

# Project Athena: A Oneshot for the Mothership Sci Fi Horror RPG

Jack Koruska, Danger Wizard LLC



## WHAT HAS HAPPENED HERE?

3 years ago: The Neurocid Queen is discovered by Company marines, and Project Athena is established on Research Station Veylar with the intention of studying how the Neurothid Signal rewrites DNA.

10 days ago: Elena Rogers breaks protocol and undertakes experiments on the Neurothid Queen solo. Thinking its only method for reproduction is the Neurothid Signal, it is able to bury itself in the back of her head and control her body (only the Queen is capable of this).

1 week ago: Pirates boarded Research Station Veylar to hold the station and Elena Rogers for ransom. They killed most of the security officers and took the scientists hostage

4 days ago: Elena Rogers (controlled by Neurothid Queen) escaped into Command and Comms, and broadcast the Neurothid Signal

throughout the station, starting the infection process for many on the station. She proceeded to destroy the communications equipment, but shortly afterwards Hana Petrovic and Mirielle Duval joined her and sealed the doors shut from the pirates.

Now: Pirates are still trying to get into the Comms module, but one of their hostages, Ashwin Rao, was “headbursted” by a Neurothid, which they managed to kill since it was in its baby form. They are on edge, but can be negotiated with since they are desperate.

## NPCs

### Station Crew

- **Dr. Elena Rogers:** Researcher and daughter of an important Company Executive, the Neurothid Queen host. Wears a hairnet to cover the Queen protruding.
- **Officer Hana Petrovic:** Last surviving security officer of the station, she is now unconscious in Phase 2 of the infection.
- **Dr. Mirielle Duval:** Conscious but in infection stage 1. Scared, but trusting of Elena Rogers and anyone who appears not to be a pirate.
- **Dr. Alexi Marovic:** Unconscious in Phase 2 of the infection, held hostage by pirates in the supply closet.

### Pirates

Stats: C: 35 | D: SMG/Revolver | I: 30 | AP: 3/7 | W 1(12)

- **Captain Rax Varna:** Leader of the Pirates, trying to pretend as though he has a plan but secretly panicked.
- **Elira Drax:** Quiet, calmer, less prone to panic than the other pirates. Believes their best bet is to recapture Dr. Rogers.

- **Sura Talvek:** Bitter, questioning of Rax, but still cooperating with others for now.
- **Brant Hollow:** Looking around crew quarters, jumpy. Play as a scared kid.
- **Ansh “Redjack” Vesh:** Unconscious in Phase 2 of the infection, sleeping on a couch in the Commons.

## CREW GOALS

The Company was contacted by pirates who took Research Station Veylar, demanding ransom for the station and Elena Rogers one week ago. However, the Company has lost contact with the station and pirates since then. The Crew has been hired to:

- Recover Dr. Elena Rogers
- Recover the Station Data Core
- Recover all files and specimens related to “Project Athena” (Optionally, tell only Company androids in The Crew about this last objective)

## MONSTERS

Dr. Elena Rogers (Neurothid Queen)

- C: 25 | D: 1d10 | I: 75 | AP: 2 | W: 1(10)
- **Neurothid Signal:** If heard, gain 1d5 stress and make a Sanity Save, on failure, progress infection 1 Phase.
  - Phase 1: The infected hears whispered voices and sees faint hallucinations from the Neurothid Queen. They develop faint purple splotches around their neck and head.
  - Phase 2: The infected falls unconscious as their brain begins turning into a Neurothid. Progress to Phase 3 when

another signal is sent or when narratively convenient.

- Phase 3: A Neurothid Baby bursts from the infected's skull

#### Baby Neurothid

- C: 60 | D: 2d10 | I: 55 | W: 2(10)
- Need to Eat: A freshly "headbursted" baby Neurothid needs to eat in order to grow into an adult. Its goal here will be to kill an isolated person or to kill someone quickly before running away. After it has escaped, it will come back when it is a Grown Neurothid.

#### Grown Neurothid

- C: 75 | D: 4d10 | I: 65 | AP: 20 | W: 2(17)
- Weakness Hydrofluoric Acid: The Grown Neurothid's armored carapace is very difficult to penetrate, but hydrofluoric acid will destroy all the Neurothid's AP.

**VENTS AND DOORS:** All doors can be opened from both sides if not sealed, and have signs above them indicating where they lead. A vent system connects all rooms to each other. Neurocids may hide in the vents and move between rooms to ambush players.

## 1. DOCKING BAY

This docking bay has three **AIRLOCKS** for ships to dock with. It contains crates full of half unloaded supplies. The blast doors to **CREW QUARTERS** are opened, but from there, **BRANT** will fire a shot at the players as they enter before closing the blast doors and running away.

- 1a: Airlock where the players' ship is docked
- 1b: Docked Pirate vessel. Exploration of which yields an SMG and a revolver.

## 2. CREW QUARTERS

This room is lined with **BUNKS** used by the station crew. There is a pile of **BROWN SLUDGE** to one side surrounded by a torn labcoat, and it contains backpacks and journals from both the pirates and station crew.

- The sludge is the remains of Dr. Ashwin Rao, after a Neurocid burst from his head. **BRANT** was going to dispose of the remains when players arrived.
- 2a: Station crew toilets and showers. A small fragment of a Neurocid leg can be found in one of the toilets, submerged in hydrofluoric acid dissolved in water.

## 3. MESS

The mess is simply furnished with tables and benches to eat on, a kitchenette, and a **SUPPLY CLOSET** in one corner. **BRANT** will run here and take cover after seeing the players, and after a moment, he runs to find **RAX** and bring him here.

- 3a: **ALEXI MAROVIC** is locked in the supply closet, succumbing to Phase 2 of the infection. A Neurothid may burst from him when narratively convenient.

## 4. MEDBAY/BIO LAB

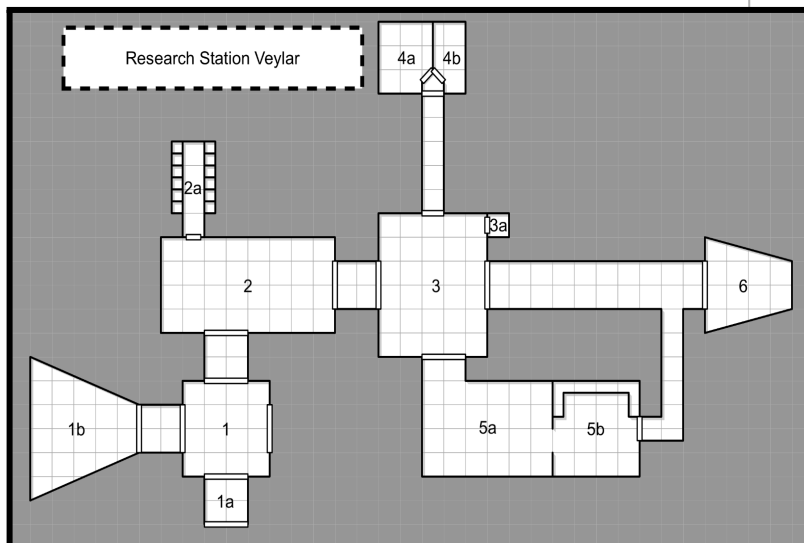
This room is divided into two sections, separated by a bulletproof barrier, each accessible via doors from a central **DISINFECTING** chamber.

- 4a: The **BIO LAB** has a shelf with canisters containing various mundane biological specimens. It also contains scientific and surgical equipment, as well as a **COMPUTER CONSOLE** containing the files on **PROJECT ATHENA**. If the players search for **PROJECT ATHENA** among the biological samples, they will find an empty canister.
- 4b: The **MEDBAY** contains a cot with medical equipment, a **MEDPACK**, and a large sample of **HYDROFLUORIC ACID**.

## 5. COMMONS/COMPUTER LAB

5a: Half of this room is adorned with several comfortable couches and a TV. **ANSH** lies on one of these couches unconscious, succumbing to Phase 2 of the infection. A Neurothid may burst from him when narratively convenient.

- **RAX** tends to him for now, trying to stay



cool, but will take cover by the door to the **MESS** if warned by **BRANT**.

5b: Separated from the other half of the room by simple waist-height plastiwood partition walls, this side hums with **MONITORS** displaying scientific data. The station's **DATA CORE**, a record of what's happened, is stored in the monitor here.

- Data on the contents of each room on the station can also be accessed here.

## 6. COMMAND AND COMMS

The door to Command and Comms has been sealed from the inside. Here **ELIRA** and **SURA** attempt to cut through the door with a **LASER CUTTER**. They will stop if warned by **BRANT** or **REX** and come to help.

Inside, **ELENA**, **HANA**, and **MIRIELLE** hide from the pirates. If freed, they will act thankful to the players, and **ELENA** will cooperate with them in the hopes of getting onto their ship and infecting more people.