

/// FROST MADNESS ///

The atmosphere of Bore IX contains an agent that messes up the human brain and body.

➤ **Contracting the disease:** Each minute spent breathing outside air requires a Body save. Fail to get infected.

➤ **Effect:** Gradual process over 1d% minutes. Skin turns grey with frostbite, eyes turn into black soulless orbs. Black chitinous spikes protrude from the body. Stats become like a **FROST WRETCH**. Players completely overtaken by **FROST MADNESS** are controlled by the warden.

/// FROST WRETCH ///

Pitiful and aggressive husks, turned by the **FROST MADNESS**. Superhuman speed. Enough to overtake a **SNOW BUGGY**.

[COMBAT: 60% SPEED: 80% INSTINCT: 30% HITS: 2 (20)]

➤ Bite 2d10 or **Terrifying Howl** and **Dark Spikes** 1d10 (1d5 targets)

Special Abilities

➤ **Dark Spikes:** Spikes of bloody chitin shoot out from the body of the frost wretch. Up to 1d5 spikes within 15ft. Causes 1d10 damage per target hit.

➤ **Terrifying Howl:** Otherworldly scream, not a sliver of humanity left. Forces Fear Save (1 stress if failed).

/// HAIL STORM ///

The hail storms of Bore IX are harsh and relentless. Violent winds and huge shards of ice raining down.

➤ **Ice shards.** Pierces through most soft material.

/// TRAITOR ///

A random psycho NPC has banded up with a group of space pirates hiding in a nearby asteroid field. The **TRAITOR** plans to wipe out everyone on the planet by all means necessary and sell the mined goods to the pirates. Use Alexis Moss if you don't want to roll.

/// VICTIMS ///

3 random NPCs have fallen victim to the **TRAITOR**. Context: **TRAITOR'S LOG**. Use these if you don't want to roll:

➤ **COMMS TOWER VICTIM:** Jafari Zuri

➤ **SNOW BUGGY VICTIMS:** Iwani Tan, Dmitri Petrov

/// ESCALATION ///

The **TRAITOR** will further their agenda at these points after the crew arrives at the mining station:

Just after arrival: Sabotage lift at **LOADING DOCK**.

2 hours: Collapse **MINE**, killing one random miner NPC.

3 hours: Push a random NPC outside, causing **FROST MADNESS**. Repeated every hour until everyone are dead.

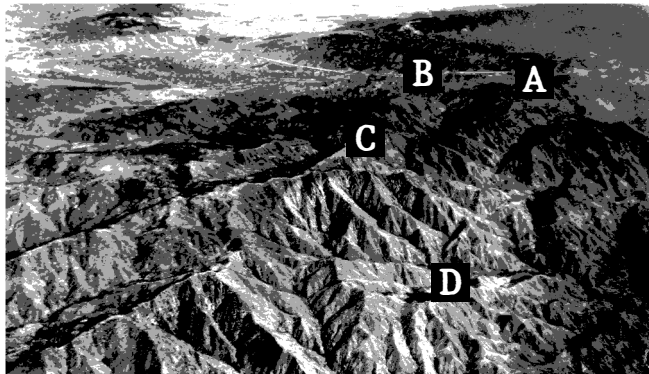
If discovered by the crew: Tries to escape with a **SNOW BUGGY** and drives to the **LANDING SITE (A)** and tries to contact the pirates hiding in the asteroid field or hijack the crew's ship. 25% chance for **SNOW BUGGY MALFUNCTION**.

/// AFTERMATH ///

➤ **TRAITOR died:** The pirates hiding in the asteroid field will follow the crew's ship and try to retrieve the ore.

➤ **TRAITOR escaped:** The pirates will pick up the **TRAITOR** and the ore shipment and hide in the asteroid field.

➤ **Survivors:** Any survivors among the Bore IX inhabitant will ask to join the crew.



/// BORE IX MOUNTAINS ///

➤ 2 hour buggy drive between points. 1 hour at max speed.

/// A. LANDING SITE ///

➤ Frequent hail storms make landing difficult.

➤ Operated by A.I. Communicates with orbiting spacecraft. Provides the following info:

➤ Comms cut off with the mining outpost (D)

➤ Launch/landing possible in 2-hour window every dawn

➤ Detailed map of the mountains

➤ Shipment not ready. Must retrieve at (D)

➤ Garage with snow buggies for "safe" mountain travel.

/// B. COMMS TOWER ///

➤ Gate locked. **TRAITOR** has key card. Can hack to access.

➤ Sabotaged. **TRAITOR** disabled comm link between A and D.

➤ Frost Wretch. Hiding in the shadows of the tower.

/// C. CRASHED SNOW BUGGY ///

➤ Overturned. 2 people (pick two NPCs at random) stuck inside. They will turn into **FROST WRETCHES** in 1d10 hours.

/// D. MINING OUTPOST ///

➤ Entrance to the outpost. Serpentine-road leads down to the **GATE**. Frequent rock slides on the sides of the road.

/// SNOW BUGGY ///

Six-wheeler built to handle the harsh climate of Bore IX.

➤ Max speed 200km/h. 25% chance of **SNOW BUGGY MALFUNCTION** per hour if driving at max speed.

➤ Air filter. Protects against the hazardous outside air.

➤ Gravity stabilizer. Keeps it on the road in low gravity.

/// 1d10 SNOW BUGGY MALFUNCTIONS ///

1. Air filter stops working

2. Gravity stabilizer malfunctions

3-4. Wheel blows up

5-6. Engine breaks down

7-8. Sensors and instruments shorted out

9-10. Brakes cease to function



What was just supposed to be a simple iridium ore pickup is about to take a wild turn. Something at the mining outpost is turning people into lethal, mindless wretches. To make matters even worse, there is a traitorous psychopath among them.

Strap in, 'cause you're about to embark on a bumpy ride in the frozen wastes of Bore IX!

/// BORE IX ///

Star System: Odin RT-13 (white dwarf)

Type: Ice Moon

Terrain: Mountainous

Atmosphere: Toxic

Gravity: 32%

Illumination: Permanent night

Life: None

Recently discovered moon known for its sudden and violent hail storms and vibrant auroras.



/// MINING OUTPOST ///

Built 1 year ago. Recently started operations.

- ▶ **SAFE:** Safe to breath.
- ▶ **HAZARD:** Causes **FROST MADNESS** unless wearing a vaccsuit.

/// GATE (HAZARD) ///

- ▶ **Locked.** Requires **NPC** access card or hacking to open.
- ▶ **Intercom.** Used to call the **HAB**, **MESS** or **MINE**.

/// COURTYARD (HAZARD) ///

Snow-covered. Machines, gear, stacked containers.

/// HAB (SAFE) ///

- ▶ **Airlock.** Rack of 10 dirty vaccsuits.
- ▶ **The TRAITOR'S LOG** is hidden under the bunk of one of the **TRAITOR'S** roommates.
- ▶ **Leaders' Room** Lars, Alexis

- ▶ **Maps and blueprints** of mining outpost
- ▶ **Research gear.** Bio/chem papers and instruments.

- ▶ **Staff Room** Pedro, Laura, Jafari, Blanca
- ▶ **Miners' Room.** Ari, Iwani, Dmitri, Sasha
- ▶ **Common area.** TV showing reruns of GyveMacker and B-Team.

/// MESS (SAFE) ///

Cozy and homely. Framed pictures of galaxy pop idols.

- ▶ **Airlock.** Rack of 4 clean vaccsuits.
- ▶ **Kitchen.** Tiny, gas stove, cans, freeze-dried food.

/// GARAGE (SAFE) ///

Buggy repair and mining equipment, oil barrels, chemicals.

- ▶ **Airlock.** Rack of 2 oily vaccsuits.
- ▶ **Broken snow buggy.** Can be fixed by a mechanic but has a 25% chance to trigger a **SNOW BUGGY MALFUNCTION** every hour.
- ▶ **Power tools.** Hand welder, laser cutter, jackhammer.
- ▶ **Armory.** 5 flare guns, 2 combat shotguns, 2 revolvers.

/// GREENHOUSE (SAFE) ///

Warm. Foggy. Edible plants. Lots of places to hide.

- ▶ **Airlock.** Rack of 2 muddy vaccsuits.
- ▶ **Irrigation system.** Soaks the entire area if switched on.
- ▶ **Experiments.** Huge Venus flytrap. Sentient vines.

/// LOADING DOCK (HAZARD) ///

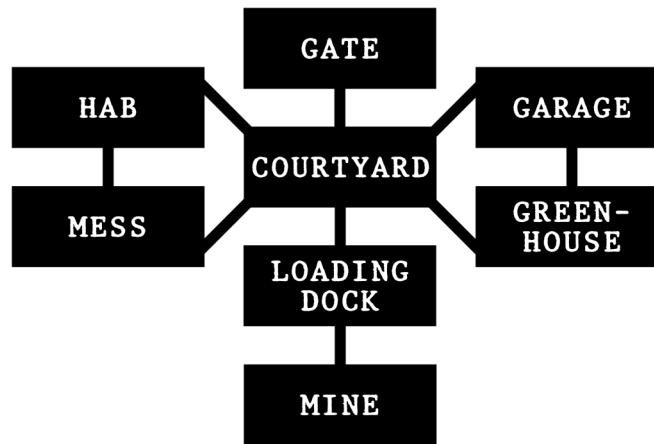
30ft. above the mine entrance. Stacks of crates.

- ▶ **Cargo lift control panel.** If sabotaged, needs spare parts from **GARAGE**, a skilled mechanic, and 4 hours to fix.

/// MINE (HAZARD) ///

Dark. Claustrophobic. Flickering lightbulbs.

- ▶ **Iridium shipment.** Stands on the lowered cargo lift.
- ▶ **Tunnels.** Branches in 2 directions that loop and meet at the end. Lots of tools, crates, debris.



/// TRAITOR'S LOG ///

Day 112

Oh shit! Something is really off with the air of this place. Went on a mission to fix the antenna at the comms tower. Lionel punctured his vaccsuit. Then, something happened.. His eyes went pitch black and he started chewing this terrible blue froth, growing black spikes from his body. He attacked me while howling like a madman! Had to put a bullet between his eyes. Fuck!

Day 190

Was contacted by someone called Jochi, said he'd pay serious moolah for the iridium. Maybe this is my chance to get off this damn rock.

Day 237

The mine is up and running. They'd better get to work and get that stuff out of the ground. I think I know how to get rid of the rest of the losers. Just one breath of air.

Day 271

Ugh.. Already sick of these people. Can't wait until I get to wrap my hands around the neck and squeeze the life out of the first one.

Day 327

Good haul last night. Looks like the ore is almost ready to load. Better tell Captain Jochi to get in position.

Day 331

Took one of the fools out for a ride to the comms tower. Pushed them out of the airlock onto the roof with no vaccsuit. Loved the look on their face. Managed to override the comms system and lock the whole tower up. Can't go asking for help to mommy now, hehehe...

Day 332

They sent a couple of people to investigate the comms tower. Lost communication with the buggy on the road. Seems like my boobytrap worked. Two more down!!

Day 333

The iridium is excavated. It's finally time! Now who should I begin with... Eeny, meeny, miny, moe...

/// 1d10 NPCs ///

Keep track of the NPCs. They can all be affected by random events. Everyone carries an access card.

1. **Lars Jansen:** Overseer. Huge red beard. Cheerful. Loves off-planet gossip. The guy in charge.

2. **Alexis Moss:** Scientist. Lab coat. Friendly. Avid chess player. Second in command.

3. **Pedro Campos:** Custodian. Big curly hair. Inquisitive. Complains about the dirty state of the outpost.

4. **Laura Kim:** Gardener. Messy hair. Troubled. Cares more about plants than humans. Responsible for growing food.

5. **Jafari Zuri:** Cook. Dreadlocks. Nervous. Makes a killer sweet potato pie.

6. **Blanca Lombardi:** Engineer/mechanic. Dirty face and overalls. Zones out. Startled if tapped on the shoulder.

7. **Ari Taumata:** Miner. Tattooed all over. Zen-like and calm. Offers pieces of spiritual wisdom.

8. **Iwani Tan:** Miner. Colorful patched overalls. Talks a lot. Loves bad jokes.

9. **Dmitri Petrov:** Miner. Muscular. Easily insulted. Loves drinking. Sasha's partner.

10. **Sasha Meyer:** Miner. Long hair with one side shaved. Loud. Loves gambling. Dmitri's partner.

/// WHAT THE NPCs KNOW ///

▶ **The air is hazardous** but nobody but the **TRAITOR** knows exactly what it does.

▶ **3 people went missing recently.** Assumed to have been lost in the hail storms.

▶ **Comms are broken.** Couple of days ago the comms tower stopped responding. Comm link with space cut off.

▶ **Lift at the LOADING DOCK frequently malfunctions.** Sabotage by the **TRAITOR** doesn't raise suspicion.

/// 1d10 RANDOM EVENTS ///

1. **TRAITOR** causes a victim to contract **FROST MADNESS**

2. **TRAITOR** breaks airlock in random location. Now **HAZARD**

3. **HAIL STORM.** 1d10 dmg/30 sec if outside unprotected

4. **TRAITOR** cuts holes in vaccsuits of random safe location

5. Gas fire starts in the **MESS**

6. Blackout. All goes dark until backup generator starts

7. **TRAITOR** sabotages the crew's **SNOW BUGGY**

8. **GREENHOUSE** irrigation system goes haywire

9. The **HAB's** climate system breaks. drops to freezing temp

10. Sky clears and beautiful aurora appears

A one-shot by Robin Fjårem

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