

POST-DISASTER ENCOUNTERS

1. Fleeing vermin carpet the ground, presaging a T-Rex. [C:80 Bite 1d5 Wounds [+]
I:55 AP:6 W:3(60)]
2. A gliding Pterodactyl clutches a wriggling bundle, appraising richer prey. [C:65 Talons 3d10 DMG + 3d10 DMG I:75 W:2(35)]
3. Rumbling, then carnivore-ravaged Triceratops stampede through the wireframe landscape. Trailing viscera snags trampled visitors. [C:55 Gore 3d10 DMG or Charge 2 Wounds I:25 AP:8 W:3(30)]
4. A fallen Stegosaurus pleads with milky eyes and throaty wimpers. Its bloated abdomen squirms grotesquely, then bursts in an avalanche of rending talons. A dozen Velociraptors swarm through the breach. [C:45 Talons 2d10 DMG I:40 W:1(10)]
5. The station's rotation jerks to a halt. Zero-G for 2d10 minutes, then sudden gravity.
6. Weather system malfunction, roll 1d5. 1: Moonless night, total darkness. 2: Monsoon, flash flooding. 3: Tornado. 4: Dust storm. 5: White phosphorous meteor showers.
7. A Dinoplex employee shuts a security gate, trapping a surging pack of tourists. Body Save or immobilized by the pressing crowd while a Spinosaurus approaches. [C:70 Clamp 3d10 DMG and Limb Trapped + Thrash 1 Wound I:50 AP:5 W:3(35)]
8. A Tony the T-Rex mascot flails against their suit's absurd build while a Titanoboa silently uncoils, jaw agape. [C:60 Crush 1 Wound and Limb Broken or Swallow 2d10 DMG/Round I:60 W:4(25)]
9. A panicking tourist mows down anything that moves. [C:35 Antique Machine Gun 3d10 DMG + 3d10 DMG I:10 W:1(5)]
10. A foliage-obscured employee presses a finger to trembling lips while a Sabretooth blocking the way forward scents the air. [C:60 Bite 3d10 DMG [+]
I:55 W:3(20)]

PRICE TABLE

Day Pass	50cr
Private Park Reservation	25kcr / day
"I SURVIVED AN EXTINCTION EVENT AND ALL I GOT WAS THIS PONCHO!" Poncho	10cr
Anime-Eyed Dinosaur Body Pillow	500cr
Water (Bottled Greywater)	1kcr
Dodo Burger	8€f 5cr
Prix-Fixe Tasting Menu: Frozen Cambrian Caviar, Mammoth Foam, and Raptor Marrow powder served on a Pterodactyl Wing Membrane charred with the SynGen corporate logo	2kcr
Premium Dinosaur "Mascot Suit" (Advanced Battle Dress + Cybernetic Tail)	10kcr
Black Market Dinosaur Egg (and Bribes)	1mcr

WARDEN NOTES

- **Campaign Play:** If a dino park vacation doesn't tempt your players, competitors pay handsomely for DNA samples and exorbitantly for live specimens.
- **One Shot:** Characters begin with 10 Stress.
- **Normal Operations:** Carnivorous dinosaurs usually caged (10% loose). NPCs complicate and endanger casual tourism.
- **Post-Disaster:** All dinosaurs loose, scenario becomes a mad rush to escape. Roll or choose Post-Disaster Encounters every 2 hexes or during lulls in danger.
- **Carousing:** Engaging with attractions heals 1 Stress. Morally dubious indulgences heal 1d5 Stress with a Sanity Save or gain 1.
- **Liability Waiver [see digital bonus content]:** Give players 2 minutes (timed) to read and sign before entering the park.

RANDOM ITEMS

1. Access keycard. Opens security gates.
2. Chewed-up Smart Rifle. Barrel bent 90 degrees.
3. Novelty "night-vision" goggles. Green tinged display, holographic T-Rex attacks every few minutes.
4. Dino On® pheromone spray.
5. Pink and purple DinoDex identification scanner, half filled in. Most recent scan: T-Rex.
6. Foam Gun with InstaPatch camouflaging foam mix.
7. Stun Lance with 3 settings: ☺, 🌿, ☠️
8. Plastic dinosaur bone, too heavy. Hollow, 1mcr of Cocaine 2®.
9. PATCH: "Oedipus-Rex" (Dinosaur with Tragedy Mask)
10. PATCH: "DNR: DiNos are Radical!"

NPCs

1. "Sonny": Hawaiian shirt and straw hat. Old grifter, impersonating the park's founder to scam employees.
2. Elite mercenary school class trip (age 9-11). ID numbers for names.
3. Ronnie: Bootleg Dino dealer. Spiked hair and shades.
4. Deep space colonists. Translucent skin and rebreathers. Frail.
5. Bounty hunter punks tormenting employees for kicks. Loaded on implants and subdermal weapons.
6. Paris: SynGen scientist whistleblower. Tranq Pistol, micro-camera.
7. "Sir": Trigger happy security guard. 1000-yard stare, 3 backup guns.
8. Tony: Scrapped hologram mascot program clinging to life in park's subsystems. Too-realistic talking T-Rex. Wants transport offsite.
9. Venichka: Tony the T-Rex mascot suit. Belligerently drunk. Beaten senseless by security if complaint filed.
10. Chu: Too-enthusiastic customer satisfaction attendant. Large white teeth. SynGen spy.

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DINOPLEX®
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A seedy dinosaur theme park on an aging, ring-shaped station.
Visitors enjoy thrilling, "perfectly safe" journeys into ages past until...
A pyrotechnics malfunction throws the park into chaos, releasing starved dinosaurs and sending electronics systems haywire.

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PARKING HANGAR

- Dingy, cramped lot with blinding fluorescents and valet parking.
- Tacky Gift Shop and neglected Visitor's Center with echoing muzak and wildly inaccurate info-booths accessible without a Day Pass.
- Visitors searched for contraband (weapons and DNA samplers) and sign Liability Waivers before entering.
- **Post-Disaster:** Hangar exit doors locked by Control, crowds trapped with Dinosaurs. Ships take off and open fire in panic. Total chaos.

FROSTY FJORDS

- Complimentary, unwashed parkas abate sub-20°C temperatures. Hairy mountains loom in the low-visibility storm, feeble lights and cheery signage marking perilous trails.
- **Landmark:** Control Center
 - 2d5 guards (Marine Grunt, PSG) during normal operations.
 - Control terminal accesses all park systems.
 - Emergency armory with Shotguns and Tranq Pistols.

CONTROL TERMINAL:

CAMERAS: ONLINE
 PA SYSTEM: ONLINE
 SECURITY GATES: ONLINE
 WEATHER CONTROL: **ERROR**
 HANGAR BLAST DOORS: **LOCKED [SYNGEN ACCESS REQ]**

- **Post-Disaster:** Cold weather gear racks empty. Control Center antenna toppled by a Mammoth (terminal useless until repaired). Mangled corpse obscures Misty Mire cam (1 Stress). Armory cleaned out, only 1 Shotgun and 1 Tranq Pistol left.
- Resident Dinosaurs:
 - ☉ **Woolly Mammoth** [C:45 Gore 1 Wound I:30 W:2(40)]
 - ☉ **Sabretooth** [C:60 Bite 3d10 DMG [+] I:55 W:3(20)]

MISTY MIRE

- Treacle-thick air carries nightmarish pests to feast on rafters tumbling down a meandering river. Heavy strides ripple the cavernous canopy, opening cracks to dapple footprint-pools and serpentine eyes.
- **Landmark:** Cretaceous Café
 - ☉ The Hunter-Gatherer Experience: Diners sent into stocked pens armed with Tranq Pistols and Vibechetes.
- **Post-Disaster:** Dead turbines stagnate the corpse-laden river.
- Resident Dinosaurs:
 - ☉ **Titanoboa** [C:60 Crush 1 Wound and Limb Broken or Swallow 2d10 DMG/Round I:60 W:4(25)]
 - ☉ **Tyrannosaurus Rex** [C:80 Bite 1d5 Wounds [+] I:55 AP:6 W:3(60)]

GAMY GRASSES

- Herds of tourists scurry between scant trees, prey instincts prickling sweat-slick necks in exposed grasslands. Plastic safari caps swivel to wonder at gentle giants gnawing facade vegetation.
- **Landmark:** Kid's Korner
 - ☉ Dino Rodeo: Saddle up and ride live, bucking Triceratops. Broken-in and drugged rides available for 8 and under.
 - ☉ Petting Zoo: Meet cute baby dinos, explore inside a sedated T-Rex's mouth! Chainmail gloves available.
 - ☉ Make Your Own Fossil: Mind the edge while catching Cambrian critters in the Primordial Pit then preserve them forever at the Euthanasia Station!
- **Post Disaster:** Electrical fires sweep fields, driving mass stampedes.
- Resident Dinosaurs:
 - ☉ **Brachiosaurus** [C:30 Stomp 1d5 Wounds I:35 W:4(100)]
 - ☉ **Triceratops** [C:55 Gore 3d10 DMG or Charge 2 Wounds I:25 AP:8 W:3(30)]
 - ☉ **Velociraptor** [C:45 Talons 2d10 DMG I:40 W:1(10)]

LAZY LAGOON

- A narrow strip of sand where jungle meets ocean. Sweaty tourists in straw hats sip drinks at a tiki bar while giggling couples queue at the Mating Booths.
- **Landmark:** Hedonist's Hideaway
 - ☉ Firing Range: Weapons for rent, ammo and live targets for sale.
 - ☉ Dino Mating Viewing Booths ("DinopleXXX"): Hourly shows, monthly cleanings.
 - ☉ Jurassic Arena: Gambling bloodsport. Numb employees rig matches for modest bribes.
- **Post Disaster:** Tidal waves every 5 minutes, Body Save or drowned if caught. Aquatic predators lurk in murky floodwater.
- Resident Dinosaurs:
 - ☉ **Spinosaurus** [C:70 Clamp 3d10 DMG and Limb Trapped + Thrash 1 Wound I:50 AP:5 W:3(35)]
 - ☉ **Megalodon** [C:90 Bite 1d10 Wounds I:85 W:4(40)]

VILE VOLCANO

- Dead, bare rock and sulfurous fumes. Emaciated, dust-cracked creatures languish in silence under the pulsing volcanic glow.
- **Landmark:** Extinction Extravaganza Crater
 - ☉ An imitation meteor delivers a payload of white phosphorus, slaughtering a few sickly or extraneous dinosaurs daily for spectator amusement.
 - ☉ Disaster begins here, with an oversized payload.
- **Post-Disaster:** Faltering structural integrity rends the earth.
- Resident Dinosaurs:
 - ☉ **Pterodactyl** [C:65 Talons 3d10 DMG + 3d10 DMG I:75 W:2(35)]
 - ☉ **Stegosaurus** [C:60 Tail Whip 3d10 DMG I:30 AP:12 W:3(40)]

1 hex = 200 meters



LEGEND

- ① Parking / Gift Shop / Visitor's Center
- ② Kid's Korner
- ③ Hedonist's Hideaway
- ④ Control Center
- ⑤ Cretaceous Café
- ⑥ Extinction Event
- 🔍 Binoculars (5cr, roll next enc. in advance)
- 🚻 Bathroom (hiding spot)
- 🔒 Lockers (10cr, roll on items table)
- ⚡ Electrified Gate (need access keycard to open)
- 🧢 Diving Suits (weighted Vaccsuits)