

# CONSTANT DOWNPOUR REMASTERED

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FOR USE WITH THE  
MOTHERSHIP®  
SCI-FI HORROR RPG

**1E**

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# AN ADVENTURE OF DYING HOPE

[1.1]

**Venus 3 provides a near-hopeless environment that slowly whittles away one's sanity.**

The adventure is intended to emulate losing control with both mechanics and roleplaying. Mechanically, gaining Stress is the cost to travel, there's rarely a chance to rest, and psychological encounters deal permanent damage to Saves.

Through roleplaying directional choices and interacting with the environment we hope your table feels the harshness of Venus 3. **Deja vu [10.2], wicked sounds and smells [8.2]+[10.1], and Nightmares [11.1] are useful tools to help heighten the experience of uncertainty and going insane.**

Hope spikes when the crew experiences shared bunker dreams that relieve Stress and stumble upon several opportunities to find caches of weaponry. The situationally increased firepower should help the crew through violent encounters that may otherwise deter their direction of exploration.

## THE INSPIRATION

**Ray Bradbury's "The Long Rain" pits wandering military members across Venus, imagined as an overcast, sunless planet of constant deterioration.** The rain is punishing, it slices through trees like scissors, and the lack of sun saps the color out of everything.

It is a story of dying hope. Most characters' fate ends with insanity from the constant downpour. "The Long Rain" is character first and plunges the reader into the characters' thoughts, struggles, and uncertainties. It focuses on the degradation of their minds and the hope that is hard to hold onto.

# THE CAMPAIGN

[2.1]

Constant Downpour Remastered is a retro sci-fi thriller adventure based on Ray Bradbury's short story, "The Long Rain".

The campaign takes place on Venus 3. Most mercenaries deployed there become insane from the relentless rain, lack of sleep, and hallucinations caused by the atmosphere. Others are devoured by native Venusian soldiers, the heartless environment, or the horrors of the planet itself.

The crew's mission is to transport a large load of mined iridium for Potamo Major. Their spacecraft was intended to land at SD-021, a sun dome located in the Tea Cup region of Venus. That didn't happen.

**Their rocket crashed. Ejection procedures left them stranded at the edge of the jungle, facing a large clearing [65.1].**

The rain never stops on Venus 3. The soaked ground prevents sleep. The sun is blocked out by overcast clouds and the thick, gaseous atmosphere. Everything is grayscale. There is no such thing as sunshine or fresh food. Only more rain, more chaos, and the constant threat of ambush.

Sun domes are human's answer to the harsh environment. At their center is an artificial sun, allowing Potamo Major forces to take shelter, grow food and recover in the only real source of warmth on the planet.

**With spacesuits ripped and tattered and minimal supplies, players will need to find SD-021 [75.1].**

## If Inserted Into A Campaign

An organization or an individual is out to get rid of the crew. The crew is seen as a threat to their operations. The crew may know something or have inadvertently prevented an important operation during their last mission. Regardless of the reason, the crew is contracted or tricked into taking a job with Potamo Major.

## DIFFICULTY NOTE

**The default setting is Difficult.** Constant Downpour Remastered emulates slow inevitable madness in a mentally destructive environment. **To increase the chance of survival and to allow crews who prefer exploration more opportunity to discover more of Venus 3, we recommend removing the Hex Travel Stress Penalty [5.1].**

# VENUS 3 PECULIARITIES

[3.1]

- 1 It constantly storms. As a consequence, the planet is covered in water.** The height of the water ranges from ankle to chest deep, pool depths are unknown, and waterways stream forcefully.
- 2 Travelling is taxing [5.1],** and certain situations may require players to exert a lot of energy to retreat.
- 3 Venus 3 and Constant Downpour Remastered are rooted in retro sci-fi and ignore hard science.**
- 4 The atmosphere of Venus 3 is breathable without consequence.**
- 5 Day is indistinguishable from night.**
- 6 The overcast has stripped the color out of everything.** It's grayscale, dark, and covered by clouds. Visibility is always decent unless atmospheric description states otherwise or the amount of light is weak such as in dense areas of jungle.
- 7 Time is near-impossible to track while on the move.**
- 8 Space suits and armor will be repeatedly pierced, cut, ripped, and generally torn apart by the jungle. The average tear or rip from the environment does not affect Armor Points.**
- 9 Exposed fingers, skin, legs, and arms are normal** which increase players chances of being exposed to poison and venom [12.1].
- 0 Bunkers and Sun Domes are the only opportunity to rest.**

## WHAT THE CREW IS TOLD BEFORE THE MISSION

Potamo Major contracted the crew to retrieve a new load of iridium from Venus 3. **The crew will be deployed to SD-021 [75.1],** a sun dome nearest the great mine by the One Sea. **The mission is a short seven day stay on planet to load into the carrier rocket. The crew will then escort the carrier rocket back to the Jiri Clovis Bunker.**

## LOADOUT ADJUSTMENTS TO START THE MISSION

Make adjustments for each player's loadout individually:

- 1** Replace all Firearms, Vibechetes, Grenades, Explosives, and Industrial Equipment for a single The Mantis [50.1] and one Random Grenade. \*Marines start with two Random Grenades.
  - 0-3** PARALYSIS GRENADE [51.1]
  - 4-6** MISS VE's GRENADE [51.2]
  - 7-9** CONCUSSION GRENADE [51.3]
- 2** Replace all Armor and Attire with Standard Battle Dress.
- 3** Players keep all other equipment.

## THE TRUTH OF THE MISSION

**The crew was sent to die.** Their rocket was sabotaged by Potamo Major to crash with the hope of no survivors. **Potamo Major is a mission outsourcing agency that was hired to make one or more of the crew members disappear legitimately.**

Despite being hired to make the personnel disappear, they are not disappointed if there are survivors. **There is a lot of value in keeping survivors working for Potamo Major, but they have to make sure the crew still trusts the outsourcing agency.** They must also fabricate evidence to convince the people or corporation that hired Potamo Major to make the crew disappear never find out the crew survived. This means survivors of death missions can never leave Potamo Major.

## WHAT THE CREW KNOWS AFTER THE CRASH

**The crew will know they landed in the Tea Cup Region of Venus 3. Their rocket just passed over SD-020 [73.1] before it started to nose dive. Their rocket is nearby and to the East. Much further East is their intended destination, SD-021 [75.1].**

\*SD designation means a Sun Dome.

**Reveal Fog of War Map #1 [53.1] after the crew crashes.**

Unknown to the crew it will take 24 hours for Venusians to find the rocket and bash holes in it, ensuring it cannot be used for shelter.

## ESCAPING VENUS 3

4 of many ways to end the module.

- 1** Potamo Major finds value in crew members who survive Venus 3. They are willing to send the crew back to the Jiri Clovis Bunker, their home of operation, if they believe the crew is not a threat to the mercenary camp.
- 2** Hijack the next rocket that lands next to SD-022 [99.1], outside of the sun dome. The crew will need to take out the turrets defending SD-022 before safely leaving in the rocket.
- 3** Take out the Tremendous Flytrap [95.1] and secretly radio a Potamo Minor mole to send a rocket to land where the flytrap once stood. NOTE: Potamo Major can be convinced there is a benefit to removing the Tremendous Flytrap.
- 4** Fortell a Venusian attack on SD-022 [99.1]. The crew can secretly disable the turrets during the attack so the sun dome is destroyed and then fend off the Venusians without perishing. Radio for rescue.
  - a** Alternatively, the crew could fight to fend off the invasion and win favor with Potamo Major. Potamo Major is likely to save worthwhile crew members despite originally sending them to die on Venus.

# HEX CRAWL RULES

[5.1]

- 1 When entering a new hex, the Warden should give a description of the terrain surrounding the crew in order to give players more context in their choice of direction to go.**  
The Warden can adlib details or use the Land Terrain Description Tables [7.1-10.2] and the River Descriptions [21.2] & [23.1].
- 2 Traveling to a hex by land requires experiencing one Encounter.** The Encounter Type (Jungle or Clearing) can be determined from the terrain shown on the hex the crew is traveling through.
  - a Some named hexes have special encounter rules by their title.**
- 3 Traveling to the next hex by river requires the Traversing Rivers Procedure [23.1]** and may not require an encounter.
- 4 Hex Travel Stress Penalty: Each crew member gains +1 Stress for every 2 Hexes they travel through.**
  - a Players Are Not Penalized for Exhaustion** on top of this stress gain and Wardens Do Not Need to Track Rest due to the relentless raining and lack of places to rest.

## ADDITIONAL NOTES

- 1 Timing Encounters:** For unnamed hexes, we suggest rolling the encounter after giving players the chance to choose their direction based on the terrain descriptions they experience when entering the hex. For named hex locations, the Warden may opt into rolling the encounter based on the progression of story or while the crew interacts with the location.
- 2 Do Not Track Days.** Day is indistinguishable from night on Venus 3 and time is nearly impossible to track while in the wild.
- 3 Present a choice to players as often as possible.** For instance, in hexes with multiple terrain types, offer players the option to travel into either terrain type when entering the hex or after experiencing an encounter. After an encounter is rolled, give players the option to retreat before engaging in a violent confrontation.

Examples: Traveling Across Land [13.1]  
and Traversing Rivers [27.1]

# TRAVELING ACROSS LAND

[6.1]

Follow the Hex Crawl Rules [5.1] of experiencing one Encounter to travel through each hex. Special rules may apply to numbered hexes.

**Terrain detail tables [7.1-10.2] provide a list of descriptions to enrich the world of Venus 3 and provide more context to the crew's surroundings as they decide which direction to travel next.**

## Describing Jungles and Clearings

Jungle and Clearing foliage is constantly beaten, sliced, and melted by the rain. Quick regrowth makes for an ever changing environment that repeatedly switches from never before seen to a familiar landscape.

Weaponizing *deja vu* and melding grays work to reinforce the feeling of becoming lost to the environment. Warden's may want to use *DEJA VU* and *DETAILS TO REPEAT* [10.2] and reuse details from named hexes to give a sense of circling.

When describing what is in front of players, it is beneficial to give two distinct descriptions.

### Example

**Warden:** You finally see light as you break out of the complete darkness. Ahead is a clearing. The grass stands upright unaffected by the wind. It creates a mathematical curve. To the left the jungle continues and you see thousands of white orbs dangle from the branch extremities. Suddenly, the fruits fall, exploding on impact, hurling pebble sized seeds across the jungle floor. Which direction do you want to go?

**If you wish to randomly generate the type of Jungle or Clearing the crew sees, you can use the following tables to determine which detail tables to roll on.**

Use *JUNGLE SOUNDS & SMELLS* [8.2], *CLEARING SOUNDS & SMELLS* [10.1], and *DEJA VU* and *DETAILS TO REPEAT* [10.2] tables to further add detail to the world as you see fit.

## RANDOM JUNGLE DETAILS

[6.2]

0-3 JUNGLE DETAILS: DENSE FOLIAGE [7.1]

4-6 JUNGLE DETAILS: NATURAL WALKWAYS [7.2]

7-9 JUNGLE DETAILS: COMPLETE DARKNESS [8.1]

## RANDOM CLEARING DETAILS

[6.3]

0-4 CLEARING DETAILS: TALL GRASS [9.1]

5-9 CLEARING DETAILS: OTHER [9.2]

## JUNGLE DETAILS: DENSE FOLIAGE

[7.1]

- 0-1 Thousands of white orbs dangle from the branch extremities. Suddenly, the fruits fall, explode on impact, and hurl pebble sized seeds across the jungle floor. **Roll BERRY EFFECTS [12.2].**
- 2-3 The largest trees have several stilt-like roots growing out of their trunk. The highest roots reach 13 feet tall, and they are bent like mantis legs, ready to spring forward.
- 4 Endless vines loop down from somewhere high in the canopy. They melt to mush when touched.
- 5 Cylindrical fruits hang like punching bags. The sacks are attached by thin strings to the branches above and must weigh hundreds of pounds.
- 6 It smells like rotten eggs and cat piss.
- 7 Tree limbs gnarl down from the skies. Knotted and rough, water floods down them in a twisted slide.
- 8 The gray foliage is familiar in the shadows. Identical to the jungle near the crash site.
- 9 The grays of the leaves are numbing and branches are evenly spaced in a cross hatch. Vision is distorted and details are indiscernible.

## JUNGLE DETAILS: NATURAL WALKWAYS

[7.2]

- 0-1 Vines sway rhythmically overhead. Occasionally a snap can be heard when a vine breaks and it slaps into rows of trees.
- 2-3 The lining trees have thousands of miniature bulbs sprouting along their trunks. As you approach they blink open like giant eyes following your movement.
- 4 Trees become thinner on either side. They are evenly spaced like rows of crops.
- 5 Criss-crossing trunks lock together before dipping below the water. Some are easily climbed across for long stretches.
- 6 The waterline inches upwards and appears several meters deeper.
- 7 Vines loop like hammocks above the water and squared leaves hang overhead. Fruit falls in the water. **Roll BERRY EFFECTS [12.2].**
- 8 On either side of the path, trees spear the sky above while long pointed leaves take aim at the crew.
- 9 Random starfish-like creatures cling to the trees. They palpitae quickly, sucking at the bark.

## JUNGLE DETAILS: COMPLETE DARKNESS [8.1]

- 0-1 The ground vibrates and the sound of rushing water crashing against smooth porcelain lies in the distance.
- 2-3 Layers of heavy leaves erase the light above. They periodically melt away, falling in black sludge. Blinding beams of pure white pierce through the canopy before the it regrows choking the light away.
- 4 The air turns cool and whistles. The slushed leaves on the ground need to be dug through or climbed over.
- 5 A lattice of thick vines loop in the air. The vines look fleshier and bumpier than vines previously seen.
- 6 The musk of rot. Mud beneath feels like it's slowly tightening its grip.
- 7 The rain sprays down as if there's no canopy and it's hard to breathe. No step is without leaves and branches rubbing harshly against the body.
- 8 The water is higher and floating plants rub against collar bones.
- 9 A sweet fragrance in the dark. Tightly woven vines rub against anything that moves.

## JUNGLE SOUNDS + SMELLS [8.2]

- 0 The slap of large leaves echo in the thick sulfurous air.
- 1 The howl of fluttering leaves grows increasingly louder as the wind sweeps blooming honeysuckle through the air.
- 2 Ruffles in the brush quicken and slow. The foul breath of Venusian hell coats the area.
- 3 The croak and moans of frog-like creatures bellow. A sweet honey crisp passes by.
- 4 Splitting trees crack and clang against each other in the distance. The air smells of blue algae and wet fur.
- 5 A bullet burst of thuds from the falling canopy and the splash of water. The smell of freshly cut leaves.
- 6 The drumming of rain on foliage freshens the air.
- 7 The crack of thunder is captured and echoes through massive burrowed trunks. The smell of charred wood billows in from the North.
- 8 The sound of slicing machetes is paired with the caress of leaves against each other. Trapped decomposing smells escape the splashing water beneath.
- 9 The slow splitting and snapping of vines is meditative. Sick breath air mixes with the scent of new growth.

## CLEARING DETAILS: TALL GRASS

[9.1]

- 0 The seeded heads of grass loom high overhead, turning at anything that passes as if taking aim. They litter debris downwards when brushed.
- 1 Hairy grass bushes the area. Little sunlight gets through and the grayness becomes less and less textured.
- 2 The grass stands upright unaffected by the wind. It creates a mathematical curve and doesn't budge if pressed up against.
- 3 The water is 10 feet deep here and the grass pokes feet above it, flapping in the wind.
- 4 Towering whistle reeds clonk and sway, clunky then smooth.
- 5 Vibrating tall grass looks like a wall of white noise ahead.
- 6 Hissing waves of light gray strands sway back and forth in the wind. Little can be seen past the grass.
- 7 Shifting slates of reeds crash against each other in the winds.
- 8 Domed stalks provide peculiar protection from the rain. The water spills in circular slides around the outside so it doesn't fall in the middle. The water is high and the stalk domes block all forward vision.
- 9 Flailing reed stocks arch twelve feet above the water before slapping down.

## CLEARING DETAILS: OTHER

[9.2]

- 0 The cordgrass wraps tightly in thick spindles. Large walkways curve around the cylindrical structures like a crooked maze.
- 1 Reeds whistle hymns beyond an odd flattened area. Only an inch of water rests above the mound of grass.
- 2 A long straight path, the grass around it bends like exotic feathers lining a royal walkway.
- 3 The grass seems pleated ahead in smooth waves of fabric further than binoculars can see.
- 4 Ripped grass and reeds twirl in fierce twisters before fluttering to the ground.
- 5 Twisted stalks point in cones and hang down like night caps. The tips seem to jab forward as they are passed.
- 6 Sheets of grass blaze in fire by strikes of lightning. The regrowth jumps up excitedly and is burned a second time.
- 7 A large circle of water is surrounded by odd-looking flicking stalks.
- 8 Mounds of Potamo Major suits are stacked equidistant to each other.
- 9 The tall grass is thrashing in the wind, slicing each other for new growth to slice through the victor. The violence leaves large gaps that allow comfortable vision ahead.

## CLEARING SOUNDS + SMELLS

[10.1]

- 0 Clapping and buzzing in the distance. Grass stems release a meat-like smell.
- 1 Sharp whistles shoot through the grass. A burning smell passes with it.
- 2 Rocket fuel fumes bubble from the ground water. It splatters with the drowning rain.
- 3 Prairie fire smoke dotted by the rain rolls over the clearing. It howls and bays in the ears as it passes.
- 4 Slashing grasses cut into the flooded floor. Sulfuric whiffs spill out of water pockets.
- 5 Reeds hack against twisted stalks and the crunching breaks the sound of rain. The water smells of odorous dead algae.
- 6 The air is stale and the crack of whips is ceremoniously repeated.
- 7 The water babbles beneath decaying grass.
- 8 The sound of jabbering insects is sickeningly loud against acidic tasting air.
- 9 The rain pitter patters against curved stalks and clanking reeds. The air is pleasantly fresh.

## DEJA VU and DETAILS TO REPEAT

[10.2]

- 0 The reed grass lies flat ahead of tall beaten ferns. Parachute cord hidden in the flat grass looks like the clearing you landed in.
- 1 The vines ahead cross in near perfect plus signs.
- 2 The dark overcast sky blends with the canopy. The darkness slowly lowers like a curtain making the entire landscape a blanket of the same slate gray.
- 3 Geometrically piled trees and boulders. One trunk stands vertically.
- 4 The sky slowly transforms into a series of perfect squares that slowly pixelate the clearing ahead. Rolling fog shatters the geometry and the clearing doesn't appear the same as it was before.
- 5 A muddied mouth opens in the ground and water drains swiftly down the small hole. It slowly closes as the water level rises.
- 6 Large orbs of light are suspended in midair. They blindingly shimmer against the water below.
- 7 Teeth-like blades of grass pierce the air menacingly. The stems slowly point at the crew.
- 8 The grass rolls into large gray circles that slowly connect. When passing, the giant circles are fairly flat and the grass holds its structure against the rain.
- 9 The deeper into the jungle the more the canopy leaves meld with the sky. It begins to feel like walking through a glass marble of speckled dark gray.

## NIGHTMARES

[11.1]

- 0 Your arms feel gelatinous. The rain drills holes through your goopy limbs. Your vision is distorted, like looking through fisheye lenses. A dark vignette clamps around your sight and it gradually turns into pain. **+2 Stress.**
- 1 A hot thrashing in your chest beats against your bones. You begin to gag as a giant worm escapes your mouth. **-2 to Body Save permanently.**
- 2 You snap awake lying face up. Your legs won't respond. Nothing is responding. Your eyes burn like they've been open for a long time and a distorted face looms over you. Its mouth is carved from iridium, its fangs shiny in blood. You can feel venom inject into your veins. It rushes like rapids throughout your body until you feel nothing. **-2 to Fear Save permanently.**
- 3 Your boots sink further as you run through the jungle. Sludge slithers through the trees behind you. Soon your boots are unable to lift from the mud and the sludge surrounds your body. You choke on it, unable to breathe, and the world is black. **-2 to Fear Save permanently.**
- 4 Your neck cranks back slowly with an open jaw. The rain beats at your tongue. Teeth crack and decay as the water slowly suffocates you. **+3 Stress.**
- 5 The water warms around your ankle, wriggling up your bare legs. Suddenly, you are swept away through meters of water. You close your mouth trying to stop the water from overtaking you. Webbed fingers force otherwise, as water floods your lungs. **Make a Panic Check.**
- 6 Walking into the sun dome you feel alive. The sun's warmth fills the room as you hug your comrades in a heroes' welcome. Their embrace tightens. More soldiers, waiters, and caretakers pile on top, smothering you beneath their weight. **-2 to Sanity Save permanently.**
- 7 You see a familiar rocket penetrate the clouds overhead. It's low and looks like it's on a landing trajectory. As you watch, the nose redirects as if targeting the ground beneath you. It rapidly approaches, taking up your entire vision and you feel the fire beating like heavy rain across your body as you're incinerated in the crash. **Make a Panic Check.**
- 8 The rain falls harder. It's heavy and sharp like rocks. It pummels you as your pinned against the ground. You scream as the rain cracks your bones. **Make a Panic Check.**
- 9 A lean person with a white and chrome VR set around their head stands in front of an intricate monitor station. Moving their hands like they're orchestrating a symphony they tap the air and snap their fingers. The monitors display various rockets entering planet atmospheres. With each poke and snap of the fingers a new red "X" appears over a rocket. Their trajectory changes slowly until they crash. They crash one by one until the monitors are full of red "X's". **-2 to Sanity Save permanently.**

## SCAVENGING VENUSIANS

[11.2]

- 1 Nothing is found
- 2 Small stone vial filled with white liquid. **If consumed suffer a Nightmare [11.1].**
- 3 Large stone vial filled with white liquid. **If consumed -1 Stress.**
- 4 Small stone vial filled with gray liquid. **If consumed, become Poisoned [12.1].**
- 5 Large stone vial filled with gray liquid. **If consumed, antidote to Venusian Venom or Poisons [12.1].**

## VENOM & POISON SYMPTOMS

[12.1]

- 0 White blood cells begin destroying themselves. Heavy pains. **Disadvantage[-] at Body Saves for d5 hours.**
- 1 Suffer a storm of hallucinations. **Vividly experience a Nightmare [11.1].**
- 2 Affected skin erupts into painful blisters. They painfully explode under pressure.
- 3 Nervous system attacked, stopping nerve signals to the affected area. Local paralysis ensues. **Disadvantage[-] at Strength Checks for d100 minutes.**
- 4 Severe abdominal pain weakens the body. Intermittent vomiting. **Disadvantage[-] at Strength Checks for d5 hours.**
- 5 Vision blurry and seeing duplicates. **Disadvantage [-] at tasks that require sight for d100 hours.**
- 6 The affected area swells. Cold sweat and chills.
- 7 The gray world begins tilting and spotlights of vibrant colors flicker in distorted forms. **Disadvantage [-] at tasks that require sight for d5 hours.**
- 8 The venom/poison can be felt transporting through the bloodstream. Widened eyes, newfound strength, and heightened senses. **Advantage [+] at Strength Checks for d100 minutes.**
- 9 Nothing happens.

## BERRY & FROG EFFECTS

[12.2]

- |                            |   |
|----------------------------|---|
| BLACK                      | 1 Tasteless. <b>Nothing happens.</b>            |
|                            | 2-3 Bitter. <b>+1 Stress.</b>                   |
|                            | 4-5 Sweet. <b>-1 Stress.</b>                    |
| GRAY                       | 1-2 Tasteless. <b>Nothing happens.</b>          |
|                            | 3-4 Bitter. <b>+1 Stress.</b>                   |
|                            | 5 Salty and dry. <b>Advantage on Next Save.</b> |
| WHITE<br>OR<br>TRANSLUCENT | 1 Sour. Throat is Irritable. <b>+1 Damage.</b>  |
|                            | 2-3 Tasteless. <b>Nothing Happens.</b>          |
|                            | 4-5 Savory. <b>-2 Stress.</b>                   |

## SEARCH THE BODY

[12.3]

- 0 Severed limb
- 1 Pain pills + Binoculars
- 2 Vial of cyanide
- 3 Corded rope (20ft)
- 4 Tactical hunting knife
- 5 The Mantis [50.1]
- 6 Med kit
- 7 2 Grenades [51.1-51.3]
- 8 Syringe labeled Crustacea No.15 [52.1]
- 9 Proton Musket IV [49.1]

# EXAMPLE OF TRAVELING BY LAND

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[13.1]

## Suggested Sequence of Events: Traveling by Land

- 1 When entering a hex, provide the crew with a description of what they see. **Provide a choice of what type of terrain to travel through and allow time for any questions.**
- 2 **Roll the hex encounter based on the type of terrain the crew decides to travel through.**
- 3 After an encounter, provide a new description of the environment based on the terrain the crew is now in.
- 4 Enter the next hex.



## EXAMPLE

\* Players are headed East and need to turn North at some point to reach SD-021.

WARDEN The clearing ends facing a wall of jungle. Directly in front of you is blacker than night, the sounds of beating leaves and falling trees echo in the darkness. A bit South, light beams peak through the jungle and the canopy crashes to the ground. It quickly grows back. Where do you wish to travel?

PLAYER Is the jungle as dark to the North?

WARDEN Same as in front of you. The only grays you can see are to the South.

PLAYER We had decent luck going through the jungle when we could see something earlier. It may be worth traveling South a bit in order to keep our vision.

\* Players agree to travel South and East through the jungle.

\* Roll Encounter

WARDEN The plop of the jungle leaves and drenching rain continue as heavy debris mound the jungle floor. The water is lower here. Underneath the thundering rainfall you hear a crude cut through the trees ahead. Two pairs of eyes stare at you directly ahead. The eyes are a fresh white against the jungle floor. They sway.

PLAYER Can we see any details of the head or body?

WARDEN Barely in the shadows. The figure appears around the size of an adult human.

PLAYER I don't think we should be approaching these things. I raise my Proton Musket and slowly back up.

PLAYER I back up as well, hand on a Miss VE's grenade. What's the jungle like around us?

WARDEN North is pitch black. The South is less dense. Possibly the beginning of a new clearing.

PLAYER I think we should continue inching backwards but head South instead of completely backtracking. We can continue East once we aren't being followed.

\* The Players successfully avoid the violent encounter and end up in the hex South of the one they avoided the encounter in. Resume options in the next hex.

AQUATIC CHISEL ANTS.  
SLUSH HORROR.  
VENUSIAN SOLDIERS.  
GLASS TABLE.  
FLEETING DEATH HORRORS.  
HOPPING WASPS.  
VENUSIAN POSSESSED.  
BEHEMOTH TOAD.  
VENUSIAN TANKS.  
CLICKING REED HORROR.  
BULLY MUD CRABS.  
THE SEED OF LIFE.



# LAND ENCOUNTERS

[16.1]

**NOTE: Not all monster or enemy encounters will be violent. For example:**

- 1** Carnivorous plants are generally limited to their reach and cannot move, often acting more as an obstacle than a back-and-forth encounter.
- 2 Venusians are overly aware of their limitations against strong firepower and assume humans to be extremely dangerous** despite the Venusian's physical dominance.
  - If Venusians engage, **they are willing to retreat and regroup when taking significant wounds or one of them perishes. They do not fight with emotions.**
- 3** Many native monsters are opportunistic predators and will retreat or regroup after initial failure. Of course, sometimes hunger demands persistence.
  - Range Notes from the Mothership Sci-Fi Horror RPG PSG 1E.
    - Adjacent: Less than 1m
    - Close: Roughly 5-10m
    - Long: Roughly 20-100m
- 4 Some enemies have stats that read "Speed:0". This means they are unable to move locations, but can still attack.**

**NOTE: Hallucinations and nightmarish encounters often permanently reduce one of the player's Saves. These are best treated as a violent encounter that lasts one or two rounds.**

- 1** This gives players the opportunity to shoot at and fight off an illusion, or make effective decisions that may grant them Advantage[+], or Disadvantage[-], when they roll their Save.
- 2** Successful combat rolls may give players the illusion of overcoming the threat and nullify the negative consequences.
- 3** A hallucination that feels like a violent encounter that ends in a player being smothered or devoured just to wake up in a panic provides opportunity for players to feel their characters losing their grasp on reality.

- 0 **GROUND CAVES IN**, sucking everything 1.5m deep. The mud tightens quickly to secure the ground and the rain continues to pound down.  
**Strength Check or require help.**
- 1 **60 AQUATIC CHISEL ANTS** with paralytic mandibles. **Body Save or paralyzed for 1d5 rounds.**  
**Combat:50** 1d5 DMG Mandibles (Adjacent) **Speed:25 Instinct:30 Wounds:1(1)**
- 2 **FUNGAL SPORE EXPLOSIONS** blast like fireworks. Hallucinogenic fog blankets the area. (Range: Close) **Body Save or suffer a NIGHTMARE [11.1].**
- 3 **JUNGLE CANOPY ROCKETS TO THE GROUND** from a swing of swift lightning. Two more bolts spear down dozens of trees and the sky roars its charcoal mouth. **Fear Save or -2 to Fear Save permanently.**
- 4 **2 VENUSIAN SCOUTS** peak through the leaves. Hunched with heads forward and dipped low. They keep a distance unless they discover a weak spot in the human regiment. Scouts will disappear from sight, and reappear moments later as the party advances. **Keeps at Long Range. If beaten, roll twice on SCAVENGING VENUSIANS [11.2].**  
**Combat:45** 2d10 DMG Iridium Dagger or Claw. (Adjacent or Close if throwing dagger) **Speed:70 Instinct:45 Wounds:2(25)**
- 5 **LEAF SLUSH HORROR** falls with outspread arms from the canopy. Sour and rotting. Sticks like melted crayon. Engulfs, grabs, fish hooks, and smothers the crew relentlessly. Sharp weapons and bullets slice temporary holes in the SLUSH HORROR as it regrows and weighs increasingly heavier pushing the victim deeper into the ground water and mud. **Sanity Save or the illusion continues for minutes longer. -2 to Sanity Save permanently.**
- 6 **STINGING NETTLE MOSS.** Activated when foliage falls on dormant mounds. Rapidly grows and swarms surfaces for nutrients. Can spread 10m/s up to 100m. Singes by fire or electricity. (Range: Adjacent) **If touched, roll VENOM & POISON SYMPTOMS [12.1].**
- 7 **FANGED VENUS FLYTRAP** whips thorny vines blindly like lassos. The jaws of the flytrap's terminal remain still and gaping with 1m long fangs. Only takes damage to its terminal (no damage to vines). **Drops Berries. If eaten, Roll BERRY & FROG EFFECTS [12.2].**  
**Combat:50** 1d10 DMG Thorned Vine (Close) or 4d10 DMG Fanged Bite (Adjacent) **Speed:0 Instinct:35 Wounds:2(30)**
- 8 **3 VENUSIAN SOLDIERS** stand menacingly behind a barricade of vines. They point with sharp claws at the crew, one holding their Iridium Macuahuitl above their head as if about to throw it. Soldiers are more willing to pursue enemy humans if they determine they are not wielding deadly firearms or explosives. **If beaten, roll three times on SCAVENGING VENUSIAN [11.2].**  
**Combat:70** 3d10 DMG Iridium Macuahuitl or 2d10 DMG Claw. (Adjacent or Close if flinging macuahuitl) **Speed:60 Instinct:50 Wounds:3(25)**
- 9 **3 VENUSIAN TANKS** split through trunks of trees toppling them to the ground, making walkways and pulling trunks. Will charge or take cover depending on the distance to humans.  
**Combat:60** 4d10 DMG Pincer Sever or 3d10 DMG Thrash. (Adjacent) **Speed:30 Instinct:65 Wounds:4(45)**

- 0 **A WALL OF TREES**, tightly pressed into each other, warped and beaten to fill gaps. The wall is 3m high and the length is further than the eye can see in either direction.
- 1 **9 CIRCULAR PUDDLES** in a square. The center puddle remains calm against the rain. **Sanity Save or become fixated. -1 to Sanity Save permanently.**
- 2 The sacred geometric shape **THE SEED OF LIFE** becomes unavoidably visible in the folds and curves of trees and ferns. In every direction the shape appears and closes in. **Sanity Save or Make a Panic Check.**
- 3 **2 VENUSIAN SCOUTS** stand nearly straight up, partially behind thick trees. They hold their daggers stretched outward. They keep at distance unless they discover a weak spot in the human regiment. **Keeps at Long Range. If beaten, roll twice on SCAVENGING VENUSIANS [11.2]. Combat:45 2d10 DMG Iridium Dagger or Claw. (Adjacent or Close if throwing dagger.) Speed:70 Instinct:45 Wounds:2(25)**
- 4 **GLASS TABLE.** A reflective plateau the height of one's chest spans 100m x 50m. The rain ricochets and splatters, resting in droplets that enlarge into giant circles before sliding off of the table. Climbing on top gives a safe feeling + great vantage point.  
**Cannot see your own reflection and an elongated stay on top will result in Sanity Save or -1 to Sanity score permanently and Make a Panic Check.**
- 5 **GRINDING PITCHER PLANT.** Wicked spikes line the pitcher and thorny vines slither. The bucket shaped mouth is 2m tall and the spiked teeth wriggle in circles. **Bears fruit. If eaten, Roll BERRY & FROG EFFECTS [12.2]. Combat:40 1d10 DMG Thorny Vines (Close) or 4d10 DMG Grinding Bite (Adjacent). Speed:0 Instinct:30 Wounds:4(20)**
- 6 **VENUSIAN POSSESSED.** Blank stare with a zombie walk. Cannot attack. **If in Close range players will experience a hallucination.**  
"From beneath the water, bombs and explosives attempt to destroy the One Sea. Venusians dive deeper into the darkness and into black stone tunnels."  
"On land now peering through the beaten tall grass, Venusians are gunned down and blasted by massive turrets erected by the sun dome. The clearing seared and roasted."
- 7 **1 VENUSIAN TANK**, pushing and bending trees, clearing foliage, and making what seems to be a narrow walkway.  
**Combat:60 4d10 DMG Pincer Sever or 3d10 DMG Thrash. (Adjacent) Speed:30 Instinct:65 Wounds:4(45)**
- 8 **A FOUL LOOKING VENUSIAN** bears fangs and rhythmically pounds its weapon against the ground. If engaged with, the creature will lunge forward, consuming their entire body. **Suffer a NIGHTMARE [11.1]. It disappears in a cloud of mist. 1d10 minutes of .3m visibility.**
- 9 **3 VENUSIAN SOLDIERS** dive in and out of the ground water, circling the crew at long distance. Their eyes always keep target. Soldiers are more willing to pursue enemy humans if they determine they are not wielding more deadly firearms or explosives. **If beaten, roll three times on SCAVENGING VENUSIANS [11.2]. Combat:70 3d10 DMG Iridium Macuahuitl or 2d10 DMG Claw. (Adjacent or Close if flinging macuahuitl) Speed:60 Instinct:50 Wounds:3(25)**

- 0 **LIVING CORDGRASS**, whipping, twisting, constricting. Body Save or become entangled. **+1 Stress.**
- 1 **MUD REACHES UP**, gripping boots. It pulls anything beneath the dark Venusian clay seeping through any hole in the suit or armor.  
**Body Save or -1 to Fear Save permanently.**
- 2 A throng of **ARMORED LOCUSTS** blitz by devouring the tall grass and reeds. The shaved clearing provides clear vision, but regrows within minutes of being cut. Locusts bite and tear at everything in their path but do not target or stop to attack.  
**Combat:20** 1d5 DMG Bite (Adjacent) **Speed:70 Instinct:10 Wounds:1(1)**
- 3 **2 VENUSIAN SCOUTS** ruffling through the reeds, hunched low, they are unseen to the eye, but the tip of the reeds and grass wave in straight lines. The sound slits through the rain's white noise. **Keeps at Long Range. If beaten, roll twice on SCAVENGING VENUSIANS [11.2].**  
**Combat:45** 2d10 DMG Iridium Dagger or Claw. (Adjacent or Close if throwing dagger.) **Speed:70 Instinct:45 Wounds:2(25)**
- 4 **CLICKING REED HORROR.** Synchronized metronomic clicks from the reeds. The reeds swell as they clang together and the metallic sound reverbs inside helmets. **Sanity Save or -2 to Sanity Save permanently.**
- 5 **ALIEN LEECHES** barring razor sharp teeth. **Speed Save or 1d10 leeches attach through armor with AP 5 or less.**  
**Starting next round 1d5 DMG and -1 from your Body Save permanently for each round the leech remains attached. Wounds: 1(1)**
- 6 **GIANT PLATED CENTIPEDE** darting. Aims to intimidate prey by standing upright like a cobra. Spits thick saliva when it hisses. **If bitten, roll VENOM & POISON SYMPTOMS [12.2].**  
**Combat:55** 2d10 DMG Bite (Adjacent) **Speed:65 Instinct:40 Wounds:3(30)**
- 7 **BEHEMOTH TOAD** slinking around like a velociraptor, cocking its head as it plans its attack. Wide following eyes. Leaps over prey to corner and herd. Poisonous skin. Acid tongue. **If touched, roll VENOM & POISON SYMPTOMS [12.2].**  
**Combat: 40** 3d10 DMG Acid Tongue (Close) or 1d10 DMG Body Bash (Adjacent) **Speed:75 Instinct:30 Wounds:3(40)**
- 8 **3 VENUSIAN SOLDIERS** bounding across the clearing. Zig-zagging one at a time and keeping distance. **If beaten roll three times on SCAVENGING VENUSIANS [11.2].**  
**Combat:70** 3d10 DMG Iridium Macuahuitl or 2d10 DMG Claw (Adjacent or Close if flinging macuahuitl) **Speed:60 Instinct:50 Wounds:3(25)**
- 9 **SLUDGE HORROR** towers 7m high, casting black shadows across the ground. Tendrils whip with precision through the tall grass. Sentient compound of Venusian soil and bacteria. Regenerates against attacks. Slowly closes distance and body slams if in Adjacent Range. **If wrapped, roll a NIGHTMARE [11.1].**  
**Combat:55** 2d10 DMG Tendril Whips or Wrap (Close) **Speed:50 Instinct:85 Wounds:7(20)**

- 0 **GIANT RAZOR CLAM.** Can be seen easily. Its size pokes significantly out of the water and looks like an island. Their swift clamp generally results in loss of limb.  
**Combat:70** 4d10 DMG (Adjacent) **Speed:0 Instinct:10 Wounds:1(35)**
- 1 **FLEETING DEATH HORRORS** trapped in the thick atmosphere and wailing with no voice, these horrors flash their memories of death through the minds of those they pass. **Fear Save or -2 to Fear Save permanently.**
- 2 **2d10 HOPPING WASPS** cower to the rain and slowly surround. Hop onto prey grasping them with all legs and injecting stingers through the back of the skull.  
**Combat:35** 1d5 DMG -2 to Fear Save permanently (Adjacent) **Speed:30 Instinct:20 Wounds:1(10)**
- 3 **POTAMO MAJOR DRONES.** Hover drones with circular saws to cut down foliage and grasses. Will scan and track anything but is not hostile towards humans. Too fast to follow back to their base.  
**Combat:45** 3d10 DMG Saw (Adjacent) **Speed:75 Instinct:35 Wounds:2(20)**
- 4 **MIST HORROR.** Large rolling fog that causes hallucinations and suffering memories. **1d5 DMG. Fear Save or Make a Panic Check.**
- 5 **SIPPING STRAW.** A black cylinder hangs from the overcast sky. The water on the ground flows to its base. The water slowly lowers, revealing the first dry ground seen since crashing. A strong tug can be felt on uniforms and players begin losing control of their limbs as they begin walking on hands and outstretched toes towards the black straw. Light fades, sight is taken while loud shouts cloud the area. **Sanity Save or -2 to Sanity Save permanently.**
- 6 **3 BULLY MUD CRABS** walking through the mud with high-rising thickly spined legs. Bully Mud Crabs beat their massive bully club pincers like sledge hammers to kill prey. Quietly stalks prey, covering themselves in mud to blend in with the dark sky behind the grass. Sprints forward in quick bursts when attacking prey.  
**Combat:45** 3d10 DMG Pincer Pound **Speed:55 Instinct:40 Wounds:2(25)**
- 7 **FLAT HOOD HORNED CRAB** charging forward with sharp crooked horns. Rears on its hind legs to scare away larger threats. Will charge and fling prey several meters into the air.  
**Combat:60** 2d10 DMG Pincer Slice **Speed:65 Instinct:55 Wounds:4(40)**
- 8 **2 VENUSIAN SOLDIERS** bounding across the tall grass, vanishing behind the walls of water splashing up. They are padding the grass down in a large half circle 30m in front of the crew. They will hide in the tall grass waiting to ambush after they have flattened a large enough section the crew will be vulnerable in. **If beaten roll twice on SCAVENGING VENUSIANS [11.2].**  
**Combat:70** 3d10 DMG Iridium Macuahuitl or 2d10 DMG Claw (Adjacent or Close if flinging macuahuitl) **Speed:60 Instinct:50 Wounds:3(25)**
- 9 **2 VENUSIAN TANKS** hauling large black stones.  
**Combat:60** 4d10 DMG Pincer Sever or 3d10 DMG Thrash (Adjacent) **Speed:30 Instinct:65 Wounds:4(45)**



RAPIDS & ROUGH WATERS. ISLAND OF STACKED  
HALLUCINOGENIC FROGS. SPOTS OF BLACK WA

# TRAVERSING RIVERS



POTAMO MAJOR SUITS. FIGHT OR RIGHT THE RAFT.  
WATER GURGLE. CONSTANT THREAT OF CAPSIZING.

# TRAVERSING RIVERS

[23.1]

## Step 1: Roll a River Section

Roll 1d5 for a random RIVER SECTION. Each River Section will represent traveling the length of a hex.



## Step 2: Steering the River

River Segments are made up of 3 RIVER SQUARES.

Squares marked "C" represent CALM WATER.

Squares marked "R" represent ROUGH WATER, and players are at risk of capsizing.



## Steering Calm Water

The crew can both dock their raft and interact with the CALM WATER INTERACTIONS [21.2] before the river moves their raft to the next River Square.

Once the crew works through a CALM WATER INTERACTION and decides to continue, the raft will move to the next River Square.

## CALM WATER INTERACTIONS

[23.2]

0-1 Nothing is here.

2 **SEVERAL BLACK DISK-SHAPED FROGS** float with their toes stretched outward. They smell sweet and they make players drowsy and happy as they pass. The frogs can be easily captured in large containers. **If touched, Roll BERRY & FROG EFFECTS [12.2].**

3 **A TRANSLUCENT TOAD** is relaxed on a lily. If touched, players experience a short and powerful trip. **If touched, Roll BERRY & FROG EFFECTS [12.2].**

4 **HEAVY STEAM** begins to rise from underneath the raft. Halos of light hop across the boat. **If touched, Roll BERRY & FROG EFFECTS [12.2].**

5 **A PLUMP GRAY TOAD** with a milky underbelly is calmly sitting on a tree trunk. It is somehow moving faster than the raft and begins to pass within arms' length. **If touched, Roll BERRY & FROG EFFECTS [12.2].**

6 **BLACK STICK-SHAPED FROGS** leap across the river like ribbons. **If touched, Roll BERRY & FROG EFFECTS [12.2].**

7 **SPOTS OF BLACK WATER GURGLE** in pools. Rocket remnants can be seen poking out from the riverside.

8 **AN ISLAND OF STACKED POTAMO MAJOR SUITS** is sickeningly covered in algae. **Fear Save or -2 to Fear Save permanently.**

9 **A SUCKERMOUTH ROCKFISH** silently stalks the raft beneath the dark water. It suction to the bottom of the raft and slowly pulls the raft beneath water. Will detach and flee if it takes a Wound from a single attack. **Combat:35 2d10 DMG Bite Speed:40 Instinct:70 Wounds:3(30)**

## Steering Rough Water

Steering ROUGH WATER is similar to running a Violent Encounter.

- 1 Each Round is represented by a RIVER SQUARE on the RIVER SECTION and is roughly 10 seconds long.
  - Each player takes 1 Action per Round.
- 2 Determine the Type of Rough Water.  
**Roll CAPSIZE THRESHOLD [25.1].**
- 3 The Warden describes the severity of the river based on the CAPSIZE THRESHOLD Roll.
- 4 Players have time to discuss together or ask questions before deciding what actions to take. They can act collectively or individually.
  - There are often situations where acting together will give Advantage [+] to a Check or Save while rafting. Example: If the entire crew attempts to dock.
  - Players do not have to take actions to direct the raft through ROUGH WATER. Example: The crew might all attack a threat and let the raft flow naturally through the ROUGH WATER.
  - If the entire crew does not collectively use their actions to control the raft in ROUGH WATER, the Warden may choose to apply Disadvantage [-] to the CAPSIZE ROLL.
    - This is particularly important if the crew is engaged in a Violent Encounter while navigating ROUGH WATER.
- 5 **Actions are resolved at the same time and the Warden assigns any Stat Checks or Saves.**
- 6 Rolls are made one at a time.
  - NOTE: If capsized and in the water, all rolls are at Disadvantage [-] and if players wish to right the raft, it will require all players to invest their action to do so.
- 7 Finally, the last player to take an action **Makes a CAPSIZE ROLL against the CAPSIZE THRESHOLD** according to how the players chose to interact with the Type of ROUGH WATER.  
**See CAPSIZE THRESHOLD [25.1].**
  - Rolling equal to or under the Capsize Threshold means the crew successfully stays afloat.
  - **If the CAPSIZE ROLL fails, Roll CAPSIZING CONSEQUENCES [25.2].**

## CAPSIZE THRESHOLD

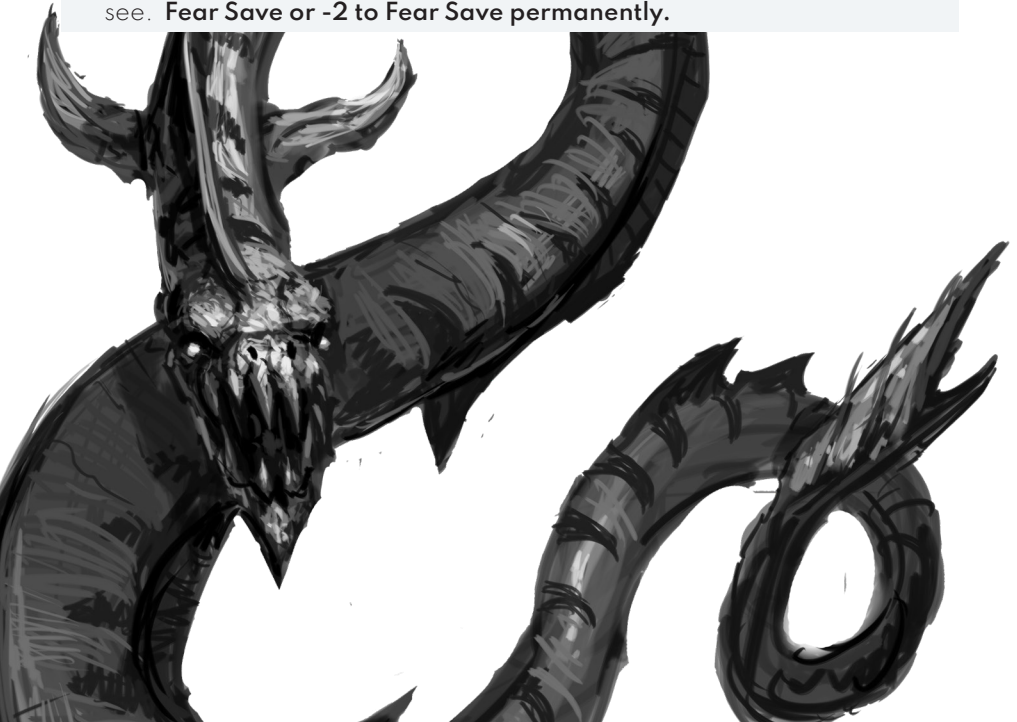
[25.1]

d10	Type of Rough Water	Capsize Threshold	Description
0-2	RAPIDS	6 or 4	Paddling into rapids lowers the chance of capsizing (6). Trying to slow down while entering rapids heightens the chance of capsizing (4).
3-6	BENDS	7 or 4	The current is fastest on the outside of the bend. Paddling with the current is best (7) while switching sides will heighten the chance of capsizing (4).
7-9	WAVES	8 or 2	Paddling head on into waves is the safest way to navigate (8). Trying to avoid waves, may leave the raft horizontal to the waves which will most likely cause capsizing (2).

## CAPSIZING CONSEQUENCES

[25.2]

- 0-1 Tumbling into the water your body bashes against rock and debris.
- 2-3 As you fall into the water you feel something snag. **Lose an item.**
- 4-5 The water pushes your head against the riverbed and pins your arms against your side. Drifting down the river you continue to be submerged for what feels like minutes. **+2 Stress.**
- 6-7 Water floods into your mouth, something that feels like worms wiggling inside. **Suffer a Nightmare [11.1].**
- 8-9 Barbed roots grip you, pulling you under the current. Debris batters your body and the whiteness of crashing water engulfs everything you see. **Fear Save or -2 to Fear Save permanently.**



## Step 3: Determine Encounter

### 1 Roll once per RIVER SECTION after rafting past the first RIVER SQUARE.

- If a RIVER ENCOUNTER is ongoing from a previous RIVER SECTION, Do Not roll an additional RIVER ENCOUNTER.

## DETERMINE RIVER ENCOUNTER

[26.1]

### 0-2 Roll RIVER ENCOUNTERS [31.1]

### 3-9 No Encounter

## If a River Encounter is Rolled

- 1 Begin the first round of the Violent Encounter in the RIVER SQUARE the encounter was rolled.
- 2 While rafting through ROUGH WATER, the crew will raft through one RIVER SQUARE for each round of the Violent Encounter.
- 3 While rafting through CALM WATER, the crew will raft through one RIVER SQUARE for every two rounds of the Violent Encounter.
- 4 Combat continues into the next RIVER SQUARE until one of the following endings:
  - The crew docks the raft and escapes the River.
  - The RIVER ENCOUNTER is defeated.
  - The River Ends.
    - A River Monster will retreat back into the river.
    - Venusians will continue attempting to kill the players. (Wardens may choose for Venusians to escape combat if being defeated or if it would be beneficial for play to regroup).

## Violent Encounter Rounds While Steering through Rough Water

Violent Encounter Rounds are resolved before the CAPSIZE ROLL, and any CAPSIZE CONSEQUENCES [23.2] if applicable.

## Docking the Raft

At any point players can choose to attempt docking the raft.

**CALM WATER Docking does not require a roll.**

**ROUGH WATER Docking requires a successful Strength Check [+]** and each crew member's Round Action to dock.

On a failed Strength Check players must make their CAPSIZE ROLL against the higher CAPSIZE THRESHOLD value.

# EXAMPLE OF TRAVERSING RIVERS

[27.1]

## Suggested Sequence of Events: Traversing Rivers

- 1 Roll a RIVER SECTION
- 2 Provide a description of the first RIVER SQUARE.
  - In a Calm Water Square roll CALM WATER INTERACTIONS [21.2].
  - In a Rough Water Square roll CAPSIZE THRESHOLD [25.1] to determine the Type of Rough Water and describe the situation.
- 3 After rafting through the first RIVER SQUARE, roll DETERMINE RIVER ENCOUNTER [26.1] and roll RIVER ENCOUNTERS [31.1] on a O-2.
- 4 Give players the opportunity to choose actions.
- 5 Make a CAPSIZE ROLL if in Rough Water.

## EXAMPLE

\*After nearly suffocating in a Leaf Slush Horror ambush, the crew wants to escape into the river.

\*Warden rolls a RIVER SECTION [21.1] resulting in R-R-C (ROUGH WATER, ROUGH WATER, CALM WATER)

\*Warden rolls a "2" (Rapids) on the CAPSIZE THRESHOLD [23.1] table.

WARDEN The river at your feet has jagged rocks and white water Rapids. It looks dangerous, but capable of being rafted.

PLAYER Is there anywhere we can ease into the river?

WARDEN Down a little way there's a large rock sticking out of the riverside. The water is not as fast moving behind it.

PLAYER I think we need to get away from this jungle. We're stressing out in there.

\*The crew decides it is worth entering the Rapids to escape the jungle.

PLAYER I get the raft and push the button to inflate it as we're running to the entry point.

WARDEN Your raft inflates almost instantaneously as you're running, it floats nicely in front of you. Getting in isn't too difficult, but you're swept right into the rapids as soon as you enter. You're heading straight into those sharper rapids.

How do you want to steer through this?

PLAYER How wide is the river? And, what is the river like ahead of us?

WARDEN Roughly 15m wide at this point. You see a decent stretch of rapids, but after the hecticness you notice calmer water not too far in the distance.

PLAYER I don't think we can get over too quick, but we might want to try to cross while we battle these rapids.

PLAYER No way, white water is no joke. We need to paddle through them and focus on not losing the raft. I don't know what will happen to us if we fall in a river this large.

PLAYER Agreed. I think we should all focus on paddling to get through these rapids instead of trying to get out. Depending on how this goes we could get out when it's calmer up ahead.

\*Players decide to paddle forward and into the current.

WARDEN Perfect! Daniel, roll a d10 for me. Since all of you are paddling, I'm going to give you advantage, so roll 2 d10 for me.

PLAYER I got a 7 and a 9. So 7.

\*Against a "6" as the CAPSIZE THRESHOLD [25.1] since the crew chose to paddle into the rapids.

WARDEN Paddling forward seemed effective for a long stretch, but you end up losing control near the tail end as the rapids bump you back and forth, the raft capsizes.

\*Warden rolls a 4 on the Capsizing Consequences table [23.2].

WARDEN The raft smashes against the rocks and you fly out of the raft as it slips from under you - the string still attached to your belt. The water pushes your head against the riverbed and pins your arms against your side. Drifting down the river you continue to be submerged for what feels like minutes. Each of you take +2 Stress.

\*The crew is now in the second River Square. Rough waters.

PLAYER Shit. Can we right the raft in the rapids? Are we in the calmer water now?

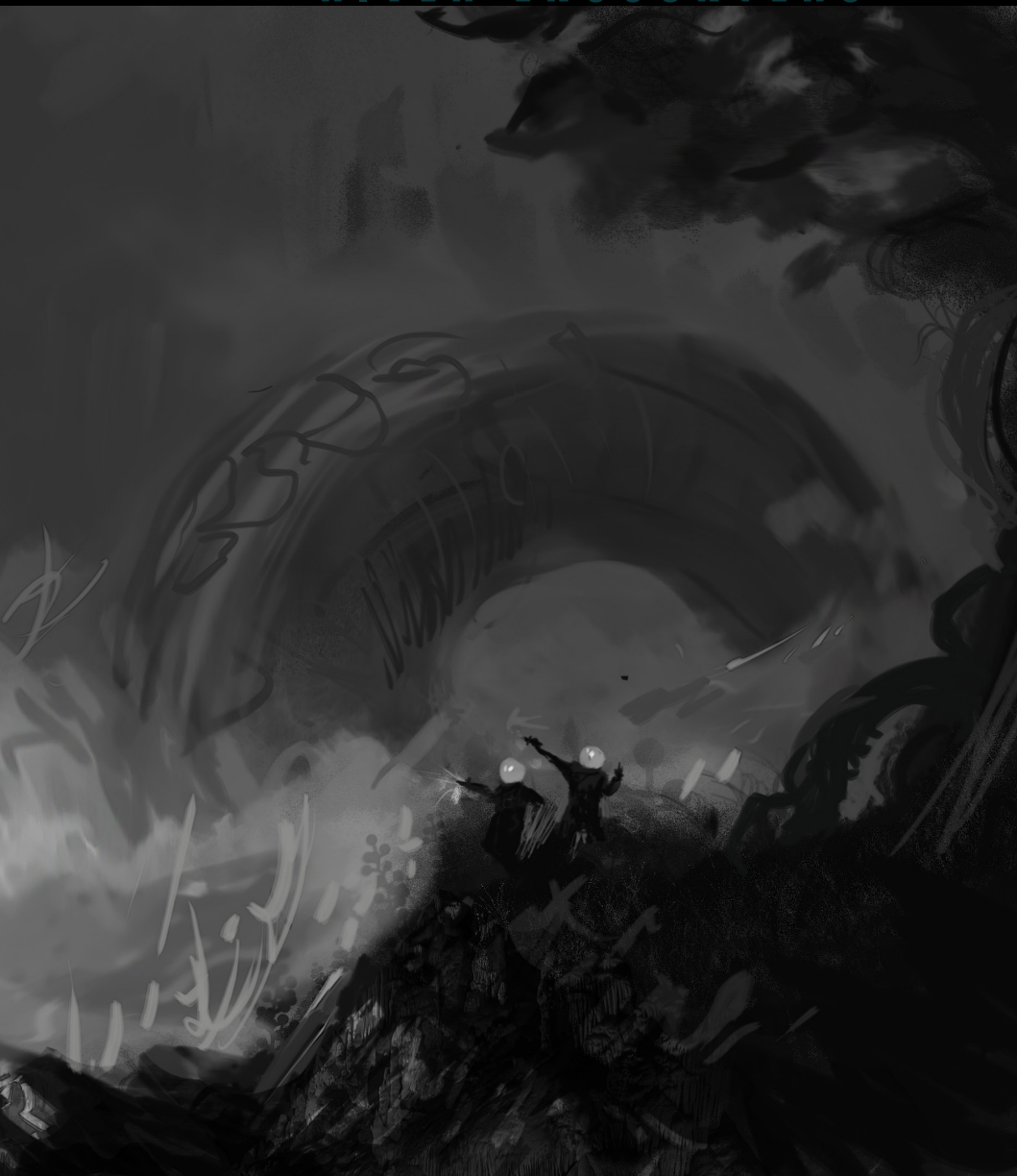
WARDEN You're not out yet and you're drifting through the rapids. You can try to right the raft in the rapids or you can hold on for the ride.

PLAYER We should really try and get back in if it's possible.



TRAVERSING TORRENTS. THE DEVILS STINGRAY  
FOUL CROOKED MONSTER. SLICK-SCALED SAWTOOTH  
VENUSIAN TANKS. JAGUAR SHARK. CONSTANT

# RIVER ENCOUNTERS



. SPEARED TAIL & DEVILS HORNS. THRASHING.  
H. RAZORTOOTH FANG EEL. BLUNT-TOOTH CATFISH.  
THREAT OF CAPSIZING. RIVER GARGANTUAN.

- 0 **A SUCKERMOUTH ROCKFISH** silently stalks the raft beneath the dark water. It suctions to the bottom of the raft and slowly pulls the raft beneath water. Will detach and flee if it takes a Wound from a single attack. **Combat:35** 2d10 DMG Bite **Speed:40 Instinct:70 Wounds:3(30)**
- 1 **2 VENUSIAN SCOUTS** jumping in and out of the river like dolphins. Keeps at Long Range. **If beaten, roll twice on SCAVENGING VENUSIANS [11.2].** **Combat:45** 2d10 DMG Iridium Dagger or Claw. (Adjacent or Close if throwing dagger.) **Speed:70 Instinct:45 Wounds:2(25)**
- 2 **BLUNT-TOOTH CATFISH.** Barbels frantically feel around the raft as it tries to swallow the raft whole and thrashes in blood rage if its unable to. **Combat:60** 3d10 DMG Crushing Bite **Speed:50 Instinct:25 Wounds:5(50)**  
**>Wide Mouth:** Can grab 20% of raft in mouth. Blunt teeth holding firm enough to throw the raft 20 feet.  
**>Poisonous Barbels: If stung, roll VENOM & POISON [12.1].**
- 3 **8 SLICK-SCALED SAWTOOTH.** Swift fish that attempt to pierce through the bottom of the raft several times before jumping over the edge. Sharp teeth on the bottom of their belly and three lines of teeth in their mouth. **Combat:40** 2d10 DMG Sawteeth **Speed:80 Instinct:30 Wounds:1(10)**
- 4 **JAGUAR SHARK.** Large-headed. Formidable Canines. Stalks and attacks in short bursts. Dorsal fin pokes out of the river. **Combat:65** 4d10 DMG Bite **Speed:70 Instinct:30 Wounds:3(45)**
- 5 **2 VENUSIAN SOLDIERS** sprinting along the river then diving in. **Combat:70** 3d10 DMG Iridium Macuahuitl or 2d10 DMG Claw (Adjacent or Close if flinging macuahuitl) **Speed:60 Instinct:50 Wounds:3(25)**
- 6 **THE DEVIL'S STINGRAY.** Silver circles arrange beneath the raft. A speared tail curves inwards from the rear and a pair of devil horns emerge in front. **Combat:45** 3d10 DMG Tail Stab **Speed:45 Instinct:65 Wounds:5(45)**  
**>Nightmare Injection:** Scorpion-like tail causes a 3 second slumber. **If struck, Roll Nightmare [11.1].**
- 7 **2 VENUSIAN TANKS** bounding in and out of the water, they disappear for long moments before soaring above the water line to attack. **Combat:60** 4d10 DMG Pincer Sever or 3d10 DMG Thrash. (Adjacent) **Speed:30 Instinct:65 Wounds:4(45)**
- 8 **RAZORTOOTH FANG EEL.** A rigid snake-like body constricts around the front of the raft. The eel's jaw emerges from the depths and snaps. **Combat:65** 1d10 DMG Tail Whip or 4d10 DMG Bite **Speed:75 Instinct:40 Wounds:4(45)**  
**>Venomous Bite: Roll VENOM & POISON [12.1] and Make a Panic Check.**
- 9 **RIVER GARGANTUAN.** An ivory giant slams against the riverbank filling the river with debris as the foul, crooked monster turns to face the raft. Mountainous sharp teeth. Cracked skin. **Combat:50** 4d10 DMG Slam or Bite **Speed:55 Instinct:25 Wounds:6(50)**  
**>Scotopic Vision:** Highly sensitive to any form of light. Will reel away.  
**>Disrupted Water:** Calm Water Squares become Rough Water Squares.



JAGUAR SHARK.  
ATTACKS IN SHORT BURSTS.  
JAGGED TEETH SLICE  
THROUGH FLESH.

# FACTIONS ON VENUS 3



POTAMO MAJOR  
POTO MINOR  
VENUSIANS  
CREW 612

# POTAMO MAJOR

[34.1]

**A mercenary outsourcing corporation that connects military and mercenary organizations with missions for their undeveloped personnel.**

In the public's eye, Potamo Major carries a grand safety reputation and a high mission success rate. Secretly and through the dark web, they are also hired to make mercenaries and military personnel legitimately disappear. Their missions-gone-wrong way of eliminating people leaves no trace of foul play and is difficult to investigate.

The sole reason for maintaining presence on Venus 3 is for these disappearance missions. Potamo Major covers it up with light iridium mining expeditions limited to the surrounding areas of the sun domes.

They are extremely selective with choosing Potamo Major officers to operate the sun domes on Venus 3 to ensure there's little interaction with death missions while maintaining trust in the sun domes. Despite precautions, the disparaging deadliness of the planet and continued death missions unexpectedly deteriorates the loyalty of Potamo Major mercs stationed on Venus 3.

Potamo Major is willing to save survivors that were sent to their death. They see great value in hiring individuals that are capable of surviving the constant downpour and will send the mercenaries to their off-planet headquarters at the Jiri Clovis Bunker to sort out the details.

## LOCATIONS

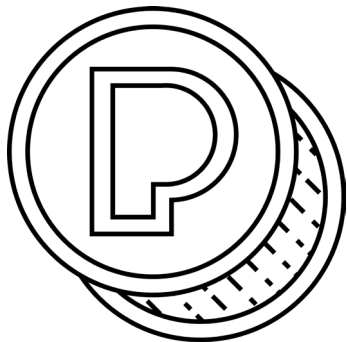
**On Venus 3, Potamo Major still has control of SD-022 [99.1] in the Tea Cup Region, SD-030 and SD-031 in the Kettle Region, and SD-013 in the Shoelace Region. The sun dome officers mostly communicate with Potamo Major officers not stationed on Venus 3 and, rarely, officers at sun domes in the same region as their own.**

**Personnel have no interregional communication or knowledge of the other regions' operations.**

## RECENT SUCCESSES

**Finalized the Crustacea No.15 Stim Pack [52.1]. The first Crustacea iteration with 0% death rate.**

**Increased turret defenses at SD-022 [99.1] and restocked on drones.**



**A rebel group among the Potamo Major ranks.** Survivalists willing to do anything to take out Potamo Major and escape Venus 3. **They make up a small portion of the mercenaries operating the sun domes on Venus 3. Potamo Major does not know of their existence or their name,** despite constantly trying to sniff out dissent. Poto Minor has discovered some crews are sent here to die and their rockets are sabotaged to crash.

They have little trust outside of their known members but will try to get to know any survivor of the rain.

**Their core goals are taking over SD-022 [99.1], disabling the defense turrets, and securing rockets to escape Venus 3.**

## LOCATIONS

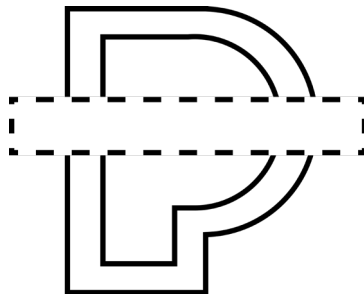
**SD-022 [99.1] houses the rebel group.**

Few are sent on scouting missions outside of the dome.

## RECENT SUCCESSES

**Have secured the abandoned MUOX BUNKER [91.1] as a midway point between SD-022 [99.1] and SD-021 [75.1].**

They plan to use the bunker as a meeting place for safe discussions and a rendezvous point for any potential escape plan.



A crew sent to die on Venus 3. Their ship was meant to crash on in the Kettle Region, and they have no information about the Tea Cup Region in which they crashed.

**Mo Traverro, Kloak Hynes, and Whip Montego [45.1]** are the only survivors of the original 8 person crew. They have been lost to the whims of the rivers for several weeks now and have been able to survive for so long by taking refuge in various bunkers and SD-020 [73.1] before it was completely destroyed by the Venusians.

Now, they are desperate and near feral. With smashed hopes of survival they have abandoned all morals in order to survive.

In short interactions Mo, Kloak, and Whip are able to muster up their last ounces of humanity to be composed, and speak eloquently.

One crew member died in the crash, another in the river rapids, two more to a Venusian ambush, and most recently, their first lost to insanity.

## LOCATIONS

Wandering in the Tea Cup region, traveling between bunkers.

## RECENT SUCCESSES

Living is a success to Crew 612.



# VENUSIANS

[37.1]

Venusians are a humanoid species capable of living in water and on land. They are characterized by an aerodynamic frame, bi-modal breathing, webbed appendages, and a hard exoskeleton that protects them from the endless rain.

Naturally slender, Venusians are built for agility. Aquatic adaptations allow swift and nimble movements through the water. Their underdeveloped sight is enhanced with some type of sonar and doesn't seem to impede their ability to hunt human mercs.

**They have telepathic capabilities that have unknown limits.** Their telepathy has no record of weaponization but is primarily used as a way to communicate, transcending linguistic barriers. They have acute knowledge of the flora and fauna and often carry frog and berry psychedelics while traveling.

Although rarely available, their blood is collected by Potamo Major's Experimental Weapons Division in pursuit of developing super soldier stim packs. The experiments have varied success as Venusian blood is radically different than human blood.

## LOCATIONS

**Venusians live somewhere in The One Sea [81.1].** They travel across rivers and land to keep an eye on the human invaders. No encampments have been found on land. **The only place on Venus they do not travel to is the territory of The Tremendous Fly Trap [95.1].**

## RECENT SUCCESSES

**Have destroyed SD-020 [73.1] and SD-021 [75.1].**

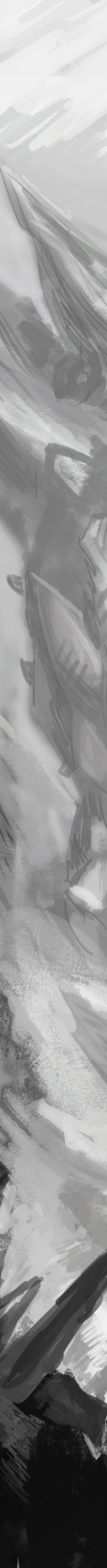
They have picked-off most wandering crews in the Tea Cup region.

Iridium stone is central to Venusian society. The stone is incredibly dense and can be formed into sharp blades.

**Recovered 6-inch knives weigh 10 kg and can cut through steel.** Cumbersome to use or carry without multiple people or carrying equipment.

## INTERACTION

Despite their speed and physical dominance, **they are cautious when attacking humans.** Their lack of firepower prevents direct assaults, but not ambushes.







## SOLDIER

**COMBAT:** 70  
 Iridium Macuahuitl 3d10 DMG Bleeding [+]  
 Thrashing Claw or Punch 2d10 DMG Blunt [+]  
**SPEED:** 60  
**INSTINCT:** 55  
**WOUNDS:** 3 (25)

## SCOUT

**COMBAT:** 45  
 Iridium Dagger 2d10 DMG Bleeding/Gore  
 Tearing Claw 2d10 DMG Blunt [+]  
**SPEED:** 70  
**INSTINCT:** 45  
**WOUNDS:** 2 (20)

**SPECIAL:** **Water Prowess.** Attacks with Advantage [+]  
 when in water.  
**Telepathic Communication.** Can be understood by humans.



## TANK

Through an unknown process, some Venusians transform into massive “tanks”. These Venusians nearly double their size and quadruple their muscle density. Bone spurs emerge from their chest and shoulders and their dominant arm morphs into a sharply pointed pincer. Venusian tanks lose some mobility, but gain substantial strength and durability.

<b>COMBAT:</b>	60
Pincer Sever 4d10 DMG Gore/Massive [+]	
Thrash or Bash 3d10 DMG Blunt [+]	
<b>SPEED:</b>	30
<b>INSTINCT:</b>	65
<b>WOUNDS:</b>	4 (45)

**SPECIAL:** **Resilient.** Does not take Wound Damage from Critical Successes.  
**Telepathic Reprise.** A metronomic pulling of the brain. Sanity Save or -2 Sanity Score Permanently.

# POTAMO MAJOR NPCS

[41.1]

## COLONEL ALEKSI GOREV

**Commands SD-022 [99.1].** Splits time between the OFFICERS QUARTERS and the LOUNGE where AleksI makes an effort to intermingle with all ranks. Consistently reinforces the importance of being on Venus 3 and shuts down allegations against Potamo Major. Firm, Charismatic. Cuts off people when they mention stress, fear, or horrors they've experienced.

**AleksI will be kind and generous with the crew, but behind closed doors he's moving his most trusted mercs to find out if the crew's loyalty has been compromised.** If they are suspected to be a danger to SD-022 [99.1] or any personnel, he will have them sent on a mission outside of the sun dome and taken out by his most trusted mercs.

**EQUIPMENT:** Two Mantis pistols [50.1] with power augmentations. 2 Hulk No.17 [52.3].

**Combat:55** 2 Augmented Mantis Pistol IdIO DMG (Close) **Speed:30**  
**Instinct:40 Wounds:3(20)**

### WHAT ARE THEY DOING?

**On Duty:** Working through paperwork in the OFFICERS QUARTERS.

**Off Duty:** Enjoying a hot meal in the LOUNGE and bantering with low ranking mercs.

## VALOR CK

**Officer that leads the iridium mining expeditions which happen once a week and last 8 hours.** The extended downtime is in response to the danger of mining iridium outside of the dome, and at times outside of the protection of the turrets. **Valor takes 4 armed mercenaries and 3 mining operators for each mining expedition.**

Smiles often with his teeth white as chalk. Sharp voice, but doesn't talk much beyond giving orders.

**Combat:35** Unarmed **Speed:40 Instinct:40 Wounds:2(20)**

### WHAT ARE THEY DOING?

**On Duty:** Controlling the industrial mining machines housed at SD-022 [99.1].

**Off Duty:** In the REC ROOM working out or helping in the KITCHEN. Likes to prep the synthetic vegetables.

## HODGE GREEN

**6'10"** with chin slightly raised. **Folds arms often. Kind and welcoming with a resting bitch face.** Hodge likes to have fun in the REC ROOM and play competitive games with new faces. Unmaliciously pokes fun at people and can't resist a good "your mom" or "that's what she said" joke. **Best friends with DASH JOHNSON [43.1].**

**Combat:45 Unarmed Speed:30 Instinct:40 Wounds:3(15)**

### WHAT ARE THEY DOING?

**On Duty:** Operating the turrets and keeping watch over SD-022's [99.1] surroundings.

**Off Duty:** Shooting pool in the REC ROOM, teasing his friends.

## ANALICIA SILVA

**Chipper waitress in the SD-022 [99.1] LOUNGE.** Friendly, but a bit shy. Quick to fill water and ask if anyone needs anything. **Covertly, her job is to discover if any Potamo Major mercs are dissenting or starting to spoil. A sharpshooter when needed.**

**Combat:35 Unarmed Speed:30 Instinct:45 Wounds:2(20)**

### WHAT ARE THEY DOING?

**On Duty:** Serving in the LOUNGE and chatting with mercs on break.

**Off Duty:** Hangs out in the BARRACKS reading or playing VR.

## JOSEPHINE STUR

**Scientist in SD-022 LOWER LEVEL's LAB 6 [101.1]. Josephine is the only scientist stationed at SD-022 [99.1] and is perfecting Venusian blood stim packs.** Chews gum and writes quickly. Doesn't stop working when people are in the hallway or walk into her lab. Low bar for ethics. Speaks crudely. Scientists do 6 month stints on Venus 3 and are not allowed to leave the LOWER LEVEL [101.1].

**Combat:25 Unarmed Speed:25 Instinct:45 Wounds:2(20)**

### WHAT ARE THEY DOING?

**On Duty:** Attempting to fix the Venusian Complete No30 Stim Pack [52.4] to include rapid cell regeneration during the transforming process.

**Off Duty:** In the sleeping room inside SD-022 LOWER LEVEL [101.1].

# POTO MINOR NPCs

[43.1]

## TAK YOUNIS

**Mining equipment operator who works closely under VALOR CK [41.1].**

Works seamlessly with the SD-022 [99.1] mining crew during expeditions and mostly hangs out by himself outside of work. Tak is developing a series of simple and casual symbols for POTO MINOR to communicate more easily. Drifts away in thought and speaks slowly.

**Combat:40 Unarmed Speed:25 Instinct:35 Wounds:3(20)**

### WHAT ARE THEY DOING?

**On Duty:** While not on a mining expedition, Tak is doing maintenance or repair work on the industrial mining equipment.

**Off Duty:** Prefers reading in LOUNGE over the rowdiness of the REC ROOM besides his daily workouts.

## DASH JOHNSON

**Line cook in the SD-022 [99.1] KITCHEN.** Known for being loud and rambunctious, yet respectful. Dash tries to eat with a different person every day. **Best friends with HODGE GREEN [41.1].**

**Combat:40 Unarmed Speed:35 Instinct:35 Wounds:3(20)**

### WHAT ARE THEY DOING?

**On Duty:** Cooking in the KITCHEN.

**Off Duty:** Hanging out with HODGE [41.1] in the REC ROOM or relaxing in the LOUNGE.

## JUNIPER FORT

**Private in the Reconnaissance Division. Works under NIM KELLY [43.1].**

Juniper has been stationed at SD-022 [99.1] longer than anyone besides COLONEL ALEKSI [41.1]. Juniper and AleksI have a friendly relationship and joke often about their tenure together. Juniper has questioned Potamo Major for several months and is quick to befriend all survivors of the rain. Well-calculated. Cautious. Sympathetic.

**Combat:30 Unarmed Speed:40 Instinct:40 Wounds:3(20)**

### WHAT ARE THEY DOING?

**On Duty:** Out in the jungles of Venus 3 with NIM KELLY [43.1].

**Off Duty:** Hanging out in the BARRACKS or catching a meal in the LOUNGE.

## NIM KELLY

**Reconnaissance Division Officer at SD-022 [99.1].** Currently scouting for an acceptable location for new sun dome construction within the Tea Cup Region. Reconnaissance missions are dangerous and 10 heavily armed mercenaries go at once. The missions happen every other week for 20 hour expeditions.

Nim often plays chess and eats alone. Quiet and composed. Snarky when needed and occasionally shares a sweet smile.

**Secret: Nim has discovered the LOWER LEVEL [101.1] entrance in the back of the SD-022 KITCHEN freezer.**

**Combat:35 Unarmed Speed:35 Instinct:35 Wounds:2(20)**

### WHAT ARE THEY DOING?

**On Duty:** Out in the jungles of Venus 3 assessing danger and Venusian activity. Killing local fauna with no remorse.

**Off Duty:** Laying back in a makeshift hammock in the KITCHEN, joking with the cooks.

## GERTY VALDEZ

**SD-022 [99.1] REC ROOM cleaning and upkeep.** Jokingly yells at people for not cleaning up after themselves. Usually gives them a playful punch to the shoulder afterwards. Gerty is constantly moving and speaks quickly.

**Combat:30 Unarmed Speed:30 Instinct:35 Wounds:2(20)**

### WHAT ARE THEY DOING?

**On Duty:** Cleaning the REC ROOM and replacing towels.

**Off Duty:** Hangs out in the BARRACKS playing VR.

## STANDARD EQUIPMENT FOR EXCURSIONS OUTSIDE OF THE SUN DOME

**Equipment Per Merc:** 1 Proton Musket [49.1] + Recharge Battery, 4 Assorted grenades [51.1-51.3], 1 The Mantis [50.1].

Additionally, one merc in the crew carries a Boom Cannon XIII [49.2].

# CREW 612 NPCS

[45.1]

## MO TRAVERO

Cuts off people when talking. Mo is borderline yelling when he speaks, and doesn't think people are listening to him. Turned around and constantly upset with the rain. Close to losing it.

**Kloak and Whip took his weapons after he attacked an old crew member.**

**EQUIPMENT:** Advanced Battle Dress, 3 Crustacean No.15 [52.1].

**Combat:30 Speed:30 Instinct:25 Wounds:2(20)**

## KLOAK HYNES

Kloak is thin with swift hands. Keeps her palms resting above her holster on both hips. Willing to talk before shooting.

**Half crazy from the rain, Kloak has a continuous twitch in the upper nose and closes her right eye often.**

**EQUIPMENT:** Advanced Battle Dress, 4 Miss V.E.s Grenades [51.2], 3 Paralysis Grenades [51.1], 2 Concussion Grenades [51.3], 2 The Mantis pistols [50.1].

**Combat:45 Speed:25 Instinct:30 Wounds:3(20)**

## WHIP MONTEGO

**Whip has worked for Potamo Major for nearly a decade. He was part of the underground Resistance Force back at the Jiri Clovis Bunker headquarters.** He believes the reason he was sent on the Crew 612 death mission was because Potamo Major found out Whip was a member of Resistance Force.

Since crashing, he has slowly convinced MO and KLOAK to believe Potamo Major manufactured their rocket's crash.

**Trusts no one except MO and KLOAK.** Shifty and rattled. Always has his head turned away from others, peering at the person talking through the sides of his eyes. Constantly searches with his eyes thinking there's danger.

**EQUIPMENT:** Vaccsuit, Hulk No17 [52.3], Bolt No22 [52.2], 2 Miss VEs Grenades [51.2], and 2 Proton Musket [49.1].

**Combat:40 Speed:35 Instinct:50 Wounds: 3(20)**



# BUNKERS ON VENUS

[47.1]

Bunkers are the forgotten first attempt of survival on Venus 3. Their failure caused hundreds of deaths and the survivors rigged the bunkers to prevent anyone from using them but themselves. The bunkers are difficult to find because changing water levels and plant overgrowth continually change the visibility of the hatches. **Non-waterproof materials in bunkers are kept in water-tight plastic containers or bags.**

**Each bunker is rigged to flood.** Elevated heat levels trigger the trap. Pumps pull surface water from several points around the bunker to flood the interior. The flowing water be seen from outside the bunker during flooding.

## BUNKER FLOOD TRAPS

18 hours of three human bodies staying in a closed bunker will generate enough heat to trigger flooding. Only 6 hours with a burning lamp.

**Flood rate is slow enough for players to guarantee exit if they only grab what is nearest to them and a few things on their way out of the bunker.**

**If players wish to search or grab anything else, they will need to make a Speed Check. On failure +2 Stress and they make it out by swimming the final leg.** On Critical failure, a player may get stuck in a room and drown.

Bunker draining mechanisms activate automatically in 12 hours to make bunkers habitable after 3 hexes have been traversed. The water is pumped into nearby aquifers.

**Advantage [+] on Rest Save when resting in a bunker.**

Bunkers are not in any way comfortable. But after several minutes inside, players feel an intense relief from escaping the rain that repeatedly pitter-patters against them outside.

**The crew will experience a shared BUNKER DREAM [48.1] the first time they visit a unique bunker. -2 Stress.**

Players will only experience a dream the first time they visit a bunker and will not relieve additional Stress for revisiting a bunker.

## **BUNKER DREAMS**

[48.1]

**South Bunker [71.1]** An approaching storm blinks shades of bright pink as the lightning rhythmically crackles across the sky. The Venus grayscale slowly gathers color like watercolor wash. For the first time Venus looks beautiful. Gentle. The rain stops overhead but sprinkles surround you as the water rises, lifting you by the waist to the sky. Clouds part for the ascension and light envelopes.

**Leyol Bunker [83.1]** A cushion and a coffee table. Soft carpet and a synthetic cat. Privacy and unblocked sunlight coming through the window. Fresh air.

**Sea Bunker [89.1]** In the back corner of an outpost station cool drinks clink under a barely lit bar. Laughter and pats on the back follow whimsical work stories. You hold a three-of-a-kind at a table full of the familiar faces of crew members or coworkers that have been lost. One of them talks a bit of shit as they splash the pot, then laugh at your smirk as you call. The final card comes out, hands are revealed, and your friend wins a pot on the luck of the final card.

**MuOx Bunker [91.1]** Your bare ass sits in a sauna and you breathe without any physical hindrance. The sizzle of fresh water on hot stone is soothing. Calm woodwind instruments play outside. You live through several days of a beautiful life.

**Feday Bunker [97.1]** The clank of metal spatulas and whisks. The sizzle and clap of skillet food. The air tastes of fresh bread and real animal meat or melted butter depending on preference. A kind, sweet-talking waiter greets you, hands you a menu, and offers you water as you get comfortable. The entire meal is uninterrupted.

**DETERMINE BUNKER ENCOUNTER: Roll BUNKER ENCOUNTER: 1st VISIT [48.2] if this is the first time the crew has visited the bunker.**

**Otherwise, roll BUNKER ENCOUNTER: REPEATED VISIT [48.3].**

## **BUNKER ENCOUNTER: 1st VISIT**

[48.2]

0-7 No encounter

8 A RIVAL PARTY (POTAMUS MAJOR, POTO MINOR, or CREW 612) has found the bunker.

9 VENUSIANS [39.1] attack the bunker. 2 SCOUTS and 2 SOLDIERS. Their iridium clubs bashing against the doors. It will take 2d10 minutes for them to break through the hatch.

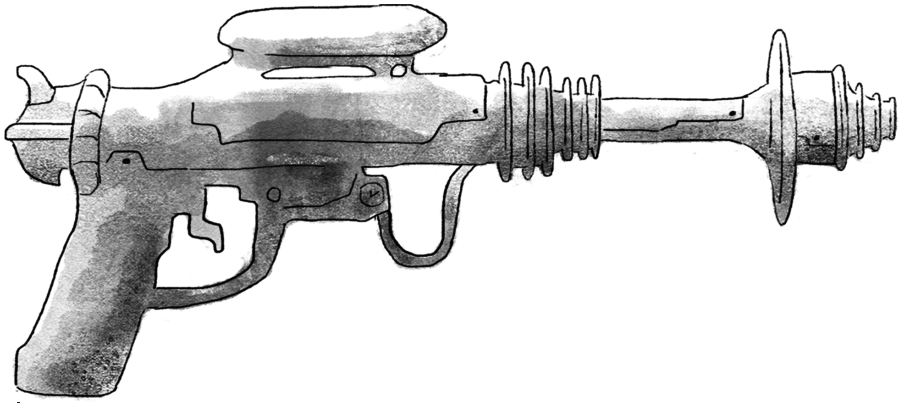
## **BUNKER ENCOUNTER: REPEATED VISIT**

[48.3]

0-3 No encounter

4-8 A RIVAL PARTY (POTAMUS MAJOR, POTO MINOR, or CREW 612) has found the bunker.

9 VENUSIANS attack the bunker. 2 SCOUTS and 2 SOLDIERS. Their iridium clubs bashing against the doors. It will take 2d10 minutes for them to break through the hatch.



## Proton Musket IV [49.1]

**Powerful Laser Gun** Two-handed ray rifle capable of concentrated laser output. Fully-charged battery pack holds 6 shots. Easily changed-out battery.

**Range** Long

**DMG** 2d10 DMG

**Shots** 6

**Critical** Bleeding [+]

**Special** Battery can be replaced without using an action during a round.

## BIG BOOM XIII [49.2]

**Sonic Cannon** A bulky sonic blaster so strong it dismantles itself when shot. Creates a 5 meter blast radius.

**Range** Close

**DMG** 1d5 + 1 Wounds

**Shots** 1

**Critical** Gore [+]

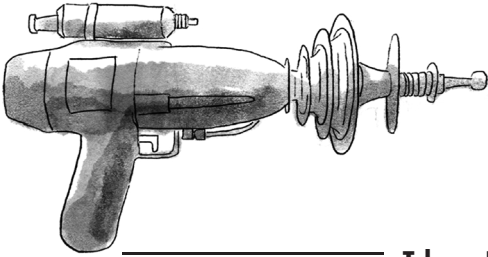
**Special** Auto hits all targets up to 5m in front. Paralyzes for 1d5 Combat Rounds. Shooter takes 2 DMG.

Heavy and cumbersome. Speed Checks at Disadvantage [-]. Unable to make large jumps. You climb inefficiently.

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# POTAMO MAJOR ARMORY

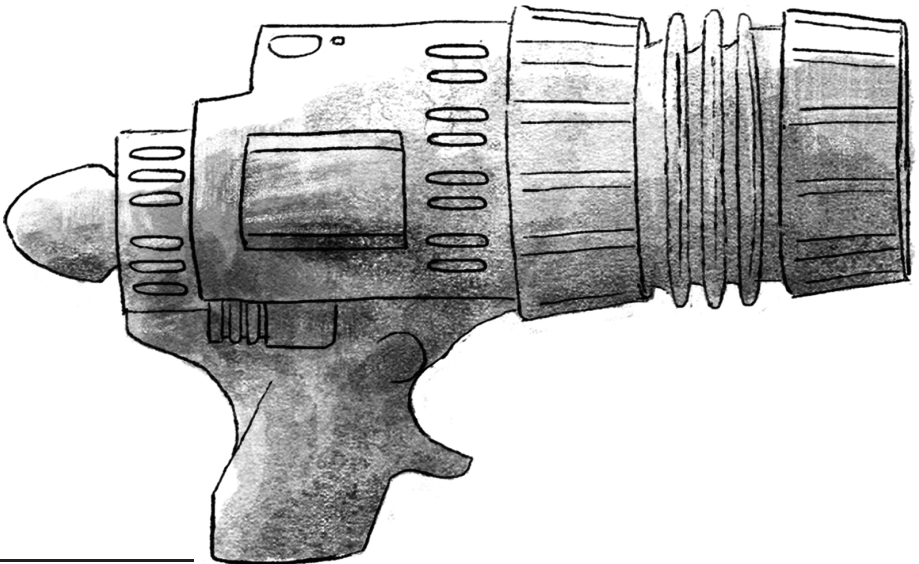
From the Yucatan Tech Co



## The Mantis

[50.1]

<b>Standard Issue</b>	Compact and lightweight ray pistol.
<b>Range</b>	Close
<b>DMG</b>	1d5 DMG
<b>Shots</b>	10
<b>Critical</b>	Bleeding
<b>Special</b>	Can easily be held in one hand. Requires a special charger.



# POTAMO MAJOR ARMORY



From the Yucatan Tech Co



## Paralysis Grenade [51.1]

**Detail** Shrapnel coated in a paralytic concoction of gelsmium, alien plants, and frog toxins.

**Range** Close

**DMG** 2d10 DMG

**Shots** 1

**Critical** Bleeding

**Special** All Close must Body Save to avoid. Paralyzes organic enemies for 1 Round. Body Saves and Speed Checks at Disadvantage [-] until treated.



## Miss VE's Grenade [51.2]

**Detail** Violent Explosions (VE). Hyperlocal explosion can be used to blast holes through steel walls.

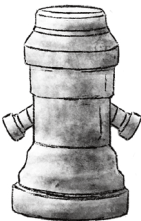
**Range** Close

**DMG** 3 Wounds

**Shots** 1

**Critical** Fire/Explosion

**Special** All Adjacent must Body Save to avoid.



## Concussion Grenade [51.3]

**Detail** Produces a flash of 8 mega-candela and an intense bang of 180 decibels. 3m radius.

**Range** Close

**DMG** 1d5 DMG

**Shots** 1

**Critical** Bleeding

**Special** All Close must Body Save to avoid. Disoriented and unable to act for 1 Round. Combat Checks at [-] for 1 additional Round.

## Tactical Raft [51.4]

**Detail** Made of military grade, unpuncturable 4.1T polyurethane fabric. Instant inflation/deflation device shrinks the raft to a 2 cubic inch ring that can be worn on two fingers. Once inflated, the raft is too cumbersome to carry through dense foliage. Press two buttons at the front to auto-deflate back into the ring.

# POTAMO MAJOR ARMORY

From the Potamo Major Experimental Stim Pack Division

\*There is danger of addiction and/or overdose if used more than once.

## Crustacea No.15 [52.1]

**Effect** Impervious to environmental, falling, and collision damage. Ignores first Wound. Skin gains Armor Points 3. If the skin as armor would be destroyed, it will crack and heal near-instantaneously back to normal skin and you Suffer 3 Damage.

**Duration** d10 + 5 minutes

## Bolt No.22 [52.2]

**Effect** +45 Speed. Combat Checks at Advantage [+]. As it wears off, Body Save or Roll Panic.

**Duration** d100 + 30 seconds.

**Critical on Duration Roll** REPLACE EFFECT: Does not need to make Speed Checks. Will always act first in a Violent Encounter Round. Combat Check at Advantage [+]. 120 second duration. When effect duration ends, suffer a Nightmare [11.1] and Fear Save or Make a Panic Check.

## Hulk No.17 [52.3]

**Effect** +40 Strength. +10 Speed. Can hurl objects or stones across long distances (3d10 DMG) and leap 5m. Can wield Iridium weapons [2 Wounds]. As it wears off, Suffer 4 Damage.

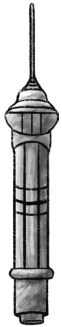
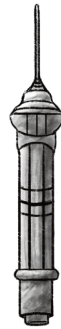
**Duration** 1d10 + 2 minutes

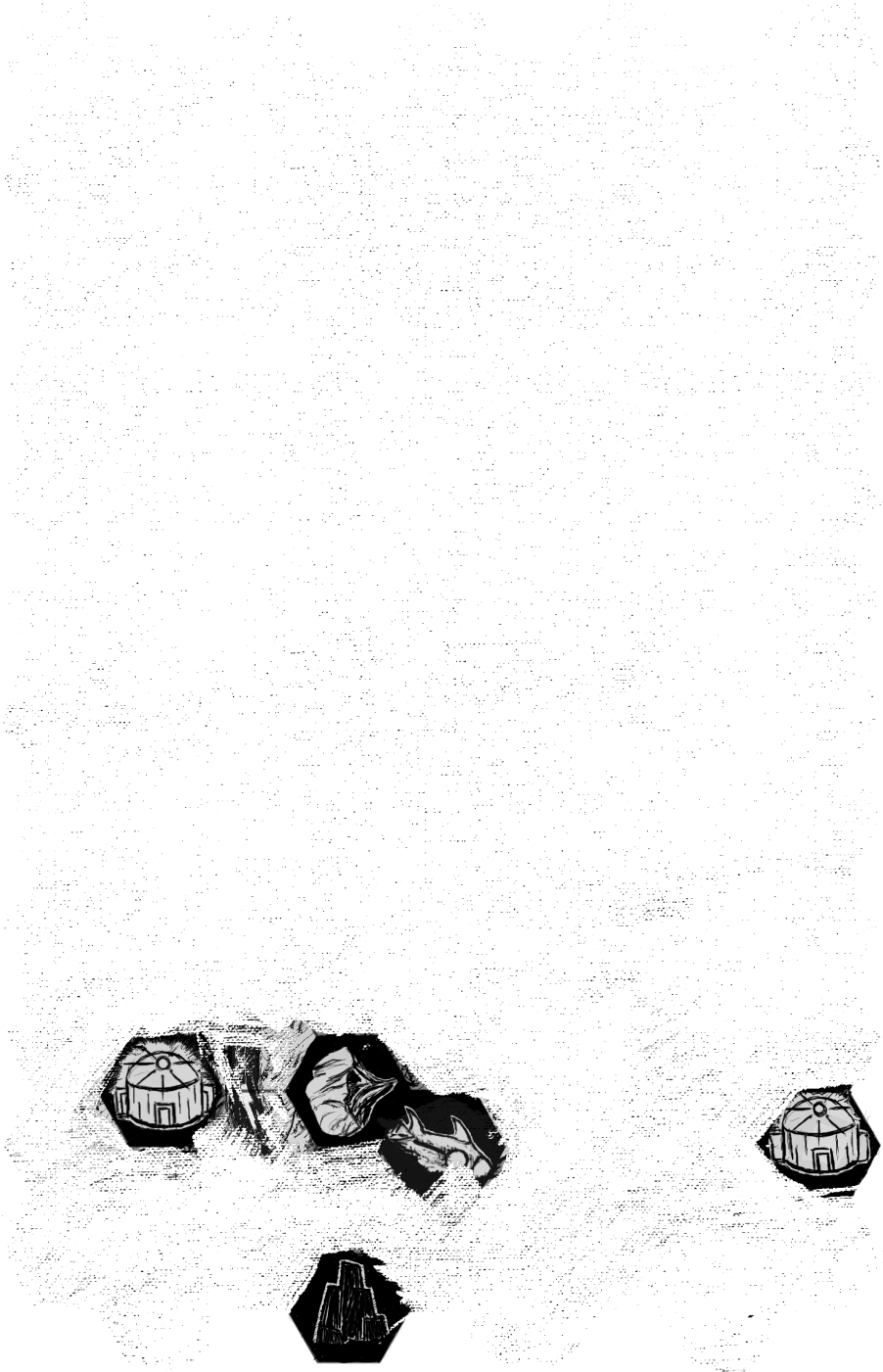
## Venusian Complete No.29 [52.4]

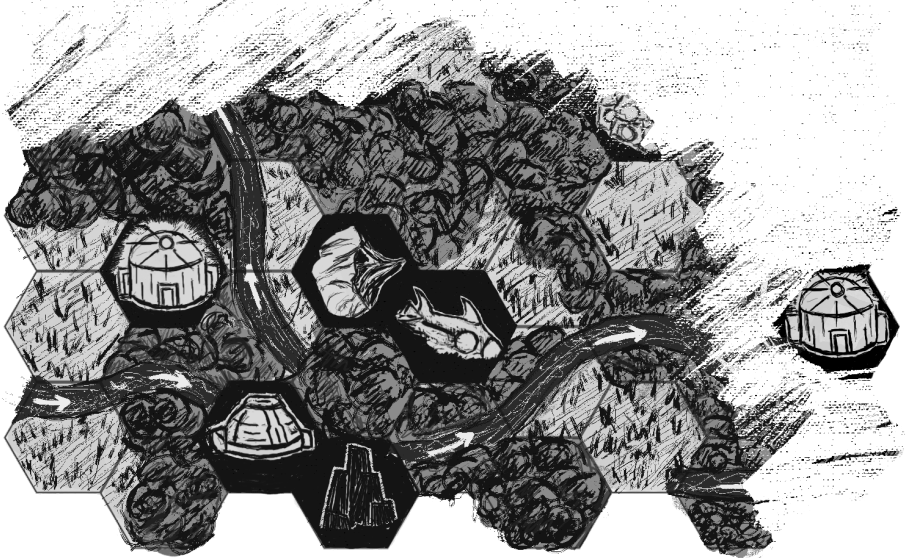
**Effect** +40 Strength. +30 Speed. Impervious to environmental, falling, and collision damage. Ignores first Wound. Skin gains Armor Points 5. If the skin as armor would be destroyed, it will crack and heal near-instantaneously back to normal skin and you Suffer 3 Damage. As it wears off, Suffer 5 Damage.

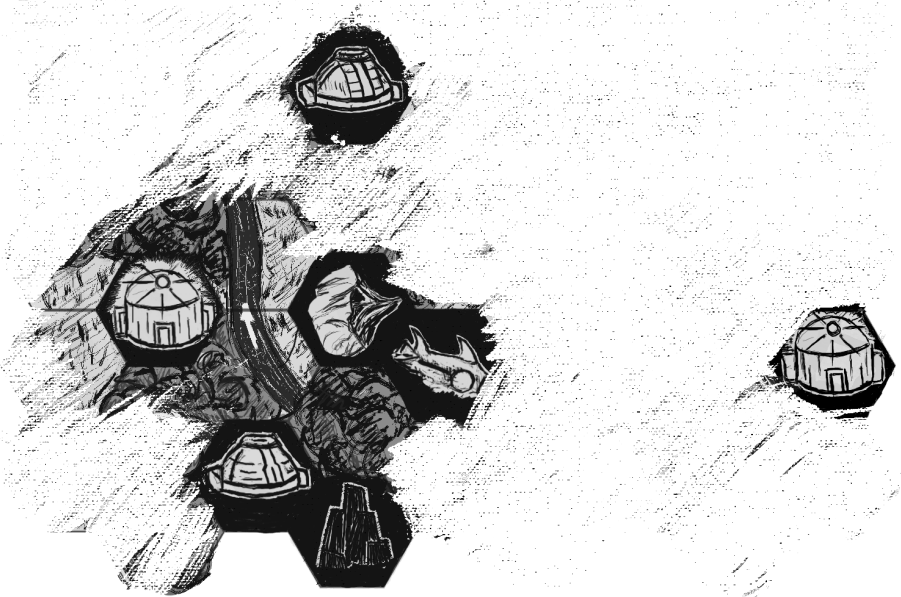
**Duration** 2d10 + 2 Minutes

**If the Duration Roll is 14+** +5 minutes to rolled Duration and Gain 3 Stress. Suffer 5 Damage. Roll Panic when the duration ends.

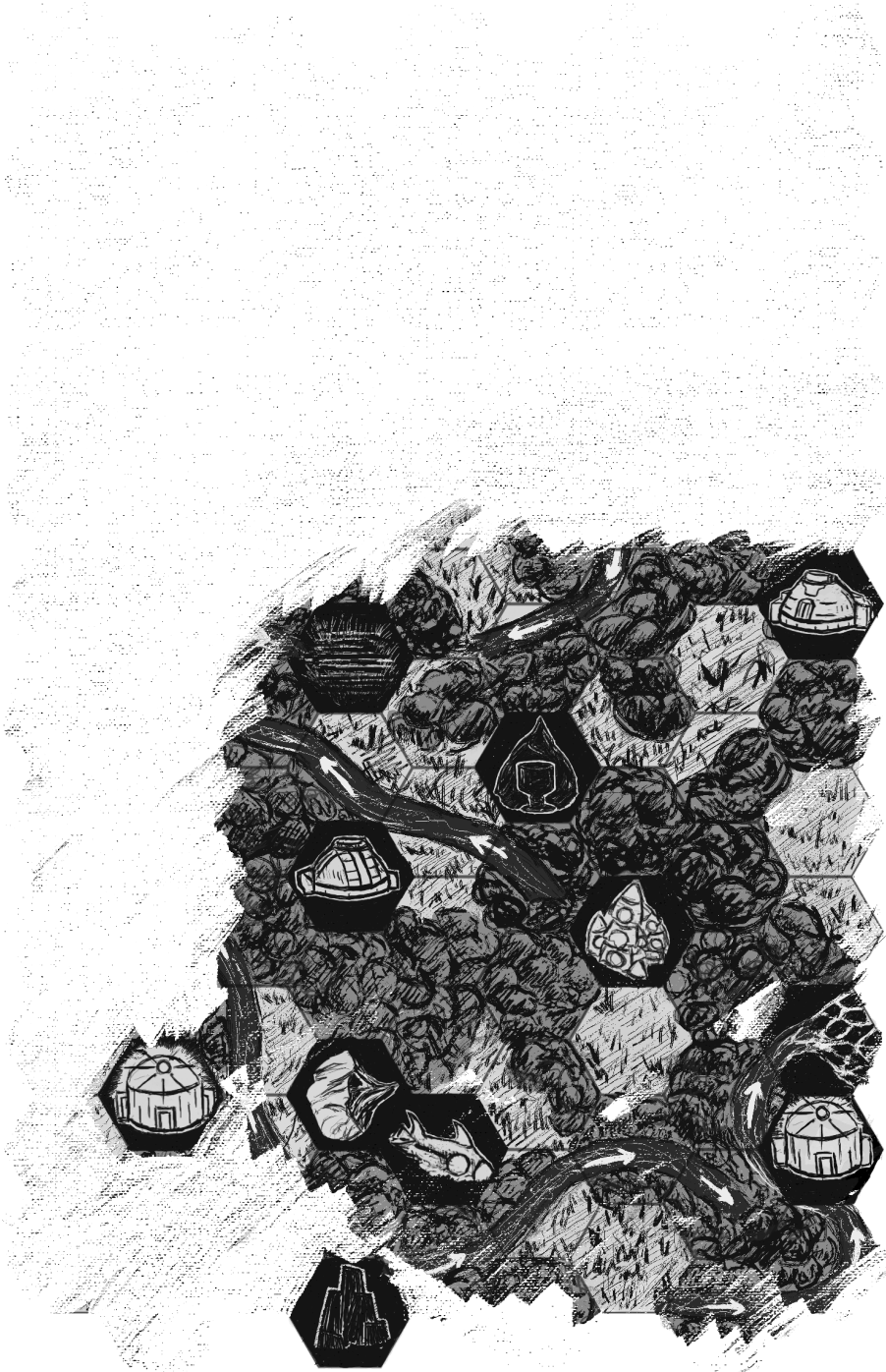


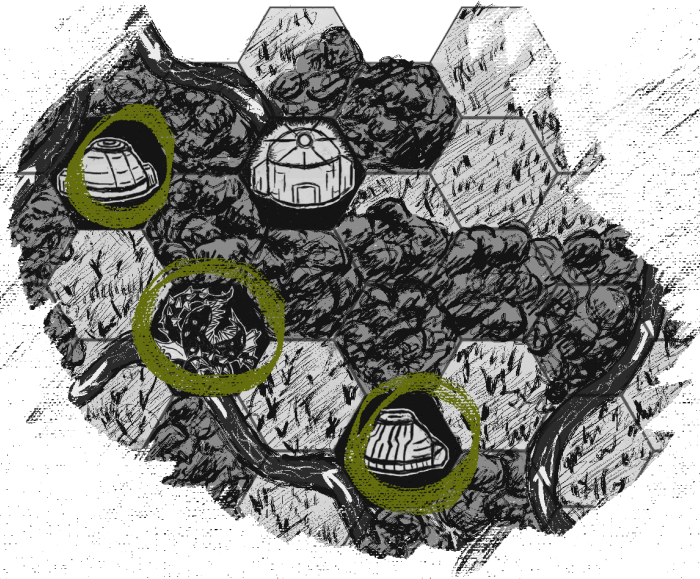


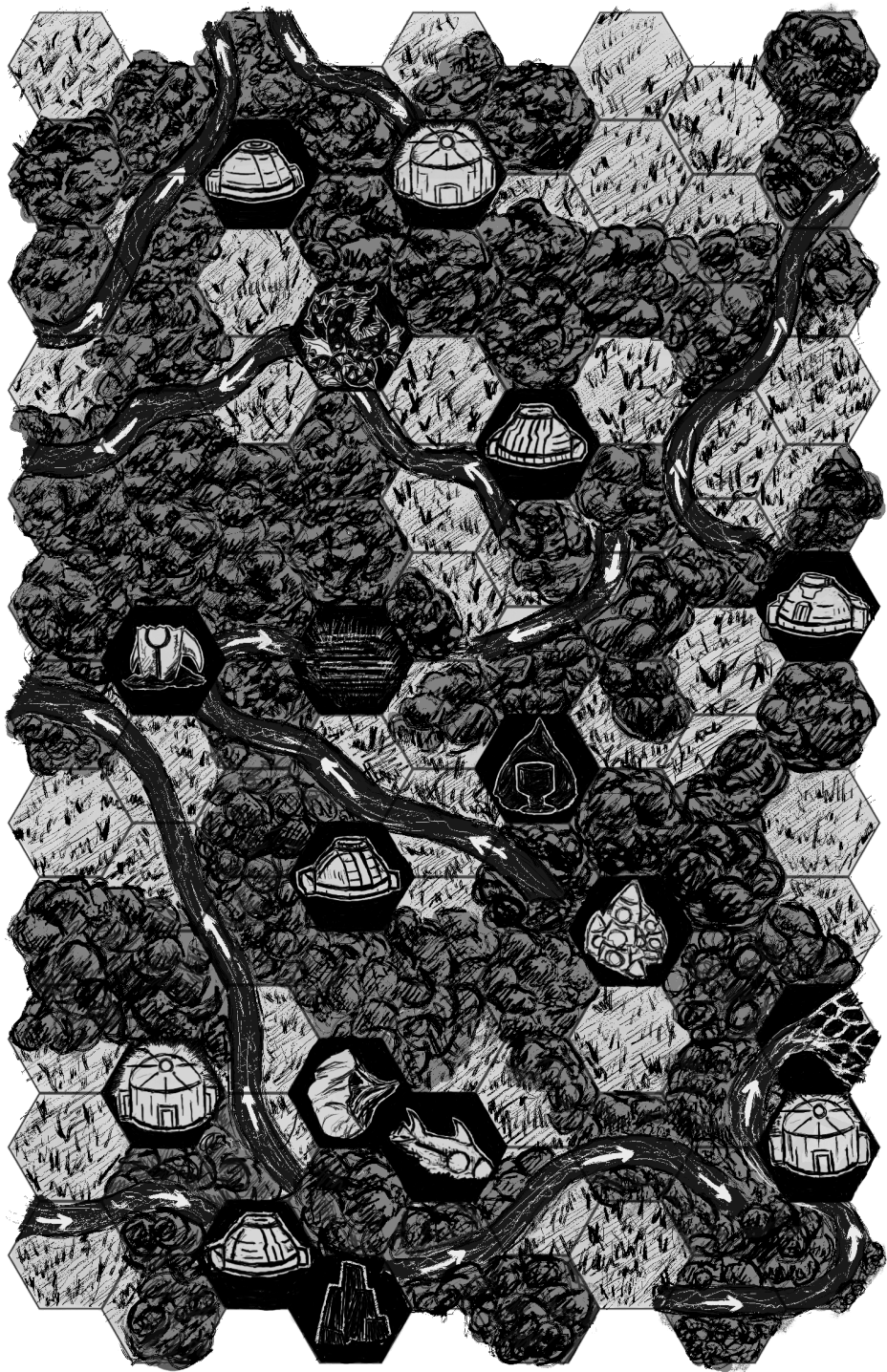












Mayday, Mayday, Mayday!

This is Icaro Shift, Icaro Shift,  
Icaro Shift.

Last known positions are 41.2587  
latitude -95.9383 longitude.  
Navigational systems offline. All  
instruments have stopped working.  
Backups won't kick in.

I repeat, Mayday!

I have 7 soldiers on board.

I repeat. All systems failing.  
Losing altitude quickly. Last  
known positions are...

Subject: Consideration for promotion accepted

Dear Lieutenant Johnson,

This is a formal notification that your consideration for promotion to dispatch agent is hereby accepted.

As a dispatch agent, you are authorized to prepare and modify space shuttles prior to missions. To ensure a separation of duties, you must comply with Potamo Major Logistics Management Regulation 6231. Volume 4, Chapter 4, Paragraph 035024A, and Chapter 71.

These are confidential papers. Read and familiarize yourself thoroughly with these references only within the assigned quarters of the papers. Access to papers are contingent upon your recording transplant.

It is strictly prohibited for dispatch agents to prepare or modify a space craft whose crew you have any connection with. Acknowledgment and 5M Form 657 are required for acceptance, including full disclosure of all blood relations and a complete list of all past assignments, including those under any other mercenary camp.

After acceptance, you will be escorted to receive the recording transplant. The chip will be used for the remainder of your service and will be removed upon honorable discharge.

Hank Connely  
COL, MP  
Commanding

Date January 3rd 512 DM

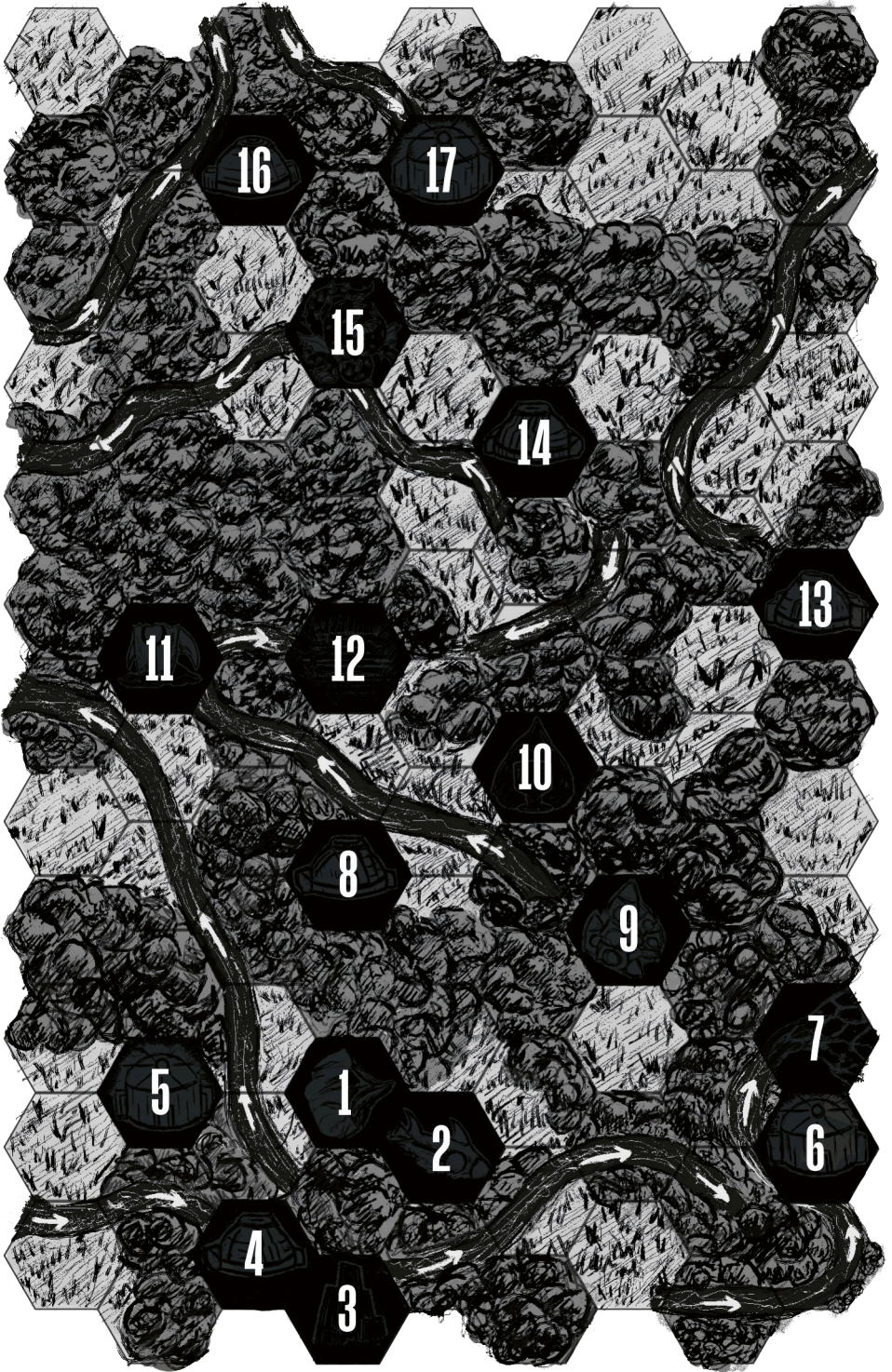
Rainy. Again.

Got lost Again

This time we ran into another bunker!  
Thank heavens for a few hours out of  
the rain. Our skin is cracked like  
forgotten clay. I don't think our bodies  
can take much more. The rest of the  
crew doesn't think the mayday went  
through. I'm holding on. If we're still  
headed right, the sun dome can't be  
far at this point.

Bunker details:

Near nothing inside. Probably will flood  
(update note if returned). North of the  
last bunker? The hatch faces the  
same way we think



# VENUS 3: TEA CUP REGION

[64.1]

- ① **THE LANDING** [65.1]
- ② **CRASH SITE** [67.1]
- ③ **IRIDIUM PEAK** [69.1]
- ④ **SOUTH BUNKER** [71.1]
- ⑤ **SD-020 (Sun Dome)** [73.1]
- ⑥ **SD-021 (Sun Dome)** [75.1]
- ⑦ **DELTA TO THE ONE SEA** [81.1]
- ⑧ **LEYOL BUNKER** [83.1]
- ⑨ **ROCKET TOWER** [85.1]
- ⑩ **IRIDIUM DRAPES and the BLOOD CHALICE** [86.1]
- ⑪ **CREW 612 CRASH SITE** [87.1]
- ⑫ **THE GREAT DRAIN** [88.1]
- ⑬ **SEA BUNKER** [89.1]
- ⑭ **MUOX BUNKER** [91.1]
- ⑮ **THE TREMENDOUS FLYTRAP** [95.1]
- ⑯ **FEDAY BUNKER** [97.1]
- ⑰ **SD-022 (Sun Dome)** [99.1]

Requires 1 "CLEARING ENCOUNTERS: THE LANDING" and 1 "JUNGLE ENCOUNTERS: THE LANDING" to pass through this hex.

## Reveal Fog of War Map #1 [53.1]

### THE CLEARING

Players find themselves crashing into .7m deep water in the center of a clearing. The parachutes worked, but they're tangled and torn.

The rain bears down.

7 foot ferns and reed grass lie flat against the ground in a 500m diameter circle. The reed grass standing tall at the perimeter tells players the grass does not naturally lay flat. The upright reeds bundle together as if trying to find protection from the rain.

Water in the center of the clearing gurgles and whips of water zip randomly across the puddles.

**Secret:** If the gurgling water is searched, players will find a recently deceased body. Identification: Uriah Yak, two patches reading "POTAMO MAJOR Infantry" and "CREW 612: Cut to the Core".

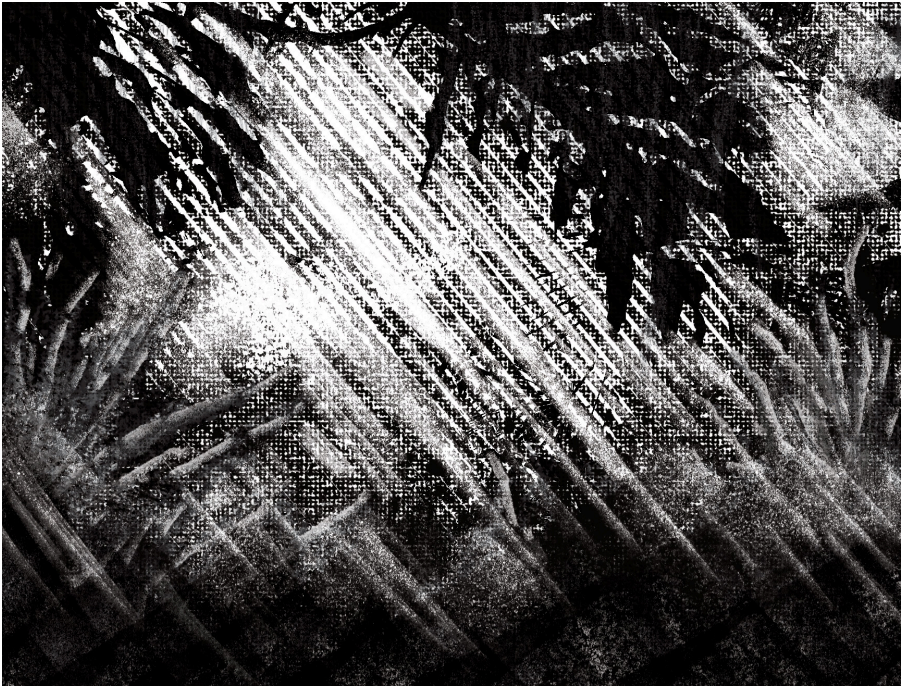
**Danger:** If players hesitate too much in deciding direction they will be cornered by CREW 612 [45.1].

## CLEARING ENCOUNTERS: THE LANDING

0-3 **TALL GRASSES tightly twisted in bundles.** It weaves into a spiral walkway, and is difficult to cut through while keeping direction.

4-6 **TWO LINES OF STONES poke feet above the water.** The sharp darkness reflects everything. A single VENUSIAN GLYPH marks the center stone in each line. The stone lines are meters apart. **One marks the direction of SD-020 [73.1], the other of SD-021 [75.1].** Linguistics Skill may understand that the symbols denote numerical markings.

7-9 **YOUNG BEHEMOTH TOAD waits in the water,** the shimmering eyes are barely noticeable. They are quicker to attack as youths and will attempt to paralyze first then attack. May flee if surrounded. Poisonous skin. Acid tongue. **If touched, roll Venom & Poison Symptoms [12.2]**  
**Combat:35** **IdIO** **Tongue Swipe** **Speed:50** **Instinct:30** **Wounds:2(20)**



## THE JUNGLE

Players are greeted by a deafening whistle upon entering. It mysteriously vanishes fifteen steps in. The leaves lap on top of each other above, allowing small amounts of gray light to brighten the jungle. Like clockwork, every two minutes clumps of treetops topple into the endless puddles underfoot.

Mud tugs on boots and vines cut off skinny pathways. It's all heavy and dense. Chunks of canopy randomly crash to the ground, turning to slush before it splashes into the deep water. Ferns and vines whip up and across without need of wind. The ground shuffles. All of it changes chaotically.

## JUNGLE ENCOUNTERS: THE LANDING

- 0-3 **HEAVY SPIKED FRUIT.** Small beams of light illuminate around these fruit before they tumble from the canopy. **1d5 DMG. Speed Check or Body Save to avoid unless noticed beforehand.**
- 4-6 **SPIKY VINES fling downwards from the treetops.** They wriggle quickly in various directions searching for prey. **BUCKET-SHAPED PITCHER PLANTS** yawn above. The branches housing the pitcher plants will crumble shortly after and the pitchers bear teeth as they attempt to scoop anything beneath them.  
**Combat:35 2d10 Thorned Vines or Bite Speed:0 Instinct:25 Wounds:3(15)**
- 7-9 **BLACKENED SHADOWS CONTORT THE JUNGLE** around the players. Ragged shapes wrap themselves around the crew. **Sanity Save. If more than 50% of players fail, suffer a Shared Nightmare [11.1].**

Requires 1 "JUNGLE ENCOUNTERS: CRASH SITE" before or after visiting the Crash Site to pass through this hex.

### THE JUNGLE

The jungle is brighter and less dense, but the sounds are cruel. The harsh cracking and slashing of trunks. The slosh is louder and the leaves drum a droning hum from the rain. The smack of elephant ear leaves against walls of water break the hum every 10 seconds.

### JUNGLE ENCOUNTERS: CRASH SITE

0-3 **POUNDS OF LEAVES CRASH** onto those below. The weight submerges their entire body beneath the water. The leaves quickly melt away, coating the skin and suits in a sticky dew. **Body Save and Speed Checks at Disadvantage [-]** until time is devoted to cleaning off in the water.

4-6 **SINKHOLE.** An aggressive pull on the ankles becomes the ground being ripped from under their feet. **Body Save to grasp onto something or +1 Stress. Must be pried from the ground if stuck.**

7-9 **A DARK STONE RIMMED PORTAL** emerges between two trees. Peering through reveals still water. The first still water players have seen since landing. **Stepping through:** Rain stops for a moment, only for it to pound down like pebbles afterwards. Turning around bent trees hold onto each other as they wither to the rain. **-1 to Sanity Save permanently.**



## THE CLEARING

Tall reed grass stretches past eye level. Rain beats down. The smell of rocket fuel stains the air.

Odin-Harthbringer (the player's ship) lays on its side. Mounds of mud pile on either side behind the ship from the crash.

## 1 SEARCHING DEAD COMPANIONS [12.3]

### 2 ODD PILE of BOULDERS and TREES

Geometrically piled trees and boulders. One trunk stands vertically. **Circles of BERRIES [12.2]** are propped up in various places between the stones.

0-2 **WHITE BERRIES**

3-6 **GRAY BERRIES**

7-9 **BLACK BERRIES**

**Secret:** Standing at the foot of Odin-Harthbringer and looking West at the Odd Pile, the vertical trunk aims itself at the top of SD-020 [73.1] which can be seen intermittently as the jungle crumbles from the rain.

## 3 ODIN-HARTHBRINGER

**STINGING NETTLE MOSS [17.1]** is climbing across its underbelly. The same moss has nearly consumed two dead crew members. White flowers open then immediately turn dark as if to die. New moss instantly erupts out, multiplying the space it covers. The moss will consume the ship in two hours.

## 4 EQUIPMENT IN THE ROCKET

The rocket is nearly full of water. Seems unscathed by whoever built the pile of boulders and trees.

**Inside: Proton Musket IV [49.1], Big Boom XIII [49.2], Grenade Tote, Tactical Raft [51.4], Med Kit, rubbing alcohol, bandages, Pain Pills, and Antitoxin in a glass vile.**

**Usable rocket components players may take:** seat belts, broken walkie-talkies, window panels, seat cloths, 2 containers, fuel, and parachutes.

### GRENAD TOTE

Roll 4d10 and gain one grenade per dice rolled.

0-3 **PARALYSIS GRENADE [51.1]**

4-6 **MISS VE's GRENADE [51.2]**

7-9 **CONCUSSION GRENADE [51.3]**

**Secret:** If the engine block is searched, players may find the sabotaging device that caused the crash. It works by remote detonation with a manual trigger. Surface-to-ship range.

There are no Random Encounters in this hex.

**The reflective peak sticks high above the jungle line and can be seen from up to 4 hexes away.** Up close it has clearly been chiseled into long rectangular sections and sharp corners. A cleanly cut staircase wraps up the peak.

- 1** The message **“01 From the post we send our attack.”** written twice. The first script is a common human language understood by anyone in the crew. The second script is made of scratchy **VENUSIAN GLYPHS**. **Linguistics Skill may be able to determine the class of glyphs it belongs to.** If pictures are taken of the script pairings, a Linguistics expert would be able to decrypt the majority of the language given ample time.
- 2** Hundreds of battered space suits spill out of a giant crevasse. A block of scratches into the black rock count the suits.
- 3** A new script pairing. Both the recognizable language and **VENUSIAN GLYPHS** read **“02 Jumping here would be a more honorable death than to continue fighting for this land.”**
- 4** A small opening large enough for twelve adults to circle around a cairn. In the center is a carved throne and an old **Venusian Tank** named **CHOK**. **Head hung low and eyes closed. A dull hum grows in volume the closer one moves toward Chok.** Within 2m of the Tank, a person will feel a slight tug on their brain, similar to the crackle of radio static. **“The rocket’s crash was manufactured. You are here to die, but it won’t be by my hands.”**

#### **CHOK** (Venusian Tank)

Tired of the war. Would rather be slain than fight. Telepathically speaks within a 2m radius. All can hear within proximity.

When hearing CHOK communicate beyond this introduction, **Sanity Save or +1 Stress. Sanity Save for each question a player asks.**

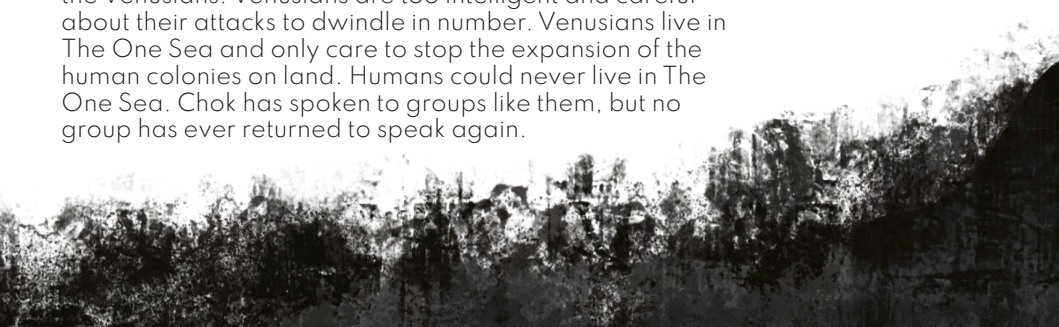
CHOK will readily tell the crew any of the following if asked.

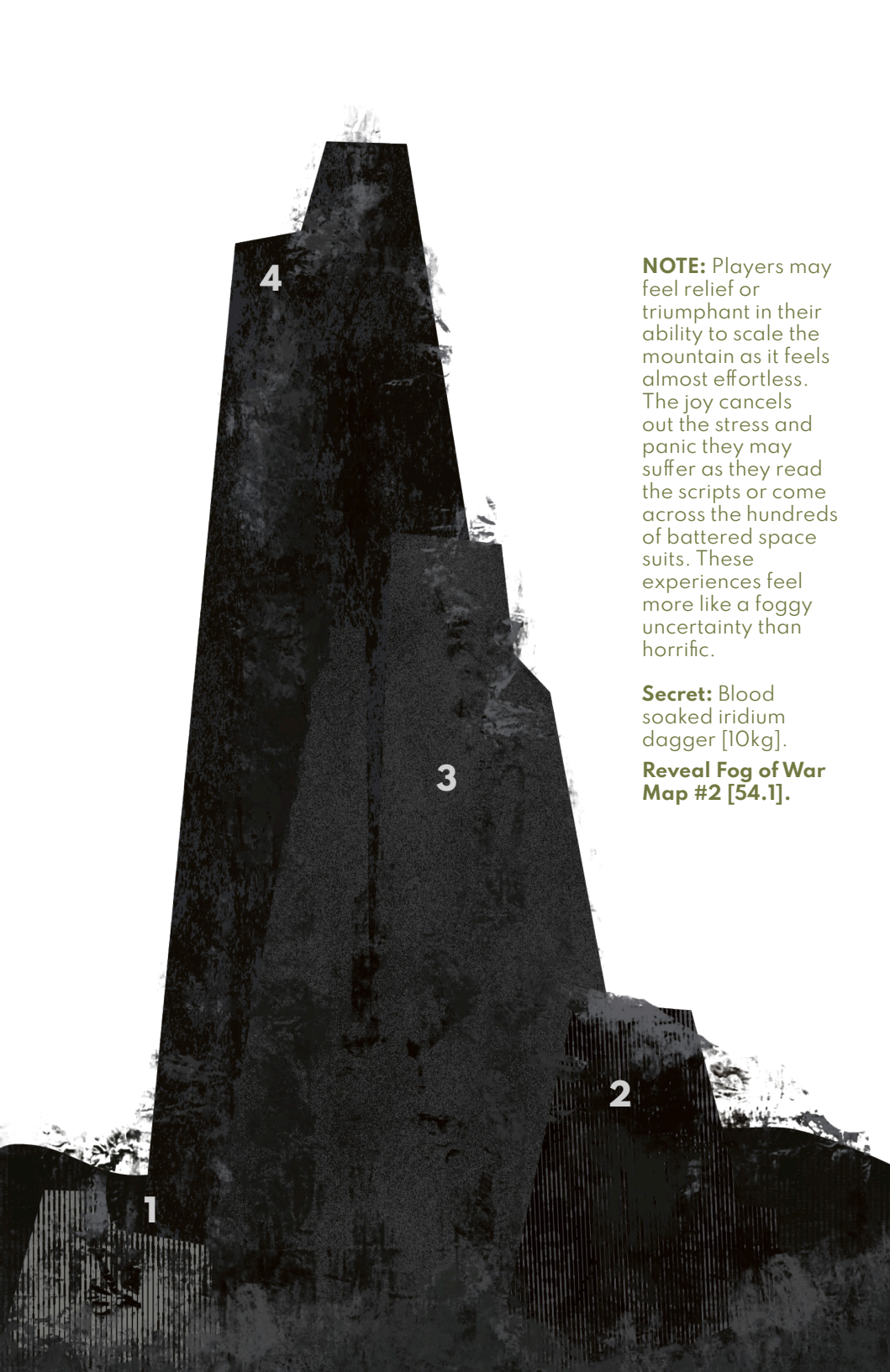
**If asked about safety:** The sun dome the crew is looking for has most likely fallen to the blade of the mighty soldiers. The initial attempt at survival had a better chance, but most of the bunkers have sunk deep into mud. Survival here is impossible for humans.

**If asked about the crash:** There is a device on their rocket that caused the crash and it was planted by their own.

**If asked if anyone leaves:** The ships come and go, but most die.

**Additional knowledge:** Humans stand no chance against the Venusians. Venusians are too intelligent and careful about their attacks to dwindle in number. Venusians live in The One Sea and only care to stop the expansion of the human colonies on land. Humans could never live in The One Sea. Chok has spoken to groups like them, but no group has ever returned to speak again.





**NOTE:** Players may feel relief or triumphant in their ability to scale the mountain as it feels almost effortless. The joy cancels out the stress and panic they may suffer as they read the scripts or come across the hundreds of battered space suits. These experiences feel more like a foggy uncertainty than horrific.

**Secret:** Blood soaked iridium dagger [10kg].

**Reveal Fog of War Map #2 [54.1].**

## 4 SOUTH BUNKER

[71.1]

Requires 1 Jungle Encounter [17.1-18.1] to pass through the hex.

**Requires a key to enter.** Located in SD-020 [73.1].

- 1 Massive and completely bare. Sanded concrete walls and floor are mostly dry besides the puddle that emerges after someone opens the hatch. Two doors marked in dry blood are closed on opposite sides of the room. (2) Is marked with a symbol for solitude. (3) with a symbol for unity or togetherness.
- 2 Broken shower. Clean notebook and pencil in a plastic baggy. Mirrors on the three walls without doors.  
**1 Hulk No.17 Stim Pack [52.3].**
- 3 Large dining table with a golden goblet in the center. **A light stone gray button is beneath the goblet which opens the ROOM BELOW.**
- 4 **ROOM BELOW:** Small room with a deeply dug burrow. Steel ladder steps protrude from the hole. The ladder stops 1.7m from the floor of a weakly lit large room. The floors are empty and nothing is on the walls. **2 Proton Muskets [49.1], 2 Proton Musket Battery Packs, Tactical Raft [51.4], roll-up cots on the far corner.**
- 5 The closet is tough to see in the shadows. Inside is a cassette player in a plastic container. **RECORDING 1.**

### RECORDING 1:

"There are people who are trying to change the course of the river. Poto Minor. If you want to talk to them, fold one of those shoulder tatters into a small triangle and make sure it's barely noticeable..."

### Danger:

Floods 18 Hours after entering.





SOUTH BUNKER

Takes experiencing 1 Clearing Encounter [19.1-20.1] to reach SD-020 and 1 additional Clearing Encounter to leave the hex.

**Players may use a scope or binoculars to see the giant gash torn across SD-020 at the edge of the hex.** It's split open like an observatory in use. A slight glow can be seen from a distance, but vanishes once inside the sun dome.

The entryway to SD-020 is gashed open, the massive turrets lay broken on the ground, and the grasses continue into the structure. Details inside the dome is difficult to distinguish. The artificial sun's warmth component isn't working.

**1 REC ROOM:** Weights, exercise equipment, broken furniture, soaked cushions, billiard balls.

**Secret:** In the billiards ball return hole, a key can be seen reflecting light. **Keys to LEYOL BUNKER [71.1] and MUOX BUNKER [91.1].** Unlabeled.

**2 BARRACKS:** Soaked blankets, **Tactical Raft [51.4]** compressed to the size of a bar of soap, Grappling Hook, Flare Gun, **The Mantis [50.1]**.

**Secret:** An epoxy antelope skull replica in between a folded mattress. Wild antlers. Inside is an audio recording device that needs slight repair.

**3 LOUNGE:** The broken glass from the dome has all been pushed into the lounge. It lines the floor, large shards poking sporadically out. For the most part it is easy to walk on with military boots.

A near-perfect circle carved into the mound of glass. **VENUSIAN GLYPHS inside the circle read SD-020 [Linguistic Skill may determine the glyphs are numerical.]**

**On the wall a large torn map marks the SOUTH BUNKER [71.1], SD-021 [75.3], and LEYOL BUNKER [83.1]. A key to the SOUTH BUNKER [71.1] is pinned to the map.**

**Reveal Fog of War Map #3 [55.1].**

**4 ARMORY:** Hundreds of weapons snapped in half and piled high above the water line. Explosive blast marks line the back wall. Shrapnel from Paralysis Grenades [51.1] can be found on the floor.

**2 Concussion Grenades [51.3] can be found.**

**5 KITCHEN:** The stench of rotting meat and soured greens. Left mostly untouched. Cooking knives shoved through prep tables in even lines.

**Secret:** High-pitched shrieks can be heard with the faint clang of steel on steel near the stainless steel prep table.

**Fear Save or -1 to your Fear Save permanently.**

**6 OFFICERS QUARTERS:** Lined with windows. Everything can be seen from the outside. **"Sit down soldier" repeats in a monotone military-typical voice.** Four chairs evenly spaced across the length of the room. A long unscathed desk. Three commanders folded into the back wall. Their limbs poking out, half melted from the rain.

**Inside the desk: 1 Crustacea No.15 [52.1] in a syringe. Pain pills. a Bottle of Cyanide, and Physical Artifact 1 [60.1].**



1800/1900

Takes experiencing 1 Clearing Encounter [19.1-20.1] to reach SD-021 and 1 additional Clearing Encounter to leave the hex.

**Dominated by a massive clearing and rolling fog. Shapes and figures are undistinguishable besides the waving grass and reeds.** Tangle grass (2m tall) wraps together for seconds before whipping apart, flinging water. Heavy granite-colored reeds poke out above the grass, intermittently bobbing to the ground.

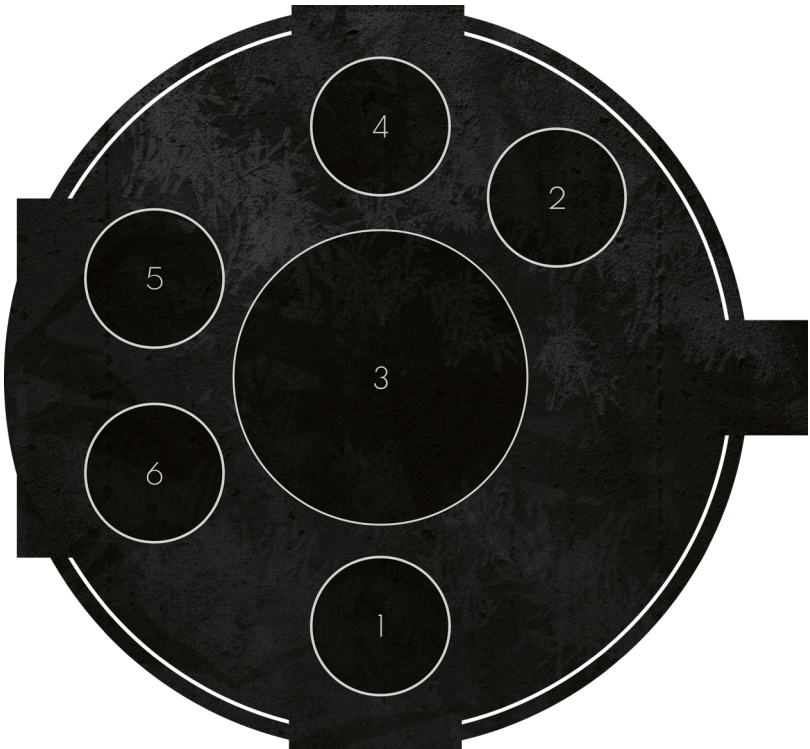
The moving grasses open into a moving path across the clearing. It seems quicker to navigate.

### APPROACHING SD-021

The heavy door is slightly ajar, letting through the smell of fresh bread and rich spices. Four steps in, the illusion fades. The air is stale, chilly, and scentless. There is no sun in the center of the massive dome structure. The ceiling is black and bashed holes let the rain in.

### SD-021

Dozens of POTAMO MAJOR bodies can be found inside the dome. Most of their belongings are smashed. If time is taken, the crew can **roll up to 3 times on SEARCH THE BODY [12.3]**.



- 1 **REC ROOM:** Weights, broken fitness equipment, broken furniture, soaked cushions, billiard balls.
- 2 **BARRACKS:** Soaked blankets, sewing kit, 2 Rafting Oars, Tactical Raft [51.4], 80ft corded rope, a letter to a commander Physical Artifact 2 [61.1].
- 3 **LOUNGE:** Broken furniture, stack of bodies, service trays folded in half and embedded in the walls, shattered glass across the raised floor, and a near-perfect circle carved into the concrete ground. **VENUSIAN GLYPHS inside the circle read SD-021 [Linguistics Skill may be able to read 021 based on the translations at Iridium Peak.]**

On the wall a large unfinished map marks the DELTA to the ONE SEA [81.1] and has two b-lines to LEYOL BUNKER [83.1] and SEA BUNKER [89.1]. SD-020 [73.1] and SD-022 [99.1] are denoted with large sun dome icons. Keys to the LEYOL BUNKER and the SEA BUNKER are kept in a small container pinned to the map.

**Reveal Fog of War Map #4 [56.1].**

- 4 **ARMORY:** Smashed with heavily dented and torn walls. Beneath the destruction a few working weapons can be found. 2 Paralysis Grenades [51.1], 1 Miss VE's Grenades [51.2], Proton Musket IV [49.1] + 2 Charged Battery Packs, and a BIG BOOM XIII [49.2].
- 5 **KITCHEN:** Utensils, smashed appliances, spoiled and soaked food covered in STINGING NETTLE MOSS [17.1].
- 6 **OFFICERS QUARTERS:** Crushed desk and shredded documents pulped and slogged by the rain make the room hard to navigate. A vial of cyanide, bent metal chair legs, an officer impaled with rebar sticking out of the wall.

**Secret 1:** A compartment is hidden behind a bookshelf. Incomplete documents reveal a number of stim packs have gone through many iterations and are distilled from Venusian blood with no mention of their effects. One of each lay inside 1 Crustacea No.15 [52.1], 1 Bolt No.22 [52.2], 1 Hulk No.17 [52.3], and 1 Venusian Complete No.29 [52.4].

**Secret 2:** The tip of a rocket can be seen from SD-021 above the tree line from miles away through the split sun dome ceiling facing the Northwest. The rocket would have to be 30m above the ground to poke out this way.

**When Leaving:** The crew now notices massive turret towers crumpled in the mud, the cannons poking out and dented so they are unable to fire.

**Danger:** After leaving SD-021, when the crew approaches the jungle they will **FIGHT THE STORM** as a shared nightmare.





# FIGHTING THE STORM

HOWLING WINDS  
SQUISH THE GRASS  
AGAINST THE MUD,  
FIRE SPARKING  
IN LONG ROWS.

- 1 **The storm is real. However, both its personification and deadly nature is an illusion.**  
The crew cannot outrun the storm and it feels as if it is grasping at the heels of players if they attempt to flee.
- 2 **The storm battle lasts 2 Rounds of a Violent Encounter**, after which the storm passes.
- 3 All Combat Checks are successful when targeting the Storm Monster. Roll normally to check for a Critical Success.
- 4 Players take actions before the Storm. The Storm reacts to every attempt of shooting it. **[See STORM REACTIONS TO PLAYER ATTACKS].**
- 5 After all players take their actions, the storm will attack twice from THE STORM ATTACKS.  
**For each attack, Body Save or take 2 DMG from falling debris.**
- 6 The violent encounter ends after two rounds.  
**Fear Save [+].**  
**On failure suffer the STORM'S NIGHTMARE .**  
**On success experience STORM'S FALL.**

## THE FIGHT BEGINS

**Sharp white lightning splits the sky. A loud crack bellows and a black behemoth towering over the jungle approaches.**  
Moving with electric blue legs, the vegetation catches fire before being put out by the rain. Mountains of smoke billowing in a coned trail. As it nears, the smell of burnt wood fills the area.

## STORM'S NIGHTMARE

The dark behemoth is split in half from the firepower. Its blue ligaments struggle to keep attached. Slowly it overcomes its fall and bellows a high pitched cry, smashing a dozen fists across the landscape.

The pounding rapidly becomes louder as the final fist punches a hole into the ground at your feet. You fall through the new sinkhole. Debris falls on you. Water covers you as you try to breathe. Lungs flair in pain.

A blackened hand engulfs your body and pulls you out before the complete pain of suffocation. You're in the air. Thunder cracks like bombs. The wet mouth of the devil crunches down.

**-4 to Fear Save permanently.**

**Gain a new Condition: You must make a Fear Save during an encounter with lightning or -1 to Fear Save permanently.**

## STORM'S FALL

The dark behemoth crumples to the ground, roaring thunder escaping across the area. Debris shoots upward in waves. You join the rest of the crew in fleeing, ducking and weaving to safety.

The debris pummels around you until it finally stops. The smoke clears. There's little sound and the rain is gentle.

**-3 Stress and Cure 1 Fear or Phobia based Condition If the player has no condition to cure, -1 additional Stress.**

## STORM REACTIONS TO PLAYER ATTACKS

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- 0 Thunderous screams boom across the land.
- 1 Bullets blast holes through the monster as sparks of lightning reattach its broken body.
- 2 The sound of rapidly splitting wood hisses through your ears like arrows.
- 3 The entire clearing is cast in shadow as the monster wails.
- 4 Whimpers and pain turns to wheezing growls. Lightning gathers across the chest of the storm.
- 5 The air becomes heavy with the smell of charred wood and singed matter. Smoke makes it difficult to see.
- 6 Thunder cracks across the clearing. It pounds the earth like giant rolling pins, water crashing in every direction.
- 7 The monster lunges forward, its open mouth scraping against the ground. It roars and trees buckle as the sound reverberates.
- 8 A hole rips across the monster's stomach. Its bowels tumble out in blue light. The monster begins to topple but uses its giant knee to catch itself.
- 9 The monster roars with its tongue whipped outward. Ice cold spit blasts forward.

## THE STORM ATTACKS

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- 0 Debris shoots from the jungle. Boulders, chunks of trunk, and vines hurtle forward.
- 1 Arms of lightning throw entire trees.
- 2 The monster grabs fistfuls of vines and whips them forward like giant bolos.
- 3 Lightning pierces the ground. Chunks of rocks and clay spray the area in all directions.
- 4 Lightning skirts across the field. It suddenly bounds up surrounding a player.
- 5 Fists of thunder pound down.
- 6 Lightning is hurled across the clearing, plowing the ground in jagged lines.
- 7 Spiky streaks cut the sky as lightning bolts are thrown at your feet.
- 8 Heaps of lightning crater the ground, mud and clay blasting on fire in all directions.
- 9 Howling winds squish the grass against the mud, fire sparking in long rows.

Takes experiencing 1 Clearing Encounter [19.1-20.1] to reach the Delta.

Will experience 2 "ENCOUNTERS: DELTA TO THE ONE SEA" if the crew takes time to investigate. No encounters to leave.

**When Leaving:** Fear Save or +2 Stress if the crew is fleeing the Delta from one or more Venusians.

## ENCOUNTERS: DELTA TO THE ONE SEA

- 0-4 **POTAMO MAJOR DRONES** scan the Delta and the One Sea. Will quickly scan players, but have little additional interest. **Will telegraph a VENUSIAN encounter by fleeing 3d10 seconds before the Venusians appear.**
- 5-6 **VENUSIAN SCOUT.** Crouches on all fours, slowly crawling one long limb at a time away from players. Moves towards the One Sea if possible. **Will retreat into the One Sea if attacked and will return in 1d5 minutes with 3 VENUSIAN SOLDIERS followed by 3 VENUSIAN TANKS.**
- 7-8 **3 VENUSIAN SOLDIERS bounding out of the One Sea towards the crew. Combat:70 3d10 DMG Iridium Macuahuitl or 2d10 DMG Claw (Adjacent or Close if flinging macuahuitl) Speed:60 Instinct:50 Wounds:3(25)**
- 9 **3 VENUSIAN TANKS zig zagging in the shallows preparing to defend the One Sea. Combat:60 4d10 DMG Pincer Sever or 3d10 DMG Thrash (Adjacent) Speed:30 Instinct:65 Wounds:4(45)**

The One Sea is black and calm, small waves padding the banks and caressing the sediment. The soothing water is fed by the massive delta. Islands of sediment have built up against the One Sea. **A pile of Black Frogs [12.2] lie on top of each other by a Blackstone Cairn in the center.**

The rain hits hard, but somehow the view seems more relaxing and the area seems a brighter gray. It is possible to wade between islands at a slow pace. **Vision is very clear in the delta and river monsters do not come near.**

**Secret:** At the foot of the Blackstone Cairn there are three lines of black stones barely sticking out of the sediment. **Each line points to the three Sun Domes in the Tea Cup Region: SD-020 [73.1], SD-021 [75.1], SD-022 [99.1]. VENUSIAN GLYPHS** detail the numbers on the furthest blackstone from the cairn. **Linguistic Skill** may determine the glyphs are numerical.



Requires 1 Jungle Encounter [17.1-18.1] to pass through the hex.

**Requires a key to enter.** Located in SD-020 [73.1] and SD-021 [75.1].

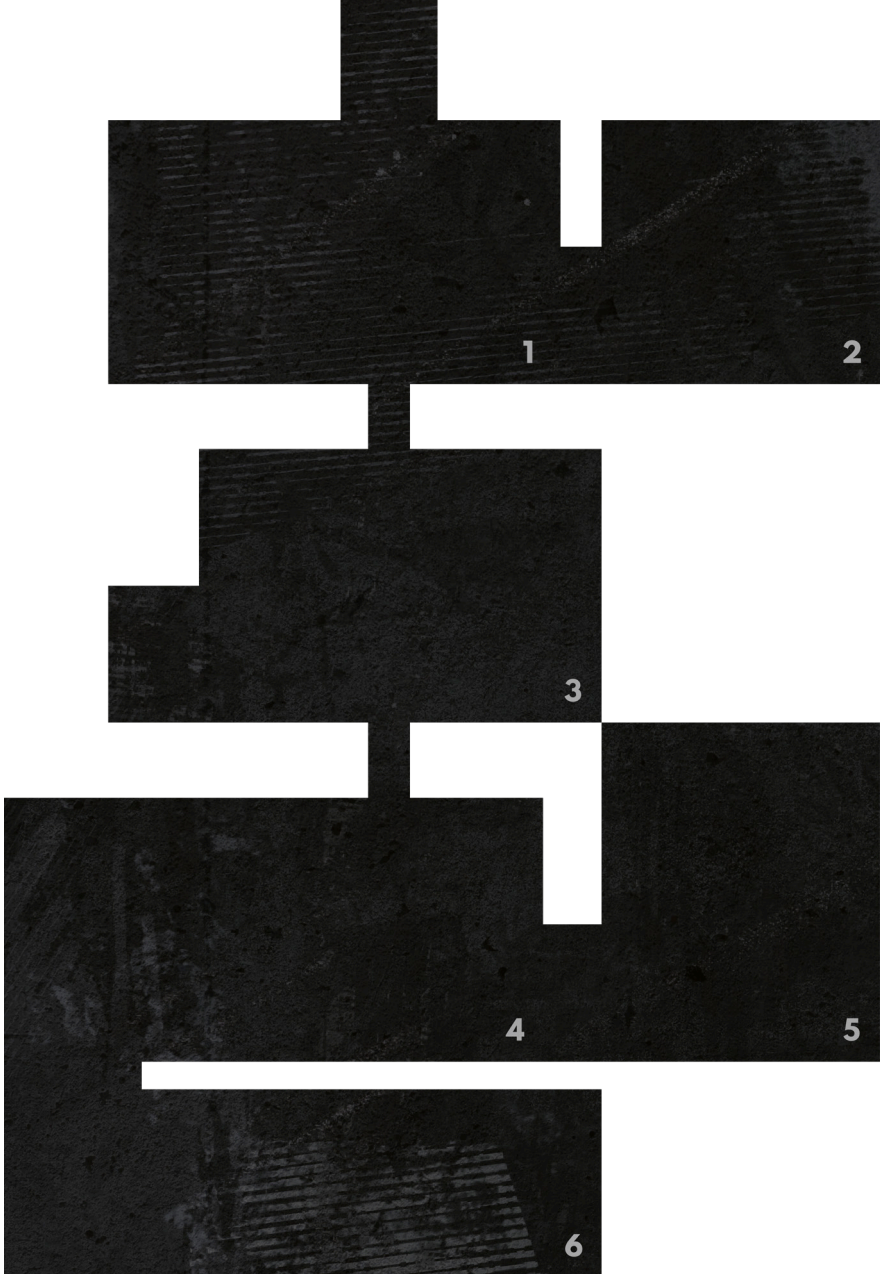
- 1 A pile of black and gray BERRIES [12.2] and a notebook of experimentation.** Notes focus on eating the berries and drinking various elixirs made with the fruits. The notes are informal and describe personal desires to trip, heal, and escape pain.  
**\*Players now know the probability of effects when consuming BERRIES [12.2].**
- Rows of lockers have been rampaged through and they now lean against and on top of each other in their ruin.  
**1 BIG BOOM XIII [49.2], 2 Miss V's Grenades [51.2], Tactical Raft [51.4] and RECORDING 2.**
- Plastic bags thrown everywhere. Soggy piles of mushy paper pulp coat the floor.
- The concrete vibrates. When walking on the floor, the concrete seals to boots and slowly shifts the person across the floor.  
**If a player is moved this way, the rest of the crew will see the person walking. The concrete spits the passenger out in Room 5. +1 Stress.**  
The further along the room one travels the darker it becomes. **Fear Save or suffer a Nightmare [11.1].**  
The room is bare if passed through again.
- A full Venusian skeletal specimen stands in the center of the cement room. Bright spotlights on the specimen. The rest of the room stands in shadow. The far wall houses a bone showcase and several rubber drums full of discarded bones.
- An inflatable bubble dome houses a desk and three chairs. Two zippers to get inside.  
**STIM PACK RECIPES** are inside the desk drawer. They are sloppily handwritten and labeled **"Copy of Lab 6 022"**.

**Secret: RECORDING 2**

"STOP WITH THE SIGNAL ALREADY! There isn't a rescue. There isn't anything but the god damn aliens... and FUCKING RAIN! For all we know you're giving them our location. Just let it go, brother...I'm going outside."

**Danger:**

Floods 18 Hours after entering.



LEYOL BUNKER

# 9 ROCKET TOWER

[85.1]

Requires 2 Clearing Encounters [19.1-20.1] pass through the hex.

Small clearings dominate the area with oddly thin lines of jungle crosshatching the plains. **The jungle makes it impossible to see far away.**

**The tip of a rocket can be seen from SD-021 [73.1]** above the tree line from miles away. The rocket would have to be 30m above the ground to poke out this way.

The rocket tower is actually made up of hundreds of rocket fronts (the cockpit and pointed tip) crudely joined together. The tower represents thousands of crew members lost, trillions of dollars of ship, thousands of metric tons of metal, and an ominous foretelling of the crew's death.

## **+1 Stress at first viewing.**

The tower is geometrically built in two mirror halves. Crude cuts of the metal seem like heavy machinery ripped the rocket fronts from the body.

**If searched a player will hallucinate throughout the experience, progressively finding false "memory pieces", memorabilia or remnants of people they once cared for. For each "memory piece" found Sanity Save or -1 to Sanity Save permanently.**

"Memory piece" examples: name tag of a mercenary they knew or used to work with, a favorite trinket of an old friend, a note they wrote to a friend that they kept on their person, finding a crew's mission log with their sibling's signature on it, a family heirloom, a destination of retirement, an old partner's letter, or anything else.

**If climbed,  
Reveal Fog of  
War Map #5  
[57.1].**

**Roll Panic Check  
when the bottom  
is reached.**

# 10 IRIDIUM DRAPES and the BLOOD CHALICE

[86.1]

Requires 2 "JUNGLE ENCOUNTERS: IRIDIUM DRAPES" to cross. One to get to the Iridium Drapes and a second to leave the hex.

Deeply interwoven jungle flourishes quickly, filling in any gaps left by the laceration of rain. It's nearly pitch black across the entire hex. The rain thuds like bricks poured onto a tin roof.

A sweet scent can be followed towards the center where the canopy begins to allow small needles of light. **The light halos around the Iridium Drapes.**

## JUNGLE ENCOUNTERS: IRIDIUM DRAPES

- 0-3 **HALLUCINOGENIC SLICK POOLS.** The water is smooth like wet glass. Everything is still hardly visible from the thick flora. The pools guide anyone on it like a moving walkway. The water crawls upwards with a cool soothing mintlike tingle and the bodies above are laid down on its slick surface. **Anyone on the pool experiences a Dream of Feeling Safe & Deep Sleep. -2 Stress.**
- 4-5 **WHITE IRIDISCENT FROGS [12.2].** Clicking, glowing, and scaling trees. **These frogs can be easily caught in any fabric or container.**
- 6-7 **MERC BODY PILLARS.** Stacks of shredded Potamo Major space suits. The top half of suits have broken bone remnants inside that slush to the touch, the bottom half still housing the bones of fallen mercs. **Fear Save or -2 to Fear Save permanently.**
- 8-9 **CARNIVOROUS WHIP VINES.** Sharp teeth sticking out like thorns and wide mouths circled with smaller teeth are scattered across the length of the vines. The vines slither across the canopy from the base of a large hardwood trunk. **Combat:50 3d10 Slashing Vine or Bite Speed:0 Instinct:30 Wounds:4(35)**

### THE IRIDIUM DRAPES

Carved Iridium curtain (10m tall) drapes as a cone around a smoothly carved chalice. The rain slides forcefully across the folds of the metal cover making it tough to approach. A single opening barely reveals an iridium chalice carved in detail and cast in a demon's black shadow.

### THE BLOOD CHALICE

Stands 4m tall in the center of the drapes. There is a 1m walkway around its base. Death's pungent smell blasts through the opening. Two smaller chalices carved into the left and right of the staircase hold a lighter blood (Venusian Blood).

### FACE TO FACE WITH THE CHALICE

The smell makes it tough to stay inside. The water is all but still and no rain falls inside the Iridium Drapes. The relief can be felt and makes the smell seem miniscule until standing above it. Up close the chalice is black with little shimmer from the coverage.

The artisanship stands alien to what has been seen on Venus. Smooth and gently ornate like royal sipware.

**Secret:** A staircase in the back is hidden in darkness. At the top one can see the Blood Chalice is nearly filled with human blood. **Fear Save or -3 to Fear Save permanently.**

# 11 CREW 612 CRASH SITE

[87.1]

Requires 1 Clearing Encounter [19.1-20.1] to pass through the hex.

The rocket sits vertically facing the dark clouded sky. The front has been crudely torn from the body allowing the hollow shell to spill over with water. Upon closer look, it doesn't appear there is any metal to the rocket. It's all been replaced by organic plant matter and **STINGING NETTLE MOSS** [17.1].

Whistles and laughter can be heard near the rocket. The jovial noises are recognized as true memory from a cafeteria the crew was in before deployment.

A Potamo Major Drone surveys the crash site intensely the entire time the crew visits. It stays high, at Long Range as to avoid being attacked, but remains easily seen. **The Drone is controlled by CREW 612 and reports data to the FEDAY BUNKER [97.1] and remotely to KLOAK HYNES [45.1].**

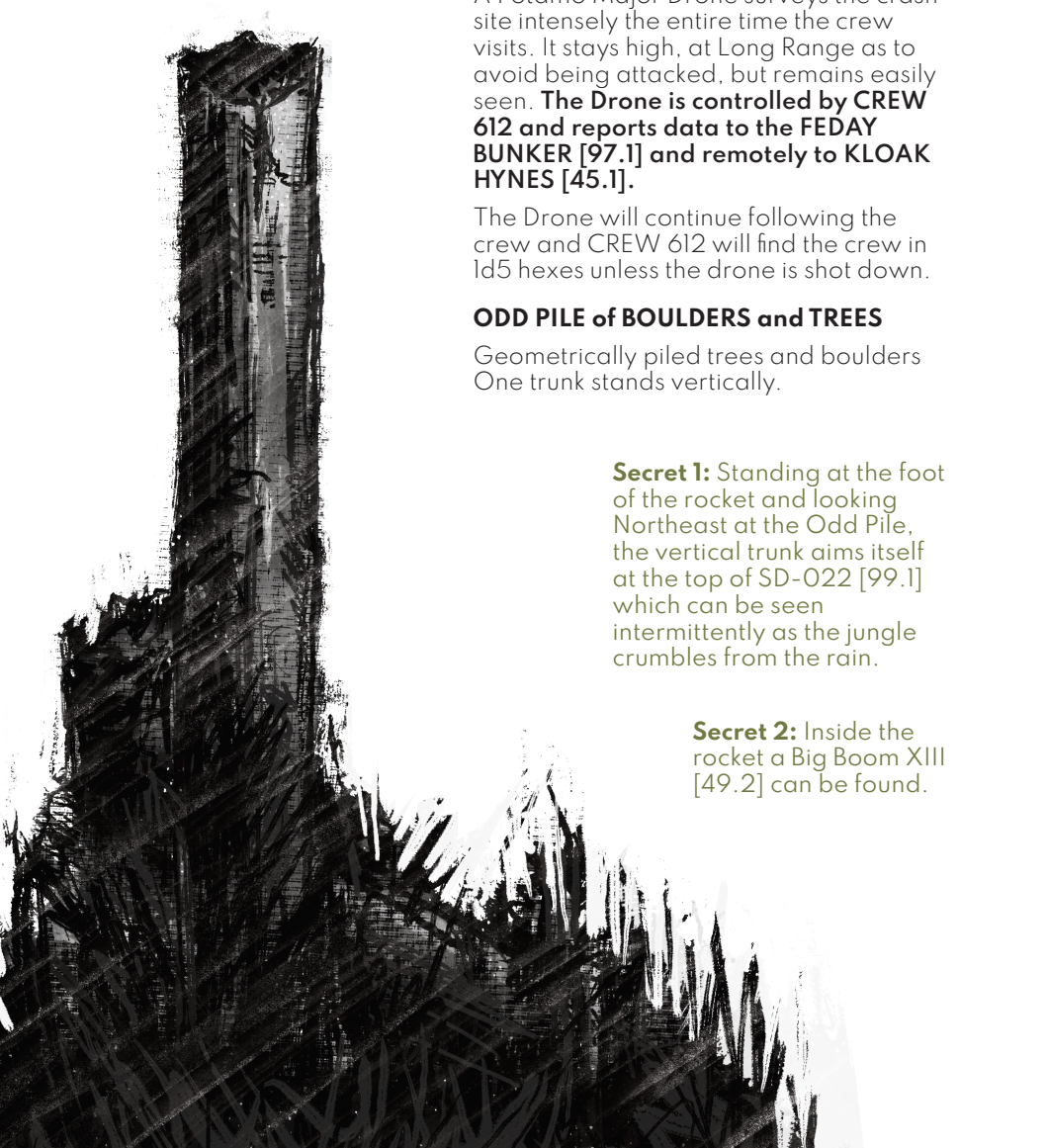
The Drone will continue following the crew and CREW 612 will find the crew in 1d5 hexes unless the drone is shot down.

## **ODD PILE of BOULDERS and TREES**

Geometrically piled trees and boulders  
One trunk stands vertically.

**Secret 1:** Standing at the foot of the rocket and looking Northeast at the Odd Pile, the vertical trunk aims itself at the top of SD-022 [99.1] which can be seen intermittently as the jungle crumbles from the rain.

**Secret 2:** Inside the rocket a Big Boom XIII [49.2] can be found.



There are No Encounters at the Great Drain.

The Great Drain is an organic mechanism that periodically opens to drain massive amounts of water into the aquifers beneath Venus.

As it drains large amounts of debris clog it and the mechanism begins to close. Once closed, the great drain slowly grinds apart the debris until attempting to open again repeating the process of draining excess rain water.



# 13 SEA BUNKER

[89.1]

Requires 1 Jungle Encounter [17.1-18.1] to pass through the hex.

**Requires a key to unlock.** Located in SD-021 [75.1].

- 1 A metal table and chair against the far wall. Unrecognizable archaic coins are scattered across the floor.
- 2 An Orb on the ceiling emits monochromatic orange light across the room which fades into various shades. This may be the first color players have seen since crashing. Large geometric shapes protrude from the walls.  
Behind the circles are **1 Venusian Complete No.29 Stim Pack [52.4]**, **1 Bolt No.22 Stim Pack [52.2]**, **2 Concussion Grenades [51.3]**.
- 3 **Maps: Lower level of SD-020 and SD-022 Labs [101.1]. Labs 1-7.**  
Notes on what is held there and experimented on. (SD-020 Labs would require heavy machinery to get to and are completely flooded from when SD-020 was taken over by the Venusians.)  
**ANTIDOTE STATION.** Antidote recipes for local toxins.
- 4 **8 dissected Potamo Major Drones** hung around the walls. Most of the parts are working but all data has been scrubbed or taken.
- 5 Cots and pillows wrapped tightly in plastic. Two cameras surrounded by bullet proof glass in two separate corners of the room. **Red dots indicate they are continually recording.** The walls are painted white. Smells like lemons. **1 Hulk No.17 Stim Pack [52.3] and 1 Bolt No.22 Stim Pack [52.2].**
- 6 An Orb on the ceiling emits monochromatic blue light casting the room in shades of blue. A children's book lies on a table. It shows objects of the same color on each page. It all looks blue in the room.

**Three sets of chicken scratches etched into the far wall count to 20, 21, and 22 respectively. A large X crosses through the sets counting to 20 and 21.**

**Danger:**  
Flours 18  
Hours after  
entering.





SEA BUNKER

Requires 1 Jungle Encounter [17.1-18.1] to pass through the hex.

**Requires a key to unlock.** Located in SD-020 [73.1] and an alternative set held by Nim Kelly [43.1] in SD-022 [99.1].

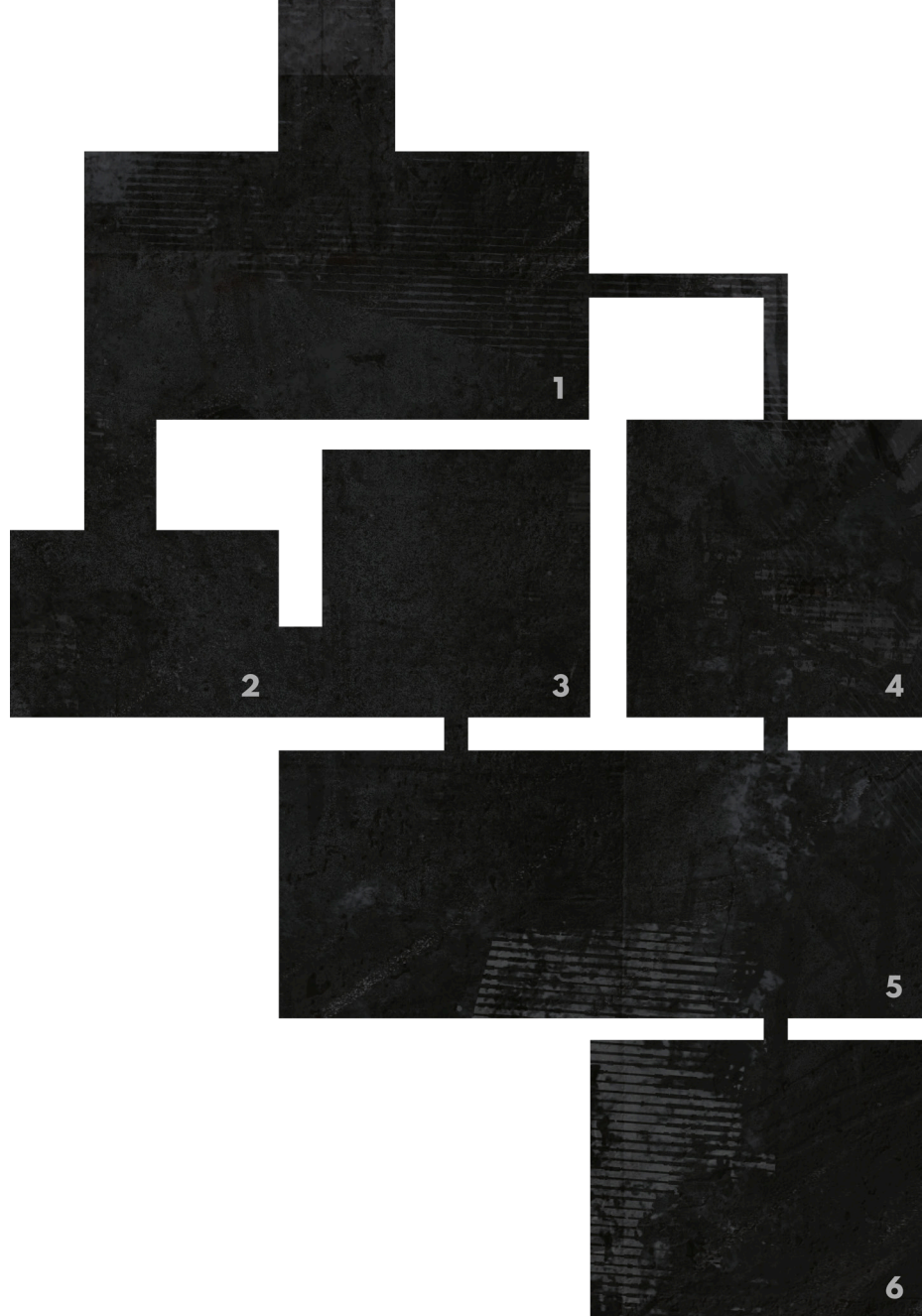
- 1 Lightly tapped xylophone plays when entering. **A large camera with a red dot indicating recording scans the room evenly.** The entrance room is empty besides a boot tray by the entrance ladder.
- 2 The wall is lined with spray painted outlines of hundreds of weapons. Hooks inside the outlines would hold the appropriate weapon. Only 3 weapons are where they belong.  
**2 Proton Muskets [49.1]. 1 Miss VEs Grenade [51.2].**
- 3 **Pairs of letters are written on the wall in two columns.** The right column is topped by a Plus Sign and is significantly longer. The left column is topped by a Minus Sign.  
They are the initials of members of POTAMO MAJOR [41.1] and POTO MINOR [43.1].
- 4 Large shower room. Foam soap gun for cleaning suits and equipment. Things are sparkly in here and it smells like bubblegum soap.
- 5 Hundreds of baby chicks flood out of the room when opened. They smell like fresh linens and their feathers are soft and soothing. They chirp and hop like wind up toys, looking up at the players as if they want fed. They may dissipate from existence at different rates for each player depending on how sane each member of the crew still is.  
**Sanity Save. On success Recover up to 2 points permanently lost from Sanity Save if any have been subtracted while on Venus 3.**  
A disk wrapped heavily in plastic lies on the floor  
**RECORDING 3.**
- 6 **STIM PACK RECIPES.** A collection of vials and recipes. Enough to make 4 Stim Packs over 4 hours. All housed in a vertical plastic tent that could fit 2 people squished together.

**RECORDING 3**

"We don't even know if the survivors that get sent back are safe! For all we know they're sent to their death again...Possibly, but we've tried everything else."

**Danger:** Floods 18

Hours after entering.





RELENTLESS WHIPPING VINES. THORNS TOPPLING

# THE TREMENDOUS FLYTRAP



THE JUNGLE. WICKEDLY CARVES THE GROUND.

If traveled through slowly, the crew will be able to avoid any encounter until they approach the Tremendous Fly Trap.

They may be required to snipe several FANGED VENUS FLYTRAPS

Combat: 50 1d10 Thorned Vine (Close) or 3d10 Fanged Bite (Adjacent)  
Speed: 0 Instinct: 35 Wounds: 2(15) to avoid these encounters.

The mouth of the Tremendous Flytrap can be seen upon entering the hex.

It towers above the constantly shifting jungle. Wickedly sharp vines slice through the canopy in quick attempts at food, toppling tons of foliage to the ground. The vines rest for minutes as the trees and ferns rapidly regrow only for the vines to cut them down again.

This section of jungle is brighter. Pathways zigzag through the trees rippling in the rain.

## PROCEDURE FOR THE BATTLE

- 1 At the Beginning of the Violent Encounter Round:  
**Roll 1d10 to determine the number of Targets (Players and NPCs) in danger of being hit by a Tremendous Flytrap Vine.**
  - If the roll is higher than the number of Targets in the Tremendous Flytrap's reach, all Targets are in danger and no additional danger is provided.
  - **The Tremendous Flytrap does not target enemies individually because it does not have vision.** The sheer size of it combined with its frantic vine movement allows for it to sweep across the landscape, endangering large sections of jungle.
  - The Warden can decide on the fly which players will need to react to the danger, or use any type of randomizing system to choose such as assigning even or odd numbers to players.
    - Optionally, put those furthest from the Flytrap's head in danger more often. Vines are more active towards its furthest reach where food is more likely to be found.
- 2 The warden describes the situation and which Targets (Players and NPCs) are in danger of being hit this round.
- 3 Proceed with standard Violent Encounter Round procedures. Players decide how to react individually or as a group.
- 4 **Avoiding Being Hit by The Tremendous Flytrap**
  - Players may react quick enough to throw an explosive or fire a flame thrower to blast or burn holes through the giant vines before being hit.
  - At times, the warden may grant a player the option to dedicate the entirety of the Round actions to avoid being hit at the expense of either backtracking or not being able to advance closer to the Flytrap's head.
- 5 **Takes 5 Violent Encounter Rounds dedicated to advancing to reach Long Range to the Tremendous Flytrap's Mouth.**
- 6 The Tremendous Flytrap does not take Damage to its Health when the vines are attacked. Only when its Mouth is Damaged.

## BATTLE THE TREMENDOUS FLYTRAP

**Combat:**60 4d10 Swipe or Slam. 2d10 if Wrapped Up By Vines.  
1d5 Wounds Bite. **Speed:**0 **Instinct:**50 **Wounds:**18(25)

## THE TREMENDOUS FLYTRAP ATTACKS

- 0 Gargantuan vines slam repeatedly into the ground. Water splashing in 9m tall walls shielding vision. The walls splatter shortly after by more swinging thorny vines.
- 1 1m Thorns scoop chunks of mud and clay from the ground. Gray mud drops like heavy rain as the vines swing above head.
- 2 The air hisses with swift swinging vines. Thorns whistling through the air above-head impaling trees and ferns.
- 3 Gray sludge flings off the Flytrap, shielding the sky as wicked vines wriggle towards the sun.
- 4 Speared thorns tear massive trenches across the ground. Blankets of mud and sludge fall overhead.
- 5 Waves of vines bound outward in evenly spaced lines from the main head of the Tremendous Flytrap.
- 6 Vines whip and crack across the jungle canopy. Mounds of flora slush carpeting the ground below.
- 7 The jungle canopy is sliced into diamonds. It regrows quickly spearing the sky as more vines continue chopping the canopy apart.
- 8 The entire ground shifts in mounds and rippling gestures as vines surge across the landscape.
- 9 Vines punch forward like harpoons from the base of the Flytrap's head. Jungle trees shoot meters into the sky.

## TRIUMPHANT VICTORY

The Flytrap can be defeated with the **MEDUSA EXPLOSIVES [102.1]** found in **SD-022 [99.1]** or with a massive number of grenades and/or **Big Boom XIII** shots.

**Rewarded:** Remove 3 Stress.

**Note:** POTO MINOR members [43.1] are willing to help take out The Tremendous Flytrap if they have a rescue rocket lined up to land near its defeated corpse.

**Secret:** After the Flytrap is defeated the Venusians will not travel to the hex and it will be a safe landing point for any rescue rocket.

# 16 FEDAY BUNKER

[97.1]

Requires 1 Jungle Encounter [17.1-18.1] to pass through the hex.

- 1 Jury-rigged support beams spaced 2m apart line the room. Visible cracks can be seen in the concrete. A few of the cracks are noticeably created by being struck.
- 2 Slush of used-to-be paper fills most of the room.
- 3 **2 Bolt No.22 Stim Packs [52.2].** "Rush to the head of it." etched into the wall.
- 4 **4 Miss VEs Grenades [51.2]. Sledge Hammer [2d10]. 2 Flamethrowers. 2 Shields [AP 6] bent from rocket exterior.**
- 5 **RETROCOGNITION HORROR** held in a clear vault half the size of the room. Speaks telepathically to any player within 3m of it. **Will tell the player the motivations of two separate NPCs the player knows.**

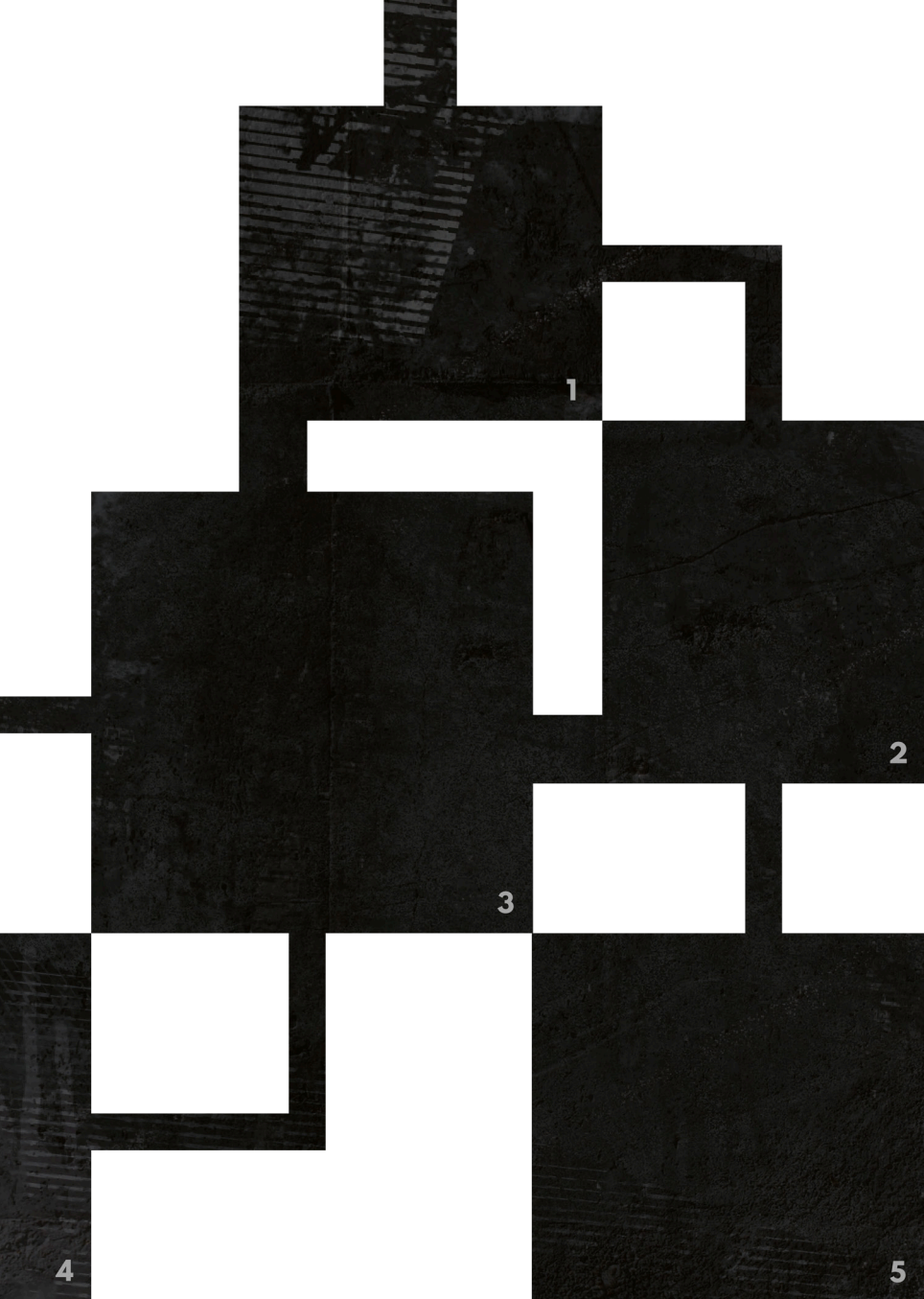
**The RETROCOGNITION HORROR will choose relevant secrets to reveal such as if an NPC plans to backstab the crew, or an NPC secretly trusts them but hasn't had a chance to approach them yet. Sanity Save or release it.**

Will answer an additional question at the cost of an additional Sanity Save or release it. If released, the RETROCOGNITION HORROR will attempt to escape without becoming violent.

**Secret: Physical Artifact 3 [62.1].** The RETROCOGNITION HORROR may reveal it's placement to help convince the crew to release it. Tucked between bolted straps on one of the shields.

**Danger:**  
Floods 18 Hours after entering.





FEDAY BUNKER

Takes 1 Clearing Encounter [19.1-20.1] to reach SD-022 and 1 additional Clearing Encounter to leave the hex.

**SD-022 glows a warm yellow. It can be seen when entering the hex.**

The flora in this clearing feels familiar.

7 foot ferns and reed grass lie flat against the ground in a 500m diameter circle. The reed grass standing tall on the far side tell players the grass does not naturally lay flat. The upright reeds bundle together as if trying to find protection from the rain. Identical to The Landing [65.1].

Walking through the grass, faint odors of rocket fuel become more prominent, reminiscent of approaching the Crash Site [67.1].

### **APPROACHING SD-022**

**Large turrets point at the crew. Beeping red lasers circle the crew as they approach. Large speakers blast warnings in a confident tone “Lower your weapons as you approach. Hands high. We have an eye on your surroundings. It is safe, but move quickly.”**

**Two mercs rush to the entrance and ask anyone entering to surrender their weapons.** They are told where their equipment is held, Armory Locker 54, and must be sent on mission to retrieve any weaponry back. Requests for personal belongings can be made in the Barracks.

**Mercs arriving at SD-022 are given a hero’s welcome** and offered food immediately. Their bunks are prepared as they are given blankets and led to the showers. Little will be asked of mercs who were stuck in the rain once they arrive. They are generally free to roam and enjoy the warmth. It will be a minimum of 14 days before they are asked to leave involuntarily.

“We visited your rocket, but the Stinging Nettle Moss had already taken over. We’ve been out there every day since for you folks.”

**Everything in the sun dome has color. “It’s a bit odd at first isn’t it. You’ll get used to it. Just need some rest is all.”**

### **KEEPING ORDER IN SD-022**

**There are 26 mercenaries stationed on Venus 3.** Potamo Major does not overly guard any sun dome area, including the Armory. They wish to avoid providing reasons to not trust the agency. **Each merc is treated as a respected and cared-for member of Potamo Major.**

**Taking weaponry at the entrance ensures violent uprising is improbable.**

**1 REC ROOM:** Weights, exercise equipment, sauna, shared showers and dressing rooms, billiards, and shuffleboard. **GERTY VALDEZ [43.1]** works the desk. **HODGE GREEN [41.1]** and **DASH JOHNSON [43.1]** are playing billiards. Loud laughter and sounds of happiness.

**2 BARRACKS:** Bunk beds and futons. Comfy couches and lots of pillows. Single cup coffee system with caramel and white chocolate flavor options. VR headsets with the Beach Volleyball Power-Serve game. **-1 Stress.**

**Secret:** Bunk 42 houses **2 Hulk No.17 Stim Packs [52.3]** inside a slit in the mattress.

**3 LOUNGE:** The artificial sun rests above this area. It is shielded with bulletproof glass. Raised living room experience complete with waiters and seating areas. Can order food 24/7.

**A large map on the wall denotes SD-021 [75.1] and SD-020 [73.1]. Both marked with an "X" across them. The Tremendous Flytrap [95.1], Feday Bunker [97.1], and MuOx Bunker [91.1] are circled.**

**Reveal Fog of War Map #6 [58.1]**

**ANALICIA SILVA [41.1]** happily greets anyone coming in and casually waits on mercs on break.

**Tak Younis [43.1]** is reading in the corner.

**4 ARMORY:** Operated by two armed guards. Extensively outfitted with dozens of grenades [51.1-51.3], Proton Muskets [49.1], Big Boom XIII [49.2], and Mantis Pistols [50.1].

**5 KITCHEN:** 4 Chefs work joyfully in a relaxed kitchen. Synthetic and cultured food makes dishes simple and limited.

**Secret: The back half of the freezers are used by the LOWER LEVEL.** Hidden latch to open the door behind the pallets of food. Backside of the freezer houses Venusian specimens, stim pack cartons, and a hatch entrance to the LOWER LEVEL.

**6 OFFICERS QUARTERS:** Large office outfitted for several officers to work out of. Mercenary personnel are rarely invited into the Officers Quarters. The exterior of the quarters consist of large windows that are open during the day.

Comms capable of speaking to Jiri Clovis Bunker, the off-planet headquarters.

**Secret 1:** Back Room houses the entrance to SD-022's LOWER LEVEL. The door to the back room is not easily noticeable and designed to blend in with the protruding wall.

**Secret 2:** Inside the desk is a detonation device that collapses the Main Entrance to SD-022 LOWER LEVEL. 10 Minutes later the Freezer Entrance will collapse. Desk also houses 1 Venusian Complete No.29 [52.4] and 1 Hulk No.17 [52.3].

## SD-022: LOWER LEVEL

Main Entrance found in Officers Quarters' Back Room. COLONEL ALEKSI GOREV [41.1] and VALOR CK [41.1] are the only two mercs on the main floor that have the access codes to the LOWER LEVEL. Players will not be granted access to the LOWER LEVEL.

NIM KELLY [43.1] has discovered the LOWER LEVEL Freezer Entrance and the required code.

The LOWER LEVEL is operated by a single scientist at a time, who would rather live than remain loyal to POTAMO MAJOR.



KNOWN LEVEL

## SD-022: LOWER LEVEL ROOMS

**LAB 5** 5 replacement artificial suns and the tools and parts to replace the one being used in the Lounge. They weigh 80lbs and have a 2m diameter.

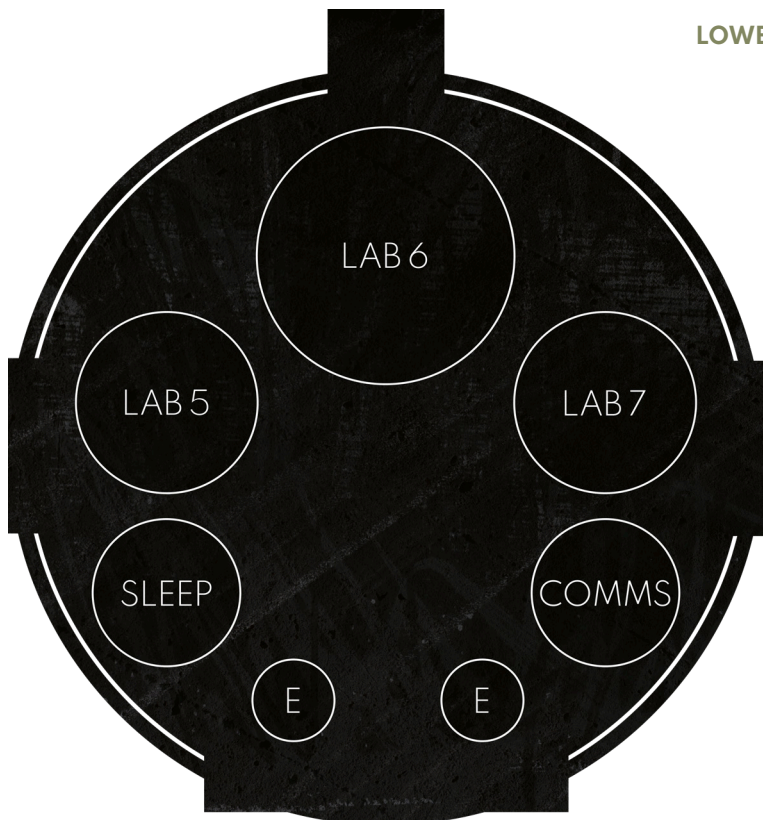
**LAB 6** Cryochambers housing potentially living Venusians. A giant tank on the left side holds a mutated Venusian Tank. The room is a bright white. Stim Pack research station takes up the remainder of the room.

**JOSEPHINE STUR [41.1]** is working alone in the lab.

**LAB 7** **MEDUSA EXPLOSIVES 102.1.** Large explosives that require two people to carry. A steel cage surrounds the explosives to ensure they cannot be detonated by force.

**SLEEPING ROOM** Two beds with steel reinforced doors to protect the scientists in case of invasion.

**COMMS** Capable of communicating with Jiri Clovis Bunker, signaling long range for rescue, and anywhere on Venus 3.



LOWER LEVEL

