VALKYRIE-9

AN INVESTIGATION FOR THE CTHULHU HACK

VALKYRIE-9 - DEEP BACKGROUND

Earth, 2072 - The **European Space Agency** Valkyrie mission sought to harness rare mineral wealth believed to exist within the lunar surface. Following remote surveys, the ESA launched automated units with habitat printing tecnology to create ten base stations, followed several months later by shuttles carrying expert teams from the International Space Station.

Each **Valkyrie station** had a primed "bell" dig - a cavity generated from shaped explosive charges - over which tunnel-linked domes provided space research and living quarters, installed with power and essential systems.

Each crew member possessed key specialties and expertise, primary amongst them geoscience and engineering. Within Valkyrie-9, **Joshua Klimzak** [Clim-chak] served a key role - not only as an expert in his field, but as a driving force behind the existence of the **Valkyrie Project**.

However, Klimzak had alterior motives for his direct involvement, as he held firm belief, based on relatively recent and unsettlingly irrational studies, that much mythology represented inexplicable truth; akin to the idea any sufficiently advanced technology is indistinguishable from magic, myth might point to improbable history.

His theory related to Norse myth and the concept of the **Nine Worlds** - and with absolute certainty Klimzak believed that the Moon contained the gateway to **Asgard**.

He was almost right. Within the branches of the bell dig, the team uncovered something organic - an incredible discovery on the lifeless rock. Using available drilling equipment, the geo-team started slicing away the rock around the substantial organic deposit, which had the appearance of fossilised wood. He wouldn't admit it, but Klimzak was certain that this was a seed of **Yggdrasil**.

In fact, the queer quasi-organic deposit is a dormant, and dying, **Shoggoth**. Too weak to respond to the presence of lesser beings, it reached out into the void and sought assistance from those that once controlled it - the **Outer Ones**; some know them as the **Mi-Go** or, even less accurately, the **Fungi from Yuggoth**.

The Outer Ones scavenge and recycle anything they can find - and after defeating one enemy (millions of years before humanity even existed on Earth), they found many uses for the Shoggoth, foot soldiers and servants of the vanquished.

The Shoggoth could adapt and transform to the demands of their use and environment - and the Outer Ones used this Shoggoth as a vault. It served to defuse a terrible weapon sent to destroy the Outer Ones, a malignant device they could not destroy and that might end their race - the **Shining Trapezohedron**.

Prone to telling tall tales on their travels, as the Outer Ones continued to visit Earth, so too did myths spring up around their achievements. In the Early Middle Ages, Outer One visits to the rugged mountainous home of the Viking led to a whole mythology - so, as noted, Klimzak was almost right.

The likes of **Odin** and **Thor** were Outer Ones; the **Valkyrie** were those who would come and spirit notable warriors away (or their brains at least) on gossamer wings to Valhalla; Yggdrasil the engineered Shoggoth that accompanied them; and, the poison within the roots of the great tree, the black stone that might bring about **Ragnarok**.

Klimzak plans to release the **seed of Yggdrasil**; the **Outer Ones** seek only to restore the quasi-organic prison that binds the horrors of the **Shining Trapezohedron**.

   And into the midst of this conflict come the Player Characters.
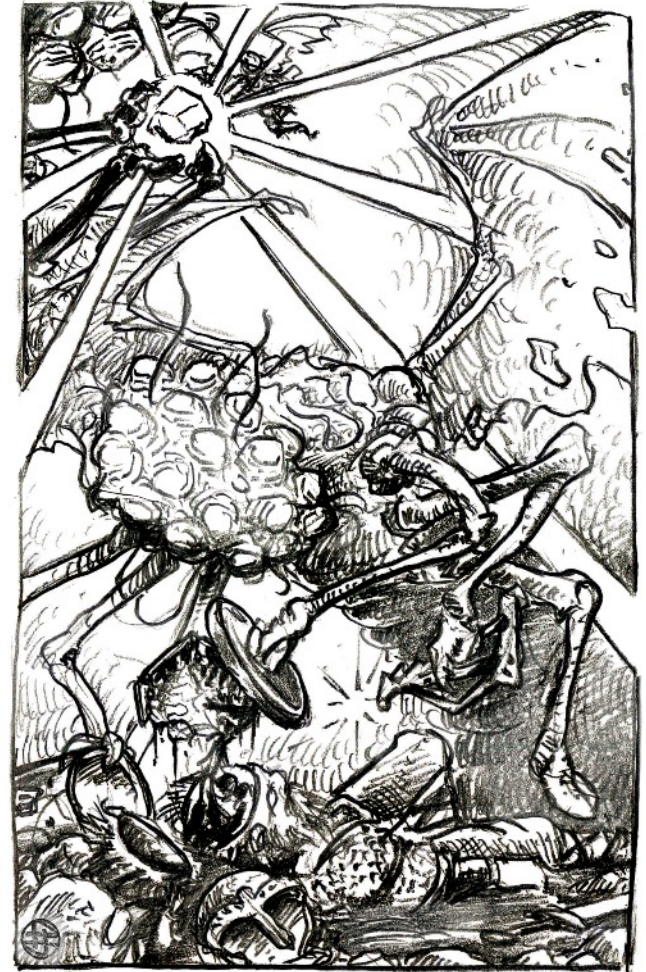
THE CREWS' DILEMMA

A little over **fourteen hours ago**, the **Other Ones** infiltrated Valkyrie-9 base. They rapidly overpowered the crew and, being creatures of habit, they removed their brains and stored them in **Ether-Tight Brain-Cylinders**. However, as they channelled and focussed power on reviving the dying Shoggoth, they needed an alternate source to maintain the Cylinders - so, they secured them within the independently powered shells of the Valkyrie-9 **Drone Units**.

These are the **Player Characters**.

Between the trauma of their brain excision and the fact that the Cylinder fills the spot previously occupied by the Drone data core, the PCs start with no information beyond that offered by their senses - which, to be clear, focus on sight and sound. Drone Units visual and aural accuity exceeds the range of a human being - but, they still can't see in utter darkness nor can they process extreme range or alien sound patterns.

Dependent entirely on technology to perceive their surroundings, the Drones **cannot see the Other Ones**, nor can any inorganic system within Valkyrie-9. **Security footage** shows a strange panic amongst the crew following the infiltration - and where picked up on footage, some crew collapse before their unconscious bodies slide inexplicably out of shot. For some reason, the Drones can hear the **buzzing** susurration that the Other Ones make - a sound at once a part of their communication and their movement. However, the station makes a lot of **humming** and **thrumming** itself, so the buzzing sort of blends in.

The Other Ones took the bodies to the **Core Dome**. They gathered them in the **Cold Store**, excised their brains, then took the Cylinders (also invisble to security cameras) to install them in the Drone shells in **Robotic Control**.

The brains of the following crew have been installed in the Units:

- Commander Walz - Service Unit
- Yuan Mai - Medical Unit
- Harry Fisher - Build Unit
- Dimitri Stathos - Survey Unit
- Brent Peters - Emergency Unit

CREW MANIFEST

Crew name, key areas of expertise / qualification for Valykrie assignment, and nationality.

- Commander Lyndon Walz: Mathematics, economics, operations; American
- Joshua Klimczak [Clim-chak]: Geoscience, structural geology, seismology; Polish
- ❶ Kathy Garrett: Engineer, astrophysicist, doctor; American
- ❶ Corrina Gray: Astronautical engineering, instrumentation engineering; American
- ❶ Yuan Mai [H-when]: Medicine, electrical engineering, surgical training; Chinese
- ② Rémy Laux [Low-cks]: Mechanical/aeronautical engineer; French
- ② Harry Fisher: Applied physics, quantum optics, laser science; English
- ② Orri Sölvason [Sul-va-son]: Physics, plasma science and engineering; Icelandic
- ❸ Dimitri Stathos: Geoscience, geomorphology, geotechnics; Greek
- ❸ Adrien Daviau [Dav-yo]: Biology, chemistry, biochemistry; Canadian
- ❸ Brent Peters: Avionics, systems engineering, chemical engineering; American

DRONE UNIT CHARACTERS

Drones have a different character sheet to that used for Investigators, though the concepts of the Core Rules remain.

SAVES - Drones have four: **Durability**, **Integrity**, **Cognition** and **Expertise** - which roughly map to Strength, Constitution, Intelligence and Dexterity. They function in the same way, providing a chance to avoid harm or entrapment.

HIT POINTS - Drones have **Structure**.

RESOURCES - Drones have three: **Spacial**[1] **Acuity**, **Relational Code** and **Database Access**. The first pair equate to **Flashlight** and **Smokes**. Under normal circumstances the final value represents corruption in the code of an artificial entity - but for this investigation it works differently (see below).

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[1] I'm aware that this is the archaic spelling of spatial. No comment!

SPECIAL ABILITIES - Drones have two features that map to this Core mechanic: **Features** and **Modules**. **Features** are what sets one model of Drone apart from another - how they move, interact with the physical setting, communicate and handle their specific roles. **Modules** are like **Occupations** - they represent expertise that a Drone can leverage to gather information and improve their chance of success at certain tasks. A Save made within the sphere of a Module can be rolled with **Advantage** (**Core Book**, p. 6).

CREATING DRONES

1. **SAVES**. The Players have 1d6, 1d8, 1d10 and 1d12 to allocate to these values, rolling the dice and adding 4. The spread emulates partial Drone function.

For example, playing the Build Unit John wants physical power, so he rolls 1d12 + 4 for Durability. Deciding others can handle the thinking, he rolls 1d6 + 4 for Cognition.

2. **RESOURCES**. The Players can have D8 in all **Resources** except **Database Access**, which starts at D4. They can choose to switch a die from one Resource to another, but cannot reduce any Resource below D4 nor can they raise Database Access at all.

3. **STRUCTURE**. This investigation uses the Optional Rule **Hit Dice As Resource** (**Core Book**, p. 18).

4. **MODULES**. The Players have the option to choose two of the four listed **Subroutines** within their **Module**. They should tick the option and those work like **Occupations**, offering **Advantage** for **Saves** and widing the clues they might pick up in general.

Take a note of anyone who opts for the first box. These all represent soft skills, those most associated with the human occupants of the station. Use this as a guide when Drones might spot illogical and ultimately human details - as those with these subroutines are most likely to spot them.

5. **NICKNAME**. Last step, choose a Nickname or designation for the Unit. Players can choose whatever they want - from a serial number to a common Human name, like R2 or Hal.

6. **FEATURES**. Note that **Features** are not selected or modified - they're part of a Unit and available to use, as long as they remain undamaged and functional. Any **Feature** with a **Resource Die** has a finite material or power component. Once that has depleted the Feature ceases to function.

MANIPULATORS represent the ability to manually handle things:

- **Heavy Manipulators** are not suited to fiddly, careful handling, but deliver 1d8 damage when used as weapons.

- **Fine Manpulators** are suited to delicate or elaborate handiwork, but tend to break faster than the thing you're trying to beat with them - 1d4 damage.

- **Other Manipulators** specialise in different ways, like reach or accessing awkward spaces

The **Service Unit** has the unusual **Feature** of a **Multi-Ambulator;** the Drone can use two options while balancing (or moving) on the other three. The choice might be relevant depending on challenges or environmen. For example, only the Heavy Manipulator would stop a Drone getting dragged into space.

MOBILITY derives from a means of locomotion, in some cases with an option:

- **Crab Legs** provide both omni-directional travel and a degree of flexibility; the two fore legs can double as an additional, but less finely tuned, manipulator. Loss of individual limb function can cause a rapid decrease in mobility and balance.

- **Hover** functionality comes from directed thrust modules, with a back-up of micro-treads - slow, but reliable. Low energy consumption hover allows the Drone to move at a walking pace a foot off the ground; high energy hover becomes more like flight, though the Drone has little fine control. Roll **Resource** consumption after each **Moment** of use.

- **Other Mobility** provides a more common approach, whether the heavy dependability of **Treads** or the extending **Tripod**.

As noted above, the **Service Unit** uses the **Multi-Ambulator** feature for both handling objects and movement.

COMMUNICATION represent primary and secondary contact modes:

- **Data Spurt** should allow rapid data output on to the network, but this isn't functioning due to the lack of an internal "database" to spurt from. Annoying as this might be, this non-functional device provides a key clue; don't over-emphasize too early, and only note dysfunction if used.

- **Printer** allows the Medical Unit to generate a physical record using an archaic dot matrix style output on green-striped degradable bio-plastic.

- **Other Communication** provides a variable volume means of audible exchange, from a whisper to a shout.

All **Drones** also have a short-range network contact mode that will extend to the whole **Station** if they restore the network. Contact between the **Geo-Dig** and the surface suffers interference at all times, due to the presence of the **Other Ones** and their modifications to the **Generator**.

SPECIAL EQUIPMENT represents specialist devices and features:

- **3d Printer** provides a simple method for ad hoc creation of small spares, tools and inorganic consumables. Takes **1d6 Minutes** to print.

- **Heat Shield** offers **Advantage** on **Structure** checks when subjected to a source of heat damage - including explosions and plasma fires.

- **Omniscope** allows visual adjustment from micro to macro scales, with wide spectrum options (infrared/ultraviolet). The **Other Ones** still cannot be seen with this **Feature**, though a hiding **Klimczak** would be visible via heat trace.

- **Snare** made from durable extruded sticky fibres. Drone might stretch the one-shot to more than one. Snare will hold a struggling target for a time.

- **Storage** designed to keep something fresh and intact. The Drone can control whether to vacuum seal the bucket. It's too small to hold another Drone.

TIMELINE

- **Two years ago** ESA launch automated ships from International Space Station to deliver fabrication printers[2] and drone workforce to lunar surface.

- **One year ago** ESA completes delivery of Valkyrie teams to the ten fabricated bases scattered across the Moon. Each base sits on a geo-bell cavity, created by explosion before surface construction.

- **Nine months ago** Klimzak starts receiving monthly deliveries.

- **Four months ago** Dimitri **Stathos** lodges first formal complaint about his superior and base second-in-command **Klimzak**, raising concerns about focus and performance. Dimitri claims to be completing 95% of geo-science workload himself, remaining unclear on how Klimzak spends his time.

- **Three months ago** Klimzak secretly moves into **Lab (2)**, taking most of his packages with him. The ESA had plans to lease the faclities to private firms, but Valkyrie-9 never received any interest on this level.

- **Eight days ago** Organic material discovered in the geo-bell dig; discovery leaves majority of crew shocked and Klimzak bizarrely jubilant. Klimzak believes the material surrounds a yet more significant find and proceeds to work on slicing sections off the organic shell, which proves remarkably resilient; Klimzak takes samples of the material to the **Geo Lab**.

- **A week ago** Commander **Walz** confronts Klimzak over his behaviour after discovery of his relocation into **Lab (2)**, whereupon the geo-scientist breaks the commanders nose; this necessitates a trip to the **Sick Bay**, the last key medical issue handled by Yuan **Mai**. Walz initiates process to get the scientist returned to Earth on next supply flight.

- **Fourteen hours ago** The **Other Ones** reach the base, with a **Servitor Shoggoth** in tow, and infilitrate through the **Shuttle Bay**. They swiftly overpower the crew; **Peters** attempts to escape in a **Launch**, but an Other One confronts himself. Peters intentionally damages the shuttle interface to raise a pall of smoke, revealing his opponent - but, it grabs him, firmly enough to draw blood, stuns him, and then drags him away.

- **Twelve hours ago** Having started to revive the **Yggdrasil Shoggoth**, the Other Ones, extract the brains from several crew, but realise that they need to store the cylinders somewhere with independent power sources. Fortune favours the fungus, as the **Drone Memory Cores** prove to be of similar dimensions. They adapt the **Brain-Cylinders** to extract power from the Drones. The interface will allow the brains to assume control.

- **Ten hours ago** While the Other Ones seek more Drones to convert the remaining unconscious crew, **Klimchak** emerges from hiding in the ducts intent on using his esoteric knowledge to destroy Yggdrasil and release the "glorious serpent" he believes lies within.

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[2] Reference: http://www.esa.int/spaceinimages/Images/2013/01/D-Shape_printer

NON-PLAYER CHARACTERS

KLIMCZAK - **HD 2 (8 hp), 2 AP (enviro-suit)** ⬤ **Plastic Auto-pistol (3)**.

Play the geo-scientist as distant, distracted and emotional only as far as saving his own vital work (and personal hide). The crew were clutter and got in the way of his important work; the **Drones** will be doing the same and he wuld rather they go away. He has seen the **Other Ones** and refers to them as the mærjar (*may-yar*)

He has a logical **Asimov's Three Rules** approach to ordering Drones around and getting them to do things for him because, why wouldn't they. Ideally, Klimczak wants the Drones to distract the Other Ones so that he can access the **dig** and open the "seed" of **Yggdrasil**.

His plan to release the seed reside in a constructed world of his own, a vision born out of madness; cold, abstract and disconnected madness. If the release of the seed meant tearing a hole in the fabric of the station, he would do it. He believes the Asgardians have withheld access to their home from Midgard.

He knows his way around the station - including knowledge of the vents and access channels inaccessible to Drones. He has a **3d-printed auto-pistol** [**D6**] and a **welding torch** [**D8**]. He may carry a jemmy tool, a bottle of painkillers, a small med kit and some nutri-pounches - but, equally, he might have stowed them somewhere.

OTHER ONES - Incomprehensible and alien, the **Other Ones** strive toward a purpose here that takes no account of "local interference". Humanity figures as little more than an annoyance, a mild distraction akin to swatting a fruit fly.

The Other Ones have half-heartedly tried to interrogate the crew, but see little value in any knowledge extracted. As a result, they have focussed their effort on adapting the generator and laser technology in the **Geo-Dig** as a means to power the regeneration of the **Yggdrasil Shoggoth**.

If the **Drones** cause a lot of disruption in the **Station**, an Other One will come to investigate, observe and then take action; it generally seeks to divert or distract rather than destroy. While they consider humanity a diversion at best, they still value them - they're not monsters nor are they really the aggressors of this adventure. At an abstract level, they're **technicians** sent to complete essential maintainence on a system they forgot existed.

Any sensory appartus fails to detect the presence of the Other Ones. Their technology and modifications to the **Generator** and the **Brain-Cylinders** are invisible, too. The material still has substance - it exists - so a Drone can calculate the presence of the matter despite a sensory shortfall. The technology of the Other Ones generally defies logic or commonsense, defying the basic rules of physics within our universe.

PLAYTEST NOTE: Groups improvised a number of ways to handle the sensory issue with the Other Ones, including use of cleaning fluid, paint, powder and blood bags from the **Cold Store** as **tracer material**. Most measures have a short term effect - I allowed a three round grace period before the beneficial effect expired. In practice, an Other One might forfeit a **Moment** to "shake off" the tracer.

After 3 to 4 hours of elapsed game time, the **Other Ones** will complete the rejuvenation of the Shoggoth and then destroy the base to fill the hole. They will escape with their **Servitor Shoggoth** and the **Brain-Cylinders**.

Use standard **Mi-Go** stats if needed (**Core**, pg 35). Instead of **Mist Projectors** they carry **Lightening Lashes** (**3**), which cause a Drone target to make an **Integrity Save** at (**-3**) or reboot due to system overload.

YGGDRASIL - A **Shoggoth** showing all signs of an organic, almost tree-like state, wrapped around a faceted black stone - the **Shining Tetrahedron**.

If Klimczak manages to slice away any more of the Shoggoth "vault", you might care to introduce the serpent to the storyline, using the standard **Haunter** stats (**Core**, pg 35), especially if the Players have already got themselves in a bind with the **Other Ones**. Depleted and hungry, the **Haunter** will attack anything and everyone.

Rejuvenation of the **Yggdrasil Shoggoth** means that the **Other Ones** "win" and proceed with their end game, as noted above.

SERVITOR SHOGGOTH - A compliant servitor, the **Other Ones** use the **Shoggoth** as a conduit for their **Generator** conversion, diverting power from the Station **Power Core** then channelling it into the **Mining Laser**. The Shoggoth exists in an adapted high energy plasma state; Drones damaging cables will experience an attack from writhing tendrils of coherent and sentient plasma fire. For most, that means a **Expertise Save** to avoid, modified by the Shoggoth's Hit Dice (see **Powerful Opponents**, **Core** pg 30); failure means a Structure roll

at **Double Disadvantage**. Roll consecutively, stepping down for *each* **1 or 2** rolled.

Otherwise use the standard **Shoggoth** stats if needed (**Core**, pg 36)

STATION CREW - Half of the crew are dead, chilled in the **Cold Store**. The rest can either be found in the dig or, if you feel generous, scattered around in the rooms where the **Other Ones** overpowered them, awaiting their fate. All have sustained extreme nervous disruption - those alive will remain comatose throughout the investigation.

Careful study of the crew's physiogomy, using the equipment in the **Sick Bay**, will identify an electron inversion state in the nervous system that defies explanation. An effect of the Other One **Lightening Lash**, they will prove impossible to revive within the timeframe of the investigation.

Those in the **Cold Store** are also dead and have had their brains removed with no outward evidence of the means of extraction. **Brent Peters** is the only member of the crew with any outward sign of injury, his shoulder impaled to the bone, jumpsuit stained with blood.

COMMAND DOME

DOORS - Here, and throughout much of the station, power trickles through to essentials, like life support, but everything else either stutters or doesn't work at all. Doors don't swish open automatically - as they would on full power - but need manual priming from a lever behind a wall plate, to open or close.

In principle, it isn't something to labour over during the game - once the **Drones** have figured out (or simply recalled) the principle for the first door, they can do it again. However:

> **Time** - Manual override of a door takes several **Moments**. In a hurry or faced with a **Countdown**, it chews up precious time.
>
> **Locks** - Some doors have localised locks. Until they have power, the lock cannot be overridden. For example, even with the Commander's **Key Card**. The **Drones** need to restore power or come up with a plan - maybe someone can siphon power from themselves to energise the lock mechanism.

MAP - Once the Drones leave the **Robotic Control** room, give them the full-page **Site Designation Overiew** handout and **Valkyrie-9** map.

PLAYTEST NOTE: I didn't give out the map or overview straight away during the first playtest - and I could sense a struggle to spontaneously come up with ideas on where to explore. There's nothing on either that gives anything away - so, it makes sense to hand them over and the players can then choose their destiny. Even if they go to **Geo-Dig** straight away, they won't find anything.

SECURITY CAMERAS - Spotty camera coverage picks up key areas of the station. The system isn't universal because it's a scientific station and there seemed little point in covering every angle and blind spot. Nor was it deemed practical to install any cameras in the **Geo-Dig**.

The footage can be accessed from the **Console** in the **Commander's Office** or the **Computer Room**. Only the footage for the last 24-hours can be accessed and then only up to 6-hours ago. The network fried at that point. After reestablishing the network, old footage can be accessed, but the last 6-hours remain unavailable.

The Drones can't simply plug in to the system - they're not designed for that - but they can view on fast forward. However, there's footage for dozens of cameras, so they must state what location and timeframe they want to check.

Key discovery in the footage happens around 13.5 hours ago at the **Launch** (or **Shuttle**, see later) - noting that the camera view is outside the access hatch. **Peters** rushes up and enters - closing the hatch behind him. A minute later the hatch opens, then closes again - and a freeze frame shows Peters isn't visible through the hole. Three minutes later, the hatch opens again - and Peters exits... on his back, with both arms raised (as he's being dragged). There's a dark stain on his jumpsuit around his left shoulder. He glides out of the Launch and out of view.

Drones can "follow the trail" at this point, watching as Peter's glides through the Station and ultimately ends up in the **Cold Store**.

Klimczak, if sought through footage, isn't around until 10 hours ago - and then only appears intermittently. The **Drones** can discover that he stole supples from the **Launch** in the **Crew Dome**, medication from **Sick Bay**, and spent a whle in the **Workshop**.

[SPACIAL] identifies a point where he enters **Sick Bay**, in the **Research Dome**, and emerges 20 minutes later from **Lab [2]**. He used the vents to move between the two, but the vent is in a blind spot in Sick Bay and the camera inside Lab [2] is broken.

CONSOLES - Generally, data accessed through consoles reveals local log files for the past 24-hours only. So, you can see the logs for, say, power supply, but you cannot see the current state of power input/ouput, unless you're in the **Power Plant**.

POWER - The presence of the **Servitor Shoggoth** inside the **Valkyrie-9** station power network means that regulation and distribution spike and fail constantly. The first experience for the **Drones** will be emergency decoupling from their recharge station for just this reason. Systems should randomly fail and restart with ever-increasing unpredictability. No means to recharge exists without threat of damaging discharge or overload. Analysis of distribution in the **Power Plant** fails; distribution should be 100%, but remains stubbornly sub-optimal.

COMMAND DOME - LOCATIONS

ROBOTIC CONTROL - UNIT STORAGE. POWER BEDS. BASIC TOOLS. SPARE PARTS IN OPEN STORAGE CAGES. SMOKE.

> **GAME STARTS HERE!** *Units slot into roughly cube-shaped* **Power Beds**. *They're not 100% charged at the game start. The* **Smoke** *suggests a short or power*

burst, and that the bed auto-ejected the Units to avoid damage. There are **Nine** *power beds, so several will be empty.*

The missing Drones include units programmed for **Research**, **Bio-Science**, **Transport** *and* **Heavy Lifting**. *You can scatter them around the Station - but they're all deadweight as they're out of power. Without power they cannot be networked or communicated with, nor can their Modules be accessed.*

LAUNCH - CRAMPED. UNSUITABLE FOR MOST UNITS. SUPPLIES. FUEL.

Emergency measure intended to get six crew members off the Moon and into Earth orbit. [SPACIAL] *burns from an electrical discharge mar the* **Control Surface**, *rendering controls inoperable. There's a spent* **Welding Torch** *under the pilot's chair; a splash of* **Congealed Blood** *stains the floorplate between the forward pair of chairs.*

If the Drones could sniff the air, they'd smell lingering ozone. The damage to the control surface makes the **Launch** *inoperable without repair. Suitable tools and materials can be retrieved from the* **Workshop**.

COMMAND - MANY CONSOLES. REINFORCED VIEWPORT REVEALING A VIEW OF THE EARTH. UNTIDY (*scattered beverage containers, data slates*).

Control systems begin to fail after ONE GAME HOUR.

Units can access basic "state of the base" data from here; tech does not extend to "scanning" for life. [SPACIAL] *The local log file has a record of increasing power fluctuations in the last 12-hours. Core systems went completely offline twelve hours*

ago, before resetting - after which networking was not restored. Since then, all system logging has been local only.

COMMANDER'S OFFICE - DESK. THREE CHAIRS. SECURED CONSOLE.

[**COGNITION**] *or* **Card Key** *to access command records, else local lock out on a fail - which means anything here will only be accessible if the Drones can somehow fix the network.*

The Drones can access the **Crew Manifest** *(see* HANDOUTS*) from here.*

Neat and ordered, with no paperwork on the desk. Family photos, military awards and images from meetings with celebrities and sporting greats pepper the walls. [**SPACIAL**] *neatness makes such an impression that the* **Data Slate** *on the desk lying haphazard appears uncharacteristic; something caused the Commander to leave suddenly.*

Access into the Slate requires a password, [**RELATIONAL**] *figured out by trying teams and affiliations of celebrities on the wall. The Manifest comes to hand from here, if not in the Drones possession already. Without network access, the Slate provides access to only the last 24 hours security footage (see* **Security Cameras***, earlier).*

Crew records of note include several complaints lodged by **Dimitri Stathos** *against his manager* **Klimczak***.* **Stathos** *accuses* **Klimczak** *of dereliction of duties, leaving the bulk of geoscience work to Dimitri and failing to sign off on key milestones. Stathos accuses* **Klimczak** *of pursuing a private project at the expense of the Valkyrie Initiative.*

Commander Walz had completed face-to-face meetings with both parties, culminating last week with **Klimczak** *punching* **Walz** *in the face, breaking his nose.* **Walz** *has initiated protocols to have* **Klimczak** *shipped back to the International Space Station for formal proceedings and proposed imprisonment.* **Stathos** *had already handed in his resignation.*

COMPUTER ROOM / DATA CORE - HEXAGONAL CHAMBER. PODIUM CONSOLE. / MULTI-STACK ARRAY. BLINKING LIGHTS. NARROW ACCESS.

First room looks like Mother chamber from Alien; second like HAL's memory core in 2001. Basic status data available without security codes; secure access is only available through the **Console** *in the* **Commander's Office** *- or by releasing the security here using the* **Card Key***.*

[**RELATIONAL**] *with secure access it becomes clear that, firstly, some form of pulse rebooted station systems* **12-hours** *before* **GAME TIME***; second, the system has now become corrupted and unreliable. The Drones can complete a repair and reset; after* **30-minutes GAME TIME***,* [**COGNITION**] *to determine whether the repair worked or that they lock themselves out here and all other consoles remain lock.*

The Drones can access the **Crew Manifest** *(see* HANDOUTS*) from here.*

STORE - SHELVES OF LAUNDRY, CLEANING PRODUCTS, BASIC TOILETRIES, COMMON TOOLS (e.g. **Wind-up Flashlights**).

Drones can find any common and relatively harmless equipment in here, though no batteries or power rigs.

TUBES / ACCESS - SUBTERRANEAN TUNNELS AND SERVICE SHAFTS TO ALL DOMES.

Access *tunnels run between the Domes, appearing as shadows on the picture of the Station (see* HANDOUTS*).* **Tubes** *vary in type and colour -* **blue** *for fuel in-flow,* **purple** *for waste,* **orange** *for power out-flow,* **green** *for venting, and so on. Feel free to create other options and colour combinations. All Tubes present clear warnings about their content and the dangers associated with opening or damaging them.*

Only the **Service Drone** *can physically enter the Tubes - and then only those for venting or specific forms of maintenance. While inside the Tubes, movement becomes slow and restricted for the Service Drone - easier for* **Klimczak***, who has been using them a lot to stay out of sight where in doubt about the location of the* **Other Ones***.*

The **Servitor Shoggoth** *occupies the orange Tubes. The entity has adapted to the fierce environment by assuming a form composed of* **Plasma***. It channels power specifically for the task of reinvigorating the* **Yggdrasil Shoggoth***.*

CREW DOME

Canned music pervades this area until 30 minutes into the game. The open areas and **Cabins** suggest a singular lack of interest in tidiness (make certain the **Service Drone** feels appropriate levels of annoyance) - though this has more to do with the sudden invasion of the **Other Ones**.

LAUNCH - CRAMPED. UNSUITABLE FOR MOST UNITS. SUPPLIES. FUEL.

Emergency measure intended to get six crew members off the Moon and into Earth orbit. A simple control interface boils down to a launch button with sub-systems to monitor status, internal climate and so forth.

*Systems remain functional with sufficient power to launch and lock to target. The power source is independent, but secure and contained. A **Drone** attempting to syphon power from the **Launch** would render it sub-optimal and unable to complete the trip to the **International Space Station**.*

*Klimczak has removed both **Food** and **Medical Supplies** from the hexagonal storage grid in the back wall of the Launch.*

COMMANDER'S CABIN - LOCKED DOOR. TIDY. PICTURES OF EXTENDED FAMILY. BLUE-WHITE-RED RIBBONED DISTINGUISED FLYING CROSS.

*Nothing untoward; no paperwork or files. [**SPACIAL**] There's a blank **Card Key** with a magnetic strip left in the Commander's jacket pocket. The key will allow access to his Office in the **Command Dome** without forcing the door.*

GEO MANAGER'S CABIN - CLUTTERED WITH UNOPENED STORAGE AND PERSONAL BOXES.

*Similar to the other cabins in size, but like the Commander's furnished for one. [**SPACIAL**] The Cabin reads as unused, not even the bed. However, many of the boxes have been opened and items removed.*

*[**SPACIAL**] Access to personnel records in **Commander's Office** or **Sick Bay** will confirm that **Klimczak** did come aboard the station, so this isn't a matter of a room awaiting an occupant.*

*Unlike all the others, this Cabin contains no personal touches of any kind. [**RELATIONAL**] The room contains no technology - like Data Slates or similar - nor do any of the unpacked boxes.*

CABINS - THREE BUNKS. ENSUITE BATHROOM. PERSONAL POSSESSIONS.

*Untidy rooms suggesting that the occupants either don't much care or left meaning to set them to order on their return. Particulars in **Cabin (1)** identify this as occupied by female crew; also has various texts on medicine and surgical procedures; **Cabin (3)** has a framed medal (Airforce awarded; Armed Forces Expeditionary) and there's a packed travel bag on a bed with the initials "D.S." written in marker pen.*

*Data Slates with personal log information can be [**RELATIONAL**] accessed with some fairly weak passwords - family, pets, etc. They convey the sense that the mission has been humdrum and boring. There's no Slate left around by Stathos. Personal journals of other crew point to a "triangle of discontent" between the Geoscience team and Commander Walz.*

STORE - *See **Command Dome** description.*

TUBES / ACCESS - *See* **Command Dome** *description.*

The **Servitor Shoggoth** *occupies the orange power tubes.*

RESEARCH DOME

SICK BAY - FOUR GURNEYS WITH INTEGRATED MONITORING. MEDICINE CABINET. BASIC TOOLS / EQUPMENT. LOCAL CONSOLE.

While generally tidy, someone has jemmied the door to the medicine cabinet and taken two bottles of heavy-duty **Painkillers**. [**SPACIAL**] *Accessing the* **Local Console** *finds a well-ordered* **Journal** *system and an* **Inventory***.*

The Drones can access the **Crew Manifest** *(see* HANDOUTS *) from the* **Console***.*

The **Journal** *shows the last patient was handled* **ONE WEEK AGO** - **Walz** *had a broken nose.* **Mai** *gave* **Walz** *both* **Antibiotics** *and* **Painkillers***, which were recorded in the* **Inventory***.*

Checking the **Cabinet** *finds the* **Broken Door** *and that the content no longer matches the last entry in the inventory.* **Drones** *using* **Security Camera** *footage find that* **Klimczak** *entered the* **Sick Bay** *about 9 hours ago, forced the cabinet and took the supplies.*

If the Drones have found the **Blood** *in the* **Launch** *(see pg 8), there's no evidence of bandages missing, blood anywhere in the room, or discarded materials in the waste bin. Drones can check* **Blood Samples** *with the equipment here and identify the injury with* **Peters***.*

Detailed examination of Peters' wound finds something conical, like a horn, pierced the shoulder deep enough and hard enough to shatter bone. **Fragments** *appear in the gore.* [**SPACIAL**] *analysis of the blood and fragments finds some irregular pieces that disappear when cleaned.*

The **Fragments** *have a fuzzy existence when held - consuming space and resisting pressure, yet they do not register visually. Coating them in something makes their presence visible once more. The fragments are bits of claw from the* **Other One** *that attacked* **Peters***.* **Sick Bay** *kit won't help - as the fragments don't register; mixing them with chemicals or acids (from the* **Locker** *or* **Geo Lab***) finds they react only weakly, where at all.*

The Drones can use the equipment in the **Sick Bay** *to further their investigation.*

Inspection of the bodies of the crew, living or dead, identifies the **Electron Inversion** *(see pg 7); the state appears irreversible without extensive research (outside the timescales of this adventure). Illogical as it might seem, the strange state appears to have no detrimental effect on the lifesigns of the surviving crew.*

Scans of the dead fail to identify any physical evidence of the means used to extract the brain matter from within the cranial cavity. It can confirm that no residue remains; the brain matter seems to have been removed in its entirety.

WORKSHOP - TOOLS. MACHINES. RAW MATERIALS. RECENT USE.

An irregular-shaped room dotted with work surfaces, scattered tools and pieces of complex machinery. [**SPACIAL**] *notably some of the devices here - like the* **3d Printer** *- are switched on; checking device system logs notes use around 7 hours ago.* [**RELATIONAL**] *identifies an anomalous override in the* **3d Printer** *log. It would suggest a command override and a deleted record.* [**DATABASE**] *recalls that such an override could only be made by* **Walz** *or* **Klimczak** *and would indicate production of something* **prohibited***.*

Klimczak printed a **3d-printed Auto-Pistol** [**D6**] *and took a* **Welding Torch** [**D8**] *from here. Security footage picks up his spending time here, taking tools and printing something that he quickly pockets with his back turned to the camera. If suspicion isn't enough, a* [**SPACIAL**] *test or* **Omniscopic Sight** *will suffice to pick out what the geo-scientist pocketed.*

LAB (1) - BLANK NAME PLATE. PLASTIC WRAPPED. PRISTINE.

The ESA have the notion to rent Lab space out to private organisations and universities. At this point in time, Valkyrie-9 has no active external residencies, so **Lab (1)** *looks like a pristine sales display of silver-finished furnishings and sealed tool displays. Nothing beyond the basics in here, as the people using their space would bring anything they needed.*

LAB 2 - BLANK NAME PLATE. CHAOTIC. STACKED PAPERS. BOOKS. BOXES.

Klimczak *has used this room as his work area and sleeping quarters for the past three months.* [**RELATIONAL**] *Evidence suggests that someone has been in here in the last couple of hours, e.g. a self-heating food pack that's still warm.*

There's a futon in the corner amongst empty and half-empty Vita-squeeze food packs.

Klimczak has scattered the room with his work, [**RELATIONAL**] *material in* **Swedish, Norwegian, Danish, Finnish, Polish, Icelandic and Old Norse**, *mostly on paper, but much on data slates, too. Modern theory and research makes up half the material; artefacts and ancient curios make up the rest. Norse mythology prevails* [**SPACIAL**] *Klimczak has many maps of Earth and the Nine Worlds, some overlaid and most scrawled with* **Polish notation** *about how the scientist sees one mingling with the other.*

Klimczak won't be here when the Drones visit; ideally, introduce him after the Drones get the feeling the place has been deserted or if they've found dead bodies.

See the **Non-Player Characters** *section for more information about the geo-scientist.*

PLAYTEST NOTE: In the second session, the **Drones** discovered **Klimczak** and welded him into the **Lab**. However, he escaped through the vents and ended up attacking the **Medical Drone** in **Sick Bay** before fleeing. The damage to the Drone was enough to trigger suppressed memories that I drip-fed to the table as the other Drones set explosives and destroyed the Station. I closed with a memory of **Doctor Mai**'s daughter saying how much she loved her, embracing as the explosion ripped everything apart...

Klimczak's research includes a plethora of notations and sketches, most inked on the page or applied with sticky notes. Amongst them - and a clue that warrants call out - is a map of Earth and the Nine Worlds superimposed over a tree with a couple of stickies and a scanned piece of text. The left sticky relates to the scan; the right sticky is in Old Norse without translation.

As GM, you might impose restrictions over use of mobiles or the Internet during games - in which case, time and [**RELATIONAL**] *will suffice to determine a translation. Otherwise, allow players to find a translation themselves online.*

> *48. Siðhauttr siðskæggr | sigf?ðr hnikuðr alfoðr*
> *át riðr oc farmatýr. | æinu nafni*
> *hætumz siz æc fólkum fór.*

> *48. Sithhott, Sithskegg, Sigfather, Hnikuth,*
> *Allfather, Valfather, Atrith, Farmatyr:*
> *By one name I have never been known,*
> *Since I fared forth amongst folks.*

Players with any knowledge of the **Mi-Go**, **The Whisper in Darkness** *or general Lovecraftian lore might infer - rightly - that this snippet of Norse poetry while notionally referencing* **Odin** *might equally refer to another entity of myriad faces and identities,* **Nyarlathotep**. *While nothing to do with the events in this investigation, per se, that's not to suggest that the messenger of the gods hasn't influenced these events or had some connection with this attempt to keep the* **Haunter** *in check.*

LOCKER - DOOR BROKEN OPEN. SHELVES. PERSONAL LOCKERS, JEMMIED.

The locker used to hold secured personal items from crew, items warranting control and overstock from key rooms. All of the lockers have been jemmied with a crowbar-equivalent, scattering the floor with keepsakes. Checking the **Security Footage** *will reveal that* **Klimczak** *came here just over 6 hours ago, fruitlessly attempting access, then left to return a short while later with the crowbar - before ransacking the personal lockers.*

The controlled and overstock items include **Pharmaceuticals** *for the* **Sick Bay**, *hazardous chemicals for the* **Geo-Lab**, *and so forth. If the Players search for something in particular, make a call on whether they find it - if it seems reasonable, allow it. In most cases, drugs, acids and other materials harmful to human targets inflict less harm to the* **Other Ones**, *who fundamentally differ on a sub-molecular level (they're beings from another Universe, if you believe their hype).*

GEO LAB - STERILE. ORDERED. GLASS AND CHROME. ROCK SAMPLES.

Stathos *and* **Klimczak** *worked here, the former far more than the latter. Drones will find the shelves and cupboards stacked with carefully marked and catalogued samples, both of powdery rock and thin slices of similar material. Most have the initials* **D.S.** *showing as the researcher and cataloguer.*

[**SPACIAL**] **Klimczak** *did do some work, early on. Samples catalogued within the missions first couple of months carry his initials. The frequency drops off significantly* **nine months** *ago.*

On the main work surface, several samples secured between plexi-plates look significantly different to anything else catalogued. A greenish-grey material with characteristics of fossilized organic matter, possibly tree bark. [**RELATIONAL**] *finds the material composition closer to the shell or coat of a seed.*

The new material first appeared in the catalogue 9 days ago, with samples taken each day thereafter - most with **Klimczak***'s initials.*

[**SPACIAL**] *inspection of the material under a microscope or Omniscopic version notes cellular degradation, as if the material were dying; but, clear evidence that the sample was recently "alive".*

[**DATABASE**] *the* **Medical**, **Survey** *or* **Emergency Unit** *(or any Unit if the network has been restored) recalls seeing an article about a sample of similar cellular characteristics being uncovered by a Australian survey team during a core-boring expedition in central Antarctica.*

The sample is a sliver of the **Yggdrasil Shoggoth** *from the* **Geo-Dig***.*

PLAYTEST NOTE: Only two sessions visited the **Geo Lab** and neither spent much time there, other than to note that the evidence showed a schism in the geoscience team. In principle, the evidence will more likely trigger player suspicions over **Drone** awareness, hinting at some involvement of the **Old Ones** or **Shoggoth** from the long lost city in the southern polar region.

STORE - *See* **Command Dome** *description.*

TUBES / ACCESS - *See* **Command Dome** *description.*

The **Servitor Shoggoth** *occupies the orange power tubes.*

CORE DOME

POWER PLANT - PULSING. HUMMING. OPTIMUM OUTPUT.

The whole station runs off the primary (and, where necessary, secondary) pile in this secured chamber. [**SPACIAL**] *The output should be sufficient to meet the demands of the whole* **Valkyrie** *station, but brownouts (lights dimming, systems stuttering) suggest otherwise.*

The **Power Plant** *takes input from the* **Fuel Transfer** *system and generates power that the control interface then routes through cabling throughout the station. The control interface shows all input at optimal, but distribution shows sub-optimal. The* **Drones** *will have experienced what they means before they get here.*

The room thrums with a low vibrating pulse. As the game time advances, that pulse should become strong, but more irregular, as the **Servitor Shoggoth** *puts greater demand on the system.*

[**RELATIONAL**] *detailed analysis finds the current state illogical.*

The system appears both perfectly fine and utterly sub-optimal.

If the **Drones** *consider shutting the* **Power Plant** *down, the GM should make it clear that doing so would cut life support and render the environment unsuitable for continued organic existence. The crew will die, rapidly.*

[**DATABASE**] *tests by the* **Medical** *or* **Emergency Unit** *will flag up the danger. They must be another way.*

The **Drones** *don't have programmed Asimov protocols to protect life, because they aren't robots; but, the commonsense of their human brain will kick in.*

Attempts to shutdown the **Power Plant***, successful or otherwise, will draw attention from the* **Other Ones***. Tampering with the* **Cables** *will result in a plasma lash from the* **Servitor Shoggoth***.*

FUEL TRANSFER - BRIGHT BLUE. WARM. HAZARD SIGNS.

Sealed system of heavy pipes used to transfer **Slush Hydrogen** *fuel from the* **Shuttle Tube** *into the* **Power Plant**'*s* **Cryogenic Storage***.*

PLAYTEST NOTE: Often the way with playtests, I made this all up and then someone at the table started asking what type of **Power Plant** the station had and what sort of fuel it used... Go with the flow and let your players fill in the detail if they know better, just as long as they don't find some way to turn it to their favour... Ultimately, the Power Plant has been compromised - so, if in doubt, plunge them into darkness.

SHUTTLE TUBE - ROOMY. FOOD. FUEL. CRASH SEATS.

Unlike the **Launch***, the* **Shuttle** *here can carry the whole crew. However, unlike the Launches - which have an automated control interface that, once activated, will home in on the* **International Space Station** *- the Shuttle needs a pilot, in this case* **Peters***. This means that the* **Emergency Unit** *could also do the job.*

AIRLOCK - STARK. METALLIC. SECURE.

The spacious room allows access for Drones and human crew alike. The room itself includes two smaller secondary chambers - one that contains emergency tools for fixing and maintaining suits and the other that serves as a **Quarantine Alcove***. The latter has a secondary access door and means that infectious crew could be kept separate from the station proper.*

A primary and secondary cycling process allows entrance into and exit from the main chamber, allowing egress to the lunar surface. Cycling takes about 30 seconds in total. There are controls on the inside and the corridor side - with the Commander and Second having the means to override the former to stop access if deemed necessary. This requires the relevant crewmembers's **Card Key***.*

COLD STORE - RACKED BOXES, FOOD POUCHES AND BAGS. VERY COLD. DEAD BODIES.

The **Other Ones** *have stored the dead bodies of the crew here. Where they have extracted a brain, they have done that task here, transferred the brain to a* **Brain-Cylinder** *and then completed the installation into a* **Drone** *unit elsewhere.*

Entering the Cold Store, the immediate visual takes in the stacked boxes and shelves of items like nutrient pouches and chilled chemicals. Further back, the dead crew members lie haphazardly on the ground.

List the dead crew - they have names stitched into the front of their jumpsuits. The numbers and identity match the **Drones** *in play - although don't labour the number or comparision.*

They have no visual signs of trauma, but a Biometric Scan or check-up in Sick Bay will identify an empty brain cavity. **[SPACIAL]** *There's no visual trauma or incision that would identify the means of brain extraction nor evidence of excerebration - extraction through the nasal canal with a hooked tool.*

STORE - *See* **Command Dome** *description.*

TUBES / ACCESS - *See* **Command Dome** *description.*

The **Servitor Shoggoth** *occupies the orange power tubes.*

GEO-DIG

THE OTHER ONES - The geo-bell provides the focus for the invaders activity. The number of **Other Ones** matches the number of players plus one.

Drones cannot see either the Other Ones or their technology, although they can hear them - and you should include "buzzing" amongst the hums, stutters, sizzles, fizzes and thrums that pervades the station. In the geo-bell, buzzing dominates - staccato bursts punctuate at intervals in stilted conversation.

The Other Ones can speak all Earth languages - and they have every reason to seek a diplomatic conclusion to this encounter if possible. They want to revivify the Shoggoth vault **Yggdrasil**.

In practice, the best case scenario would be:

- that the **Other Ones** complete the revivification process and depart with their Shoggoth;

- the simple plan would then involve destruction of the cavern and station - but, the **Other Ones** have the means to carry out a controlled implosion that would fill the **Geo-Dig** without damager to the surface structure;

- they would take the **Brain-Cannisters** with them - though they might leave the surviving crew intact. The molecular inversion of the bodies means that in principle **Other One** science could restore them with their brains integrated. That would require a significant bargaining effort; maybe if **Klimczak** releases the **Haunter** and the actions of **Drones** defeat it.

The **Other Ones** can fly anywhere in the **Station**, but the open space in the **Geo-Dig** gives them considerably more freedom, even in the tunnels of the **Geo-Pockets**.

SHAFT - RED PAINTED CAGE LIFT. HEAVY SLIDING DOOR.

A mesh boxed open mechanical lift running off of the Station power, but it could be switched to the **Generator** *(or even dury rigged off a* **Drone's** *internal power reserves).*

PLAYTEST NOTE: The lift into the **Geo-Dig** provides a stress bottleneck going up and down. Going down, the Drones provided Klimczak with a distraction that allowed him to get down the Tubes - or would have if he'd been a bit quieter about it. On the way up, one of the Other Ones tried to tear open the mesh exterior as the Drones attempted to escape with the unconscious crew - and the Survey Drone had a chance to use his Hover mode to grapple it to the floor.

CARGO CAGE - SECURED HEAVY-MESH CAGE. CRATES. TOOLS.

Large caged area with a lockable door designed to hold supplies and crates securely. While designed with the purpose of storage in mind, it could easily be turned to imprisoning a living target. The heavy-mesh cage would sustain considerable

*damage before rupture; a **Welding Torch** or other focused source of heat would cut through more rapidly.*

REMOTE LAB - OPAQUE PLASTIC TENT. SCIENTIFIC TOOLS. BASIC CHEMICALS.

*Simple tent-style enclosure meant to allow on the spoit analysis and "field work" with finds taken from the **Geo-Pockets**. No real protection from physical attack, it can soak enough heat to provide **Advantage** on one **Hit Dice** test versus plasma.*

GEO PROBES - METAL RACK. DRILL-LIKE ROBOTS. GENERATOR LINKED.

*Rack holding an array of drill-headed **Micro-Drones**. The devices can be controlled from a console built into the side of the rack, or could be controlled if the network were restored. As is, the **Micro-Drones** can be deployed manually - drilling a 6-inch (150mm) hole in rock with relative rapidity - or used as weapons. They would normally charge off the Generator, but the **Servitor Shoggoth** corruption of energy distribution means that all racked Drones have sub-optimal power - giving them a **D6 Resource** and **1d6 Damage**.*

GENERATOR - BULKY. THRUMMING. VIBRATING. GREY. CABLES. CONSOLE.

*The fairly common generator has been modified by the **Other Ones** in two ways.*

One, they've upgraded it with their own technology. To human eyes, this appears like something vaguely steampunk - vacuum tubes, glass lenses, fat black dials, unidenfied black boxes, chunky brass-look wiring - but the technology exceeds anything known to humanity.

*Two, the **Generator** currently contains part of Other One's **Servitor Shoggoth** companion. The entity exists in a plasma-like state, extending thin tendrils between the Station **Power Core** and **Yggdrasil**.*

Checking the console finds that all reading show the Generator is offline; visible evidence indicates otherwise. Touching the Generator, it vibrates with a pounding thrum. Opening the Generator is unwise, as doing so will release a pulse of uncontained plasma - step down Hit Dice automatically AND roll on the lower die for an additional loss.

GEO POCKETS (1/2/4) - UNEVEN WALLS/FLOOR. TOOLS. BAGGED SAMPLES.

*All of the pockets tunnel outward from the core of the **Geo-Dig**, rough semi-cylindrical passages with flat floors and high, curved ceilings. Plastic mesh on the floor provides surface grip. Cabling runs from the main chamber along the sides; luminescent panels on the surface of the cables normally provide light, but the presence of the Shoggoth make these non-functional.*

*There are **Tools** scattered around and **Crates** with samples. Some Tools might make suitable **Improvised Weapons**.*

*One ore more crew or non-functional **Drones** might be found in here, if the GM chooses to include them - perhaps as a lure away from the main geo-bell.*

GEO POCKET (3) - UNEVEN WALLS/FLOOR. TRAILING CABLES. ORGANIC SEED. LASER CUTTER.

*This is where **Yggdrasil** lies, half-buried in the lunar rock. Cables from the **Servitor Shoggoth** / **Generator** run in here, from the centre of the bell. They feed power syphoned from the main Station power supply into a heavily modified **Geo-Laser Cutter**. The Laser emits a pale glow that shrouds the **Yggdrasil Shoggoth**.*

***Klimczak** wants to switch the Laser back to cutting mode. He only needs four **Moments** to slice deeply enough to rupture the prison formed by the **Yggdrasil Shoggoth**. That act will release the **Haunter**.*

*If **Klimczak** distracts the **Other Ones**, ideally using the **Drones**, set a **Countdown** to **Four** - at which point the geo-scientist has switched the mode on the **Laser**.*

*Defeat of **Klimczak** means success for the **Other Ones**, who proceed with their own end game (as has already been described at the start of this section).*

GM GUIDANCE

KEEP IT SECRET, KEEP IT SAFE

The nature of the investigation requires that you drip feed information without withholding it. The Drones can travel almost anywhere and you should fill that environment with sensory input and clues, but not give anything away.

Reinforce that things don't work. Reiterate the flickering lights and the haze of smokes from blown outputs. Amplify the dull, vibrating thrum with pops, hums, crackling and buzzing. The whole Station might fail at any moment unless the Drones do something about it.

Also, when introducing the session, tell the players that the Drones have been here working together from the start. They remain the record-holders for longest presence, as aware entities, on the Moon, a record previously held by astronauts Harrison Schmidt and Eugene Cernan of the Apollo 17 mission, set in 1972.

The common roleplaying principle to "not split the party" applies here as much as it does in a dungeon - safety in numbers works, as does a means to bounce around ideas. As a GM, keeping the player characters together makes running the game much simpler. However, don't force it - if they want to split, let them.

HUM, THRUM, BANG, BUZZ

As mentioned above, sound makes up part of the atmosphere. At the beginning, keep it minimal, but as the investigation progresses add to it.

Don't buzz too early. Lovecraft afficiendoes may associate the buzz too easily with a Mi-Go source. Add the buzz later, perhaps even last.

The sounds shoud generate discomfort - a sense that things can get worse and that the station might dissolve around them unless they fix it and find the crew.

REMEMBER THE OTHER ONES

Normally there's nothing worse than someone calling out the Mi-Go from the outset, but then again there's also a certain satisfaction that knowing this doesn't help the players "win" the game. Indeed, setting out to defeat the Mi-Go represents a worse case course of action.

If the Drones investigate thoroughly, they probably won't even get to see evidence of the Mi-Go until the second half of the play period; when they do, it will be crew members sliding along the ground, more often than not.

At the first encounter, remember - the Drones can see nothing unless they spray the Other One or create a cloud of smoke or powder. The entity will not leave itself visible or vulnerable for long, seeking to shake off powder or get clear of smoke.

ACCESS DENIED

The Drones cannot go insane, so we don't use Sanity here. Instead, we use Database Access as a marker of humanity. When a clue might arise from trivia, familiarity, gossip or personal experience, get a roll on Database Access. If they roll 1 or 2, it remains the same. Otherwise, Step Up the Die.

A Step Up should feel a little like a flashback; a recollection of seeing someone do something. It feels odd, but not too odd. As the brain remembers things through this mechanism it creeps toward the truth.

If anyone reaches a D12 in Database Access, then the insanity kicks in - you might want to take the player aside at that point and explain they remember everything right up to their brain being extracted.

Credits

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For more about the game, visit **Just Crunch**: www.justcrunch.com
For books & other merch, visit **All Rolled Up**: www.allrolledup.co.uk

GAMEMASTER REFERENCE

You can use the **Site Designation Overview** maps in the following pages as a way to keep personal notes and quick reference to the progress of the player characters and the presence of changes to the game environment. If they change something - like welding closed a door or sealing a tunnel - you can keep those notes here as a ready reference.

VALKYRIE-9

CREW

Keep environment notes (*for example*):

Low level **MUSIC** plays [it's piped in and controlled from **COMMAND**, but the network is offline]; this will cease after **30 MINUTES** game time. [**SPACIAL**] open areas generally untidy.

LAUNCH

COMMANDER'S CABIN
Lyndon Walz

GEO MANAGER'S CABIN
Joshua Klimczak

CABIN (1)
Kathy Garrett
Corrina Gray
Yuan Mai

CABIN (2)
Rémy Laux
Harry Fisher
Orri Sölvason

CABIN (3)
Dimitri Stathos
Adrien Daviau
Brent Peters

LOUNGE

STORE

TUBES

ACCESS

NOTES

VALKYRIE-9

COMMAND

LAUNCH

COMMAND

ROBOTIC CONTROL

READY ROOM

COMMANDER'S OFFICE

DATA CORE

COMPUTER ROOM

STORE

TUBES

ACCESS

NOTES

VALKYRIE-9

CORE

POWER PLANT

FUEL TRANSFER

SHUTTLE TUBE

CARGO BAY

GEO REFINERY

SHAFT

AIRLOCK

COLD STORE

TUBES

ACCESS

NOTES

VALKYRIE-9

RESEARCH
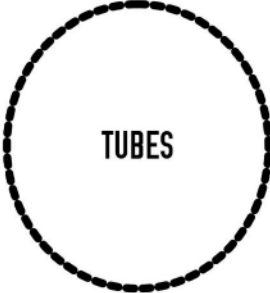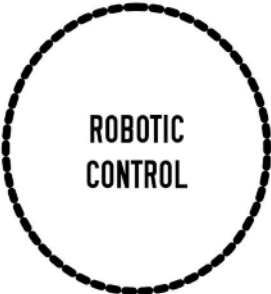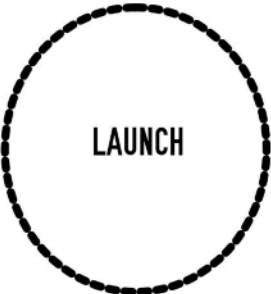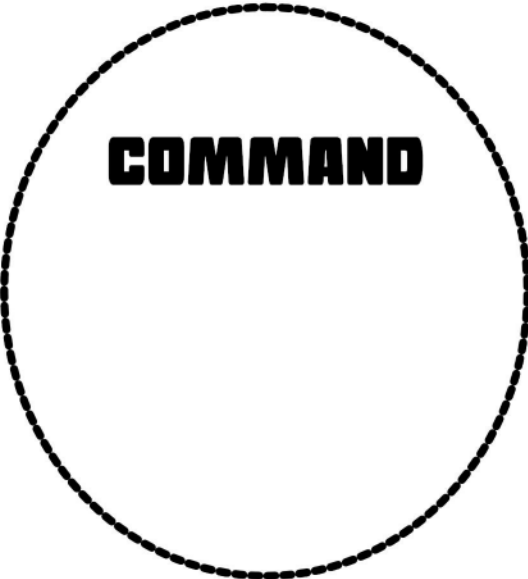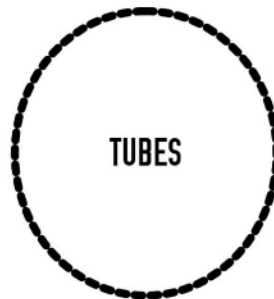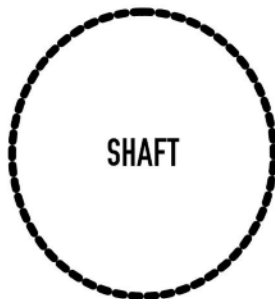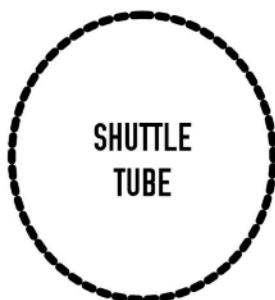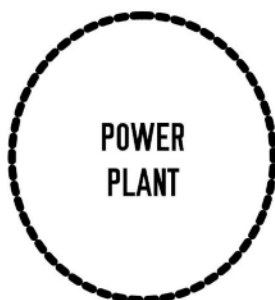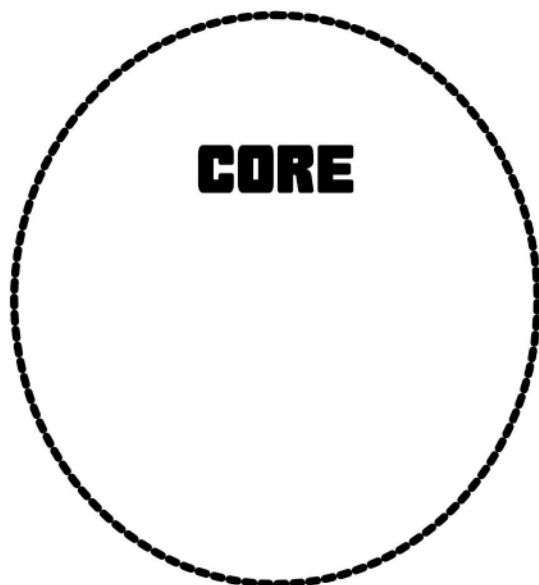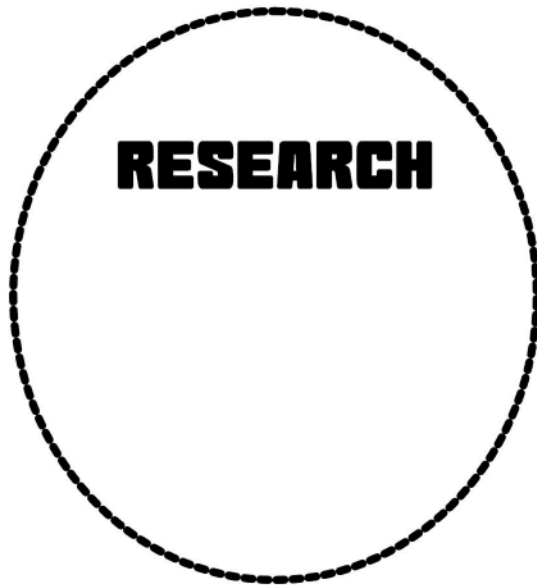
SICK BAY

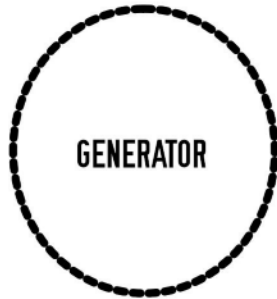AIR LOCK

WORKSHOP

LAB (1)

LAB (2)

LOCKER

GEO LAB

STORE

TUBES

ACCESS

NOTES

VALKYRIE-9

GEO-DIG
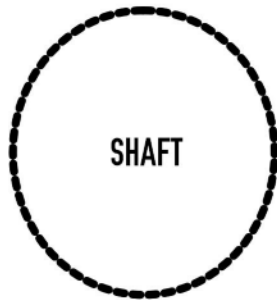
SHAFT

CARGO CAGE

REMOTE LAB

TUBES

GEO PROBES

GENERATOR

GEO POCKET (1)

GEO POCKET (2)

GEO POCKET (3)

GEO POCKET (4)
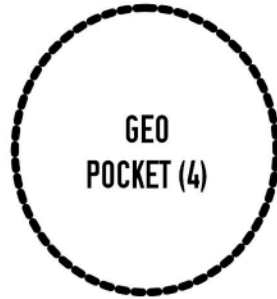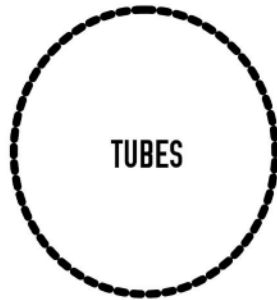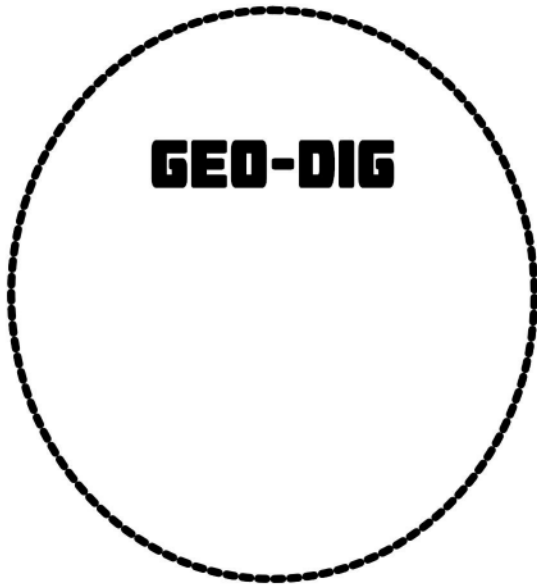
NOTES

HAND-OUTS
& PRE-GENS

No	Name	Expertise	Nationality	Gender
1	Lyndon Walz	*Commander*; Mathematics, economics, operations	American	M
2	Joshua Klimczak	*Second*; Geoscience, structural geology, seismology	Polish	M
3	Kathy Garrett	Engineer, astrophysicist, doctor	American	F
4	Corrina Gray	Astronautical engineering, instrumentation engineering	American	F
5	Yuan Mai	Medicine, electrical engineering, surgical training	Chinese	F
6	Rémy Laux	Mechanical/aeronautical engineer	French	M
7	Harry Fisher	Applied physics, quantum optics, laser science	English	M
8	Orri Sölvason	Physics, plasma science and engineering	Icelandic	M
9	Dimitri Stathos	Geoscience, geomorphology, geotechnics	Greek	M
10	Adrien Daviau	Biology, chemistry, biochemistry	Canadian	M
11	Brent Peters	Avionics, systems engineering, chemical engineering	American	M

VALKYRIE-9

CREW

COMMAND

CORE

RESEARCH

GEO-DIG

VALKYRIE-9

CREW

- CABIN (2)
- CABIN (1)
- GEO MNGR CABIN
- CMMDR CABIN
- LAUNCH
- CABIN (3)

COMMAND

- ACCESS
- TUBES
- STORE
- LOUNGE
- LAUNCH
- DATA CORE

- CMMDR RM
- READY RM
- ROBOTIC CONTROL
- COMMAND
- COMPUTER

RESEARCH

- ACCESS
- TUBES
- STORE
- AIR LOCK
- SICK BAY

- LAB (2)
- LAB (1)
- WORKSHOP
- GEO LAB
- LOCKER

CORE

- ACCESS
- TUBES
- STORE
- FUEL TRANSFER
- POWER PLANT

- GEO REFINERY
- CARGO BAY
- SHUTTLE TUBE

GEO-DIG

- ACCESS
- TUBES
- COLD STORE
- AIR LOCK
- SHAFT

- GEO PROBES
- TUBES
- REMOTE LAB
- CARGO CAGE
- SHAFT

- GEO POCKET (4)
- GEO POCKET (3)
- GEO POCKET (2)
- GEO POCKET (1)
- GENERATOR

The standing ash of
Yggdrasil shivers, the
aged tree groans, and
the giant breaks free

All are afraid on the
Paths of Hel, before
Surt's kin swallows it up

Völuspá 41-45

MS SYNIR, EN MJÖTUÐR KYNDISK
AT INU GALLA GJALLARHORNI;
S HEIMDALLR, HORN ER Á LOFTI,
MÆLIR ÓÐINN VIÐ MÍMS HÖFUÐ.

LFR YGGDRASILS ASKR STANDANDI,
T ALDNA TRÉ, EN JÖTUNN LOSNAR;
HRÆÐASK ALLIR Á HELVEGUM
ÐR SURTAR ÞANN SEFI OF GLEYPIR.

MED ÁSUM? HVAT ER MEÐ ÁLFUM?
MEÐ JÖTUNHEIMR, ÆSIR RO Á ÞINGI,
LLR JÖTUNHEIMR, ÆSIR RO Á ÞINGI,
A ÞVERGAR FYR STEINDURUM,
RA HVAT?

VALKYRIE-9

NICKNAME:

TYPE: BUILD UNIT

DURABILITY	INTEGRITY	COGNITION	EXPERTISE
Manual Handling Physical Action	Frame Resilience Chassis Seal	Logic Handling Awareness	Motor Control Coordination

SPACIAL ACUITY
Visual input, sensory processing, recall, local data handling
12 10 8 6 4

RELATIONAL CODE
Assistive agency, pattern recognition, coercive parameter management
12 10 8 6 4

DATABASE ACCESS
UGgnbmdsdWkgbWdsdyduYWZoIENOaHVsaHU
gUidseWVoIHdnYWgnbmFnbCBmaHRhZ24=
12 10 8 6 4

STRUCTURE
12 10 8 6 4

3D PRINTER — [D8] Finite raw material
TREADS — Slow movement, stable
LIFTER — Heavy manipulator
SIREN — Reversing, plus vocal unit
MODULE: ENGINEERING
☐ Habitat   ☐ Nuclear
☐ Mechanical   ☐ Electrical

VALKYRIE-9

NICKNAME:

TYPE: EMERGENCY UNIT

DURABILITY	INTEGRITY	COGNITION	EXPERTISE
Manual Handling Physical Action	Frame Resilience Chassis Seal	Logic Handling Awareness	Motor Control Coordination

SPACIAL ACUITY
Visual input, sensory processing, recall, local data handling
12 10 8 6 4

RELATIONAL CODE
Assistive agency, pattern recognition, coercive parameter management
12 10 8 6 4

DATABASE ACCESS
UGgnbmdsdWkgbWdsdyduYWZoIENOaHVsaHU
gUidseWVoIHdnYWgnbmFnbCBmaHRhZ24=
12 10 8 6 4

STRUCTURE
12 10 8 6 4

HEAT SHIELD — [D8], plus rad hardened
TRIPOD — Extendable, unstable
PREHENSILE — Long, gathering grippers
SIREN — Warning, plus vocal unit
MODULE: DISASTER
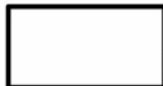☐ Biometrics   ☐ Override
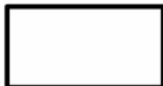☐ Suppression   ☐ Structural

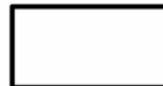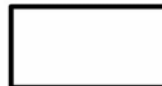# VALKYRIE-9

NICKNAME:

TYPE: MEDICAL UNIT

DURABILITY	INTEGRITY	COGNITION	EXPERTISE
Manual Handling Physical Action	Frame Resilience Chassis Seal	Logic Handling Awareness	Motor Control Coordination

SPACIAL ACUITY
Visual input, sensory processing, recall, local data handling

12 0 8 6 4

RELATIONAL CODE
Assistive agency, pattern recognition, coercive parameter management

12 0 8 6 4

DATABASE ACCESS

UGgnbmdsdWkgbWdsdyduYWZoIENDaHVsaHU
gUidseWVoIHdnYWgnbmFnbCBmaHRhZ24=

12 0 8 6 4

STRUCTURE

12 0 8 6 4

| OMNISCOPE	Variable visual acuity
CRAB LEGS	Medium move, unbalanced
SURGI-GRIP	Fine manipulator
PRINTER	[D8] plus vocal unit

MODULE: MEDICAL

☐ Reassurance   ☐ Pharmacology
☐ Medical   ☐ Diagnosis

VALKYRIE-9

NICKNAME:

TYPE: SERVICE UNIT

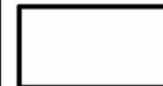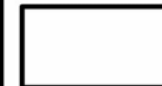| DURABILITY	INTEGRITY	COGNITION	EXPERTISE
Manual Handling Physical Action	Frame Resilience Chassis Seal	Logic Handling Awareness	Motor Control Coordination
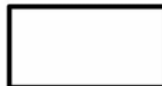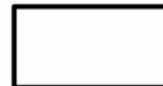
SPACIAL ACUITY
Visual input, sensory processing, recall, local data handling

12 0 8 6 4

RELATIONAL CODE
Assistive agency, pattern recognition, coercive parameter management

12 0 8 6 4

DATABASE ACCESS

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gUidseWVoIHdnYWgnbmFnbCBmaHRhZ24=

12 0 8 6 4

STRUCTURE

12 0 8 6 4

STORAGE	Vacuum-sealed bin
MULTI-AMBULATOR	Grasper, Brush, Welder [D8] Fine & Heavy manipulator
FLOODLIGHT	plus vocal unit

MODULE: OPERATIONS

☐ Hygiene   ☐ Maintenance
☐ Transport ☐ Trailing

VALKYRIE-9

NICKNAME:

TYPE: SURVEY UNIT

DURABILITY	INTEGRITY	COGNITION	EXPERTISE
Manual Handling Physical Action	Frame Resilience Chassis Seal	Logic Handling Awareness	Motor Control Coordination

SPACIAL ACUITY
Visual input, sensory processing, recall, local data handling

12 0 8 6 4

RELATIONAL CODE
Assistive agency, pattern recognition, coercive parameter management

12 0 8 6 4

DATABASE ACCESS

UGgnbmdsdWkgbWdsdyduYWZoIENOaHVsaHU
gUidseWVoIHdnYWgnbmFnbCBmaHRhZ24=

12 0 8 6 4

STRUCTURE

12 0 8 6 4

SNARE — Propelling 1-shot [D4]
HOVER — [D8] plus micro-treads
OP-O-ZOR — Flexible manipulator
DATA SPURT — plus vocal unit
MODULE: RESEARCH

☐ Assist   ☐ Technical Trivia
☐ Analysis   ☐ Geoscience