

THE HEART OF TIBERIUS



FOR USE WITH THE
MOTHERSHIP®
SCI-FI HORROR RPG

1E

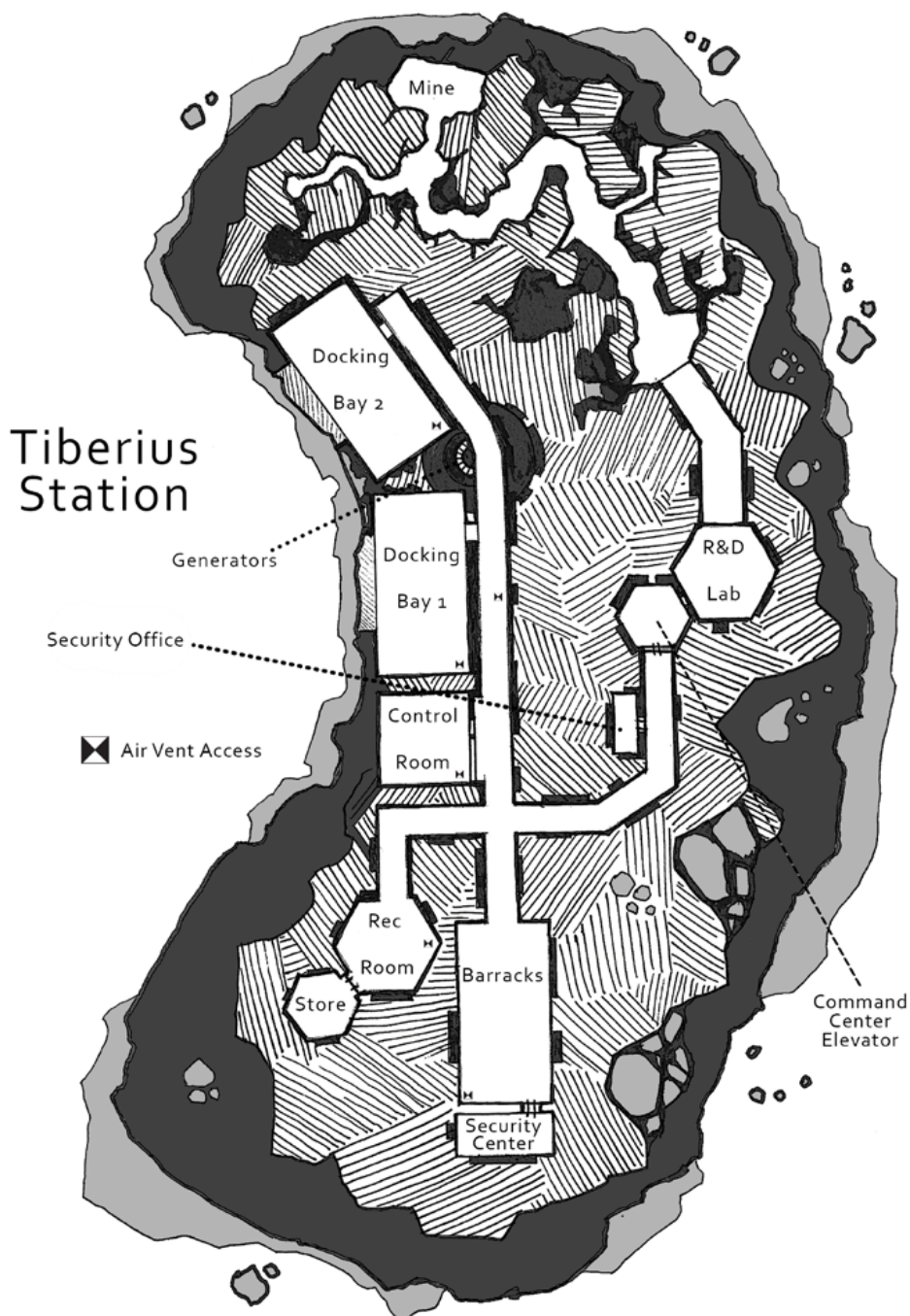
Dean Spencer



CALTARI INDUSTRIES

**LEADING HUMANITY
INTO THE FUTURE!**

TIBERIUS STATION MAP



CREDITS

DEVELOPMENT & ART DIRECTION

Jason Duff

WRITING

Jason Duff, Cody Leigh, and Brandon Williams

EDITING & PROOFREADING

Cody Leigh and Jennifer Ward-Ito

GRAPHIC DESIGN & LAYOUT

Jason Duff and Anja Svare

ART DIRECTION

Jason Duff

FRONT COVER ART

Dean Spencer

INTERIOR & BACK COVER ART

Stanislav Dikolenko

TIBERIUS STATION MAP

Brandon Williams

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EARL OF FIFE GAMES



info@fifegames.com | www.fifegames.com

Discord: <https://discord.gg/Tk5C3J9>

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INTRODUCTION

WHERE

The company Caltari Industries is an independently-funded private corporation. However, in a recent effort to “expand R&D capabilities”, they’ve been looking for outside sponsors. Their efforts are concentrated on the excavation of the Tiberius Asteroid. Tiberius is a small moon, bean-shaped and surmised to have been part of a planet that was destroyed eons ago by a supernova. The Dybel Nebula, in which Tiberius resides, moves in vaporious swirls around the asteroid. A lovely view for those entering the system.

The Caltari space station, called Tiberius Station for simplicity’s sake, was built upon the asteroid seven years ago after prospectors discovered large quantities of diamond on the asteroid’s outer crust. Depth scanners suggested a “high probability” of precious minerals closer to the asteroid’s center. However, this data seems to have proven faulty. In spite of generous funding and meticulous planning, Caltari Industries is on the verge of collapse after their investment into Tiberius. Minimal resources were discovered in their endeavor and projections on any future recoveries became inconclusive. It appeared that Caldari Industries would be declaring bankruptcy after their failed investment.



Caltari Industries
Leading Humanity Into the Future

Facing a full delisting from the Galactic Stock Exchange, Caldari Industries produced a miracle. The staff of Tiberius station reported a discovery of immense value. The greater galaxy was not informed of the discovery, with only the Caltari executives saying that Tiberius would “change reality as we know it.” This, of course, propelled their stock prices into orbit. Their competitors demanded to know what has been found for the sake of fair play. Caltari refuses to cooperate with any trade commissions or any inquiries from the governing bodies they are supposed to answer to.

WHY

A corporate investigator appointed by the regional government has been sent to resolve the issue. This government official has been vested with the power to make a determination on if Caltari’s refusal to release this information is protected under corporate laws, or if they are purposefully manipulating the magnitude of their discovery to unlawfully avoid delisting.

As resistance is expected, a security detail will be included. Independent contractors have been contacted. The corporate investigator is required to evaluate the value of the discovery for his report by using the expertise of biologists, engineers, and so on. An additional inquiry also requested an Alienologist.

No contracts are being made with the investigator unless the signee agrees to an NDA, with a very, VERY strict verbiage on the potential for a criminal trial if it is breached.

PREPARING THE TEAM

WHO

The Heart of Tiberius module runs best with a team that includes specialties with computers, hacking, and mechanical repair. More can be understood with discoveries on Tiberius Station with PCs who are educated in **Ecology**, **Field Medicine** and/or **Pathology**. Some individuals with combat experience will be invaluable. Any group of PCs should be able to complete the module, although some will face greater challenges.

The Warden may elect to include Contractors with the players to fill in any gaps in their specialties. There are a few ways to implement this:

Contractors should not be overly capable and should have most, if not all of their abilities revolve around their chosen field. This will also provide additional roleplay opportunities as some of the Contractors may become infected, frightened, or selfish as a result of the horrific situation on Tiberius Station.

SUPPORT OPTIONS

OPTION A

SHIPBOARD SUPPORT

Contractors that come with the team will stay onboard the passenger shuttle, and speak with the PCs over localized comms to analyze information, offer opinions and provide expertise.

OPTION B

COMING WITH THE TEAM

Contractors will travel with the team and endure the difficulties of Tiberius.



BRIEFING

PRESENTATION

The PCs depart from the main corporate ship, the *CS Galaxia*, onboard a passenger shuttle. The dropship includes the PCs, the corporate investigator, and whatever additional specialist Contractors that The Warden wishes to include.

A holo is placed on the floor by the corporate investigator, Reynald Burns, who is traveling with the PCs down to Tiberius. The holo opens up into a briefing by a local government official, Sector Chief Hanson.

Hanson explains the information from the introduction section to the PCs in summary. He will state that their background checks and NDAs have all come back with approval. The PCs' team will have a week to collect a full report regarding Caltari's discovery, in addition to discovering if there has been any foul play by the corporation. The *CS Galaxia* has another mission in the area and will return in one week local time to pick up the investigator and his team. In case of emergency, the *Galaxia* can be contacted on the SOS frequency and will attempt to return as soon as possible.

The Sector Chief informs the PCs that Caltari personnel are expected to cooperate based on discussions with their CEO. Given that the PCs are armed, however, Hanson says everyone should be prepared for resistance. While there will likely not be overt violence, as this is a government-sanctioned team, Caltari personnel may hinder the investigation with subterfuge. The corporate investigator and security team must act within the law, but may use their discretion with any suspected sabotage.

CONTRACT

Each member of the team will be paid **5kcr** each upon completion of the contract. Any breach of contract or failures to achieve the outlined goals will result in termination of the contract and potential litigation against the offending personnel depending on the magnitude of their offense.

Hanson wishes the team good luck before his holo-image disappears.

PCs have some time to get to know one another, establish rapport with Contractors and prepare for the mission ahead.



ARRIVAL

WELCOME

Not long after the briefing, the comms console in the cockpit begins to flash. An incoming hail is on the line from Tiberius Station. Burns puts it through.

The hail is from the landing AI. It welcomes the PCs to Tiberius Station and confirms that Docking Bay 2 has been cleared for landing.

"Please observe all landing and security protocols upon arrival. Thank you."

Tiberius Station comes into view. It is a beautiful station, the construction on the asteroid facing directly towards the sector star. Blue light from the structure mingles with the nebulous space and stars to create an eerie, yet whimsical view. The flashing red of the docking bay door catches attention as the pilot takes the shuttle closer...

...right as a mess of debris jettisons directly towards the shuttle!

DEBRIS FIELD

The pilot must make a **Speed Stat Check** (*Piloting skill applies*) with **disadvantage** due to the surprise. Success allows the pilot to avoid most of the damage, although a well-placed chunk of metal finds its way through the viewport and into the skull of the corporate investigator, killing him instantly. If the pilot succeeds, the PCs suffer **1d5** damage. Failure requires the PCs to suffer **1d10** damage instead.

Either way, the ship must land to escape the debris field cluttering up the space directly in front of the station bays. After pulling off the landing (or skidding mercifully into Docking Bay 2 on a failure), the PCs can assess the damage suffered. The investigator is dead, and Contractors (or PCs) may be injured. The docking bay door closes immediately after the emergency landing. The outer doors currently venting to space seal shut after the ship lands.

Any attempts to hail the rescue ship are met with static. No check is necessary to determine the cause: the comms array on the shuttle has been damaged. The PCs will need to make repairs to it if they wish to hail the ship. And they don't have all of those parts on hand. They'll need to get them from the station.



DOCKING BAY 2

DAMAGED BAY

Docking Bay 2 is a mess; flickering lights and broken pipes accent a room in disrepair. The damage does not seem solely from the forced landing. Equipment is strewn all over the floor, and EV suits are torn and shredded in the open. Red lights flash above the exit door in the upper right corner of the room. An alert is in progress. The PA system blares every ten minutes on a loop.

***"Attention all personnel:
Quarantine Procedures are still
in effect. Please maintain social
distancing protocols"***

An open autodoor at the far side of the room to the left reveals an empty bathroom. To the south are the closed Docking Bay doors.

ASSESSMENT

The PCs can review the shredded clothes and Hazard Suits by making an **Intellect Stat Check** (*Industrial Equipment Skill applies*). On a success, they determine that this destruction was intentional: these were not ruined by maintenance accidents, but by someone who intended to make them unusable. Failure makes it unclear how these items were damaged. It may have happened during their shuttle landing.

PCs can search the tools on the floor. Many of them are in disrepair but they can find a few mundane tools, a working power drill, and a working power saw. Each of the power tools can be used once before their charge is empty. They can be recharged with battery packs, or by siphoning from an external power source at The Warden's discretion. Plugging them into a power source requires an **Intellect Stat Check** (*Industrial*

Equipment, Mechanical Repair, or Jurying Rigging skills apply). Success fully charges them for four uses, but powers down the external source. Failure will give the PC a full charge instead (suffer **d10(-)** damage).

PCs can investigate the hangar as a whole to assess the disrepair. Make an **Intellect Stat Check**. On a success, the PC determines that all of this disrepair and clutter was caused right around the same time. There was a frenzy of activity where someone seemed to have been looking for tools, equipment and other items. Most of the items that are missing are sharp edged tools. There are no shears, laser cutters, wire cutters, knives, or otherwise throughout the whole hangar.

COMMS

PCs can attempt to use the station comms console in the hangar. It sits on the wall next to the Docking Bay 2 exit door. It is in working order, but any attempt to contact the Command Center in the station is met with static. Contact outside of the station is also impossible from this terminal; it is tied only into the station-wide net. The PCs can provide their information to be included on the list of known users, which will reveal a short list of other names on the screen. There is a prefix before the names that look like hierarchy or chain of command ranks. One PC may attempt to identify them with an **Intellect Stat Check** (*Military Training, or Command Skills apply*). Success reveals that they are the prefixes for the Engineering department. There are four names on the list: A. Martinez, H. Hubek, J. Lomar, C. DeVille. Hubek appears to be the Bay Master for Bay 2 and has several text logs that general staff can see. Three of them have to do with routine maintenance protocols. One of them discusses the quarantine. See the sidebar on Page 8 for more info.

REPORT #227:

QUARANTINE

RECEIVED CALL ON LOCAL NET AT 0927 THIS MORNING. QUARANTINE IN PROGRESS. GREAT. THERE IS SUPPOSED TO BE A SHIFT CHANGE IN THREE MINUTES. ME AND LOMAR ARE STUCK HERE. ALL DUTIES COMPLETE AND WE DON'T GET TO SLEEP. MORE CALTARI BULLSHIT.

UPDATE: 0947 WE HEARD SCREAMING FROM OUTSIDE. SOUNDED LIKE DEVILLE. SAID FUCK THE QUARANTINE. BAD IDEA. REAL BAD IDEA. LOMAR IS DEAD. THOSE THINGS ARE RUNNING AROUND. I DON'T PLAN ON DYING. GOING TO TURN THIS PLACE UPSIDE DOWN FOR TOOLS. DON'T KNOW WHAT THEY ARE, BUT LOMAR HIT ONE WITH A LASER CUTTER. DROPPED IT LIKE A BAG OF CEMENTINE. HE GOT CAUGHT IN A RUSH THOUGH. MY NAILGUN MIGHT AS WELL HAVE BEEN SQUIRTING PISS. WHATEVER THESE NASTY FUCKS ARE, THEY'RE TOUGH. TOUGHER THAN NAILS, APPARENTLY. DOCKING BAY DOORS WON'T OPEN. GOTTA GET TO THE COMMAND CENTER. GOING TO FIND SOME SHARP THINGS AND START CRAWLING IN THE VENTS. SEE WHERE THAT GETS ME.

IF YOU LAND HERE AND READ THIS? JUST LEAVE, MAN.

A WAY OUT?

The Docking Bay doors cannot be opened from this console due to the quarantine. How they opened to begin with remains a mystery.



-- Vent Symbol

PCs can make their way out through the vents. This can be learned from reading Report #227 on the local terminal. The Warden can ensure to describe an open vent in the ceiling when describing the docking bay.

They may also use any laser tool to melt the door locks and pull them open. Narratively this takes quite a bit of time. If this happens have a **Secbot (Page 20)** show up to enforce the quarantine. They will need to destroy it to get by.

VENTS

The vents can be navigated to various parts of the station: Docking Bay 1 and 2, the Control Room, Rec Room, Barracks, and the main hall. There is no real way to intelligently navigate the vents, so the Warden should describe the general direction based on the Heart of Tiberius map.

Every time they pass from one area to the next, they should make a **Strength Stat Check (Athletics skill applies)** in order not to fall through open and damaged vent covers. They can also look into these areas to see where they are.

These vents are marked with a vent symbol on the map. However, the vent could be anywhere in the room as the Warden desires. The symbol only indicates there is at least one connected vent in that room/area.

After this point, any time the vents are used for transportation around the station, roll 1d10. On a 1, they run into an **Infected (Page 14)** and the person in front must fight for their life. All physical-based Skill Checks are made with disadvantage due to the cramped quarters.

For a more challenging scenerio, the Warden may change the likelihood to a 1 or 2 instead.

CONTROL ROOM

FIRST CONTACT

Green fluorescent glow beckons attention to the blood stained floors outside the Control Room. The open auto door is bent inward. Inside is a flickering console, a pair of desks, and a pool of blood surrounding a headless corpse. If the PCs investigate the room, they must make a **Fear Save** due to the grisly sight of the body.

Any PCs that pass their **Fear Save** can investigate the headless body. They will find an ID card for *Hubek, Harold* along with a few knives, a makeshift long-handled blade and a revolver. The revolver is empty, one spent shell casing on the floor.

The desks in the room are ajar and off center from the walls they were pushed against. The PCs can search through them. Inside they'll find standard office supplies, some requisition forms for cargo and repair, and an inventory list. An **Intellect Stat Check** (*Piloting, or Mechanical Repair Skills applicable*) can be used to review the inventory to determine that there should be spare shuttle parts in the Docking Bays. If they searched Docking Bay 2, the PCs will know that the spare parts are not where they should be.

VIDEO

The console in the Control Room is locked out to everyone but leadership personnel. The PCs can use Hubek's ID card to gain access. If they do so, they will see that many areas have been locked down throughout the Station due to the quarantine protocols.

They also notice that station comms and security controls have been rerouted to the Command Center, requiring that any and all actions take place from the Command Center consoles directly. They also find a video-recording of Hubek's final moments. Compared to his ID, the man on the screen

looks extremely weathered, beaten and broken. Guttural screams come from the auto door behind him as he speaks.

As the door dents in, Hubek takes a final look back before cocking the hammer on the revolver. The video goes dark.

The Control Room can be used to unlock access to Docking Bay 1, although the door will not open while it is welded. Hubek can be stripped of any of his equipment. An empty revolver, a pair of knives (treat as scalpels if used as weapons) and a Vibechete can be taken if desired. There is little else to do in this room.

HUBEK FAREWELL LOG

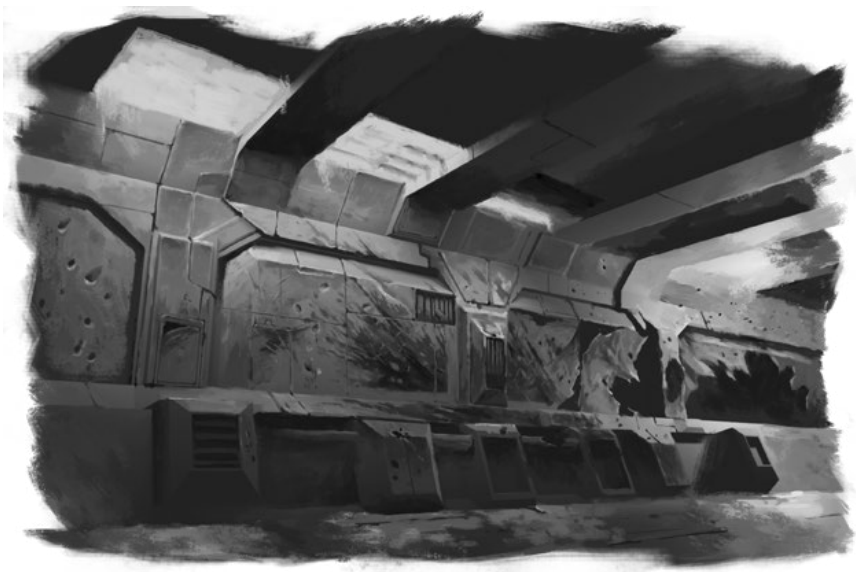
DESCRIPTION

WELL, FUCK. I WANTED TO GET OUTTA THIS SHITHEAP COMPANY AFTER THIS POSTING. TRY TO FIND SOMETHING BETTER. I'M NOT GONNA GET THAT CHANCE. (HUBEK TURNS TO LOOK AT A LOUD BANGING ON THE DOOR BEHIND HIM).

MET MARTINEZ IN DOCKING BAY 1. HE'S A GODDAMN HERO AS FAR AS I'M CONCERNED. NOTHING IS GETTING OFF THIS ROCK NOW. NOT AFTER WHAT HE SET OFF, GOD BLESS HIS SOUL. (BANGING CONTINUES)

I DUNNO WHY I'M LEAVING THIS. IF ANYONE COMES HERE, I GUESS, BUT YOU'LL PROBABLY BE JOINING ME. (LOUD BANGING CONTINUES AGAINST THE DOOR, DENTS START TO FORM.) THEY'RE STRONG AS HELL. DON'T HESITATE. SEVER THE HEADS. ARMS. WHATEVER YOU CAN DO. THE FLESH IS STRONGER AFTER THEY TURN. I DUNNO WHAT THOSE FUCKING GEEKS DID IN R&D BUT (LOUD BANG MAKES A HEAVY DENT IN THE METAL).

AH, FUCK IT. OH, DON'T USE THE VENTS. THEY KNOW HOW TO. SORRY, MELISSA. SORRY, MOM. GOOD LUCK, PARKER. (REVOLVER HAMMER COCKS, VID ENDS.)



STATION HALLS

OVERVIEW

The Station Halls cloud the party with darkness and discomfort. Battle damage marks the walls; bullet holes and scorch marks ripple over lengths of splintered metal. Splashes of blood color the sterile gray color palette with maddening inconsistency. Dented air registers, broken glass and spent ammunition casings litter the floor. A strange smell wafts in the air; a mix of iron and rotten eggs. Static buzzes from the station PA, the occasional clarity of a dispassionate AI reminding the empty hallways of the quarantine. No one seems to be around.

**“Attention all personnel:
Quarantine Procedures are still
in effect. Please maintain social
distancing protocols”**

THE WAY FORWARD

From the Station Halls, the rest of the station can be explored.

DOCKING BAY 1

The main doors to Docking Bay 1 are welded shut. The automatic door is labeled “Docking Bay 1”. A thin trail of odious liquid snakes from under the door. An **Intellect Stat Check** (*Chemistry, Industrial Equipment, or Piloting Skill applies*) can be done to determine what the liquid is. Success reveals it to be fuel. If a PC has the **Chemistry Skill** and/or a tool that can read chemical compositions, they can also tell that the fuel has traces of radioactive material. Failure means the liquid is unidentifiable. If the PCs attempt to open the door, turn to **Page 12** for more information on Docking Bay 1.

BODY PARTS

The four way intersection splits the left side of the station. Here PCs find more battle damage but still no corpses. However, they do find a few fingers, hands and severed limbs. The PCs must make a **Fear Save** due to the horrific sight of the dismembered body parts. One of the limbs in particular is nothing but flesh without skin.

Any PCs that pass their **Fear Save** may attempt to inspect the severed limbs further with an **Intellect** or **Combat Stat Check** (*Field Medicine, Pathology, or Surgery Skills Apply for Intellect; Field Medicine, Hand-to-Hand Combat, or Military Training applies for Combat*). Successful Intellect Stat checks reveal that the damage to the arm occurred pre-mortis, meaning the person was still alive when it was in use. **Pathology Skill** success further reveals that the arm was uniformly stripped of all skin. They also notice various droplets of blood still moving underneath the flesh, but not dripping out of the body. Successful **Combat Checks** reveal that some sort of laser-cutting tool was used to dismember the skinless arm, while the other body parts that still have skin seem to have been ripped or bitten off.

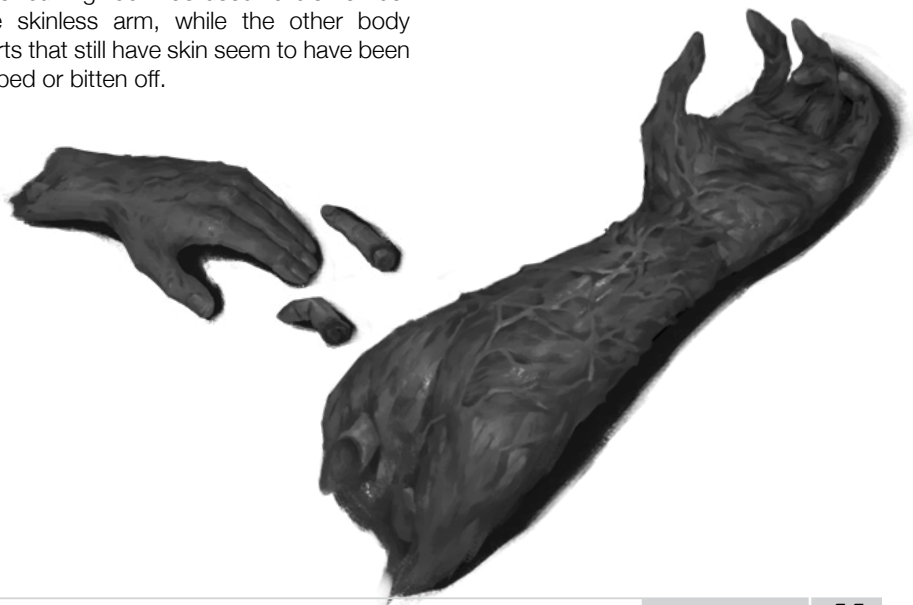
INTERSECTION

The four way intersection has a small digitized layout map on the wall next to an adjoining hall that leads into the Command Center (**Page 34**).

According to the map, going to the right will take the PCs to the Rec Room (**Page 14**). Heading to straight will take the PCs to the Barracks (**Page 18**) and Security Center (**Page 20**). Proceeding left will take the PCs into R&D (**Page 24**).

MOUNTING HORROR

There are various noises and idle sounds in the hallways. Some of it is standard space station fare; beeping, air releases, and the occasional groan of the space station metals. But then there are the groans that don't sound like metal, the beeping which sounds like a bomb about to go off, or perhaps the air release that comes with lost hull integrity. Uncertainty should breed madness in the minds of the new arrivals at every turn...



DOCKING BAY 1

ENTRY

A blinking control panel sits on the door to Docking Bay 1. It flashes a warning that declares "chemical hazard". The PCs can access the panel for more information. They discover the composition of the hazard is 33% *fuel*, 41% *nuclear material*, 26% *organic*. The console estimates a 96% certainty of death upon entry to humans. This percentage is reduced to 42% when factoring in the protective quality of environmental suits. Robotic assistance is recommended to clear the hazards by the panel, as they are "expendable and unaffected by radioactive material."

The Docking Bay 1 auto door is firmly welded shut. The PCs will need to use either a welder kit or some sort of power tool to undo the weld. A **Strength Stat Check** (*Industrial Equipment, Mechanical Repair, or Jury Rigging Skills apply*) can be attempted. Failure causes Docking Bay 1 to become inaccessible via the door. Success opens up the auto door.



CONTAMINATION

Opening the door to Docking Bay 1 (or entering through the vent) without clearing the contamination from the Bay causes a wave of scorching heat and horrific stench to burst from within. Any PCs next to the doorway without an EV Suit will need to make a **Body Save** or suffer **1d10(+) damage** in addition to a point of **Stress**. They must make continuous **Body Saves** every in-game minute until they move away from the door to another chamber or room. If they are wearing Hazard Suits or Advanced Battle Dress, then they do not have to make a **Save** when entering.

DEVASTATION

Entry to the Docking Bay reveals a scene of absolute devastation: an exploded pair of shuttles leak constant fuel, and have their nuclear engines exposed. The layout matches Docking Bay 2, but fuel and nuclear emulsion sits at an ankle deep level throughout the room. Two pieces of a corpse lay at opposite ends of the hangar.

SUIT UP

If the PCs attempt to enter Docking Bay 1 without Hazard suits, they immediately feel ill and tired. They will need to make continuous **Body Saves at disadvantage** while in the room. Failure causes them to pass out. If they are not saved within a minute, they succumb to the environment as concentrated fuel and nuclear radiation ruins their bodies. Attempting to enter with Hazard suits will allow them to move through the mess after making a single **Body Save with advantage**. They will have to make a new one for every 30 minutes in-game (*Warden discretion*) while in the room. Only Hazard suits and Advanced Battle Dress will provide this benefit; no other suits can withstand the level of hazardous waste.

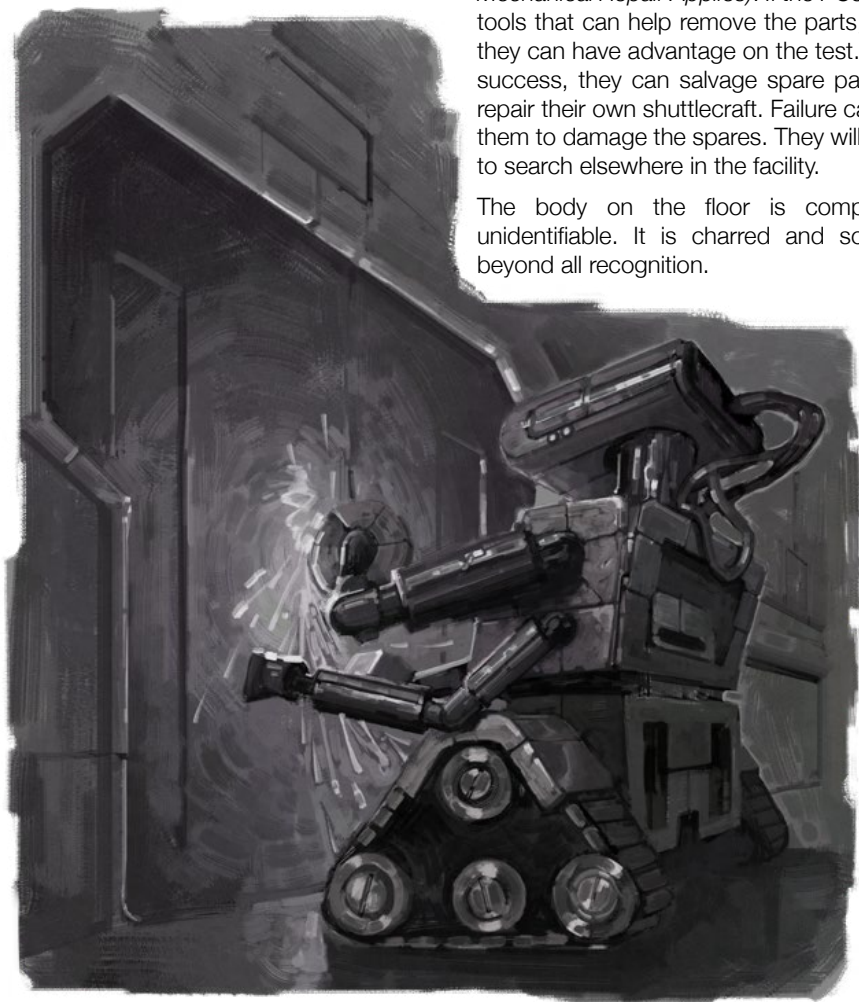
ASSISTANCE

PCs may also use the Robotic Assistant from R&D if they were recovered. The Assistant can un-weld the door and engage cleaning protocols of the hangar without any checks. This is all completed within one hour. The room will be traversable without any saves being required.

SALVAGE

Without the Bay being cleaned, there is too much liquid and haze to see anything clearly. If the Bay has been cleared, then the room can be reviewed properly. The bay is largely damaged and soaked by fuel. However, pieces of the shuttles can be salvaged. PCs can make an **Intellect Stat Check** (*Piloting, Jury-Rigging, or Mechanical Repair Applies*). If the PCs have tools that can help remove the parts, then they can have advantage on the test. On a success, they can salvage spare parts to repair their own shuttlecraft. Failure causes them to damage the spares. They will have to search elsewhere in the facility.

The body on the floor is completely unidentifiable. It is charred and scarred beyond all recognition.



REC ROOM

BARRICADED

The damage becomes more intense on approach to the Rec Room. Blood, bullets and shredded skin coats the floor. Bloody drag marks suggest someone was pulled into the room. A barricade of tables, chairs and lockers blocks some of the hallway leading in. It's mostly cleared out of the way, apparently unsuccessful at preventing passage for whatever the defenders hoped to stop. The auto door to the Rec Room is closed.

LAST STAND

Any PC can review the scene with an **Intellect** or **Combat Stat Check** (*Military Training Skill applies*). Success reveals that around fifteen to twenty people were involved in this combat. Most of them were rushing the barricade, where a group of four to six people made an attempt at a last stand. A discarded pistol and severed hand near the closed door suggests that the defenders did not succeed. Failure makes it impossible to make any sense of this carnage.

INFECTED

Something has twisted this human into another creature entirely. Skin melted away, flesh exposed, teeth and bones cracking into an unnatural bend. Anger. Rage. Bloody ruin. What was once human is no longer so.

Wounds: 4

Combat: 35

Instinct: 40

Attacks

Claws/Bite: 2d10

On a successful hit of four or more damage, the target must make a **Body Save**. If they are wearing a Hazard Suit or Advanced Battle Dress, they make the **Save with advantage**. On failure, they are infected with the Tiberius Pathogen. They, or another PC, must make a successful **Intellect Stat Check** (*Field Medicine, Pathology or Surgery Skills applies*) to immediately treat the area before it spreads by the end of their next turn. If they do not, they become Infected.

Bloody Vomit: 2d10(+)

May only be attempted on a target that is grappled. On a successful hit of four or more damage, the target must make a **Body Save**. On failure, they are infected with the Tiberius Pathogen. They, or another PC, must make a successful **Intellect Stat Check** (*Field Medicine, Pathology or Surgery Skills applies*) to immediately treat the area before it spreads by the end of their next turn. If they do not, they become Infected.

Grapple: 1d10(-)

If the target of a grapple is hit, they must make an opposed **Strength Stat Check** against a **Combat Stat Check** from the grappling creature. On a failure, they are grabbed by the Infected. Until they break free of the grapple, all attacks against them are made with **advantage**. The victim of a grapple may make a **Strength Check** on their turn, or an ally may attempt a **Strength Check(+)** to help them get loose.

Notation: Infected do not have an HP stat. Every hit to an Infected is intended to count against its wounds. These creatures are tough, but not overly durable. The primary threat does not come from their combat ability, but from the risk of infection.

ENTRY

The door to the Rec Room is locked. A working control panel next to it can be accessed. A PC may attempt an **Intellect Stat Check** (*Hacking Skills applies*) to open the door. A failure locks them out of any further attempts from here. Success unlocks the Rec Room auto door. Some tools may also be used to open the door if the PCs are locked out of the console, though this will make noise. PCs can access the room via the vent as well.

GRUESOME SCENE

Peering into the Rec Room reveals a disaster: blood and bone covers the floor in a horrendous menagerie of gore, while sparking lights above mix with the flickering incandescence of the fixtures that remain unbroken. Splintered furniture litters the room, a collection of broken metal and fauxwood serving as a graveyard for the station's decor. Several overturned vending machines leak their canned payloads, broken televisions blare with obnoxious static and various gaming devices lay smashed to pieces on the cold, uncaring floor.

Two figures are in the center of the room. A man with a bedraggled beard and terrified expression seems to be crawling to get away. A feminine figure leans over him and vomits a coarse looking stream of blood and bile. The man screams as his face is coated red and his mouth is filled with gore. This occurs before the PCs can react. The unsettling amount of bloody vomit and the raw terror of the scene forces PCs to make a **Sanity Save**. The man collapses in a heap, unmoving.

HIDING

The PCs can attempt to hide. They are not noticed immediately by the feminine figure and can hug the doorway, or even try to hide behind some twisted furniture next to the entrance. Each of them can make a **Speed Stat Check** with **advantage**. Success allows them to remain unnoticed. Any PC that fails is seen by the figure as she stiffens up, turns and reveals herself.

INFECTED

The feminine figure looks uncannily human in the flickering light, but with striking differences. Her body is totally naked, her skin completely removed to reveal the flesh and muscle beneath. Bloody red eyes stare with a primal, animalistic hunger. Missing lips expose two rows of sharpened, crimson stained teeth. Her hunched body and angular limbs give her a forward lean like a predator preparing to pounce. She roars at the PCs, her jaw unhinging like a snake about to snap down its jaws on prey.

Combat begins.



TRANSFORMATION

After a round of combat during the battle, have the PCs make a **Speed Stat Check** (*Military Training Applies*). Anyone who succeeds notices the man who was attacked starts to spasm. His skin melts away, his clothes rip apart, and his bones break and twist into a more predatory shape. In the second round, he rises and joins the combat as an enemy. If the first Infected is killed before the end of the first round, anyone who hasn't taken their turn will notice the man's transformation.

HIDING

If the PCs all manage to remain hidden, they will witness the man's transformation. The two Infected then meander aimlessly around the room. Their idle behavior is a series of unsettling twitches and spasms. They cough and breath in a deep, labored rhythm. No purpose seems to drive them. If the PCs watch for long enough, the two eventually kneel down next to one of the other closed doors in the Rec Room.

The PCs may attempt to sneak around the room. They will have to make periodic **Speed Stat Checks** (*Military Training applies*) at The Warden's discretion to remain hidden. They may attempt to get the jump on the Infected in combat. If they do this, they will get a free round of actions before rolling for turn order. They can do this after they have already passed a round of **Speed Stat Checks**; no additional Stat checks are required.

A CLOSER LOOK

Whether the room is cleared or the PCs are sneaking around, they can explore the main body of the Rec Room. The PCs find a few handfuls of credits (**150-200cr** total), mundane tools and more blood.

The dead Infected may be reviewed by the PCs. **Intellect Stat checks** (*Pathology Skill applies*) can be used to try to determine what happened to these people. On a success without the **Pathology Skill**, they discover that the changes were made by some kind of foreign body. If anyone possesses a med scanner, they can tell that a living organism has altered the DNA. It could be a parasite, Genemod germ warfare, another variant of a hostile organism...there is too little information to be certain at this time. A success with the **Pathology Skill** will confirm it as a living organism with behaviors in line with a parasite. No records exist that detail this sort of host consumption. It is something new.



OTHER ROOMS

Several closed doors remain in the Rec Room. One is labeled as a bathroom, another as a backroom kitchen, and the last is a VR room. Each door is shut and locked with a control panel on the outside.

Any PC that approaches ANY of the doors can make an **Intellect Stat Check** with **advantage**. On a success, they hear rustling and moaning from inside. Attempting to speak with whoever (or whatever) is inside causes a loud banging on the door followed by an inhuman scream. Failure reveals nothing.

PCs can attempt to hack into the rooms through the door panels. A PC may attempt an **Intellect Stat Check** (*Hacking Skill applies*). Success allows them access. Failure locks them out.

On a success, the door can be unlocked and opened. Inside each of the rooms, there should be 2-4 Infected inside. Immediately enter into combat upon PCs opening any of the doors. If the PCs failed on their checks to determine if there was anything inside, then they will have to roll a **Fear Save** to avoid being surprised. There should be no more than a total of eight Infected in the Rec Room. This includes the two that were in the initial encounter.

BATHROOM

In the bathroom, a corpse lies spread out across the sink with arms and legs removed cleanly at the joints. A badge on its chest reads Cole, Jamie and identifies them as R&D personnel. PCs may risk reaching through Infected blood to take the badge as they can reasonably assume it will provide them access to R&D. Whoever reaches for it comes into contact with Infected blood. They will need to make a **Body Save** as if they were attacked by Infected. Allow advantage if they are wearing a Hazard Suit or Advanced Battle Dress.

KITCHEN

In the kitchen, the PCs can grab a snack or admire a pile of bodies. There is nothing else for them here.

VR ROOM

In the VR room, the Infected have torn everything to shreds. A single VR headset rests in the middle of the room, attached to a disembodied head.



BARRACKS

From the hallway to the Barracks, the PCs come upon an auto-door with a smear of bloody fingerprints across it. The console next to it is cracked, but still functional.

No hacking is required to enter the Barracks. The door opens up with a touch of the keypad. Looking in, the PCs see a long stretch of hallway with what they count as thirty doors. Each of the doors are numbered, with a crew manifest on the wall that lists the room assignments. The Barracks house everyone except for the corporate crew which, according to the manifest, have their own separate bedrooms elsewhere.

Most of the Barracks' doors are locked. A few are open, some of them with bloody interiors and broken pieces of furniture. Each dorm is roughly the size of a studio apartment, with a personal bathroom, a bed, a television, a computer terminal and various bits of furniture. There is no kitchen, but there is a microwave. Many personal effects of the crew that inhabited the room, such as pictures or hobbies (in one case, a room will be full of starships in bottles) are present.

Other than these optional encounters, there is little else to be found in the Barracks, though a GM can choose to populate these rooms with as many or as few encounters as they wish. Be mindful that this will greatly expand the length of the adventure. Encounters here may be unnecessarily redundant.

The GM can choose four rooms to have the following encounters in:

ENCOUNTER 1

PCs hear movement inside one of the locked Barracks rooms belonging to a crewman named H. Ramses. An **Intellect Stat Check** (*Hacking Applies*) can allow them to enter the room if they wish. Success allows them in, failure locks down the room. Upon entry, they will see two Infected laying next to each other on a bed naked. Combat starts immediately. Further inspection of the room (via an unsecured terminal and a few handwritten love notes on sticky pads) eventually reveals an affair between H. Ramses and L. Xin. Ramses' room contains various pictures of his spouse, and Xin's room further down will contain the same. Ramses has children in his photos. Inspection of either of their terminals reveals love messages to their family at home. Other terminals in the Barracks have information on this love affair, making it the station's worst kept secret.



ENCOUNTER 2

One room does not appear to emit any noise or sound if the PCs listen in from outside, almost as if it's in a vacuum. Every room so far has had static or electric noise from the working appliances within. If they choose to open the room and investigate, they are immediately met with the void of space. Any PC next to the door will need to make a **Speed** or **Strength Stat Check** (*Athletics Skill applies to either*). If they fail, they are pulled halfway through the door, but get a hand on the doorway. Other PCs are able to assist with pulling them back in. The PC must then make a **Strength check with advantage** (*Athletics Skill applies*). On a success, they are able to pull themselves back in with help from their allies. On a failure, they are pulled into the cold of space with no hope of recovery. The PCs can find camera footage from the Security Center which reveals that a member of the Engineering crew, W. Arnolf, rigged an explosive in his room when the Infected started overrunning the station. After they find their way into his bedroom, he appears to detonate it on the footage before the camera in his room goes black. His doorway was then closed from the Control Center override console.

ENCOUNTER 4

Another room requires an **Intellect Stat Check with disadvantage** (*Hacking Skill Applies*). Success unlocks the room. Failure locks it out permanently until an override keycard is used. If the PCs gain entry, they find the corpse of a woman with a gunshot wound under her chin. An exit wound goes out of the crown of her skull. They discover an Security ID card in her pocket that says "Sara Proud, Security Officer 3rd Class." She holds a pistol in her hand. The PCs may take it. It's missing one bullet from the magazine. A personal display case in her room does not fit with the other furniture, and seems to proudly display various medals and trophies from her youth. The officer seems to have been a track star, a girl scout and a powerlifter in her young days. She also has a picture of herself much younger with a pair of older individuals; the three of them smile broadly, and she wears formal military attire in the photo. Investigation of her terminal shows a few interview requests that would be set to take place next month, and an ongoing email chain to her mother talking about baking, how her old friends are doing and the prospect of grandchildren.

ENCOUNTER 3

One room that the PCs open will contain 3-5 Infected. As with the Rec Room, they can hear them from the other side of the door. The PCs will receive a surprise round against this group of Infected, as they are all distracted by loud static noise coming from a console inside. After combat, the PCs may investigate the room. This dorm appears to have been the site of a crew party at some point. Shredded party hats stick to the gory floor and a bloodied birthday cake on the table loudly proclaims "Happy Birthday Zane!". There is nothing special in this room otherwise.

SECURITY CENTER

At the end of the Barracks, there is a single door labeled *Security Center*. A security keycard is required for entry unless a PC wants to attempt an **Intellect Stat check** (*Hacking Skill Applies*). Success grants access. Failure locks the PCs out until a keycard with access is used. If they found Sara Proud in the Barracks, then her ID card can be used to access this area.

SECBOT

As the door opens to the Security Center, there is a singular Security Robot (SecBot) in the room. The SecBot is in patrol mode and notices the PCs attempting to enter. It challenges them to produce their credentials. One PC can make an **Intellect Stat Check** (*Command or Robotics Applies*) to determine what it wants. Success reveals that SecBots tend to have broad parameters, so a guest keycard, security keycard or crew keycard will be enough to convince the SecBot that the PCs belong there. The SecBot will scan the ID and call out the crew's name in welcome. This variety of SecBot does not appear to have facial scanners. They are allowed entry into the Security Center under the Bot's supervision. The PCs will have to get creative with reviewing the room while the SecBot is there; the SecBot will try to intercede anyone who is reviewing terminals or the Security Chief's office, so it will need to be distracted. Or perhaps even led away.

Failure results in the bot immediately recognizing them as an outside force in a quarantine zone. Combat begins.

SECBOT

Security Bots, called SecBots for short, fill personnel gaps on various postings throughout the universe. They vary widely in capability and cost. At their cheapest, they are rudimentary patrol bots, capable of basic commands. At their most expensive, they may be closer in line with fully cognizant AI. Caltari SecBots, thankfully, seem to be the former rather than the latter. But it doesn't take much of a bot to crush a fleshbag...

Max Wounds: 5 **HP:** 50
Combat: 40 **Instinct:** 35
Combat Shotgun: 4d10
Stun Baton: 1d10, **Body Save** or
stunned for 1 round.

Immune to Stuns, Bleeding, or any conditions that can be inflicted on organic creatures. Instantly killed if damaged by high voltage electricity.



INVESTIGATION

If the SecBot is destroyed, the Security Center can be freely investigated. Various computers and instruments line the walls, all with the purpose of surveillance or containment. There are five desks, each with their own terminals and personal effects. A row of computers is on the left side of the entry door along with a set of lockers. On the right, there are four cylindrical pods. All of them are open. At the far end of the room from the door is another door labeled as "Security Chief's Office."

ACCESS

Any and all access to various features (comm logs, security footage, the weapons locker) will be easier with a Security Keycard. Otherwise, all things must be hacked individually using an **Intellect Stat Check** (*Hacking Applies*). Success allows access. Failure locks out the PC until a Security Keycard is procured.

THE LOGS

If the PCs gain access to the comms, they find a list of logs dating back six months. Most are mundane, but they can narrow down the list to more recent weeks. Based on information from the logs, the quarantine on Tiberius seems to have occurred roughly one week ago. Several requests come from R&D for a security response. Various communications take place throughout the day until a detailed text message from Security Chief Ezra Moore is left on an open net. It details the events of the quarantine and the crew's failure to contain it before requesting that whoever receives this message should destroy the station. It was intended to go out on a wide band network across all available outside frequencies. The message was blocked by a Doctor Martin Schlossman via the Control Room console. The PCs may download a copy of this data for their contract.



SECURITY FOOTAGE

If the PCs attempt to review security footage, they will have an abundance of footage to look through. They can sift through data to find the events of the week when the quarantine began. One event they witness is an attempted last stand in the Rec Room. It does not appear to go well; the camera is knocked out after a severed leg is thrown into the wall. Everyone viewing the recordings must make a **Fear Save** if they continue to review the data. Anyone who fails can no longer bear to watch.

Anyone who passes the **Fear Save** can continue to view the tapes, and may make an **Intellect Stat Check** with **advantage**. On a failure, they see nothing beyond the chaos. On a success, they notice two things:

First, a bloodied doctor sneaks into the Control Room. Second, a single armored figure is carried by three infected through the hallway. They appear to have their skin still intact despite being covered in blood. They are last seen passing into the Mining Tunnel.

WEAPONS LOCKERS

The weapon lockers require a keycard to access. They all hold weaponry expected of a security force: shotguns, pistols, stun clubs. The lone exception is a flamethrower that appears to be a recent addition, and a jury rigging of engineering equipment. One PC can wield it. There are three tanks of compressed fuel that can be secured on a belt via snaps for convenience.



SECURITY OFFICE

CHIEF'S OFFICE

The office is located on the way to R&D. The security Chief's Office is unlocked. Inside is a reasonably sized office space, complete with desk, chair, bookshelf, terminal and a personal locker. There is also a microwave, a cot and another, smaller desk, which all appear to be additions to the room rather than the standard furnishings. The PCs cannot access the terminal without the Chief's keycard. One of them may make an **Intellect Stat Check** (*Hacking Skill Applies*) to attempt it. On a failure, the computer enters lockdown mode.

COMM LOGS

On a success, they are able to review comms logs or video recordings like they could with the console. They also gain access to personal logs and emails belonging to Chief Moore. Most of the personal logs are mundane reports. One, however, details a pair of mining personnel that were stricken with a strange illness that seemed to kill, then possess them. They were knocked unconscious by SecBots and put in a containment center. An email chain between Chief Moore and Doctor Schlossman begins that same day going back and forth over the doctor's desire to experiment on them, as he believes they were infected by something on the dig.

Moore does not approve, seemingly based on the ethical and legal boundaries of experimenting on the remains of company staff. She also notes that they are technically still alive.

The doctor believes that they can treat the situation as a quarantine and collect all the data they wish. He also notes that they have experienced brain death, and whatever is within them is more or less guiding them like a parasite. They are, in essence, sacks of meat. The email chain ends with a final declaration from the Chief that the Executives on site, Tera Simon and Carlos Hart, have both agreed with her assessment. The doctor simply responds "we'll see if it sticks."

LIVING QUARTERS

The PCs can also review Chief Moore's small living space. She has a variety of books on the shelf, many of them with various dog eared pages. One line is purely philosophical books, another is educational reading on criminal justice and investigation. A third row is for fantasy and science fiction. A fourth row appears to be spiritual in nature. All of the books have seen use and sport wear and tear suggesting multiple readings. Next to the bookshelf is a trophy case filled with various awards and recognition dating back to primary school. These are both academic and athletic, prominent awards being a sector-wide award for marksmanship, a doctorate in criminal justice presented in the same year as a high school diploma, and a collegiate tackleball award of Most Valuable Player. The tackleball award is dated back only five common years prior.

The four pods on the right appear to be stowage for robotic units. If the SecBot in the room has been destroyed, one of them is flashing red. If the SecBot has not been destroyed, then four of them are blue. An **Intellect Stat Check** (*Military Training, or Robotics Skill applies*) reveals that these are tied to individual units. Three of them are still blue. No actions can be taken with the console unless the pods are occupied.

R&D

A singular auto door leads into R&D from the Hallway. No hacking is required to access it. If the PCs attempt to listen in, they hear mechanical sounds and computer noise.

On entry, the PCs see a spacious room with various research instruments, tools and containment pods. A row of consoles sits on the right side from the doorway. Four large tables dominate the center of the room. They appear to be for experiments and observation based on the various equipment strewn atop them. Three containment pods are on the left. Two of them are closed and filled with some kind of bubbling fluid. One is broken open, liquid spilled all over the floor around it. At the far end of the room is a door labeled "Mine Shaft". There appears to be another doorway around the corner at the far right side of the room.

THE ELEVATOR

Note that the foyer before R&D that connects to the hallway also has a door. It cannot be hacked open and is not labeled in any way. It looks like a lift as there is a button with a down arrow next to it. Wardens may be advised this connects to the underground tunnel leading to the Command Center. There is a keycard access slot.

SMARTBOTS

Standing at the third table from the PCs is a pair of robots. An **Intellect Stat Check** (*Robotics Applies*) can be made to determine what kind they are. Failure reveals nothing. Success reveals that they are Robotic Research Assistants (RRAs), commonly referred to as SmartBots. They take note of the PCs entering the room. One of them will approach non-threateningly and reveal a small computer screen in its chest. The black screen fills with color and a person comes into view.

DR. SCHLOSSMAN

An older man fills the screen with graying hair tied into a topknot. He wears a pair of small spectacles that seem to be a poor fit for his big ears. His eyes are sharp, his cheekbones sharper, and his mute expression largely unreadable. He appears to be wearing a white overcoat that has more than a few crimson stains on the shoulders. He introduces himself as Dr. Schlossman, Head of Research on board Tiberius Station, and current acting captain in light of the circumstances.

After introducing himself, Schlossman tells the PCs that he has been aware of their presence. In fact, he allowed it. At first he hoped they would die as intrepid explorers often do but, recognizing their resourcefulness, he now wants to know their purpose here. He assumes they are with the government, but admits that he has no details on their assignment.

THE OFFER

If the PCs are forthright about their assignment, he will attempt to make them an offer: help him finish his research and he will help them escape the station. Also, through secure channels, he will transfer all of his earnings from Caltari into their accounts with an even split. He promises to throw in a percentage of royalties from his completed research once he patents it under an assumed name in a nearby sector. Doctor Schlossman plans to provide the data for use in the medical, military and genetic sciences, reaping both reward and recognition. The amount will be at 40% of the government contract rate, but has the potential to be much greater in the future based on what he expects to earn. He values it at 200% of what they're being paid and frames it as exponential growth.

DR. HERMAN SCHLOSSMAN

Dr. Herman Schlossman is a survivor. He hails from a backwater planet, Grisbaan IV, where a poor upbringing seemed to leave him little in the way of local prospects. He begged, borrowed and stole enough credits to afford a shuttle off planet. Making his way to a major space station, he worked as a warehouse worker in his extreme youth. An encounter with a dangerous genetic contagion which nearly crippled him would alter his life course forever. The brush with death terrified and exhilarated him. He wanted nothing more than to master such forces of change, and realized his purpose in life.

At 22, with a fabricated education, he received an invitation to The Interstellar Institute of The Sciences. In eight years, he received his doctorate in double majors of Genetics and Robotics. If there is a self-made man in the galaxy, it is Dr. Herman Schlossman. A man who made himself by climbing up the ladder. And climbing over everyone else.

He has survived for thirty years in a suspicious and sometimes dangerous field of corporate science. He plans to survive for thirty more, reaching his hands into more distant esoteric knowledge. There is nothing he won't do and no boundary that he will refuse to cross. Ethics are limitations imposed by those too afraid to advance the sciences. There are only those who have the will to go forward, and those cowards that must be left behind. He has respect for those useful to him, and like-minded purveyors of the sciences. Everyone else is a tool to be used, then discarded.

Max Wounds: 3 **HP:** 35
Combat: 30 **Instinct:** 62
Revolver: 1d10+1 **Scapel:** 1d5

DISCOVERY

If asked about what happened to Tiberius Station, he goes into detail about the week leading up to the quarantine. A pair of miners discovered a large deposit of frozen organic material. It emitted a pulse consistent with that of a creature with a heartbeat despite the ice. Based on readings from their tools, the ice had been in the location for roughly 10,000 standard years. It was dubbed "The Heart of Tiberius".

When they attempted to move The Heart from its position in the rock, a piece of the ice fractured and cut into one of the miners. He changed rapidly into what the Doctor calls "Infected". The Infected miner attacked his friend, turning him before the two were subdued by the security detail on duty. They were put in containment and placed under observation by the research staff. They were functionally braindead according to medical scans, but their bodies and limbs still retained intelligent motion. They had increased strength, speed and even regenerative properties. The Doctor and his staff determined that whatever was within the Heart was parasitic in nature. He believes the parasite takes control of the blood and rewrites genetic code rapidly, co-opting the host and assuming control from within.

The Doctor then describes, in light detail, how one of the contained Infected broke free and caused the outbreak. The Doctor claims to have been outside of R&D at the time. The corporate executives in charge both immediately left upon hearing of the containment break, leaving only Doctor Schlossman and Security Chief Ezra Moore in charge. Moore attempted to organize a defense. The Doctor took control of the bots and tried to do his part, but it was too chaotic. All the Doctor could do was watch as the people on the station were torn apart.

He has tried to make the best of a bad situation and continue gathering research data. He believes that he is very close to uncovering the secret of realizing the symbiotic potential of the parasite without the negative effects. There's just one more step in the process: the collection of Security Chief Moore.

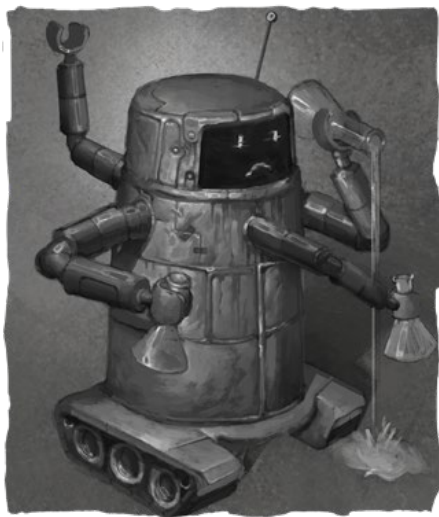
The PCs can attempt to intuit if he is being honest or not with an **Intellect Stat Check**. Failure provides no clear distinction. Success reveals that, perhaps to the PCs' surprise, he is being entirely truthful about his intentions to pay them and involve them in his plan. His version of events, however, seems to be filled with deception.

THE PLAN

If asked how he intends to get around the local government contract and their involvement if the PCs consider the deal, he does not provide details at this time. The Doctor promises that there will be nothing to link any of them or his data to this place. After they go their separate ways, however, everyone will be responsible for their own safety from government investigation.

If pressed on the details of the quarantine, the Doctor becomes defensive and disinterested in discussing it. He refuses to elaborate and advises that the finer details are unimportant at this time. What matters is that the research is nearly complete and that the sacrifices of all those here will be for nothing if it is not finished. More to the point, neither Caltari or the government here will know how to handle or decode this data. He is the only one who should be responsible for it. He is very clearly hiding something.

If the PCs do not agree to his plan, he frowns and expresses disappointment. He cuts his video feed, and the SmartBot's surgical implements begin to whirl menacingly. They appear to be preparing to attack.



SMARTBOT

Robotic Assistants find use in various facets of everyday life. One of the particular fields where they are much appreciated is in the sciences. Robotic Research Assistants, or RRAs, are more durable than the average human and can conduct experiments in areas which would otherwise be hazardous to living beings. They vary in their level of functionality; some are little more than tools, while others are fully capable of running a research department from top to bottom. Caltari is notorious for cutting corners at the functional level, and their RRAs reflect that.

Max Wounds: 4

HP: 30

Combat: 25

Instinct: 40

Medical Saw: 2d10 (*Bleeding (+)*)

Scalpel: 1d5

Immune to Stuns, Bleeding, or any conditions that can be inflicted on organic creatures. Instantly killed if damaged by high voltage electricity.

SPECIAL EQUIPMENT

If the PCs agree to his plan earnestly, they will be told that the Security Chief was taken somewhere into the Mining sector. The SmartBot indicates a device pointed towards the Mining Section door. It is a small antenna attached to a chassis that resembles a backpack. The Doctor describes it as a neural dampening field. The parasite seems to communicate through localized telepathy between hosts.

This device is only a prototype, but it has been successful at keeping the Chief and the Infected downstairs away from the door. The Chief has become something else entirely, according to the Doctor, and will be of great danger to the PCs if they do not take it. He will allow them to have it, but will lock them in the Mining sector for his own safety in case they fail to acquire her.

If the PCs agree to the deal, but are deceitful about upholding their end of the bargain, then they will need to pass an **Intellect Stat Check** to hide their deception. If he senses their lie, he will explain everything the same EXCEPT for the Neural Dampening Device on the table. He does not even mention it and it does not stand out to the PCs as something of significance without his guidance. If he does not sense their lie, then it will be as if they told him the truth and he will provide them with all relevant knowledge.

Instead of Stat Checks, the Warden may simply allow roleplay to decide the results of the various possible deceptions between the PCs and doctor.

The doctor will inform the PCs that he is in the Command Center, and will meet them there. He can unlock the security for access to the “executive tunnel” when the job is done.

INVESTIGATING

The PCs may move around R&D. Unless they have skills in **Ecology, Pathology or Exobiology**, what is plainly visible makes little sense to them. Anyone with those skills will see that some tables have been haphazardly co-opted from their original purpose as makeshift research platforms to review vials of blood. If someone has **Geology or Asteroid Mining Skills**, they will be able to determine that the tables were originally being used to analyze rocks and minerals.

The Doctor, if he is alive and the SmartBots are present, will be cagey about letting them wander too close to the terminals on the right. It is impossible to access them while hiding. He will warn them one time to ignore the terminals as he does not want them to cause issues with the data. If they persist, he and the Bots will turn hostile. If the SmartBots are destroyed, PCs can review and collect all of the data on the Heart of Tiberius up to the point of the quarantine. Review the sidebar on **Page 28** for more information on the Heart.

PODS ON THE LEFT

The PCs can review the pods on the left. Two of the pods are not in use, but filled with fluid. PCs can make an **Intellect Stat Check** to review the broken pod. On a failure, nothing is revealed. On a success, the damage on the pod seems inconsistent with The Doctor's story. It appears that the glass was broken from the outside, as glass shards rest in the bottom of the empty pod. If the glass was broken by the occupant Infected, then this should not be the case, as any break would've pushed the glass outwards.

THE HEART OF TIBERIUS

DATA SLIDE FROM COMMON DATE NOV. 14, 2842 STANDARD GALACTIC CALENDAR (HERE-WITHIN REFERRED TO AS SGC): THE MINERS' BODIES HAVE BEEN PLACED IN ISOLATION AND ARE BEING KEPT SEDATED. THEIR BLOOD IS CONSIDERED HAZARDOUS MATERIAL AS PER DIRECTIVE OF SECURITY CHIEF MOORE. OUR IMPLEMENTS ARE POORLY SUITED TO THE TASK OF ANALYZING THEM, AS THIS IS A GEOLOGICAL SITE. DOCTOR SCHLOSSMAN'S PRESENCE HERE IS AN UNEXPECTED BOON; MOST OF US HERE ARE GEOLOGISTS, AND HIS POSTING HERE WAS A SURPRISE GIVEN HIS EDUCATIONAL BACKGROUND. BUT, THAT SAID, HIS EXPERIENCE NOW PROVES INVALUABLE IN DIRECTING US. - MATTHEW MARLE, PH.D

NOV 15, 2842 SGC: SMALL BREAKTHROUGHS. THERE IS LIFE IN THE BLOOD OF THE MINERS EVEN WITH THEIR STILLNESS. A FOREIGN BODY SUBSUMES AND CO-OPTS THE BLOOD, CHANGING IT INTO A SIMILAR YET DIFFERENT STRUCTURE. THE FOREIGN BODIES MOVE WITH STARTLING EFFICIENCY AND COORDINATION. THEY APPEAR TO BE PARASITIC IN NATURE. DR. SCHLOSSMAN SEES HINTS OF SYMBIOTISM, BUT OTHERS HERE ARE SKEPTICAL BASED ON THE MINERS' BEHAVIOR PRIOR TO BEING SUBDUED. WE ARE CALLING THEM INFECTED. SCHLOSSMAN BELIEVES THEY COULD BE ADAPTED TO IMPROVE HUMANITY AND SERVE IN THE SCIENCES. I AM SKEPTICAL.

NOV 18, 2842 SGC: ANY OTHER LIVING TISSUE INTRODUCED TO THE INFECTED BLOOD IS SUBSUMED AND CO-OPTED. WE HAVE TRIED RAT, BOVINE AND FOWL SAMPLES. WE DO NOT HAVE ANYTHING MORE TO TEST, AND HAVE REACHED THE LIMITS OF WHAT IS CAPABLE WITH OUR PRESENT IMPLEMENTATION. THE EXECUTIVES ARE RECOMMENDING THAT WE DETACH AND SEPARATE THE HEART IN ORDER TO SEND IT TO ONE OF CALTARI'S GENETIC LABS. STAFFING ISSUES ARE APPARENTLY SLOWING ANY POTENTIAL FOR TRANSIT. DOCTOR SCHLOSSMAN IS ADAMANT ABOUT DISSECTING ONE OF THE MINERS. I AM IN SUPPORT. THESE TWO ARE BRAINDEAD. THERE IS NOTHING TO BE LOST AND EVERYTHING TO BE GAINED. -MATTHEW MARLE, PH.D

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CONSOLES TO THE RIGHT

In the far right corner of the room is a closet. An **Intellect Stat Check** (*Hacking Skill applies*) is required to open the door. If the Doctor sees anyone trying to access it, he will tell them to leave it be. It evidently has a great deal of important material that he doesn't want disturbed. If the PCs persist, the bots and Doctor become hostile.

A PC may attempt to access it quietly with a **Speed Stat Check** (*Military Training applies*) to remain quiet while doing so. Success will allow them to attempt the hack without being spotted. If they gain access, they find a collection of replacement parts for shuttles as well as a spare, unactivated SmartBot assembly.

This SmartBot can be assembled here, or the parts can be used for other tasks, like fixing the ship.

This equipment was moved here intentionally, as it is piled up in a way that crowds the space inefficiently. These replacement parts could be valuable for the PCs' escape and survival. The PCs will not be able to move the parts without being noticed, but they will be able to move the unassembled SmartBot, as it fits compactly into a case.

MINING SECTION

INTO THE MINE

The Mining Section door leads into a dark, rocky decline. Strangling, heavy air fills the lungs with the stench of death. Asteroid boulders mingle with the industry of humanity, small conveniences like handrails and lockers cut into the jutting cavern. Splashes of blood coat the occasional stretch of ground.

BACKGROUND

If the PCs are aligned with Doctor Schlossman, he will try to patch into their localized communications. The PCs can either allow him to or not, though he might not appreciate being denied access. If he is allowed on their net, he will explain the situation in the Mining Section. It appears that Security Chief Ezra Moore was brought down here by some of the Infected. He is unsure of what she has become, but it is something different altogether. He previously sent a pair of SmartBots attempting to locate her. The Infected on the station do not usually attack Bots, as the parasite cannot subsume inorganic tissue. But the pair of SmartBots were ambushed in a calculated, planned assault. Something has changed.

The Doctor assumes his dampening field is still effective against them, as they have yet to come back to the main area of the station. The Doctor can only assume it is because of what his device does. He left the door unlocked specifically to test his theory. So far, it has proven true.

THE CAVERN

The shaft opens into a large, spacious cavern. Machinery, tables, tools and various implements dominate the center of the spherical space. Various stretches of wall show signs of drilling, though not recent, and a few non-precious materials are exposed. There is a corpse in the center of the room that is clearly visible under a table full of tools. At the far end of the room is another opening that appears to go further down.

The PCs can investigate the tables and corpses. On the tables are mining equipment and devices. Saws, picks, separators, scanners: all of it is tuned to the purpose of excavating and analyzing materials. According to the scanner readouts there are many metals here, but no deposits that are especially worthwhile.

The body under the table has been decapitated. A nametag on the suit identifies it as "A. Solazzo." According to the crew manifest, this is one of the station's miners. Based on nearby evidence, the PCs determine that the man was decapitated by a laser cutter. His body shows no signs of infection. The laser cutter is nearby and charged, minus one ammo.



CHIEF MOORE

Going down the shaft across the room, the PCs come upon a bend. Around it, they hear talking. There is only one voice speaking. The conversation is intense and focuses around escape, propagation, and existence. PCs can make an **Intellect Stat Check**. Failure reveals nothing. Success allows them to hear heavy breathing in the background of the conversation from two more sources. It is ragged, guttural. If the PCs have encountered Infected, they think it matches with their breathing patterns.

GETTING CLOSER

The PCs may attempt to sneak closer by making a **Speed Stat Check** at **disadvantage**, as the cavern is quiet and sound is magnified. Failure reveals their presence. Success allows them to get a view around the corner and take up positions if they wish. What they see is a raven-haired woman, tall and muscular, wearing an Advanced Battle Dress with the sleeves removed. Her hair is in an undercut, the rest of it braided back and coming to a tight bun of braids above her neck. Her eyes are a piercing blue. Based on pictures seen on the station, or provided by Doctor Schlossman, this appears to be Chief of Security Ezra Moore. She speaks aloud as if in a normal flow of conversation, but no one is responding to her. Behind her are two Infected, standing passively. A large crystal of ice with a crack in its side lays on the floor between the three of them. The PCs can choose to engage her at this point if they wish and are still hidden.

CONTACT

If she notices the PCs, Ezra becomes alert and grabs a combat shotgun from against the wall. She points it in their direction and demands they identify themselves. The two Infected become agitated and bare their teeth and claws, though they do not immediately attack. If they carry the Dampener from the lab, she puts a hand to her head in pain. She recognizes the sensation, proclaiming that she knows they must've spoken with the Doctor to attain that device. Any interactions with deceiving or persuading Ezra that require checks are with **disadvantage** if the PCs have the Dampener.

HER STORY

If the PCs ask Ezra about what happened, she recounts her version of events. It matches the Doctor's up to the point of the spread of the infection. Ezra claims that it was an intentional sabotage of the quarantine tanks by Doctor Schlossman.

The exposure forced Chief Ezra to gather her security and arm other personnel to try to contain the situation. They all fought hard, but the Infected were too difficult to put down. Any crew that died simply added to their numbers and the station workers panicked. Eventually, her and several others were cornered in the Rec Room and swarmed. She expected to die, but she woke up in the Mining Section. She was still covered in the bloody vomit of one of the Infected, but felt as she did before she lost consciousness.

Until she heard the other voice in her head.



Ezra doesn't know what it is, as it only refers to her and Ezra as being the same thing. We, Us, Our. These are the words it uses when she asks who she's speaking to. She expresses to the PCs that there's been difficulty communicating with it. It's making promises to her; guarantees of peace, promises that it merely wants a chance to survive. It claims that it was agitated and frightened when it was forced from the stone. It had been here for thousands of years. It just wants a chance to live. When she awoke down here, her hand was against The Heart of Tiberius. The ice crystal, once a vibrant pink, looked just like a normal piece of space ice. Ezra realized that whatever was in it was now inside her.

Her connection with it allows her to control the Infected around her so long as there is no interference. She laughs because she knows how ridiculous it sounds and isn't sure that she believes it herself. But this is what she knows now and she's not in a spot where she can accept much else.

DECISIONS

If asked why she's telling all of this to the PCs, she says because they're either here to kill her, capture her or help her. She's about to find out which. Lying doesn't help anyone. If asked what she wants, she simply wants to escape. She wants to get the hell off of Tiberius and probably out of the system. Without any checks, the PCs can tell she is being honest.

Ezra asks who they are and why they've come. If the PCs are honest, she will take it on faith and offer to provide them with the research data. She does not want to be tracked by the government or turned into a science project, so she will give them the data after she's had a chance to wipe her name and all records of her involvement on the station away. She can also ensure the PCs are not implicated by the government, but cannot explain how. Even when pressed, she has no answer. Despite this, she appears to be telling the truth.

The PCs now have a decision to make: they can either try to help Chief Ezra or follow through on Doctor Schlossman's orders.

If the PCs decide to kill Chief Ezra, combat will be necessary. If they attack her from stealth, then they'll get a free round to attack her and her Infected allies. If they attack after conversation, enter combat normally. After Ezra is killed, her body will need to be brought back to the R&D section per Doctor Schlossman's orders.

If the PCs decide to help Ezra, she will inform them of the mental dampening device if they are not already aware. If they have it, they will have to convince her that they intend to help her instead of the Doctor. She will ask them to destroy it as a show of faith. If not, then she declines their offer and they will have no choice but to fight.

CHIEF EZRA MOORE - *ENHANCED/BLOCKED*

Chief Ezra Moore was born to a background of boundless opportunity. Coming from a rich political family, many expected Ezra Moore to enter politics or simply lounge about and indulge in the fruits of her family's labors. Provided with many opportunities to excel, she shined in all of them. Athletics, academics, leadership. She seemed primed for success.

A startling revelation in her family history of illegal genetic tampering left her identity shattered. Many of her bloodline were imprisoned for crimes against humanity. She distanced herself from her family and focused solely on creating her own image. She removed herself from politics and decided to pursue law enforcement. Justice. Redemption. Success followed her still, but it had been tainted. Despite all her abilities, a minor posting at a Caltari backwater was where her career led her.

And now? Now she's a vessel. For something greater. Or something worse.

Max Wounds: 8

HP: 50

Combat: 45

Instinct: 50

Combat Shotgun: 4d10

Enhanced Strength Unarmed Strikes: 3d10

Melee: Stun inflicted on critical hit.

Enhanced (*If no PC is wearing the Neural Dampener during combat*): Add +10 to Ezra's Instinct. At the start of every even numbered turn, roll a d10. On a 3 or higher, Ezra passively activates Neural Disruption.

Neural Disruption: Force every enemy within Ezra's line of sight to make a Body Save at disadvantage. On a failure, all tests for that round are made with disadvantage. On a success, there is no effect.

Neural Bonding: Any Infected that are within Close Range of Ezra receive a +10 to their Combat Stat.

Blocked (*Apply if a PC is wearing the Neural Dampener during combat*): Set Ezra's Max Wounds to 4. At the start of each turn, Ezra's Instinct Stat decreases by -5 until the Neural Dampener is turned off or destroyed.

Neural Severance: Any Infected within Close Range of a Blocked Ezra Moore suffer a -10 to their Combat Stat.

The PCs may do some combination of convincing Ezra to come along, or may even consider bringing her to the government. The Warden should use discretion on what checks PCs must pass, if any, and with what variance in difficulty. Keep in mind that Ezra, despite being nervous and afraid, is still a highly competent security officer.

If the PCs work with Ezra, even temporarily, she explains that they need to get to the Command Center. There's an executive escape vessel inside that she can use. If asked how that's possible, she states that she developed an override for her and

only her to prevent any executive staff from bailing. This directly contradicts what Doctor Schlossman claims, which was that the execs left immediately. She appears to be truthful.

Chief Moore's keycard will allow access to the Command Center.

Depending on what information the PCs have received from the doctor, they may not know about the Command Center. The Command Center is not directly attached to the main station's structure, and is typically reached through a sealed tunnel beneath the base.

COMMAND CENTER

The tunnel takes ten minutes to traverse. When close to the opposite tunnel door, they hear the whirring of servos and clanking metal on the other side. If they open it, they are met with two SecBots brandishing Pulse Rifles. The SecBots will tell the PCs to clear the doorway and begin a countdown from ten. If the PCs move, then the SecBots will close the doors without incident. If they attempt to enter or do not move away, the SecBots will complete a countdown to zero before opening fire on the PCs. If Ezra appears alive, they attack immediately.

Any attempt to access this room until the PCs have the body of Security Chief Moore will be met with violence, even if a deal has been struck with the Doctor. If the PCs do manage to defeat the Bots, they must still make an **Intellect Stat Check** (*Hacking Applies*) to access the room. The Doctor will wait within, armed and ready for their arrival.



CHOOSING SIDES

THE DOCTOR

If the PCs bring back Chief Moore's body, The Doctor opens the door and the SecBots will escort the PCs in. He thanks them, and takes several samples from the corpse. If Chief Moore is still alive, he will kill her in the process. He requires brain samples, after all.

Doctor Schlossman will take the access code from her armor sleeve for the executive shuttle, and offer a place for the PCs on it. Not any Contractors they may have with them, however. Too many bodies for too little space. If any Contractors are in the room with them, SecBots will eliminate them. The Doctor will say that it is easier to have a small group for the sake of trust rather than too many untethered tongues. If there are still Contractors on the shuttle that the group came in on, he recommends leaving them to be destroyed. He plans on blowing up the station by overloading the generators, which he will trigger after they depart.

The PCs may then depart with Doctor Schlossman. He will detonate the station from a safe distance and drop the PCs off at the nearest large port outside of the system. He will not pay them until they have parted ways, but payment does arrive. If this is the prelude to a greater campaign, small payments will continue to trickle in as he transfers funds to them after financing and publishing his research. Under a pseudonym, of course.

If the PCs convinced Schlossman that they supported his plan, but were being deceptive, then they will still have to confront him for all of his access to the data that the government is requesting. They may be able to use the deception to take him and his Bots by surprise, but he will still have to be dealt with.



SECURITY CHIEF MOORE

If the PCs side with Security Chief Moore, then she suggests they use her powers of control over the Infected to help them breach the Command Center. She is able to pacify any Infected they encounter and bring them under her control. She uses them to overwhelm the SecBots protecting the Doctor. If she has control over five or more Infected, this can be handled narratively for convenience; even SecBots with Pulse Rifles can't gun down the Infected fast enough before they close the distance. Chief Moore will confront the Doctor, who will beg for his life and make many promises to her of money, safety, protection. She responds by pulling his head off.

Chief Moore then extracts all the data and provides it to the PCs, omitting her name from any official records or video recordings. She then raises her arms, opens her mouth and closes her eyes. The surviving Infected crumple into heaps of flesh, and small trails of blood find their way from their bodies into her open mouth. She then offers to remove the memory of their encounter using her powers. It will render them unconscious, but they will be able to convince their employers that whatever version of events they say transpired is true.

The PCs may have some hesitation with that. They may choose to fight with her instead. She will not be surprised, but she will be more powerful. Apply her Enhanced stat block in any combat after absorbing the Infected, but with an additional **+10** to her **Combat** and **Instinct Stats**.

If the PCs agree to having her alter their minds, however, she will do so earnestly. They will awaken and think they were confronted by the Doctor, who they firmly believe to be responsible. The data will also be altered to reflect this. Security Chief Ezra Moore will be nowhere to be found. And the PCs have no memory of her. Contractors may have a different view depending on what was reported back to them, however, as they have not had their mind altered unless they were brought into the room. The PCs will also be aware of the replacement parts in the R&D section if they weren't before.

RESOLUTION

If the PCs gathered the data on their own or worked with the Security Chief, they have to report back to the government. The government ship returns within a week, or sooner if an emergency broadcast is sent out. The CS *Galaxia* recovers the crew, the transport and claims the station if it is still intact.

ALTERED MINDS

If the PCs had their minds altered by Chief Moore, then their version of events are accepted by the government. They will receive their contract pay in full. Contractors that may have contradictory information are considered unreliable sources by the government, as they did not experience the events first hand. It is possible that the truth will be uncovered, but this would be something to explore in a campaign.

THE TRUTH

If the PCs have not had their minds altered, they will need to provide all the data possible to the government. If they are attempting to hide anything or be deceptive, they will each need to make **Intellect Stat Checks** (with **advantage** if the PCs develop a convincing story together at Warden discretion) to convince the government of their version of events. If they fail, they are formally charged with treason as per violation of their contract. An investigation will begin. Prison awaits, and likely execution. Anyone who succeeds is paid for their service.

Assuming the PCs went with the doctor, they will get the impression that they are no longer welcome back in The Dybel Nebula. They go on with their lives wherever they may lead, perhaps with one eye over their shoulder.

The Heart of Tiberius and the events at Tiberius station forever lives on in their memories. And perhaps, one day, that burden will be too much to bear...

Congratulations on completing the Heart of Tiberius!

ODDS AND ENDS

REPAIRING THE SHIP

Fixing the spaceship that the PCs arrived on requires them to find anything listed as spare parts or something similar. They must physically work on the ship. Do not be afraid to throw various Infected or SecBots at them as time passes with the repairs.

Making an **Intellect Stat Check** (*Mechanical Repair Skill applies*) at **disadvantage**. If they fail, the group of parts they found are ruined. If the PCs repair the ship and leave, they are soon picked up by the CS *Galaxia* and spend a long time explaining to the government what happened. They are released from custody under the terms of their NDA and paid nothing.

OTHER ENDINGS

The PCs can attempt to capture either Chief Moore or Doctor Schlossman. However, if they are together and Ezra is awake and able, she will murder him without a second thought.

Bringing both to justice to the government will curry favor and earn an extra **5kcr**. Bringing one of them in alive is enough for **2.5kcr**.

HEART OF TIBERIUS DATA HANDOUT

THE HEART OF TIBERIUS

DATA SLIDE FROM COMMON DATE NOV. 14, 2842 STANDARD GALACTIC CALENDAR (HERE-WITHIN REFERRED TO AS SGC): THE MINERS BODIES HAVE BEEN PLACED IN ISOLATION AND ARE BEING KEPT SEDATED. THEIR BLOOD IS CONSIDERED HAZARDOUS MATERIAL AS PER DIRECTIVE OF SECURITY CHIEF MOORE. OUR IMPLEMENTS ARE POORLY SUITED TO THE TASK OF ANALYZING THEM, AS THIS IS A GEOLOGICAL SITE. DOCTOR SCHLOSSMAN S PRESENCE HERE IS AN UNEXPECTED BOON; MOST OF US HERE ARE GEOLOGISTS, AND HIS POSTING HERE WAS A SURPRISE GIVEN HIS EDUCATIONAL BACKGROUND. BUT, THAT SAID, HIS EXPERIENCE NOW PROVES INVALUABLE IN DIRECTING US. - MATTHEW MARLE, PH.D

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CALTARI INDUSTRIES

The company now known as Caltari Industries was once a humble, family-owned pharmaceutical company under Johan Caltari. Based in the Colomoni Sector, they functioned as more of a consulting firm and off-brand drug producer than a true pharma. They did not produce anything of note for around fifteen to twenty years until Caltari made a breakthrough in his lab with *Expresstix*.

EXPRESSTIX

Expresstix became one of the galaxy's most effective cures for waking sickness, which is a common yet debilitating ailment that plagues freight crews and large-scale personnel carriers. It is uncertain what causes the ailment, but most medical professionals believe a combination of cryo-sleep and the lack of stimuli in the characteristically cost-efficient designs for these ship classes does something awful to the senses. At any rate, Caltari Pharmaceuticals produced a ninety-eight percent effective cure in an easily digestible pill taken within thirty minutes of waking up from cryo. Some companies suggested that, at the time, use of the drug offered potential of up to thirty-six percent increased productivity aboard each deployed ship.

Their net-worth exploded as multiple freight companies, governments and PMCs sought to purchase *Expresstix* wholesale. Even after expanding operations to accommodate the influx of demand, Caltari Pharmaceuticals found themselves with an excess of capital that Johan Caltari frankly had no idea what to do with. He brought in a corporate team to better utilize it.

The result was the acquisition of various companies in other lines of business, and the rebranding of Caltari Pharmaceuticals to Caltari Industries.

PRESENT DAY

Caltari Industries had a potential win with the prospecting of the dwarf planet Zeta XI, where they discovered sizable deposits of untapped hydrogen. They attempted to stake an unregistered claim on the planet for a period of at least six months. This involved a legal loophole where, if discovered, they could produce documentation that established ownership over the planet in its entirety based on a "tenured operational" status. This would allow them to apply for full rights to the resources despite it being in a government sector space, which the Galactic Stock Exchange would likely have enforced.

The sector government was tipped off anonymously and quickly intervened against the loophole hydrogen operation on Zeta. Caltari instigated a three-month conflict using PMCs, attempting to buy time by stalling any official sector investigation into their records. They failed, had their plot uncovered, and were subsequently penalized both financially and punitively by both the sector government and the Galactic Stock Exchange.

Twelve members of the twenty-person executive board were arrested on conspiracy charges and hundreds of mid-level staffers were imprisoned. The GSE put them on a sixty-day market freeze, preventing any buying or selling of assets during that time. Market experts predicted a massive dump of public stock and a near certain dissolution of the company.

A new CEO, Amani Trumere, was elected by the board. They offered public apologies, promises to improve their image, and shoveled out all the PR they could possibly put forward. But their fortunes remained grim.

Until Tiberius, that is...

GALACTIC STOCK EXCHANGE

The Galactic Stock Exchange, or GSE, is a massive amalgamation of sector stock markets all brought together for the sake of convenience. No matter how big the universe gets or how many opportunities present themselves, one thing remains consistent: people love gambling. And the GSE is galactic level gambling for all comers.

Of course, there is a method to madness. Much like stock markets of old, there is news, speculation and insider trading that takes place between the lines. Clever traders understand the shifts in material and try to position their stock options to benefit. Is there going to be a war between the Luxos System and The Habberon Nomads? Invest in whatever local defense contractors or PMCs might be in that area. Is there a hydrogen shortage in Epsilon Sector? Look at the neighboring sectors, see who they have good trade relations with and find their primary hydrogen suppliers. All trading is a calculated risk, but with the potential for a big payout.

The reality is that most people will lose money on the market. The average person can only really afford a fractional share of most companies, as the cost of an individual share tends to account for months of salary. If people have money to burn, however, then they can play with share after share. The rich get richer in games such as these. They have less to lose than someone who lives day to day.

Another reality is that, for all the policing the GSE does of any corporations on their listings (and they do a lot), there will always be corruption in something that gets big enough to accommodate it.

And as far as money institutions go in the galaxy, nothing is bigger than the GSE. It is no accident that some of the GSE's most important adjudicators and trade commissioners continue to stay wealthy because of their investments.

The GSE enforces its code of conduct on any companies that want to be listed to the public. The rules are straightforward and encourage fair play on a base level. There are legal loopholes that can be taken advantage of, but, if a company is going to play with the rules, its better that they simply not get caught. The GSE isn't going to look too deeply into anything until it starts to hurt their personal credibility.

If an unsavory situation necessitates a response, there are two options the GSE goes to. The first is the use of sanctions and public dissemination of whatever situation has developed. No business can survive too much negative PR, especially targeted at their home system.

The second option is the deployment of PMCs and contractors to resolve the issue by force. The GSE has no qualms about using lasers and missiles to solve a problem. After all, violence is a language that the whole galaxy can understand.



CLASSIFIED - TIBERIUS STATION REPORT

SITUATION: SECTOR AGENTS REPORT ANOMOLIES AT TIBERIUS STATION. REPORT UNSAFE

NOV 15, 2842 SGC: SMALL BREAKTHROUGHS. THERE IS LIFE IN THE BLOOD OF THE MINERS EVEN WITH THEIR STILLNESS. A FOREIGN BODY SUBSUMES AND CO-OPTS THE BLOOD, CHANGING IT INTO A SIMILAR YET DIFFERENT STRUCTURE. THE FOREIGN BODIES MOVE WITH STARTLING EFFICIENCY AND COORDINATION. THEY APPEAR TO BE PARASITIC IN NATURE. DR. SCHLOSSMAN SEES HINTS OF SYMBIOTISM, BUT OTHERS HERE ARE SKEPTICAL BASED ON THE MINERS' BEHAVIOR PRIOR TO BEING SUBDUED. WE ARE CALLING THEM INFECTED. SCHLOSSMAN BELIEVES THEY COULD BE ADAPTED TO IMPROVE HUMANITY AND SERVE IN THE SCIENCES. I AM SKEPTICAL.

NOV 18, 2842 SGC: ANY OTHER LIVING TISSUE INTRODUCED TO THE INFECTED BLOOD IS SUBSUMED AND CO-OPTED. WE HAVE TRIED RAT, BOVINE AND FOWL SAMPLES. WE DO NOT HAVE ANYTHING MORE TO TEST, AND HAVE REACHED THE LIMITS OF WHAT IS CAPABLE WITH OUR PRESENT IMPLEMENTATION. THE EXECUTIVES ARE RECOMMENDING THAT WE DETACH AND SEPARATE THE HEART IN ORDER TO SEND IT TO ONE OF CALTARI'S GENETIC LABS. STAFFING ISSUES ARE APPARENTLY SLOWING ANY POTENTIAL FOR TRANSIT. DOCTOR SCHLOSSMAN IS ADAMANT ABOUT DISSECTING ONE OF THE MINERS. I AM IN SUPPORT. THESE TWO ARE BRAINDEAD. THERE IS NOTHING TO BE LOST AND EVERYTHING TO BE GAINED. -MATTHEW MARLE, PH.D

ADDENDUM NOV. 18, 2842 SGC: SCHLOSSMAN'S REQUEST HAS BEEN DENIED. THE EXECUTIVES HAVE INFORMED US THAT THIS DATA WILL BE KEPT UNDER WRAPS AND NO FURTHER EXPERIMENTATION IS TO BE DONE UNTIL MORE QUALIFIED PERSONNEL CAN HANDLE THE REVIEW. I HAVE BEEN TOLD TO COMPILE ALL AVAILABLE DATA BELOW:

CREATURE IS PARASITIC IN NATURE, POTENTIAL FOR SYMBIOTIC ATTACHMENT IF THE SUBSUMPTION PROCESS CAN BE CONTROLLED.

PARASITE PROVIDES ENHANCED REGENERATIVE PROPERTIES, IMPROVED MUSCULAR DENSITY AND INCREASED PHYSICAL STRENGTH. SUBSUMPTION PROCESS CAUSES SKIN TISSUE TO MELT AWAY, REASONS AS YET UNDISCOVERED, PERHAPS IT IS MEANT TO REMOVE EXTERNAL BACTERIA? AT ANY RATE, THE STRENGTH OF THE PARASITIC CELLS MORE OR LESS REPLACES A DERMIS. NO INTRODUCED BACTERIA OR DISEASE CAN STAND UP TO THE PARASITIC CELLS. UNABLE TO TEST THE EFFECTIVENESS OF BLOOD-BRAIN BARRIER, DEVELOPED CHEMICAL WEAPONS OR MAN-MADE TOXINS. FIRE, HOWEVER, HAS PROVEN EXTREMELY EFFECTIVE, AS IT BURNS AWAY THE REGENERATIVE PROPERTIES. PARASITE IS OTHERWISE EXTREMELY DURABLE. ESTIMATED SURVIVAL WITHIN ICE STRUCTURE IN AN ASTEROID, VACUUM ENVIRONMENT FOR MILLENIA.

PARASITE REMOVES ALL IDENTITY, MEMORY, AND HIGHER FUNCTIONS. INFECTED PERSONS HAVE SHOWN ONLY AGGRESSIVE, PRIMAL BEHAVIOR CONSISTENT WITH THAT OF A PREDATOR. NO UNDERSTANDING OF THEIR DIET, IF ONE EXISTS. NO FURTHER UNDERSTANDING OF THEIR BEHAVIOR. HIGHLY ERRATIC. PARASITE SEEMS AGITATED? POSSIBLE INTELLIGENCE? NONE EXHIBITED IN THE HOST, BUT PERHAPS THE PARASITE IS MORE ADVANCED THAN WE KNOW.

EXCERPT ASIDE: DR. SCHLOSSMAN IS LIVID WITH THE DETERMINATION BY THE EXECUTIVES AND SECURITY CHIEF MOORE. HE HAS LOCKED HIMSELF IN HIS OFFICE AND REFUSES TO SPEAK WITH ANY OF US. I EMPATHIZE WITH HIM. WE ARE SO CLOSE TO MAKING A ONE-IN-A-LIFETIME BREAKTHROUGH. TO HAVE IT BE DENIED BY SUITS AND TIES? TRULY UNFORTUNATE. - MATTHEW MARLE, PH.D