

DIMINISHING RETURNS



Mothership Scenario by Josh "Skull" Dixon 2020

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WHAT'S THIS?

This Scenario is all thanks to all those awesome people who backed "The Black Pyramid" Kickstarter. Within the first week of the two-week campaign, we unlocked the final stretch goal of extra content, which is the "Diminished Returns" scenario.

I did not have an idea originally when I made that stretch goal of what the extra content was going to be, but since The Black Pyramid had some Space Pirates in the scenario I figured I would create a Space Pirate lair that those pirates had been a part of. This scenario can be attached to the Black Pyramid or played by itself.

Thank you, everyone, who helped make The Black Pyramid a successful campaign. I hope you enjoy this scenario.

SCENARIO

Captain Blackheart is dead.

The crew knew that he was hiding something from them and confrontation was bound to happen. Now the Captain is dead, lying in a pool of blood. Billy Blood is saying he is the new Captain, but Mustang Sally says he is dead wrong. The pirate station is now at war with itself. None of them are expecting outsiders to raid the station. But the biggest surprise is bidding its time; Captain Blackheart is still alive.

HD 8950327 G

This is the Gas Giant where Namtar Station is hidden, cloaked in its corrosive atmosphere. The Gas Giant is owned by Drax Corporation but is listed as a "Non-Profitable" Planet in the galactic index. A ship's system will receive a warning that entering this planet's orbit is an infraction of the galactic Corporate Code of Law and will result in heavy fines and jail time at a Drex Corp penal colony. This warning is real, but the Drex Corp Systems have been hacked to not send a trespasser report to the Corporation.

NERGAL STATION

Nergal is a Black Book facility designed for research and development. The ethical and legal aspects of the work that took place here made it necessary to hide it away in a station hidden inside this volatile gas giant. The chemical make up of the gas giant allowed the facility to remain hidden but the chemicals of the gases that swirled within its atmosphere could be harnessed to generate the power levels need to run this facility and its various projects. Only a hand full of human scientists were needed, everything thing else was handled by androids - which could be deprogrammed afterward once the station was no longer in need.

Players can enter the station through the Docking Bridges attached to the top pod or module of the station. This is colored as level 1 on the map shown on page 3.

No one is paying attention to

whats going on on the outside of the station at the moment, so docking will be the easy part.

Captain Blackheart discovered this abandoned facility 5 years ago and has been using it as his hidden base. Secret stations that are fully powered are hard to come by and he couldn't pass up the opportunity. He discovered the secret lab on the lower levels 6 months after setting up shop, it took him a while to bypass the Android and security systems that restricted access to this area. He is currently the only member of the station that can enter this area and he is the only one who knows about the Cloning machine. The crew does suspect something is up because he has "almost" died several times only to bounce back without a scratch.

The pirates have been using the station for many years now and the once sleek corporate lab aesthetics of the station have been replaced by the dirt and grim of people who care little for cleanliness or the station's maintenance. The floors only remain because of the overworked scrub-bots continue to clean up after the pirates as much as they can. This station stinks of unwashed bodies, dead rats, mold, and garbage. Some hallways even carry the pungent smell of urine or other bodily fluids.

As a serious warning, if anyone gets any wounds here, seek medical attention so infection does not set in.

ENCOUNTERS

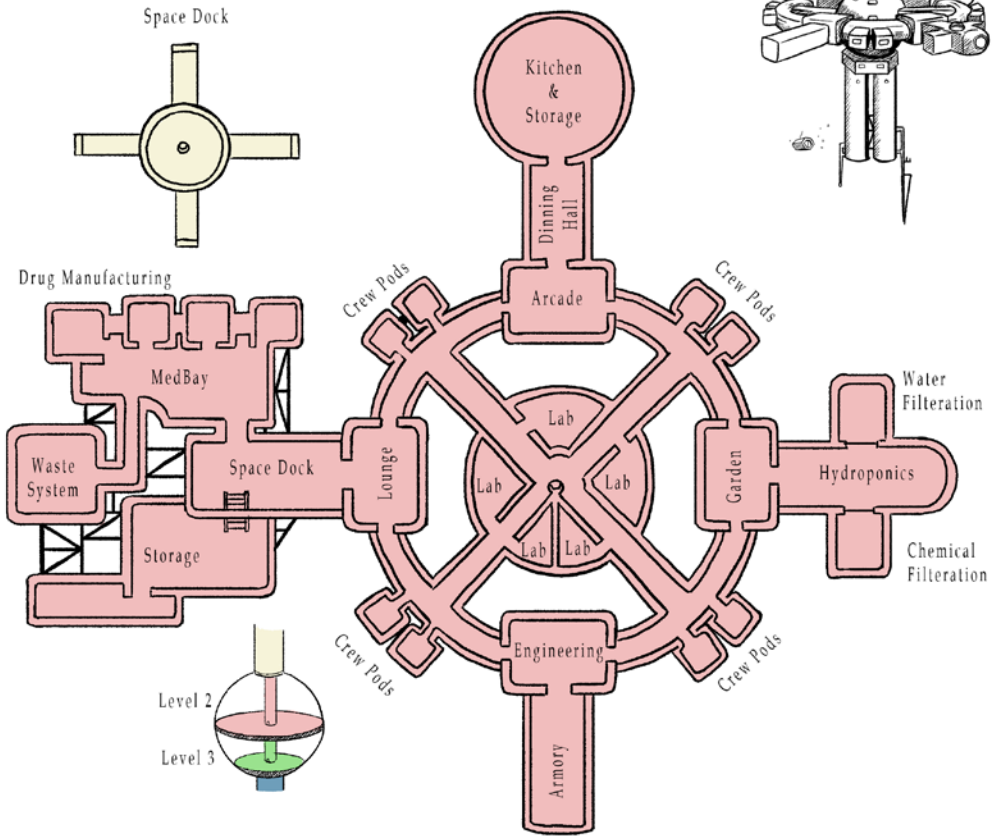
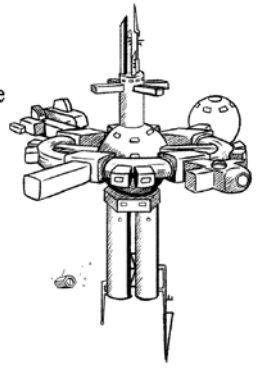
While Exploring Namtar Station the players will encounter enemies from either faction amongst the pirates as well as other strange or gross sights. After the players leave the Dock on level 1, the Warden should roll on the following random roll table to determine what they encounter in each area.

Roll 1D20 For Each Area To Determine What Is Encountered:

1. Empty Room.
2. Much abused Scrub-bot trying to clean the grimy floor.
3. Trapped with Frag Grenade.
4. The Sound of a short Gun Fight elsewhere on the station.
5. Captain Blackheart.
6. Three Drunk Pirates.
7. Trapped with Frag Grenade.
8. 5 Armed Pirates.
9. 3 Pirate Corpses.
10. Much abused Scrub-bot trying to clean the grimy floor.
11. A Pirate with a Sex Doll.
12. 2 separate barricades with a group of Pirates behind each preparing to attack each other.
13. The Sound of a short Gun Fight elsewhere on the station.
14. Captain Blackheart.
15. 5 Armed Pirates.
16. Fresh Corpse.
17. Trapped with Frag Grenade.
18. 5 Armed Pirates.
19. Empty.
20. An abused female hostage.

Nergal Station

Abandoned Research Lab / Pirate Base



Labs: Where once real scientific research was prosude, now drugs are manufactured with state of the art equipment that was abandoned by the previous occupants.

Roll 1D6 to see the name of the addictive drug each lab is cooking.

1. Starman - Euphoria Causing.
2. LightSpeed - Stimulant.
3. Bifrost - Hallucinogen.
4. Cloud Drop - Downer.
5. Rocket Hammer - Steroid.
6. Z-Float - Euphoria Causing.

Hydroponics and Garden: This is a garden of various planets from various worlds. The plants here produce food and oxygen for the station.

Roll 1D6 to see what valuable plant the team finds.

1. Dyson Orchid - 50 creds.
2. Willett's Weed - 500 creds.
3. Hoggarth's Moss - 100 creds.
4. Martain Salvia - 85 creds.
5. Quincy Root - 150 creds
6. Glam Stem - 1,000creds.

Armory: This is where the pirates store all their extra weapons and anything fun they may have found laying around.

Roll 1D10 to see what weapons you find.

1. 1 Electro-Whip. 1D10 damage per charge or D100% full charge. 10 charges. S-M range. 1 hour to re-charge from a power source.
2. 2D10 Revolvers.
3. 2D10 SMGs.
4. 1 Flame Thrower.
5. 1D6 +2 Frag Grenades.
6. 1D10 Combat Shotguns.
7. 1D6/2 Pulse Rifles.
8. 1 Smart Rifle.
9. 3d10 Vibechetes.
10. 1D6 Rigging Guns.

2D10+50 Rounds of ammo for each weapon can be found here for resupply.

Lounge: This space is oddly cramped with couches, chairs, and small tables cover in bottles and dirty cups.

Space Dock: This was an extra space dock but now has the remains of old ship sections and other pods were attached to it to create more living space that is not a part of the station's original design.

Medbay: This was once a part of a ship until it was salvaged and attached to the station. It has 6 fully functioning cryopods. The four pods that are attached to the medbay are additional drug labs similar to the one at the center of the station.

Arcade: The pirates have filled this space with stolen, repurposed arcade games surrounding a bunch of couches and chairs placed in good view of a large holoprojector.

Roll 1D10 to see what kind of games you find.

1. Pubescent Toxic Samurai Cats.
2. Space Suit Sam.
3. Galactic Fighters League.
4. Inner Worlds.
5. Xenomorph Village.
6. Super Brother's Sisters 4.
7. Legend of ElfBoy.
8. King Horse Country 5.
9. Paradise Lost V2.
10. Vampire Hunter/Ghost Killer.

Storage: Where the pirates store their ill-gotten gains before sell.

Roll 1D10 to see what kind of valuables they currently have stored.

1. 2D100 Realistic Sex Dolls.
2. 1D1000 Protein Drink Mixes.
3. 5D1000 Hero Man Pop culture Vinyl Figures.
4. 1D10 Tons of Meatfarm's Meat Products.
5. 1D10,000 Copies of The Newset Fantasy MOO's Hologame.
6. 1D1000 Random Computer Hardware Components.
7. 1D10 Tons of Iron Ore.
8. 1D10 Tones of Cobalt.
9. 50 Small Containment Cryopods with Various Guants for Corporate Reseach.
10. 1D100 Of Pure Uranium Sealed in Protective Containers.

THE VENDING MACHINE

In one corner of the dinning hall is an old vending machine covered in graffiti. Even though the machine is plugged into the wall it is in need of repair to function properly. Paying for a drink and pushing one of the buttons results in nothing. Even after being repaired, the buttons seem to drop a random bottle instead of the beverage indicated on the button.

If tinkered with, given a nice hard smack or otherwise interacted with the machine will causes a bottle to be dispensed.

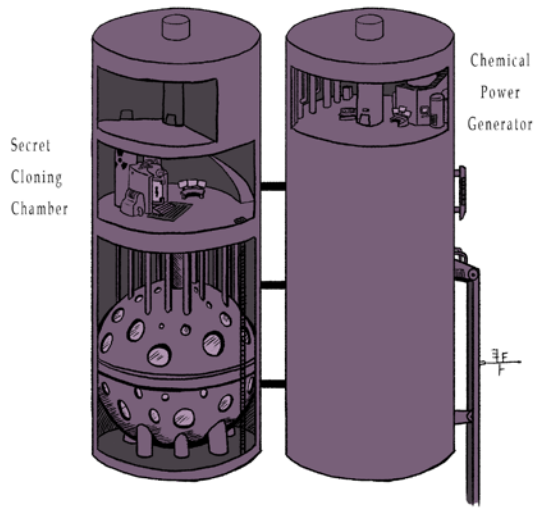
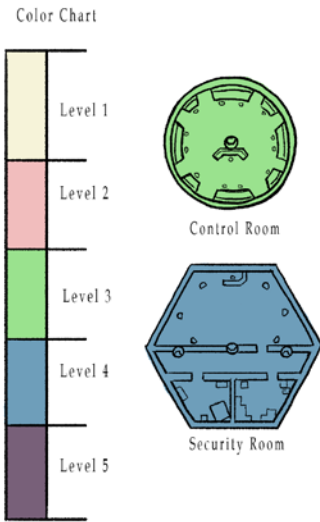
The device only has 1D10+2 drinks left inside. When a bottle drops, roll D20 on the table below to see which beverage drops down into the receptacle.

1. Roll again, but the drink you get this time has gone bad and will cause blindness. Body saves, disadvantage. If failed, blindness is permanent.

2. **Astro Coke** - Decrease stress by 1D10/2.
3. **Vodkolar** - Decrease stress by 20, -20% to Sanity and Intelligence for 1 hour.
4. **Caffinary** - Decrease stress by 5. +10% to sanity for 1 hour.
5. **Blackmoon** - Causes a strange euphoria that numbs all six senses for 4D10x2 minutes. Disadvantage on all checks; reduces stress to 1. *Addictive*.
6. **Cosmo Pop** - Causes vivid hallucinations. Make Body Check. If successful, lose 1D10 stress. If failed, gain 1D10 stress and make a panic check as the vivid hallucinations turn horrific.
7. **Grape Gravity** - Represses appetite and gain +10% to Body for 1 hour. *Addictive*.
8. **Black Cherry Cosmo** - Very refreshing. -2 stress.
9. **Star Bang** - Heals 1D10 damage. -2 stress, and remove one phobia.
10. **Fast Lite Year** - Decrease stress by 5. Gains advantage on panic checks and initiatives for the next hour. Afterward, treat all initiative rolls as critically failed for the next 2 hours. *Addictive*.
11. **Kuiper Bourbon** - +30% to combat for the next 1D10 x 6 minutes, but permanently loses 1D10+2 sanity. *Addictive*.



12. **Pina Cluster** - Decrease stress by 1D10x2, to a minimum of 1.
13. **Sparkling Aurora** - Gains +1D10 to Fear.
14. **Satelatte** - Decrease stress by 10. +10% to sanity and Speed for 1 hour.
15. **Meteor Blitz** - +20% combat and body for 1D10x3 minutes. Afterward, they must make a panic check.
16. **Velvet Radiation** - Decrease stress by 10. For the next 24 hours, a disadvantage on the next Panic Check.
17. **Solar Sour** - Decrease stress by 2. regain 1D10 health.
18. **Red Shift** - +20% to fear saves, +10% to combat, and Speed. Lasts 30 minutes. Afterward, gain +3 stress and are at a -20% to intelligence for 1 hour. *Addictive*.
19. **Polyakov Fizz** - Does not make Panic Checks for the next 1D10 days. Afterward, they gain 1D10/2+1 stress. *Addictive*.
20. **Pluto Sunset** - Permanently gains 1D10 Sanity but also lose 1D10 to Speed permanently. *Addictive*.



Control Room:

This is the lower section of the Central sphere pod that connects to the main ring of the station. It can only be accessed by Lift with the use of an access key.

The Lift door has been locked shut by Cenk Atalar. He has been hiding in here ever since Billy put a bullet in the Captain's brainpan. While everyone was tossing the corpse out an airlock, Cenk had taken the only access key and locked himself inside. He is hiding here with a small number of supplies, watching the security monitors, and waiting for the power struggle to calm down before he leaves the room.

Occasionally he'll go down to the security room when he feels lonely and speaks to 4V. Though he never stays long. Her blank stare always leaves him feeling unsettled.

During the scenario, he will be watching what the players do. If he had to choose, he would instead leave the station peacefully and free than fight anyone to the death.

Power Generator:

The station had many experiments going hidden here out of sight of oversight groups and government scrutiny. One of these devices was the experimental power generating device that powers everything on board. This prototype was left behind when the corporate scientists abandoned the station.

The power generator is uniquely suited to the atmosphere of the Gas Giant, HD 8950327 G. The system is designed to collect and process the chemicals in the atmosphere and convert them into energy. As long as that machine remains in this planet's atmosphere and is functional, it will continue to generate power.

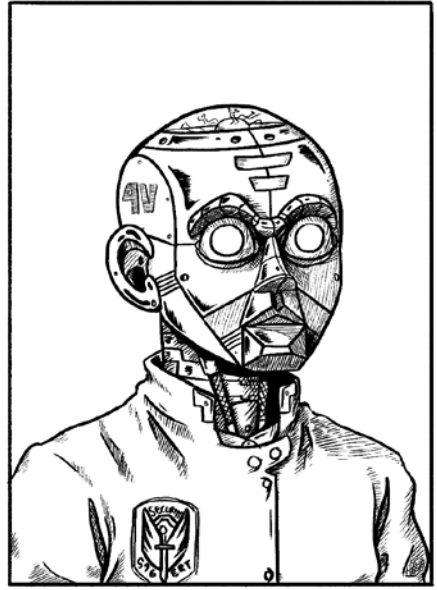
When Captain Blackheart first discovered this station, the generator was the highest prize. The cosmos is full of abandoned structures and derelict ships, but to found a hidden station with a fully functional power system was worth a fortune by itself.

SECURITY ROOM

To access this pod, you will need the access key. This pod is brightly lit and clean. The scrub-bots continue to clean the floors here to the same capacity that they did when they were first installed on the station. This pod is split into two sections. The lift opens up into the first section which is a large empty space with a waisthigh security desk directly across from the lift. Stationed here is a child-like Android in an old security uniform with a girl-child aesthetic to its features. She greets you in an emotionless tone. To either side of this desk are four security poles, each designed to track security threats and deploy lasers to deal with those threats accordingly. Two drones fly above to either side of the android, each tracking the lift occupants as they exit.

4V will not allow anyone to enter the next room. However, she will not initiate any combat protocols, preferring to leave it to the two drones and 4 security poles. Only when it seems the threat has the advantage that she will take further action. If no one tries to enter the next room she will be helpful up to a point. She knows very little outside this room.

The other half of this pod can be accessed by a secure blast door, 4V can give anyone with clearance access to this room. Having the lift access key does not give you clearance. The next room is empty and leads to two lifts. One lift, which leads down to the secret lab is hidden by a holographic projector system. The other lift leads to the control room for the station's power generator.



4V- Android

A security Android reprogrammed by Captain Blackheart to give himself full clearance. When he found her, she was deactivated along with all the other security features of this level.

She has been ordered by her friend, the Captain, to stop anyone from finding his secret.

COMBAT: 60%

- Smart Rifle: 1Dx10 damage.

Armor Piercing: -10 vs. Armor Save.

- Eye Laser: D100% damage.

SPEED: 40%

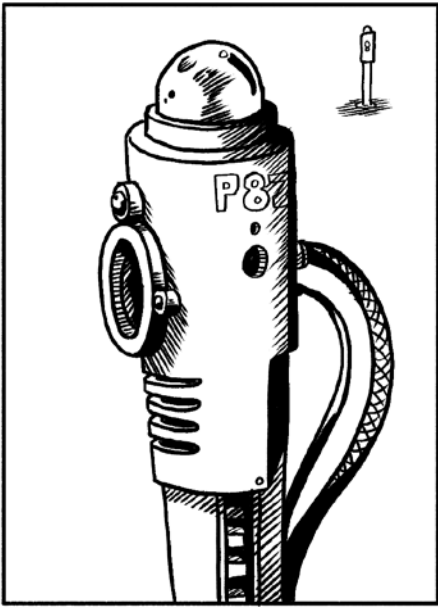
INSTINCT: 50%

HITS: 5 (25)

SPECIAL ABILITIES:

- Lasers - Takes 1 round to recharge between shots.

- Smart Rifle - Smart-link system: +10 Combat while Connected to Android.



Security Poles

Security Drones built into the floor. Each with a swivel Eye/laser. Under strict security protocols and 4V's direct command.

COMBAT: 50%

- Laser: D100% damage.

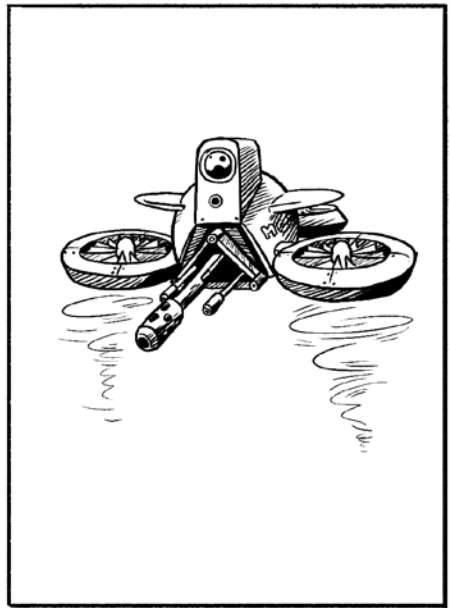
SPEED: 0%

INSTINCT: 30%

HITS: 3 (15)

SPECIAL ABILITIES:

- Lasers - This drones laser have a constant feed of power from the generators on the station and as such ignore the "Takes 1 round to recharge between shots" that handled lasers suffer from.



Security Drones

Flying security Drones with built in MSG under strict security protocols and 4V's direct command.

COMBAT: 45%

- SMG Forward Gun: 4D10 damage. Fully Automatic.

- Back up Laser Cutter: D100% damage.

SPEED: 80%

INSTINCT: 40%

HITS: 2 (10)

SPECIAL ABILITIES:

- Lasers - If out of rounds for the SMG the drone will switch to its lasers. Takes 1 round to recharge between shots.

- SMG - 10[50] rounds per drone. Reload takes 10 minutes, must connect to specialized pots in ceiling. 1-6 chance reload ports don't have any remaining ammo left.



THE SECRET CLONING MACHINE

This is a black book project designed for the military. The project was designed to take the military's best soldiers and initiate them into Project Phoenix. If these soldiers die on the battlefield, Project Phoenix will receive a signal from an implanted device and take a sample of the Soldier out of cold storage and insert it into the cloning device. 30 minutes later, that soldier will be back on their feet and ready for combat again. This cloning process is an accelerated cloning process. The normal cloning process takes lots of time and results in a full-grown baby human. The cloned human is still bounded by its genetics and will grow and mature at a lower rate. Project Phoenix uses a different process. There were even plans for gene splicing to be incorporated into the process to improve the soldiers every time that the soldier died. However, the project was never successful. The Cloning process was successful in cloning the test subjects, but the scientist discovered that every time the soldier was cloned, each additional clone showed signs of deterioration and genetic mutations in the soldier's DNA. At first, these results didn't manifest in the test subjects, but the more the process

was used, the more degraded the DNA sample became and the more those genetic degradations surfaced in such a way to create a visual change in the subject's organic and mental makeup. The system is automated. If a subject has an active Project Phoenix Life sensor implanted, and the cloning machine has access to the required power levels, then it will continue to clone dead subjects and take new samples.

Blackheart has now used the cloning machine 4 times and the side effects of the cloning process are starting to show. If he continues to use the machine, then those diminishing returns will begin to change him in unbelievable ways.

Captain Blackheart will probably be killed throughout the scenario by both the pirates and by the players. Each time he will return in a new cloned body, each new one making him more grotesque and more deadly over time. This won't stop until either the Power Generator is turned off or the cloning machine is shut down or destroyed, or if the whole station is destroyed.

HAZARDS OF CLONING

The cloning machine is an experimental device designed to clone fallen soldiers faster than the normal cloning process. But this experiment ended in disaster because of unforeseen side effects.

Cloning: Diminishing Returns Mutations. Roll on the table after cloning a subject more than three times.

Roll **3D20**, adding stress to roll.

3. Loss sense of smell.
4. Diminished sight.
5. Loss of hearing.
6. Internal organs are flipped, right to the left.
7. Tail nub.
8. Webbed Feet.
9. Loss of skin, hair, and eye pigment.
10. Loss of teeth.
11. Mouth crowded with extra teeth.
12. Fused neck vertebrae.
13. Boils and Sores.
14. Bent back/ Hump.
15. Webbed hands.
16. No Nose, just nostrils.
17. One eye.
18. Fused pinky and ring fingers.
19. Cleft palate.
20. Hairless.
21. Large ears.
22. Extra eye (having more than two eyes).
23. Clubfoot.
24. Polymedia: Extra useless small limb.
25. Cleft Hands.
26. Split Foot Malformation.
27. An extra mouth on the body somewhere. Roll on hit location table.
28. Epidermolytic Ichthyosis. Red, Blistered, raw-looking skin that is thick in places covers the body. Easily injured and get inflamed often.
29. Erythropoietic Protoporphyrria: Light sensitive skin. Direct light can cause damage.
30. Blau Syndrome: scaly rash on limbs that form hard bumps.
31. Ichthyosis Vulgaris: Alligator skin.
32. Elongated Limbs.
33. Excessive hair growth.
34. Mute.
35. No pain receptors.
36. Gills.
37. Full tail.
38. Premature Aging.
39. Acidic projectile vomit.
40. Light Sensitive eyes.
41. Ultrasound Sight.
42. See the Ultraviolet light spectrum.
43. Brittle bones.
44. Schizophrenia.
45. Dementia.
46. Narcolepsy.
47. Insomnia.
48. Translucent skin.
49. Short Legs.
50. Short arms.
51. Enlarged eyes.
52. Erratic bone growths.
53. Crab hands.
54. Foul stench.
55. Requires a particular substance to live: blood, bone marrow, Lactic Acid, etc.
56. Unhinged, extended jaw.
57. Bone ridges on the skull.
58. Over produce mucus from glands in the body. Slimy.
59. Fang-like teeth.
60. Mindless, running on animal instincts.
61. Elongated Skull.
62. Diseased, contagious.

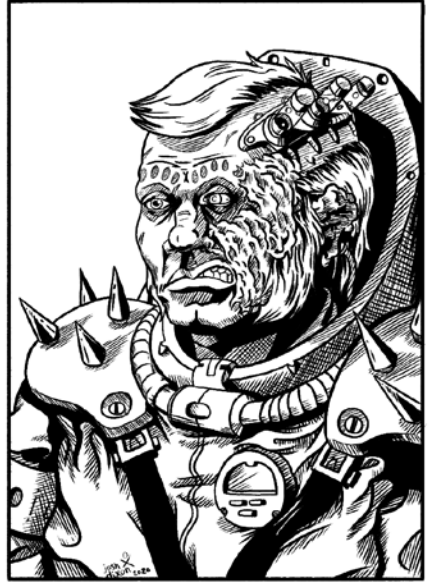
THE PIRATES



Mustang Sally

Female space pirate and Captain Blackheart's ex on again and off again Girlfriend. If asked if she loved the man, she would laugh in your face. She found the captain fun and enteratining at times, but she is no greiving girlfriend or widow.

She was working as an organ smuggler when she first met Captain Blackheart. He offered a place to hide out while between runs and after a while she began to help him in his acts of piracy. Stealing goods from under the nose of the Corporate law is a rush that can never be replicated by ay drug and is something she very much is addicted to. Even the current situation, with fighting a hallway by hallway battle for power between Billy and herself is giving her that rush she craves. But that rush will be short-lived since It can not continue forever and will get boring after a while.



Billy Blood

Cyborg space Pirate, Junky, and Wanted Murderer in ten sectors. An angry, bloodthirsty, power-hungry monster who killed Captain Blackheart to find out what the Captain was hiding and to take over. He might be a rash drug addict filled with hate, but he is not an idiot. He knew what he was doing and had been biding his time until the mood on the station was just right. He knew he needed the crew's backing to try and take control. Now he has to force Mustang to accept his command or kill her. He can always find other scum to replace those he kills; the universe is full of them.

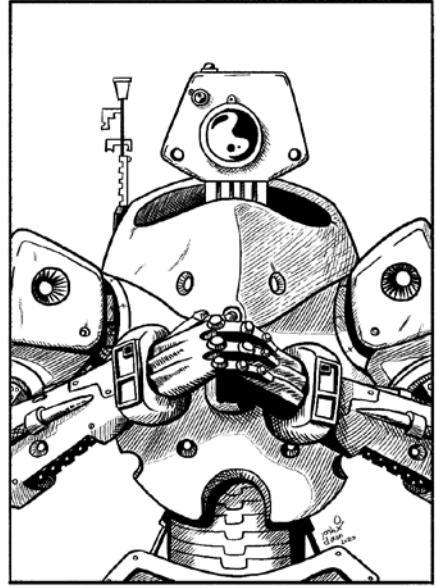
He would rather not have to kill Sally. He sees her as a status symbol befitting a Captain and wouldn't mind playing with her in ways that he is sure Captain Blackheart never did.



Cenk Atalar

Male space pirate. Cenk use to be a mild manner space trucker who was framed for murder back on Gestalt Station. No one looks for other suspects when they find a dead hooker in your hotel room. He's been on the run ever since and has taken up with pirates. Its been ten years since that day and ever since he has only become more and more depressed. Daisy Chains seems to be the only thing that helps push the darkness away, though now he fears he might be addicted, but can't go on without that pick up that Daisy Chains gives him. He is a little worried that he might be using too much. He keeps seeing ghosts.

He has taken no sides in the current situation amongst those vying for the dead Captains position. He rather wait it out and join or escape who ever wins out in the end.



Crusher - Android

A Combat Android that lost its "Do Not Kill humans" Protocols in a strange and unusual accident on a space colony. Crusher was a Combat Android built to entertain guests and residence on the mining colony by fighting in the robot gladiatorial games. After the Accident at the colony, the colony was Cleansed by the Corporate overlords, but Crusher escaped and might be the only witness of what happened at that colony.

It doesn't think much of most humans but owes a lot to Mustang Sally. He will defend her, even if it means killing everyone around them with his dead cold metal hands. He would go and kill Billy right now if he was assured that nothing bad would happen to Sally while he was gone.

THE FACTIONS

Since the Death of Captain Blackheart, the station's Pirates have broken up into two factions, each vying for power.

This is currently day 3 of the conflict and since Billy killed Captain Blackheart.

Faction 1:

This faction is lead by Billy Blood, the Cyborg Pirate who killed Captain Blackheart in front of the crew. The pirates who have joined him are a bloodthirsty lot and the pirate's who follow him who are not born murderers are too afraid of the crazed doped Cyborg to stand against him.

Billy's Pirates have taken over and control the central labs, engineering, the armory, and the garden/Hydroponics. These pirates will most likely be the first group the players encounter. Billy commands from the Armory for the most part unless he is out there killing the traitors who sided with Sally.

Faction 2:

This faction is backing Mustang Sally as the new Captain. Any Pirate that is brave enough or afraid of what it could mean for someone like Billy blood to be Captain has backed Sally's calm. Most Pirates hated Billy, to begin with, only Captain Blackheart was really able to force some control on the deranged psychopath. Now that Blackheart is dead they all want to see Billy set to drift in space somewhere for a slow painful death. Some think that this

plan is too merciful and wants to jetson him towards the closest star. They control The Dining Hall, The Kitchen, Storage, Medbay. the Arcade and the Lounge. Sally is often in the Dining hall organizing her crew.

Any territory in the ring is contested grounds. Battles breaking out here every so often.

Pirate Stats 1

COMBAT: 35%

- Shot Gun: 2D10 damage. 4 rds.

- Vibechete: 2D10 damage.

SPEED: 20%

INSTINCT: 30%

HITS: 1 (5)

Pirate 2

COMBAT: 40%

- Revolver: 3D10 damage. 8 rds.

- Vibechete: 2D10 damage.

SPEED: 30%

INSTINCT: 40%

HITS: 2 (10)

Pirate 3

COMBAT: 55%

- SMG: 4D10 damage. 1[5] rds.

- Vibechete: 2D10 damage.

SPEED: 40%

INSTINCT: 50%

HITS: 3 (15)

THE MANY FACES OF



CAPTAIN BLACKHEART

Captain Herbert “Blackheart” Webber was murdered by Billy Blood a few days ago. This is the fourth time that Captain Blackheart has died and it is only because of the cloning machine that he is still around. After he figured out what the secret equipment in the hidden lab was for, he implanted the Cloning Machine’s responder at the base of his neck where it could monitor his vitals and make an accurate copy of his memories. He has been slowly working the two factions against each other. Cenk has seen him a few times, but the pirate is so often sedated or hallucinating that Captain Blackheart has been able to move between his hiding place and the rest of the station. He is trying to find out if Sally was part of the mutiny that led to his latest death. If worse comes to worst he might just cut the power to the upper levels of the station and let them all suffocate to death. He can always get a new crew together. He is well known enough that recruitment shouldn’t be a problem, plus no one will figure out his secret.

COMBAT: 50%

SPEED: 40%

INSTINCT: 60%

HITS: 3 (15)

SPECIAL ABILITIES:

- Clone Rebirth: When he dies he will be re-cloned in the next hour by the cloning Machine in the secret lab.
- Clone Mutations: As he becomes more and more mutated, the warden should roll on the Mutation Table and add any appropriate special abilities or attacks from below or make up their own.

Additional Attacks/ Abilities:

Claws: 2D10 Damage.

Acid Blood: 1D100% Acid Damage. AOF

Acid Spit: 1D100% Acid Damage.

Diseased Explosive Tumors on Body:

Armor Flesh: Damage Reduced by half.

Crush: 2D10 damage.

Bite: 1D10 damage.

THE LOST POD

Floating outside the station is an abandoned Pod or Module that was once part of the station. Its been out here for longer than the pirates have been using the station and only recently has floated back within the orbit of the station. Even Captain Blackheart doesn't know that this pod exists or what's inside. It is a completely undiscovered surprise that the players can explore, either before they enter the station or investigate after they leave the station.

The Warden can either roll on the table below to see what kind of Station module this pod is or use to be. Or they can make up their own. This pod is here so that the Warden can add their own brand of fun and their own interests into the scenario.

Roll 1D6 to see what kind of pod the players find floating around.

1. It's not a pod, but an experimental ship designed to bend space and time to arrive at any point in space in an instant. A couple of old corpses are floating in here, each with a horrific look frozen on their dead faces. Why did someone leave this behind?
2. General research lab.
3. Large Airlock with Experimental Vac-suits.
4. Extra life Support Module.
5. Living Quarters. Thick Blue-green slim all over ever surface. A deadly Xeno experiment and research that got out of hand.
6. Zero-G gym. Now you can really work out in Zero-Gs.

