## RESEARCH NOTES

**ENTRY 1** – *Initial trials with crawler pheromone have proved successful. Participants report a craving for novel activity and seem to be flippant towards the notion of consequence.*

**ENTRY 2** – *Results are replicable. Growth stimulant will be administered to increase production.*

**ENTRY 3** – *Only female specimen D8N1 responded to stimulant. Side effects includes standard increase in hunger but also unexpected mutations. Limbs have grown longer, strength has dramatically improved, and pheromone concentration has increased.*

**ENTRY 4** – *The specimen seems to no longer be immune to their own pheromone. They have become easily distracted and "curious." They broke the arm of a lab assistant during "playtime." One witness noted that specimen appeared to be "listening" to the bones. As a precaution, specimen D8N1 will be held in containment indefinitely.*

**ENTRY 5** – *The pheromone has exceeded all expectations. Human subjects report an absence of pain, increased energy, and a desire to commit violent acts. Cpl. Greta Wilhelm will be visiting soon to see the results for herself.*

## DANI

**DESCRIPTION:** A long serpent-like body about three meters in length. The bottom half slithers on the ground while her upper torso is held up by 6 slender arms. The flat head of the creature is one large mouth that opens wide to reveal rows of jagged teeth. Her eyes are 4 black orbs, and she has 2 pinhole nostrils that flare dramatically.

**CURIOUSITY NOT MALICE:** Dani is not meant to be an aggressive creature. She is a curious animal exploring her world; however, her strength and size make that dangerous. Dani is smart, playful, and easily distracted which could prove useful to the players.

**GORGE THE SENSES:** Dani is seeking stimulation. When she meets the players, roll 1d5 to determine her goal in the encounter.

1. SMELL – Dani wants to inhale the scent of the characters. She will be able to find them more easily in the future
2. TOUCH – Dani wants to feel the texture of the characters. This may cause damage to their equipment
3. HEAR – Dani wants to hear the sound of the characters' bones slowly breaking.
   **Hostile Encounter (2d10)**
4. SEE – Dani wants to know what is inside of the characters.
   **Hostile Encounter (3d10)**
5. TASTE – Dani wants to taste the characters' flesh.
   **Hostile Encounter (4d10)**

After Dani achieves her goal, she will become bored and leave to find something more entertaining unless she is further provoked by the characters, which could cause an additional check for her goal.

## GM BACKGROUND

The Vasquez Research Facility is an experimental medicine station that seeks to use xeno-biology for drug production. Their current research was on Carinae-3 Cave Crawlers: a 6-legged salamander-like creature about the size of a large dog. They are carnivores but known to be extremely sociable. The facility was interested in the pheromones the crawlers release through their skin during hunting: a stimulant that increases perception and dopamine production.

Initial tests were successful, but the researchers needed to prove the production was scalable. To do this, they injected the crawlers with a growth stimulant. Only 1 of the 3 subjects responded to it; test subject D8N1 or "Dani" grew to an immense size unrecognizable from her original form. Not only was her pheromone secretion increased, but so was the concentration. As a side effect, Dani also became vulnerable to the pheromones.

After the station passed through an unexpected asteroid field, structural damage allowed Dani to escape. With minimal ways to stop her, the research team was soon killed off, either by Dani or as a victim of the intense pheromones. After 2 days of no contact, the parent company of the Vasquez Research Facility reached out to Cardis Insurance to resolve their claim.

## GM NOTES

**HIDDEN:** Some clues are marked with a **H** representing that they are hidden. This only means that they are not immediately apparent. Some should be revealed automatically to players, while others might require the characters to look in the right place at the right time.

**ANIMAL THREAT:** The horror in this module is the equivalent of a wild tiger in a grocery store. It is unpredictable and cannot be reasoned with, but not necessarily malicious. GMs are encouraged to lean into the chaotic nature of Dani.

**STIMULATED:** If a character comes into contact with the pheromone, either on Dani or in the **Lab**, they may need to succeed a Body Save or receive the following condition.

***Stimulated 1/2/3/-:*** *Your character no longer feels pain. Instinct Trait rolls are made with advantage. The Game Master may have your character make a Spirit Save roll to resist engaging in thrill seeking or violent behavior. After the roll, remove one from Stimulated. If Stimulated reaches 0, remove it from your character.*

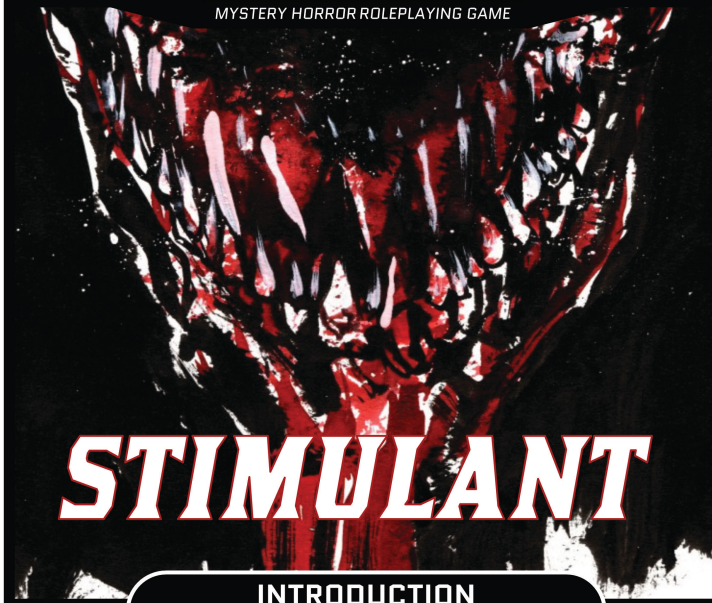
If the characters are in the same space as a **Stimulated** NPC, they are in a **Hostile Encounter (2d10).**

**WEAPONS CAUSE PROBLEMS:** Dani is seeking stimulation: loud sounds, bright lights, even pain. Should a character fire a weapon, it will only attract Dani to them. Killing Dani with weapons, while possible, will prove extremely difficult.

**CAMPAIGN STARTER:** Consider using the Orion 6 Data Disk as a campaign hook to discover more about military funded horrors.

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# STIMULANT

## INTRODUCTION

**Deep Space – 2385**

An alert wakes the characters from cryo-sleep. They make their way to their small vessel's computer terminal where they see a new transmission from Cardis Insurance: their employer and debt holder (ask players how their character came to be in severe debt).

CLAIM REPORT : VASQUEZ RESEARCH FACILITY
PRIORITY 1

CLAIM DETAIL : FACILITY LOST TO ASTEROID DAMAGE

REQUIRED TASKS :

1. DETERMINE VALIDITY OF CLAIM
2. REMOVE ANY ACTIVE THREAT FOR SALVAGE TEAM
3. FIND PLAUSIBLE EXCUSE TO VOID CLAIM

FAILURE TO COMPLETE REQUIRED TASKS WILL RESULT IN IMMEDIATE DEACTIVATION OF CRYO-PODS

OPTIONAL TASK :

1. RECOVER ORION 6 DATA DISK.
   IF SUCCESSFUL : REMOVAL OF 50% CREW DEBT

The station is a few hours away. As the character's vessel approaches, they see that the facility was damaged but not significantly. Initial readings indicate that life support is still online. Once the characters arrive, they will be able to dock with little issue. Start at **Loading Bay.**

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## LOADING BAY
-START HERE-

After docking the ship, the characters enter a fully functional space station. Programs, autodoors, artificial gravity, life support, all online. The only thing that appears to be malfunctioning is the lights; the station is in pitch darkness. There is another ship docked with the station labeled "Orion 6." It has a complex lock. Cracking it is possible, but it will take time.

Ħ | There are items available for ship repair.
Ħ | There is a faint trail of blood leading to the Orion 6.

## EQUIPMENT ROOM

A large room full of supplies and scientific equipment.

Ħ | There is a faint scent of burning flesh.
Ħ | A cave crawler is scuttling around. Their nametag reads FR30. He is friendly.

## ENGINEERING

A control room for the ship's sub systems. Glass covers the floor. The charred body of a man is on the ground.

Ħ | The body appears to be smiling.
Ħ | The lights exploded after the station's power was directed entirely to this room; the system controls indicate this was not an accident but done purposefully.
Ħ | Station lights can be restored.

## AIRLOCK

A small room that connects the station to outer space, meant for venting trash. The internal alarm is flashing red indicating that the airlock is currently open.

Ħ | A body can be seen floating lifelessly in the void; they are not wearing a space suit.

## RESEARCH OFFICES

Small cubicles with research papers fill the room. Several of the cubicles have been knocked over. A dead body is laying on a stack of papers; entrails ripped out from their back.

Ħ | The corpse can be identified as "Jennette Vasquez".
Ħ | The papers detail the research at the facility.
***See- Research Notes***

## ORION 6

**Locked: Requires ENTRY CODE**

A luxury personal craft. Well decorated and very expensive. Blood covers every surface.

**ENOUNTER: Dani** is in the ship's bedroom chewing the half-eaten corpse of Greta Wilhelm.

Ħ | The data disk is inside the terminal; it is encrypted.
Ħ | The ship is largely military branded tech.
Ħ | The owner of the ship was Cpl. Greta Wilhelm.

## MAIN HALL

A long hallway that acts as a connection point to most rooms on the station. It is littered with debris and furniture.

**ENOUNTER:** Shortly after the characters begin to traverse down the thoroughfare, a person wearing a lab coat will charge down the hallway firing a plasma rifle wildly while laughing maniacally. They are a terrible shot but still present a risk. They are **Stimulated**.

Ħ | Corpses can be found on the floor.
Ħ | Most bodies were killed from gunshot wounds, but some appear mutilated.

## "THE FLIP"

A section of zero gravity that connects the halves of the station. The artificial gravity is reversed on the other side.

**OBSTACLE:** Navigating across "The Flip" efficiently can be challenging. It is easy to lose momentum and be suspended.

## CREW QUARTERS

A large circular area with doors to personal rooms lining the wall. There is a comfortable staff lounge in the middle of the circle with puffy chairs, couches, and a fully stocked bar. The door to the cantina is barricaded with furniture. Soft sobbing can be heard behind one of the personal room doors.

Ħ | Matt Spencer is behind the door where the sobbing can be heard, alive and unharmed.
Ħ | He has a cast around one of his arms.
Ħ | He has a **GREEN KEYCARD** around his neck.
Ħ | He warns of the "Hulk" in the cantina.

**MATT SPENCER:** "*The jarhead Cpl. Wilhelm brought along thought he could get a high off of growth stimulant. Didn't even think of the side effects. That moron killed 3 of my friends before I got the barricade up… I thought the only monster we would have to worry about was Dani, but her scent! It does something to people… Makes them act all weird… We got to get out of here before she finds us!*"

## MEDBAY

**Locked: Requires GREEN KEYCARD**

The Medbay is relatively well kept. Everything is in order and is stocked. Joon Kim is alive inside but badly wounded with long cuts and gouged out eyes. He is **Stimulated** but poses no threat.

Ħ | Joon Kim is the station's doctor.
Ħ | His wounds are non-lethal and admittedly self inflicted.
Ħ | He is in euphoria, preaching the wonders of "Dani's Gift."

## LAB

The lab is in complete disarray. Equipment is thrown everywhere. Numerous bodies cover the floor with various injuries.

**ENOUNTER:** A cave crawler runs up to the characters. He has Dani's random behaviors but uses 1d10 for Hostile Encounters.

Ħ | The cave crawler's nametag reads "P3ZA"
Ħ | There are test tubes filled with a liquid labelled "Pheromone."
Ħ | The lab is composed of genetic engineering equipment.

## SPECIMEN CONTAINMENT

Three cages line the walls labeled D8N1, FR30, and P3ZA. There is a large glass containment unit towards the back that has been shattered.

Ħ | In the broken glass is a nameplate: Dani.
Ħ | The wall is slightly dented inward.
Ħ | An asteroid struck the station here.

## CANTINA

A small room with several metal dining tables. A large pile of bones lie in the corner.

**ENOUNTER:** On one of the tables is a man of massive size. 10ft tall and covered in grotesque muscle. His mouth is bloody. All he says is *"I am so hungry…"* He will attempt to kill and eat the characters. He is **Stimulated**.

Ħ | The bones in the pile have visible bite marks.
Ħ | Empty vials labeled "Growth Stimulant" can be found around the cantina.
Ħ | A ripped military uniform is on the ground; inside the pocket is the **ENTRY CODE** to the **Orion 6**

# MAP OF VASQUEZ RESEARCH FACILITY