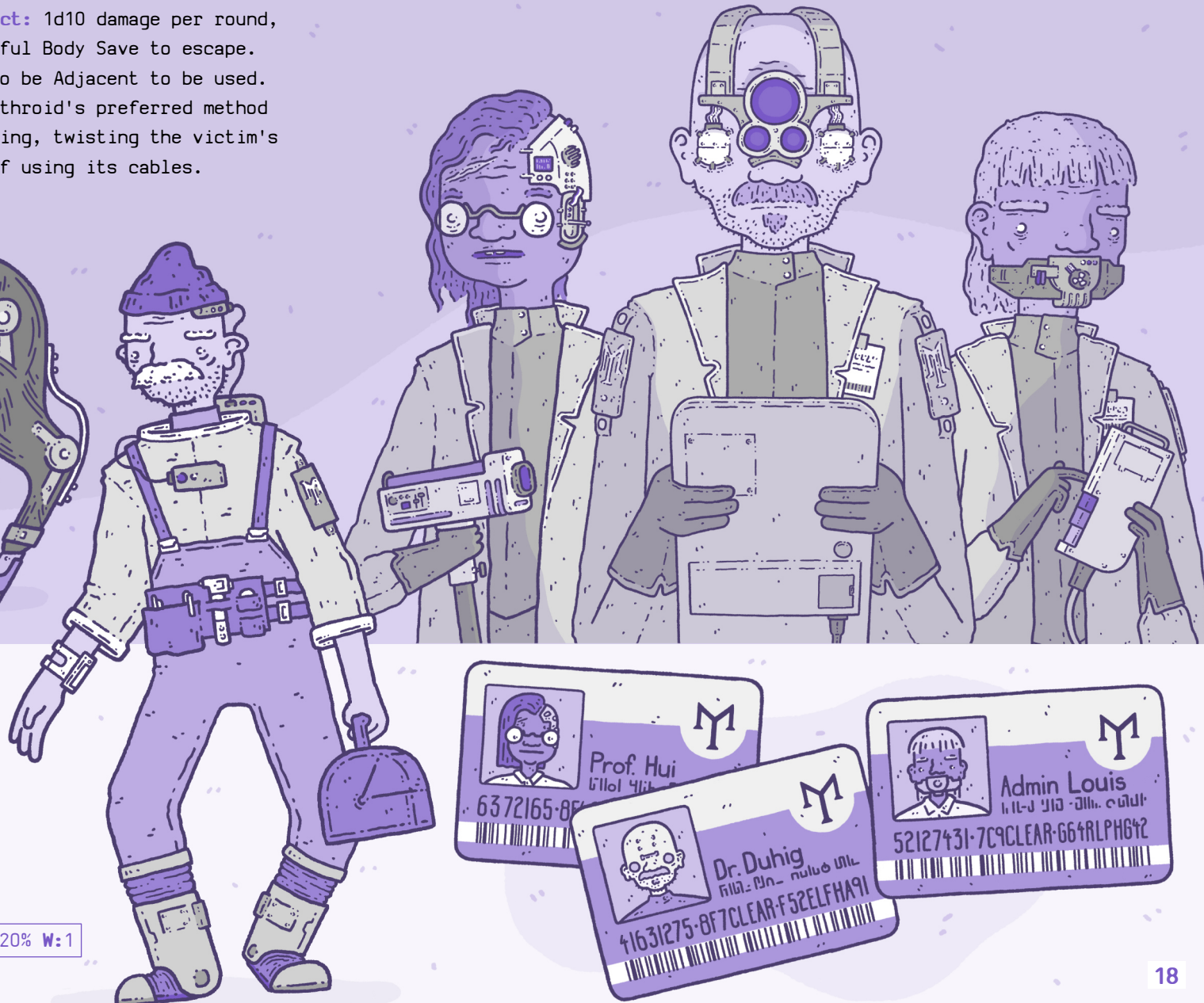
(B) Scientists

Professor Hui, Dr Duhig and Administrator Louis are three cyber-modded scientists.

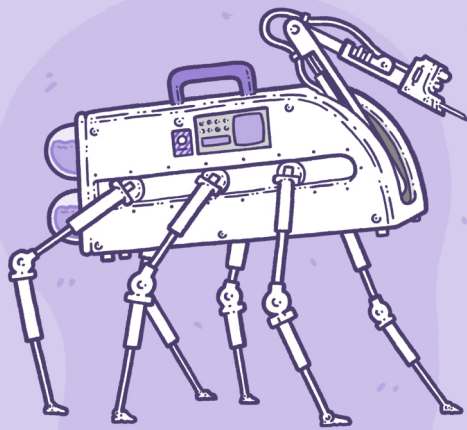
C:10% I:20% W:1

"We're getting a spike in the phase arrays."

"Some contaminants have walked into the lab."

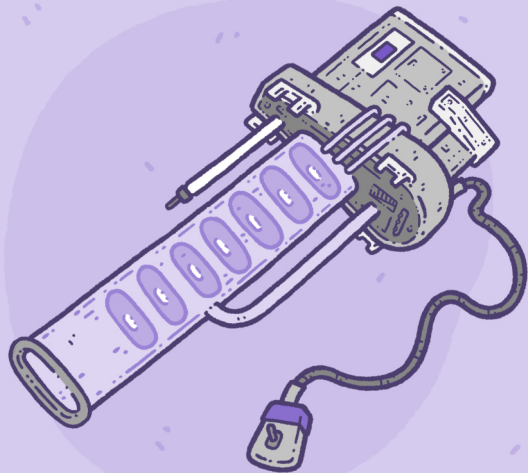


Appendix B – Items



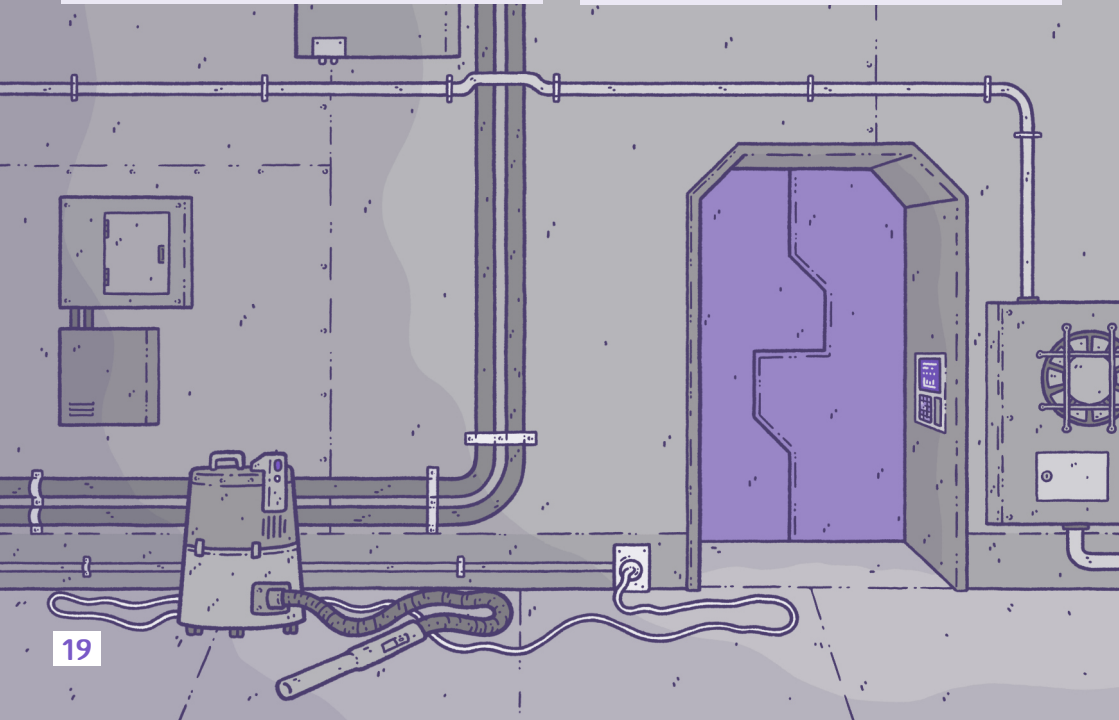
Moroi Tech NanoDefib

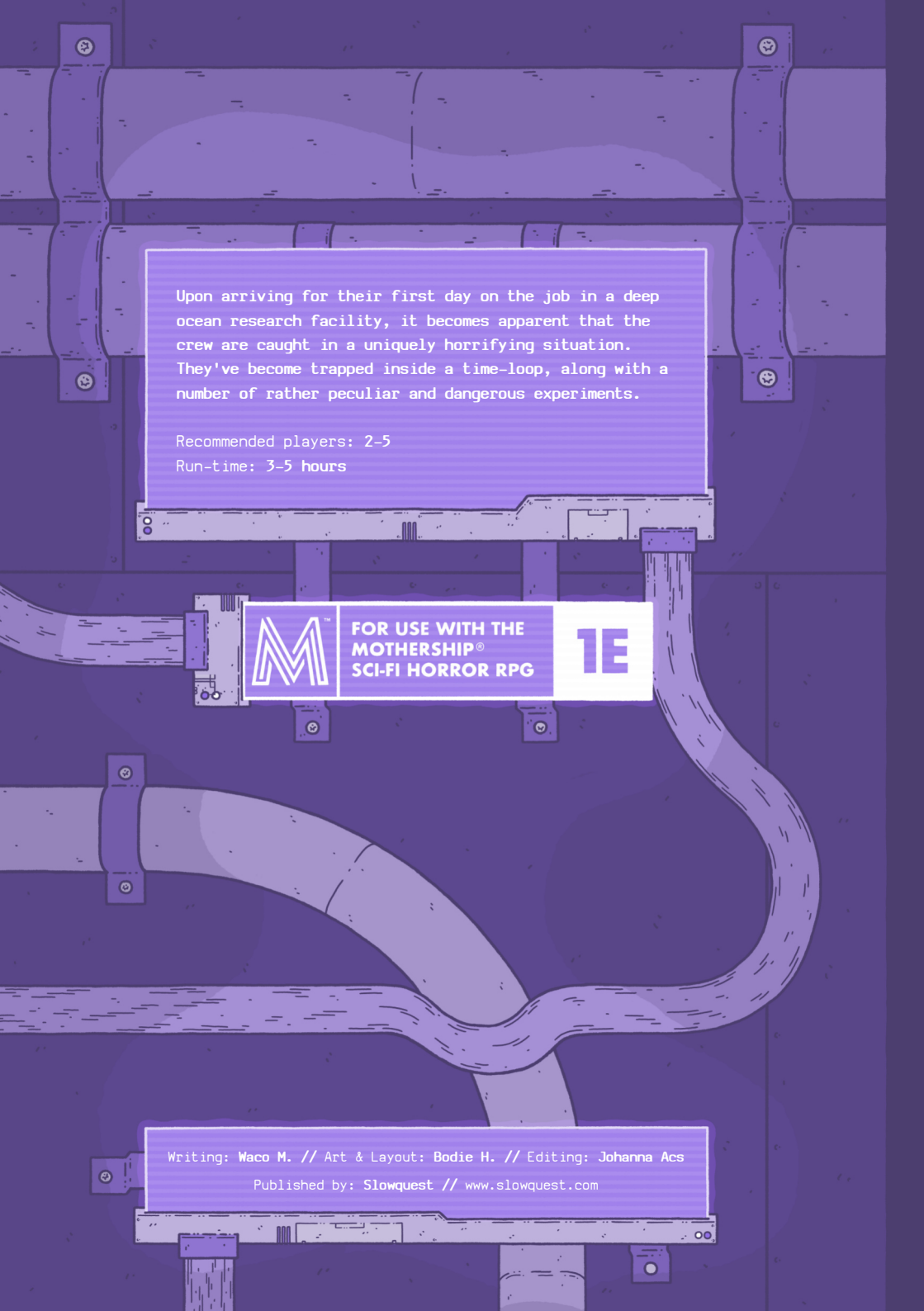
A fully automated single-use defibrillator that traumatically replaces a recipient's entire blood supply. Grants a reroll on Death Save. Inflicts 1 Bleeding Wound if used on the living.



Portable Particle Accelerator

The PPA functions the same as a Laser Cutter, except it can only fire once before being rendered useless. Carrying the PPA gives disadvantage [-] on Speed Checks. A missed attack cuts into the environment and damages the facility's systems accordingly





Upon arriving for their first day on the job in a deep ocean research facility, it becomes apparent that the crew are caught in a uniquely horrifying situation. They've become trapped inside a time-loop, along with a number of rather peculiar and dangerous experiments.

Recommended players: 2-5

Run-time: 3-5 hours



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