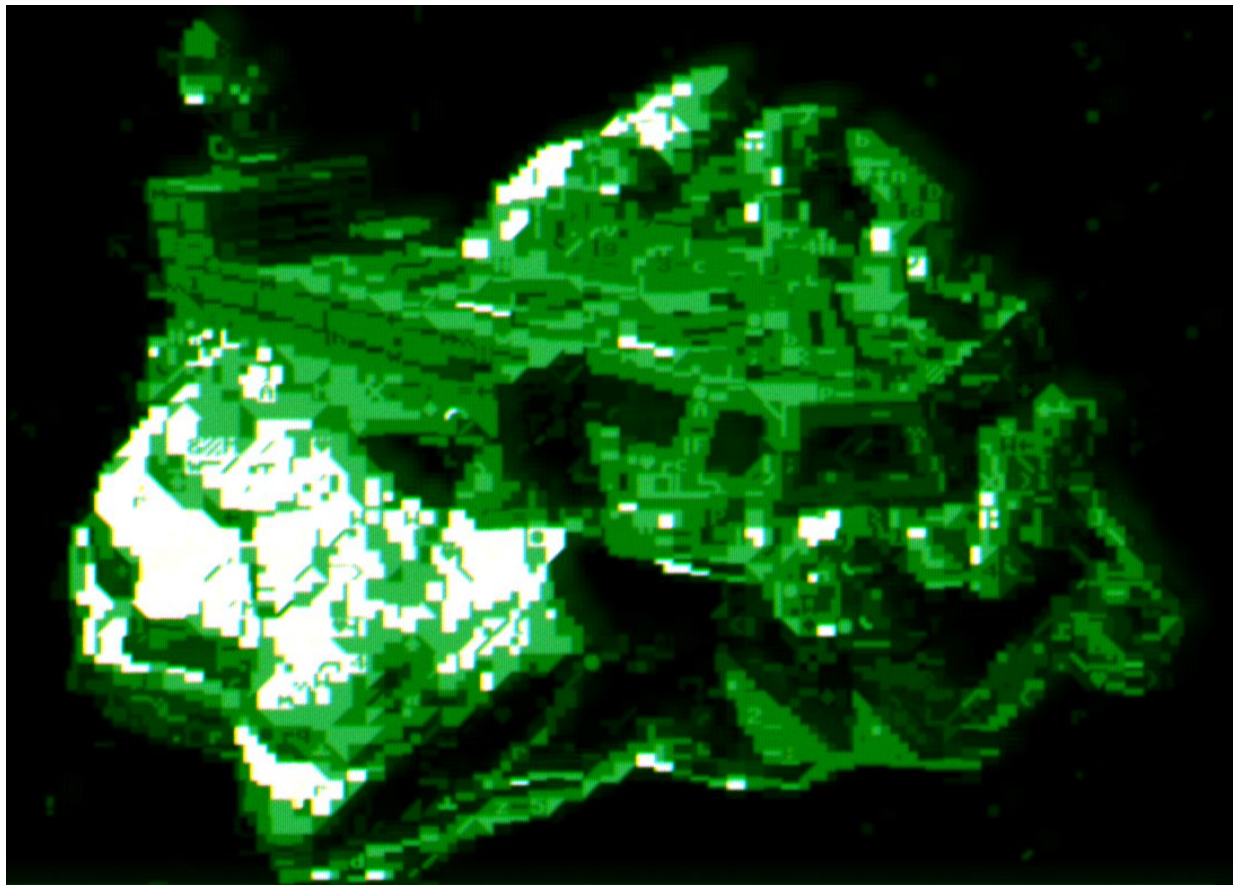


THE CLEANING OF PRISON STATION ECHO

An Adventure for **MOTHERSHIP**

by H. Morrison & D. Kenny



Setting

The Carnath system is little more than a mining backwater in the edges of rimspace, so it's a real shame that fate landed you here without the funds to leave. There is little work for anyone not in the TeraTek Amalgamate miners' guild, a group known for its exclusivity and weariness of untested talent. For a while you worked long hours in meaningless service jobs and made just enough to scrape by, but then the Xero Corp posted a one month contract for night cleaners on Prison Station Echo, a corporate base on a small planetoid in orbit around Carnath. It paid enough for a ticket off planet so you applied immediately. That was months ago. You heard nothing, assumed the worst, and went on with your mind numbing work. But today in the early evening a message appeared in your inbox "Welcome to Xero Corp! Congratulations on being among the few successful candidates for 'NIGHT TIME CLEANING SERVICES TEAM MEMBER FOR INDENTURED ASSETS HOLDINGS '. Please report to 'XERO DOCK B' space dock at 21:00 hrs for transport to your new and exciting career amongst the stars! Don't forget to bring 'NONE' and we will supply you with "EVERYTHING ELSE". Congratulations and welcome to the Xero Corp family!"

If you leave right now you'll have just enough time to make it to the dock in time...

For the Warden

Each PC begins with cleaning supplies and one bioscanner to share among them. The prison is a front for an experimental lab. One level below the prison, Xero Corp scientists have been creating human/alien hybrids based on a creature captured recently in the mining tunnels of Carnath. The prisoners are the test subjects. Unfortunately, the containment fields below have failed releasing both the creature and the surviving hybrid. The enraged creature has slaughtered its tormentors and is now tearing through the guards and prison population in the facility above.

Once the creature has finished with the prisoners in cell block D, it will move towards whatever appears to be the most apparent threat.

If the party hunkers down in cell block A, have them hear the screams for help from the prisoners in blocks C and D, it's up to them what they do from here. The adventure has begun.

For the Players / Game Start

Upon arrival at Xero Corp Prison Station Echo the night time supervisor, "Jacob", shows you around. He's friendly and shows you to his cleaning office, where he outfits you with the standard cleaner's loadout: Mop, bucket, rags, cleaning supplies along with radios and Green Level keycards that you will allow access through the main hallway security doors. He also lets you know about the safety procedures of the prison, lockdown control is in the security office, the emergency beacon in the docking bay, and there are fire repellent foam guns found throughout the hallway that can be unlocked with your security cards. If you have any questions, you can ask "Echo", the prison's voice activated AI directory, from anywhere in the prison and it will provide simple answers. As he walks you through the prison, Jacob explains there has recently been a significant reduction in the inmate population so they've called in your crew for some extra heavy duty cleaning in the newly emptied cells. He takes you to the vacant cell block A and gives one of the crew a bio scanner for the walls; with a grimace he tells you the prisoners are bored and don't always aim for the toilet if you know what he means.

A few hours into an otherwise unremarkable shift "Echo's" voice comes over the loudspeaker announcing a lockdown. Klaxons blare and the security doors slam shut all across the prison. Soon after, there is banging in the vents, followed by gunfire and screams... then silence... your cell block is locked down but your keycard still works, something is moving in the mess hall, headed for block D, what do you do?

Locations

- A. **Docking Bay** - Transport and supply shuttles come and go on a strict 12 hour rotation. There is an emergency beacon but the emergency beacon will not work and if questioned the AI is surprised by this. It will also note a memory block in it's system that can most likely be removed by resetting it's memory core, but it's location also seems to be blocked. Basic supplies for fixing ships and making space walks.
 - a. Crowbar x1, Electronic Tool Set, First Aid Kit, Oxygen Tank x 4, Mag Boots x4, Vaccsuit x 4
- B. **Warden's Office** - You find parts of a body with acid marks. There was obviously a fight as there are bullet holes in the wall. Can be hacked, broken into or if the code is found 6447 will open the door.
 - a. Yellow Level Keycard, Revolver with full ammo.
- C. **Security** - More of a break room than anything else, the remaining security has holed up in the office. They will need to be convinced to allow you to enter. Inside three guards of the normal twelve are still alive. They do not want to leave and have only non-lethal weapons. They will suggest that you find Security Chief Lieutenant Bradford as he has the security key to the Arsenal. He was stationed behind the doors past the hallway to the prison.
 - a. First Aid Kit, Pain Pills x2, Flashlight x 1, Tranq Pistol x 2, Stun Baton x5
- D. **Arsenal** - Weapon supply closet with security hardened lock. Can only be opened with Lieutenant Bradford's Keycard. Once inside it looks recently picked over with indications of missing gear. A few weapons remain.
 - a. Combat Shotgun, SMG x1.
- E. **Supply Closet** - Cleaning supplies, Jacob's body mangled and ripped apart. Jacob's data pad is nearby with the message "My office security code is 6447, don't forget it again Jacob". If the party takes a close look they can find Jacob's stim supply and a credit chip.
 - a. Jacob's Stim Supply x6, (looks like he's selling to inmates), 2d10x10 credits, Lockpick Kit.

- F. **Hallways** - Colourless fluorescent light, views of the lunar landscape and the black of space. Fire suppression system cabinets with foam guns spaced every 100 meters or so.
- G. **Mess** - Where the prisoners eat. Depressing motivational wall "art".
- H. **Cell Block A** - Emptied for cleaning. Cells are filthy. Graffiti on the walls. Most of it is standard prison stuff but some is strange such as "Who's next?", "And then there were none". A page of a diary hidden behind a toilet pipe rambles on about how all the inmates' friends keep disappearing.
- I. **Cell Blocks B+C** - Both are about half full with inmates. Doors are high security and nearly impossible to open without the warden's or higher keycard. A few cells will have hidden contraband - shivs, sycorax, maybe an illicit stim pack or two. If the party leaves to find a keycard and returns the prisoners have been killed by the creature.
- J. **Cell Blocks D** - Full of dead mutilated prisoners. Otherwise the same as blocks B and C.
- K. **Kitchen** - Things you would expect to find in kitchens, pots pans, food, knives.
 - a. Kitchen Knives (Scalpels), MRE's, Foam Gun, First Aid Kit.
- L. **High Security Hallway** - You find Lieutenant Bradford's body here. He died violently. He has a Red Level keycard that allows access into the Arsenal and the elevator to the bottom floor. He's carrying an SMG with 1 shot left (even for Marines). To the east there is an airlock.
- M. **Elevator** - Descends to a secret research facility in the basement. Needs the security keycard from Lt. Bradford.
- N. **Unfinished Section** - The airlock leads to what appears to be a recently started extension to the prison. Construction supplies and an open door to the void.
 - a. Laser Cutter.
- O. **Downstairs hallway** - Plastic plants and a reception desk. Two more dead guards. These ones have better gear; dressed more like mercs than security guards. One is headless, their pulse rifle has a full clip. The other's pulse rifle is empty. Colour coded signs on the walls for the various labs.
- P. **Lab A - Red "Clinical Trials One"** - Human Experiments, some dead prisoners, some alive in cages but only barely. They look sick, weak and are heavily

sedated, attached to monitors and medscanners that poke out of their veins and orifices. Reports on the terminals contain cryptic, jargon heavy remarks on the health status of the prisoners and the ongoing hybrid trials.

- a. Scalpel x5, StimPacks x3, Pain Pills x2, Stun Batons x2, Traq Pistol x2, Med Scanner, Bioscanner, Field Recorder, Automed x4

Q. **Lab B - Red "Clinical Trials Two"** - Similar to Lab A, but there has been a ton of damage and it is full of researcher's bodies. One of the researchers has a Magenta Level keycard for labs C and D.

- a. Scalpel x2, StimPacks x1, Pain Pills x1, Stun Batons x1, Traw Pistol x1, Med Scanner, Bioscanner, Field Recorder, Automed x1

R. **Downstairs Hallway 2** - A few tables and chairs for meetings. Blood and guts everywhere. Near one of the piles of guts is a dead soldier with a nasty looking bite mark on her arm; she's used a knife to cut out her own eyes. Beside her is a combat shotgun with 3 shots left.

- a. Bloody Knife, Combat Shotgun with 3 shots.

S. **Lab C - Magenta "Specimen Processing"** - The Alien Lab, broken confinement centre, a few dead scientists, terminals are locked but can be hacked for info about the creature.

- a. Scalpel, Automed x2, Hazmat suits x8

T. **Lab D - Magenta "Experimental Testing"** - Hybrid Lab, door is open with a body looking like it was trying to crawl it's way out. Inside are four high tech containment and monitoring cells with two way glass currently set to "privacy" mode. One is open and there is a trail of blood and slime on the floor for a few feet before it disappears. Inside are three very dead guards and two dead researchers, one of the researchers has the Cyan Level Keycard for the Coordinator's Office and AI Core. The Hybrid will stalk the party if they enter the room and attack if they attempt to leave.

U. **Coordinator's Office and AI core - Cyan** - Can reset the AI alert and turn the station off lock down, allowing a Xero Corp ship to come to "save them". Coordinator's terminal has more info on the secret research operations of Xero Corp at the prison which could be worth a lot to the right buyer. They wouldn't want this getting out. If the Hybrid isn't taken care of it will follow them and attack here.

Threats

>>>The Alien<<<

Found in one of the mines on Carnath. The alien looks like a cross between a slime mold and a racoon. It is in a frenzy after escaping the specimen lab and will attack anything it perceives as a threat. Can fit through the vent system that runs through the whole station. Enzymes in its saliva cause hallucinations.

Combat 60%	Speed 75%	Instinct 50%	Hits 2 (30)
Bite 2d10 + Hallucinations	Spit - 1d10 + Hallucinations		

>>>The Hybrid<<<

The result of horrific experiments by Xero Corp scientists the hybrid creature is part human, part alien, and completely deadly. Seeing it's grotesque face is shocking to anyone. Generally Intelligent, but angry and confused, if you can calm it down it may try to communicate in simple words and grunts. Can use weapons, but has none to start. Very Strong. Enzymes in its saliva cause hallucinations.

Combat 70%	Speed 70%	Instinct 70 %	Hits 3 (50)
Claws 3d10	Spit - 1d10 + Hallucinations	Grapple 1d10, but will bite on next turn 1d10x10 + Hallucinations	

D10 Alien Hallucinations

1. The ground warps in a spiral and your perspective shifts as you move.
2. You smell burning flesh.
3. You hear someone call your name from a nearby room.
4. You see a family member who runs when you approach them.
5. Blood is dripping from the ceiling onto your body.
6. Bugs are crawling all over your body.
7. You hear someone screaming for help.
8. You see a person eating raw human flesh.
9. Your fingers, nose, and other extremities begin slowly falling off.
10. You see everyone around you stop and point their weapons at you.

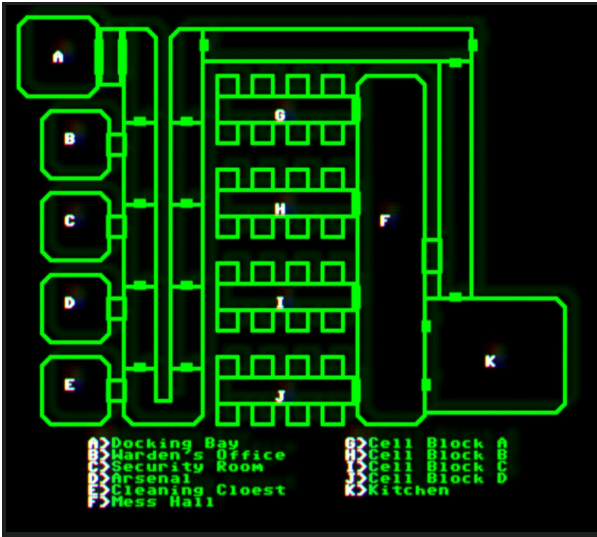
Appendix / Maps

D10 Crimes worthy of Space Prison for surviving prisoners/back up characters

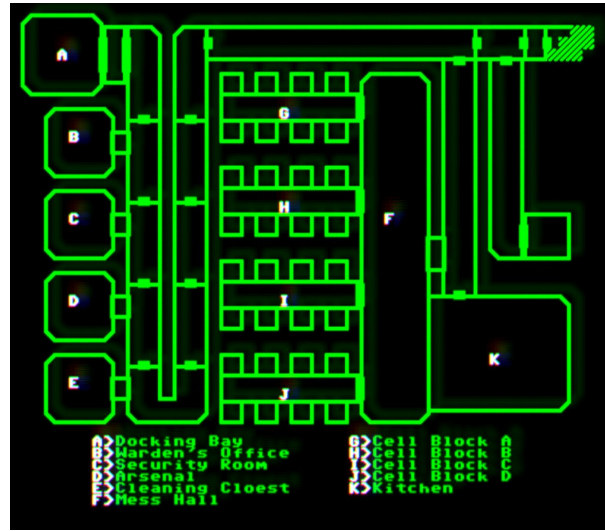
1. Falsely convicted, set-up, a patsy, they swear they're innocent and it's actually true!
2. Couldn't pay debts to the mining company
3. Murderous sociopath
4. White collar criminal pissed off the boss
5. Ran off with a colonial administrator's lover and got caught
6. Space piracy!
7. Illegal cybermod mule
8. Terrorist/Freedom fighter
9. Free oxygen in prison better than suffocating in the streets
10. Caught poaching and transporting exotic alien fauna

>>>Player Maps<<<

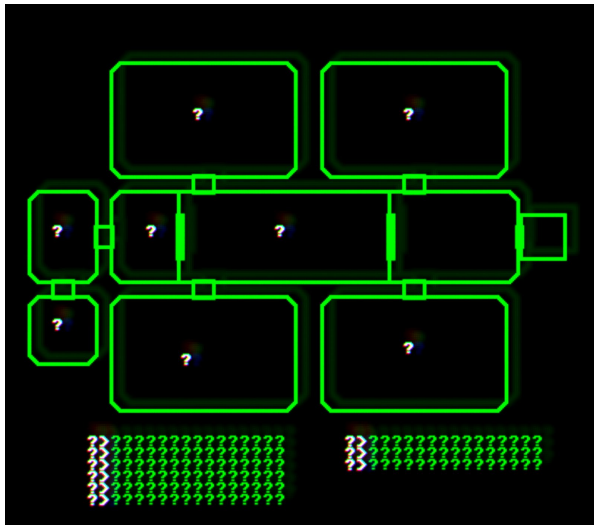
>Level 1 - without
hidden areas<



>Level 1 - with hidden
areas<

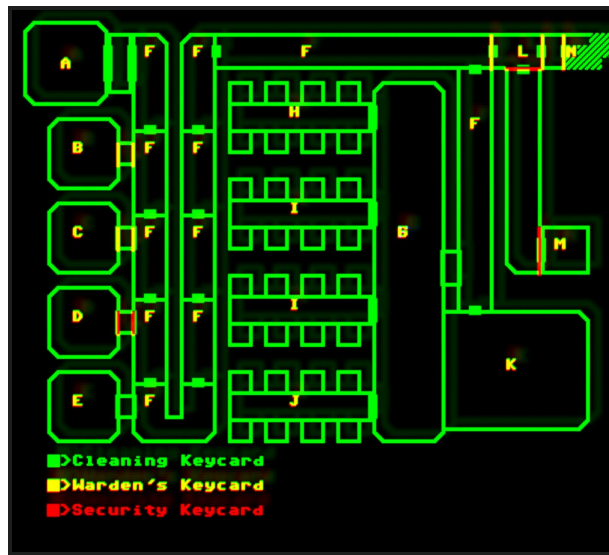


>Level 2<



>>>GM Maps<<<

>Level 1<



>Level 2<

