

BLACKNESS FILLS THE CAMERA FOR A FEW SECONDS before it is pierced by a screech, a scraping of metal on metal as if something heavy is slid out of the way. As this happens, pale bluish light, perhaps produced from a sun that has just set below the horizon, shines across a dark room. Random trash and debris litters the room's periphery, along with an old, scorched metal barrel, likely used more than once to contain a fire. Dust motes show in the light and float lazily on the air.

"What are we doing here?" a voice, a young woman's voice can be heard from outside the room. "C'mon, let's go."

"What are you afraid of? There's no one here," a guy's voice replies, as whatever blocks the light is pushed a bit more out of the way.

Just as the room becomes completely illuminated, the light is again blocked by an irregular shape, a figure scrambling through the open portal. He has brown hair, grown past the shoulders and long but scraggly, thin facial growth covering acne scars from recent adolescence. He wears colony standard canvas pants and a t-shirt of some ancient rock band. He looks around briefly, dusts his hands on his pants and turns back toward the light with an outheld hand.

"See, it's fine in here. Come on in."

A dark skinned young woman takes his hand and allows him to help her through the window, somewhat clumsily. Her shoes clap on the concrete floor. "Seriously, what are we doing here?"

"Hold on," he says as he turns back to the unblocked window. What may have once been a bookcase is just to the right of it, and he pulls it back across the window, returning the room to absolute darkness. A click, and then the beam of a flashlight lances across the room, pushing back the obfuscating black. "Follow me."

"Can we just leave?" she asks.

"Just follow me. I wanna show you something."

He takes her by the hand and begins to lead her across the room. She trails slightly behind him, the trepidation plain on her face, though of what she is precisely afraid, even she doesn't know. He passes through a doorway, an old-fashioned wooden doorway, the door long since gone, and turns right down a hallway that is free from the detritus of the first room. He goes maybe ten meters and stops at a closed door on the left. As he turns the knob, he looks back at her and says with a big smile, "You're gonna love this."

He opens the door and leads her into another completely dark room. The flashlight's beam tears across it to a wall some twenty meters away, giving the place an immense feel. He turns to the right, his dispelling light showing a wall only a few meters away, an old mattress leaning up against it. He pulls her beside him, wrapping an arm around her waist.

**“Look, this can be our place. No one’s here, no one is ever here. It’s abandoned. There’s no power, but I can run some cords, tap into something somewhere. We don’t have to worry about your old man, my ma, nothing. We can just disappear here.” He shines the flashlight over to the left at another door some twenty feet away. “There’s even a bathroom over there, and the water still works.”**

**As he talks, the slight fear on her face begins to give way, changing first to something akin to disbelief, followed by a knowing smile. “It’s perfect,” she says.**

**“Yeah?”**

**“Yeah.”**

**They move in close to each other and begin to kiss. He drops the flashlight as he wraps his arms around her waist. They begin to rotate, as he moves her back towards the mattress leaning against the wall. She opens her eyes mid-kiss and nearly jumps backward.**

**“Hey! What’s wrong?”**

**She points behind him, across the room, and in the direction of the discarded flashlight’s beam. “There’s someone over there,” she almost whispers, her eyes wide.**

**“What, no,” he shakes his head, slightly furrowing his brow, “there’s just a weird painting on a wall.”**

**She backs up a step, and frantically shakes her head back and forth. “No. Look.”**

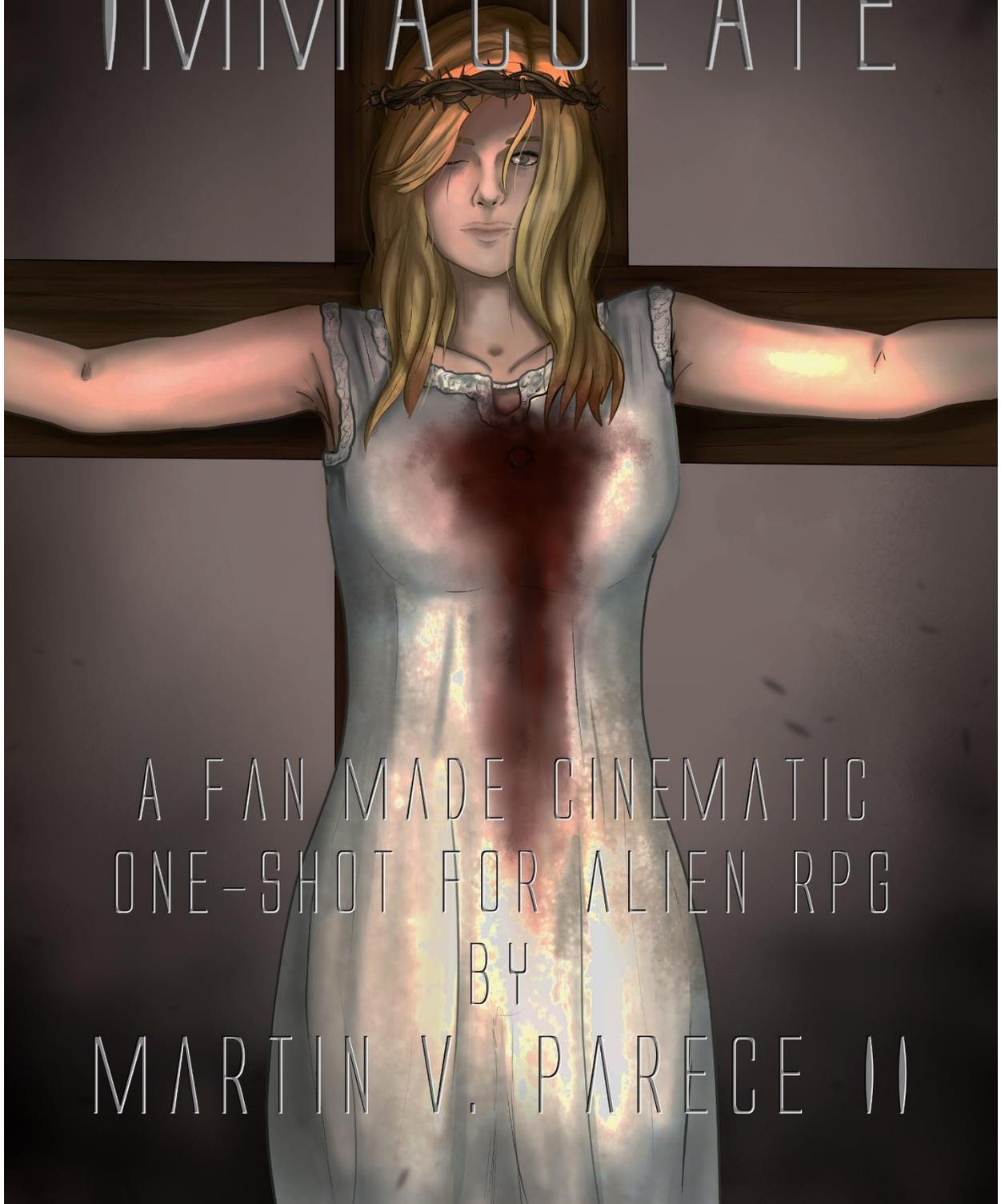
**He sighs as he bends down to retrieve his flashlight. As he does so, he sees something – red stains on the floor on the far side of the room. He focuses the flashlight on them as he begins to cross the thirty or so meters between he and the stains. His gut tells him what they are, but his head knows better because no one has been here in years, maybe decades.**

**He stops maybe fifteen feet from massive blood stains on the floor, and they’re not just stains. They appear to be still wet, the centers of the thick, sticky pools glistening in his flashlight’s beam. A bit of movement – something dropped from above, a hint of red passing through the light as it met the rest of the blood.**

**He slowly moves his flashlight upward, revealing naked feet, a woman’s feet, one on top of the other and a metal spike having been driven through them into wood behind. He doesn’t want to see more, but he can’t stop himself as he shines the beam further upward, the light revealing the body of a woman, bound and nailed to a wooden cross.**

**And then someone behind him starts to scream.**

# IMMACULATE



A FAN MADE CINEMATIC  
ONE-SHOT FOR ALIEN RPG  
BY  
MARTIN V. PARECE II

Copyright Martin V Parece II 2021, All Rights Reserved. All copyrights are the property of their respective owners, et cetera, et cetera, et cetera as Yul Brenner once said.

Awesome cover art again by Hana K. Parece. Email her at [hanakclya@gmail.com](mailto:hanakclya@gmail.com)

This scenario is purely meant for recreational use, much like the 800 horsepower leaf blower / flamethrower I definitely do NOT own.

Any events, names or faces used are not representative of anything or anyone except my own sick mind...

A big thanks to Free League for such a phenomenal RPG, Ridley Scott, my wife and kids for putting up with my Alien RPG obsession, everyone who ever wrote or made a detective story and the unconquerable weevil.

If you enjoyed this content, please check out my website <https://www.martinparece.com/> to see the rest of the fan-made and absolutely non-canon content for Alien RPG on my website. While you're there maybe you'd consider checking out my fiction writing available on Amazon.com! Any support is greatly appreciated.

**V12.19.21 Notes** – Corrected numerous grammatical issues. Corrected a few timeline errors – the egg arrives two days / 6 shifts after the PCs first push on Daggett, Kurtz or Weyland-Yutani. Added a section regarding Stress. Added a section regarding paranoia and optional events.

**V12.26.21 Notes** – Created this beautiful Not Printer Friendly PDF with cover art.

V04.27.22 Notes – Upgraded all character portraits to new versions.

I wasn't able to playtest this before putting it out there, but we have an amazing community of people who are very supportive and truly love this rpg. For helping me with readthroughs and their notes, a huge thanks to:

Herb Allen  
Marina Smith  
Mike Wood

## SUMMARY:

This is a one-shot cinematic scenario for Alien RPG designed for five players plus a GM, though it could be played with as few as one player, with the other characters played as NPCs. The characters find themselves on LV-289, one of the first colonized worlds on the edge of the American Arm and 3WE space and now a mostly empty and run-down colony, when a body is found. A young woman has been the victim of a brutal murder, and the PCs must find the killer before it happens again!

Beware – this is a thinker's scenario. If your PCs think they're going to bully and blast their way through this one, they may find themselves stuck!

## WHAT'S REALLY GOING ON:

It is 2184.

Ten years ago, the son of a Weyland-Yutani VP began to read his father's private files, and in so doing, he quickly realized that the universe is an immense place full of terror and wonder. He began to devise a sort of religion, falling into it fervently. Before long, he began to attract followers, and they started to reenact some of the events that he had read about, namely Xenomorphic births. This of course presented a danger to the VP and the company's more, shall we say, unsavory projects, and he needed to cover the situation up quickly and quietly.

LV-289 represented a declining colony where his son could vanish and yet continue his escalating activities. The colony's management and Colonial Marshall were both considered easily manipulated with money and promises, allowing the VP to keep his son's activities hushed up for years.

In that time, our happy little nutjob has heavily evolved his religion, having taken much from the recently emerged Church of the Immaculate Incubation. As LV-289 has fallen into disarray, abandonment and blight, there is a wide supply of vagrants, drug addicts, petite criminals and runaways to bring into his fold. After a time, they all learn the way of the church, and the most fervent (as well as those who try to leave) are ritually sacrificed to God.

Most of these sacrifices have never been found, as they are entombed in the Immaculate Catacombs (p.37, part of the Temple), but many were discovered over the years, only to be covered up by the Colonial Marshall and Medical Examiner at the behest of the Colony Supervisor.

However, something has recently changed. The Prophet, as he is now called by his flock, is working to receive a special delivery, and when it arrives, he will finally have his God, to be worshipped in the flesh. Can our PCs figure out this web of entanglement before the Prophet unleashes Hell?

## LET'S TALK ABOUT LV-289

Colonized in 2123, LV-289 was prioritized due to the lack of terraforming required to support human life. Within its habitable zone, the planet sports oceans, lush plains, forests, swamps, rivers – basically all the forms of land and water known to Earth. Unfortunately, the habitable zone is one particular area of a northern continent in a 500 kilometer diameter. The colony zone has a 9 hour day and 10 hour night (3 shifts total).

Due to the planet's tilt, orbit and rotation, the sun never fully rises here, coming up just above the horizon in the north and then rotating around the horizon to set in the southeast. As a result, LV-289 never sees the bright, sunny days one sees on Earth, but instead the days are filled with soft, immediately post-dawn light, casting long shadows across the ground.

Seasons vary temperatures little in the colony zone, day rarely dropping below 20 C in the winter and plateauing at 32 C in summer. However, the temperature drops rapidly at night, generally hitting a low between 5 and 10 C, regardless of season. Earth plants often do well on LV-289 due to these, overall, very mild temperatures.

When LV-289 was colonized, planets that were habitable without the aid of pressure domes and suits were akin to striking gold. People flocked to these places, eager to escape Earth, and LV-289 grew rapidly. In 2125, the first children were born on-colony, and by 2144, the first of these children had children of their own. There was little desire for anyone to leave LV-289, and the colony flourished and grew to a whopping half million people by 2160.

However, this was the high point of the colony. With the invention of Weyland-Yutani's massive atmo reactors, any world could eventually be made into a paradise. There were many, many worlds to be explored, many that were inhabitable already, and LV-289 has no major resources of value, except the ability to support life. The children and grandchildren of the original colonists began to look elsewhere if they could afford to leave.

In 2184, the colony on LV-289 appears to be mostly abandoned. The colony has shrunk to about 25,000 persons, most living a desperate lifestyle. Huge, abandoned farmsteads lay spread across the colony zone. The main colony center has empty buildings everywhere – strip shopping centers that haven't had stores for years, large brick and metal buildings that once housed factories and warehouses and whole neighborhoods of run-down houses. Trash blows wantonly across the streets, and poverty abounds.

Helpful note – think small town blight, but across a large scale.

While the colony is right on the border of UA and 3WE space, it is considered a joint venture between Weyland-Yutani and the United Americas. Most colony staff work for the company, excluding the Colonial Marshalls of course, and most of the colony inhabitants work for... well, for whomever...

## THE PLAYER CHARACTERS:

JOSHUA AVIROM  
COLONIAL MARSHALL



### STRENGTH 3

- Close Combat 1

### AGILITY 3

- Mobility 1
- Ranged Combat 3

### WITS 5

- Observation 3

### EMPATHY 3

- Manipulation 2

### Gear:

- .357 Magnum Revolver w/ 2 reloads
- Hi-Beam Flashlight
- 5 doses of Neversleep pills
- \$500

Talent: Investigator

Signature Item: Folded up newspaper headline saying, "KILLER GOES FREE"

You've been with the Marshalls for almost two decades now, and you finally got the posting you've worked for your whole life – to be the head honcho of a colony Marshall's Office. It's not the most impressive colony, clearly past her prime, but that's okay. You're really kind of over the big colonies and their big colony crimes and their intrigue. About the most you need to worry about in this new place is teenaged truancy and people running over their neighbor's cat. You're good with someplace quiet.

Especially after that case last year. The murders were brutal. Women, all women, and of all age groups. It took twenty deputies two years to catch the son of a bitch, and it was you – your profile and hunch that led the Marshalls to him. You had him dead to rights – fifteen boxes of circumstantial evidence that all totaled up to an inescapable conclusion. When the arrest was made, you wanted Candace to close the deal in the interrogation room, but no, that dumb son of a bitch Marshall Owens needed to show he had it under control. He ended up with a confession, almost beat the bastard to death getting it. And it got thrown out since it was given "under duress".

The top brass knew you'd done good, though. They knew you had caught the guy, and they knew it wasn't your fault. Owens should've been forced to retire at that point, but he has too many friends. You still got your promotion though, which you made clear you were only taking if they sent Candace with you.

You have nightmares sometimes. They're gone by the time you wake up, but you know what they were about. When you close your eyes, you can still see the victims' faces...

**Agenda:** No one gets off, not ever again. When you know you've got the guy, justice *must* be served.

CANDACE BRYANT  
AVIROM'S "ASSISTANT"



Talent: Take Control

STRENGTH 2

AGILITY 4

- Ranged Combat 1

WITS 5

- Comtech 3
- Observation 3

EMPATHY 3

- Manipulation 3

Gear:

- M4A3 Pistol w/ 2 reloads
- Hand radio
- 6 packs of instant coffee mix
- \$200

Signature Item: Crucifix

You're something a little different in the world of Colonial Marshalls. You joined the office right out of high school over thirty years ago, and it has always been your job to fetch coffee, pull files, request transcripts and the like. But there's more to you than all that, and it was Josh (only you call him Josh) who really picked up on it.

One day some ten years ago, he saw the way you verbally worked over an indignant medical examiner, who just simply refused to hand over the files the Marshalls needed for a domestic abuse case. There was no time for a subpoena, and you managed to do what three deputies had not. Josh told you to start taking some psych classes, sign up for optional training; he really supported you as you started to grow, despite all the jackass Marshalls who just guffawed. They weren't laughing so much when Josh brought you in as good cop on an interrogation and you secured a full confession.

You've got a badge and a weapon, but you keep that under wraps as much as you can. You're perfectly happy being seen as the middle aged secretary, because it means that nobody sees you coming. Before they know what has happened, you've convinced them that you're best friends with Grandma, and you've got them admitting to having pocketed a toy car from the day care toy bin when they were four.

To say that last case was hard on Josh, hell, hard on everybody, is an insulting understatement, but you're glad he's been recognized for his contribution. He deserves his own office, though you almost refused when he asked you to come along. In the end, he kind of blackmailed you, saying he wouldn't take the job without you. You relented but only because you've seen a darkness growing in Josh over the last year, and he needs a friend now more than ever, whether he knows it or not. Just, the last two years, with all those murdered women and girls, only to lose the perp because Marshall Owens lost his temper...

**Agenda:** Josh is a true friend and a good man. Help him, carry some of the load, do whatever you can to help him return to normal.

Player and GM Note: Religion should be a part of Candace, though whether she is a cynical, yet believing Catholic, a woman who has left faith behind or a full blown practicing Catholic is up to you!

JOHNNIE VASQUEZ  
PILOT



**STRENGTH 4**

- Close Combat 1
- Heavy Machinery 1
- Stamina 1

**AGILITY 5**

- Mobility 1
- Piloting 3
- Ranged Combat 3

**WITS 3**

**EMPATHY 2**

**Gear:**

- M4A3 Pistol w/ 2 reloads
- Maintenance Jack
- Hand radio
- \$500

**Talent:** Reckless

**Signature Item:** Flight school graduation ring

You never thought that learning to fly would mean a dead end job working for the Colonial Marshall's office, but there's not much else to do on LV-289. While you're sure you could handle a shuttle or other kind of spaceship, you mostly spend time with VTOL Gyrocars. The Marshalls have a few of them, and you're the guy who flies them where they need to go.

It's not a bad gig, really. It pays enough that you have a decent place to live, plenty of food, and you can even manage to save a little bit. Your working hours are spent generally hanging around the station reading, watching movies or just generally perusing the network. As long as you maintain the gyrocars in proper working condition and you fly people where they need to go, no one really asks much of you.

You just wish something would happen around the place. LV-289 is like a small town that was once a big city spread out over hundreds of square miles. Not a whole lot of anything happens here, and it's a boring ass existence.

**Agenda:** Whatever happens, it's more interesting than day to day life. Stay in the middle of the excitement.

MELISSA JOHNSON  
MEDICAL EXAMINER



STRENGTH 4

- Close Combat 1
- Heavy Machinery 1
- Stamina 1

AGILITY 2

- Mobility 1

WITS 4

- Observation 3

EMPATHY 4

- Medical Aid 3

Gear:

- Surgical Kit
- 3 doses Naproleve
- Medkit
- \$300

Talent: Compassion

Signature Item: Picture of you on graduation day with your father, the last time you saw him

Dad always raised you to be tough. He was pretty tough himself – a spaceship mechanic, sometime oil driller and construction worker – a roughneck through and through. Mom died when you were little, and he learned what tough really was as he tried to raise this tiny girl on a colony world that was slowly dying. He *had* to be tough, and he needed you to be tough, too.

He taught you how to work on stuff, how to figure out a machine, to learn how to take it apart and put it back together again. He made you exercise and lift weights with him, and he even taught you how to break a boy's nose as you approached "the age". But he didn't know, that is until you told him so, that you didn't want to be his tough girl, following in his footsteps.

You wanted to learn about the greatest machine ever made – the human body. Its such an incredible thing, there are so many parts that have to work just so, and when they stop, well, the whole machine can stop working. You wanted to learn why; you wanted to understand that machine so that you could explain why this particular unit stopped working correctly.

The fight was huge, and you left. You didn't talk to your dad for several years as you worked your way through school. You were the last graduating class of the colony's university before they shut it down. You stood there with your friends, congratulating each other on future successes, when he was just there. He hugged you, told you how proud he was, and you both began to cry. You had done this all by yourself, you were his tough little girl. One of your friends snapped a picture of the two of you.

He died a week later when a power loader fell on him. For the last three years, you've served as an Assistant Medical Examiner at the colony medical facility. The senior ME, Charles Marlow, passed away from a heart attack two weeks ago, and you've been appointed his replacement, not that there seems to be much need for you.

**Agenda:** Be tough, make your father proud.

JAKE SHOWALTER  
JOURNALIST



STRENGTH 2

AGILITY 4

- Mobility 2

WITS 5

- Comtech 2
- Observation 3

EMPATHY 3

- Manipulation 3

Gear:

- Seegson P-Dat
- Seegson Magnetic Tape Recorder
- Hi-Beam Flashlight
- \$500

Talent: I Know A Guy

Signature Item: Expired Press Pass

You've always been small, kind of scrawny, and you used to joke that it made you travel sized. The truth is, you're short, lightweight and quick. No one views you as a physical challenge, which allows you to blend into a crowd pretty easily. It also makes people underestimate how smart you are.

All this led to a bright career as an investigative reporter. You want to dig and find out what's really going on. You want all the details, and you're going to break a huge story one day. Unfortunately, one day may never come to this colony. As everything went downhill and people left, the "newspaper" closed its doors, putting you out of a job.

You've designated yourself the local purveyor of news, and you continue to release articles under the old newspaper's name, using a pseudonym of course. It garners you a small income from electronic donations, just enough to be able to eat and, hopefully, not sleep in a cardboard box every night. One day, though, something big is going to happen, and you're going to be there to bring it to light for the whole world.

And you'll be a legend.

Right now, you're trying to find out about a relatively recent trend among the colony's young people. It seemed to start about a year ago, but they're cutting out their PDT (personal data transmitter) chips, implanted into their upper arm as a child. They then mail the bloody chip back to the Marshall's office with no note or explanation at all. Of course, no one at the Marshall's office even seemed to care. Maybe the new Marshall will be more interested?

Also, you have a guy in the Marshall's Station, a deputy named John Hetfield who believes in you and what you stand for. He leaks you information from time to time.

**Agenda:** Find out what people don't want known.

\*Note: The Journalist Career and a description of the Talent can be found at the end of this scenario as well as on my website.

## NON-PLAYER CHARACTERS:

### DAVID / THE PROPHET



#### STRENGTH 3

- Close Combat 2
- Stamina 2

#### AGILITY 3

- Mobility 2

#### WITS 4

- Observation 1
- Survival 2

#### EMPATHY 4

- Command 3
- Manipulation 2

Talent: Second Wind, Stealthy, Tough

Signature Item: A photo

Gear:

- Big nasty sacrificial knife
- Shotgun
- Doses of Neversleep, Naproleve, illegal x-stims and sedatives
- Whatever else you need him to have

Sometimes even he doesn't remember his name is David, named so by his father after Sir Peter Weyland's own perfect creation. He has been on LV-289 for ten years and at first viewed it as a punishment for enacting what he was sure to be God's will. The ebon deity deserves, demands worship, and what could be better than imitation when one lacks the real thing?

But his exile was, in fact, a gift. Banished to a colony dying a slow death as all of its better class of citizens found ways to leave, David had the perfect realm in which to grow. He arrived quietly, ignored by nearly everyone, and he disappeared into the city streets, making his way to the vacant city blocks that his father's company owned. He made his home here, knocking out walls between buildings and connecting tunnels and ventilation shafts to create his warrens.

His first kills were sloppy, almost childish, but he evolved, learned the inherent truth of the great beings he revered. Eventually, he came upon a network article about the Church of the Immaculate Incubation, and it was then he realized how close he was to Godliness. He quietly found out all he could and melded the church with his own ideals. His kills became cleaner, yet more steeped in the ritual of his new-found religion.

But a religion needs followers, worshippers, and he slowly began to find them amongst the forgotten, disenfranchised inhabitants of LV-289. He began to recruit – gently and steadily indoctrinating those he found worthy into his religion. As he brought them into the fold, he watched for dissidence, for those who weren't true believers, and they became his next victims, thinning the herd of those he could not trust.

Though David felt abandoned at first, he realized that his father has always been with him through this. After all, he provided David with a maze of buildings to make home and a large bank account with regular, untraceable deposits. But most importantly, it seemed that the Colonial Marshall

never seemed to be interested in finding the killer that stalked his colony. David surely thinks that his father is behind this behavior, and he doesn't know how that will change with the Marshall's retirement.

Regardless, it will not change his plans. The time is coming. David has grown his flock to about two dozen, and he feels he can go no further without proving to his followers that God does exist. He is working to get his hands on a Xenomorph egg with the intention of actually creating his God, but he doesn't realize that he has no shot of actually achieving this end by his own merits.

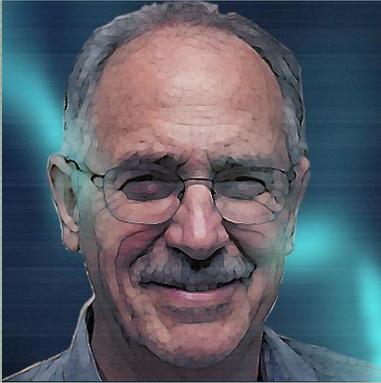
David's most recent murder – the girl in the prologue – was actually another member of his cult. He found out that she had been speaking with a friend at work about the church, even inviting the girl to attend services, and this enraged him. He immediately drugged and sacrificed her. As the PCs investigate this crime and uncover more and more information, David's father will eventually become involved, sending his son a Xenomorph egg. In his father's eyes, it will eliminate multiple problems all at once, while also providing an interesting test for XX121 on a colony that's dying out anyway.

**A NOTE ABOUT DAVID'S PHOTO:** David keeps a picture of his god – a photo he printed from one of his father's files. It's actually a painted mural of the Xenomorph from an ancient temple, the creature with its arms outstretched in a pose similar to crucifixion, but the body has been somewhat feminized with certain curves and almost has a sexual look to it. He has memorized every line and curve of that picture, and has recreated it many, many times. Various incarnations of his copies in various artistic styles and mediums can be found throughout his Temple (pages 35-37 below), but more importantly, he has copied the mural at the location of every killing he has made. There are dozens of them, and all of these locations should be empty and abandoned, run down and full of debris. However, that doesn't mean they won't be found close to where the PCs live and work! It is unlikely the PCs will just stumble upon the murals, but should instead find them if they begin to investigate the past cases, another clue that something larger, more sinister than they originally suspected is occurring.

**THE FOLLOWERS:** David's flock is made of average people with a wide variety of skills and abilities, though many are disenfranchised young adults. They are united in one thing – they are completely loyal to David and will keep him informed of everything the PCs are up to, especially the deputy James Lennon (see The Marshall's Station in Locations below). If the PCs get stuck, you may opt to have them capture and interrogate one of these people. In this case, they should know just enough to keep the PCs moving in the right direction.

**DAVID'S BEHAVIOR:** During the investigation, David will be very well informed on everything the PCs do, mostly because of the deputy James Lennon. However, he may often plant other followers along the PCs path for additional information, and there's a strong possibility that David himself will even observe the PCs. He may even choose to speak with them, appearing as an harmless bystander with no real information to offer. When they finally pursue him to his Temple, he will hide within, using his stealthy talent to set traps for the PCs or sending his flock to attack them outright.

WILSON DAGGETT  
RETIRED COLONIAL MARSHALL



**Talent:** Weapon Specialist (shotgun), Investigator, Subdue

**STRENGTH 4**

- Close Combat 3

**AGILITY 3**

- Mobility 2
- Ranged Combat 3

**WITS 4**

- Observation 3
- Survival 2

**EMPATHY 3**

- Command 3
- Manipulation 2

**Gear:**

- Scoped Rifle (Extreme Range, +1 bonus, 2 damage)
- Shotgun
- An old Marshall Gyrocar
- Whatever else you need him to have

Wilson Daggett was one of the original colonists of LV-289, having been brought there by his parents when he was just 13. He hated the move at first, but learned to make the best of it. He started with the Marshalls' Office when he was just sixteen, working part time as a janitor. By the time he was 19, he decided the service was for him, and he was officially deputized. He worked hard, took all the training they could give him, and he took over the Marshalls' Office at 28 years old. For the next 46 years, he served LV-289 as Colonial Marshall, doing everything he could to maintain law and order. He has seen the colony through its growth, through the best of times and now into its decline. He finally decided to retire, taking over an abandoned farmstead some 200 kilometers west out Highway 2 (some 12 turns on the road in a Gyrocar, 6 turns by air).

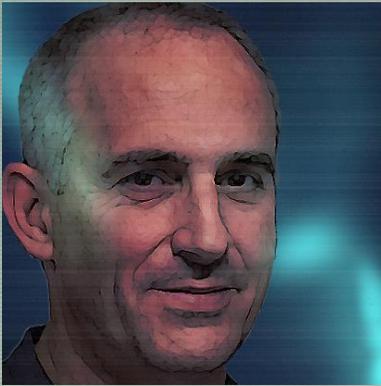
Daggett became aware that he may have a serial killer on his hands about four months after David's arrival on LV-289. He didn't release the information, but instead approached Colony Manager Kurtz. At first, he was told not to release any information to anyone, downplay the investigations and, in fact, bring no one else in who wasn't already involved. This was in the name of colony stability and maintaining order, as the colony was in steep decline already. The orders from Kurtz became more concerning, slowly but surely, and it wasn't long before Daggett realized he was in too deep. Before long, he was completely covering up the killings, closing the cases with run of the mill causes of death ascribed to them by Medical Examiner Charles Marlow (Melissa's former boss). He began to leave others out of the investigations, buried evidence and even painted over murals when he found them.

Daggett will vehemently and indignantly deny any wrongdoing during his tenure. He has even managed to convince himself that he has done nothing wrong; the mind is a funny thing, and given enough time, his memory of the events has even changed. As a result, he doesn't have to roll manipulation when lying about some of the events of the past ten years – he truly believes his version of events! He'll claim (truthfully) that Medical Examiner Marlow presented him the

autopsies and noted nothing to indicate foul play. He'll point out that in the United States about a million people go missing every year, most of which turn up, some of which don't.

Over time, and when presented with overwhelming proof to the contrary, that barrier will begin to fall. Daggett may even break down in tears, rambling about he did what he was told. He was a good Marshall. It was all for the colony. He doesn't know who the killer is, but he thinks Colony Manager Kurtz does. He also knows that Kurtz threatened and blackmailed Medical Examiner Marlow to falsify his reports.

CHARLES MARLOW  
RECENTLY CROAKED MEDICAL EXAMINER



No stats, bro, he's dead!

Charles Marlow died of a heart attack two weeks ago, at the ripe old age of 53, and he was replaced by Melissa Johnson. So why bring him up? Well, for the last ten years, he had been falsifying his reports on David's victims. There was absolutely no doubt whatsoever in his mind that he had a serial killer on the loose on LV-289, but Colony Manager Kurtz blackmailed him to keep it covered up. Marlow and Kurtz had been friends since just after college; they met working for the company. During his residency, Marlow became addicted to methamphetamines, a fact of which Kurtz was very aware. The addiction deepened and led to Marlow making a bad call in the emergency ward, leading to a woman's death. Already a rising company man, Kurtz used some favors to help cover it up, with the agreement that Marlow would get clean. Years later, they find themselves stationed on the same colony during the beginning of its great decline. It seemed that the higher ups wanted to minimize these two potential problems. When David started his killings on LV-289, Kurtz, hoping to gain substantial favor with a Wey-Yu VP, used their past to make certain Marlow never made his fears and beliefs of the killer known to anyone. However, the plot thickens, as Marlow made two sets of reports for every individual he thought to be a victim of the killer. The official report was filed electronically, pulled up on Melissa's or a Marshall's terminal, but paper reports, the actual exams, are hidden in boxes in a hidden compartment under the stairs leading down to the ME's office in the hospital sub-level.

MR. KURTZ  
LV-289 COLONY MANAGER



STRENGTH 2

AGILITY 3

- Mobility 1
- Ranged Combat 1

WITS 4

- Comtech 3
- Observation 3
- Survival 1

EMPATHY 5

- Command 2
- Manipulation 3

**Talent:** Counselor, Merciless, Personal Safety, Watchful

**Gear:**

- Seegson P-DAT
- Seegson Systems Diagnostic Device
- Corporate ID card w/ high level clearance
- A big bank account
- Whatever else you need him to have

Kurtz was on the rise, destined for great things with the company, something that everyone, especially himself, was sure. Twenty years ago, he was offered the chance to come to LV-289 for his first position as Colony Manager – a great opportunity if he could slow the continuous downward spiral that LV-289 seemed to be caught in. Less than a year later, the Medical Examiner at Saint Frances Medical Facility was transferred out, and his old friend Charles Marlow was shipped in. Over the following years, Kurtz fought to revitalize the colony, but it was too late. People left in droves to go to new colonies with the Atmospheric Processors, and there was no plan for Wey-Yu to ever set one up on LV-289. Kurtz came to believe he had been railroaded into this position – it seemed likely that someone discovered how he helped Marlow and devised a way to be rid of both men without creating a scandal.

Opportunity knocked again when the murders began. Disappearances were nothing new on a run-down colony like LV-289, but the killings were something altogether different. Someone way up the ladder was watching and listening, though, and Kurtz suddenly had large amounts of money coming his way with the understanding that he “handle” the flow of information about the murders, as well as do nothing to stop them. The key to it was his old friend Marlow, whom he extorted with their shared past to keep everything under wraps.

The new Marshall and new ME poses a problem, and Kurtz doesn't know how to handle the change. He will try to convince them of the need to keep everything quiet and not disturb the status quo as the colony is already in peril of shutting down. He'll likely target Melissa Johnson, maybe even showing up to her office, as she is the only PC who is an actual Weyland-Yutani employee. As the PCs investigate, he will report anything concerning to his handler up the ladder, and he will be made aware of the Xenomorph egg upon its arrival. At this point, he will be frantically collecting his belongings to escape on the same ship that brings the egg.

Kurtz is a smooth-talking conman, generally capable of talking his way out of any situation and getting people to do what he wants. He should be played as the perfect picture of calm, with a very soothing manner in the way he addresses people.

Kurtz' office is in the Colony Administration building about a kilometer south of the Marshall's Station, about a turn travel time on foot. He spends about fourteen hours a day here, only going to his apartment to sleep. His apartment is of no note; the PCs will find nothing there.

Some important notes if Kurtz is investigated, interrogated or interviewed:

- He will barely remember something about a murder that went unsolved some ten years ago, but nothing beyond that. He doesn't know or remember much about it or any of the similarities with the most recent murder, as those details are relatively small parts of running a colony of this size.
- He will never admit to any wrongdoing of any kind.
- If Marlow's second set of exams come to light, he'll be genuinely surprised, but only for a moment before resuming his normal calm demeanor. He didn't know about them, and he will pose the question to the PCs about why he would do such a thing.
- If the PCs find out about the large deposits coming into his account, Kurtz will shrug it off as the company recognizing the value of a such a tenured employee.
- He truly doesn't know who the murderer is.
- He doesn't know who his handler/benefactor is, but he suspects someone at a VP level.
- He knows that the killer has taken close to 40 victims, but he'll pretend surprise and concern if the PCs suggest that these killings have been continuing over the last ten years.

If backed into a corner with largely undeniable proof, Kurtz will not fight. He will do everything he can to flee and lose the PCs. He'll even promise to tell them everything ("Here, let me go get something, and it'll explain everything."), then try to get the heck out of Dodge. Even once captured, he'll try to stick to his story or lie his way out of things. In the end, Kurtz is a survivor, and he knows what is coming to LV-289. He'll come clean with everything he knows if it means immunity and saving his own life.

## THE TIMETABLE:

The scenario is a slow burn, but the PCs have to be careful just how long they take to investigate.

There will be no more murders at this point. David is done with that, having taken about fifty victims in the last ten years. He is assured of his own perfection and that of his cause, and he wants to move to the next step – actual impregnation of a host with an XX121 egg.

The thing is, he can't get what he wants, that is, until the PCs start getting neck deep into their investigation. The more they start to realize that the former Marshall and Medical Examiner, as well as Colony Manager Kurtz and Weyland-Yutani, have involvement, the harder they will push against those individuals. David's father will realize that it would be best to simply erase the whole affair, and what better way than to send a Xenomorph egg to his son (a contingency he has already planned for). Based on what the company knows of the aliens' biology, the whole colony should be wiped out within weeks.

Once the PCs get the first inkling that some big people are involved and begin to make inquiries, the shipment will be sent from an off the books station only a quarter parsec from LV-289. At this point, the PCs have two days (6 shifts) to find David before his egg arrives. David will pick one of his loyal followers to be the recipient of this greatest of all gifts, and the ceremony will happen in his temple only 6 turns after the egg is unloaded into a warehouse at the spaceport. The chestburster will be birthed in a shift, and the Xenomorph will begin to grow. Once it reaches Stage 4, it will begin to capture other people, starting with David's flock, interring them in resin to transform them into Ovomorphs. At this point, things will go to Hell in the proverbial handbasket.

This is why it is imperative that the PCs move quickly, but also that you, the GM, must track time very closely. You must keep in mind that the PCs have to sleep one shift per four to avoid ill effects or use chemicals to avoid that sleep and embrace the ill effects! Also, they must take time to eat and drink. There's no shortage of food and water available, but it simply takes time to eat! To aid you with time-tracking, the distance of all Locations from the Marshall's Station is listed in terms of the amount of time to travel there.

Remember, the clock starts ticking as soon as the PCs make their first inquiry to Kurtz, Daggett or somewhere above them in Weyland-Yutani (the last of which won't even receive an answer).

## LET'S TALK ABOUT STRESS, BABY:

For the sake of brevity, I have not included everywhere in the scenario where the PCs could incur Stress.

Because this scenario is a “slow burn”, I highly recommend that you hand out Stress to the PCs like it is candy! They will have plenty of time to relieve it; after all, the rules tell us, every turn spent in a safe space will reduce Stress by 1. By the same token, the PCs will regain 1 Health for the same. Safe places in this scenario should be considered the Marshall’s Station of course, time spent in a gyrocar or any familiar spaces to the PCs (for example, Johnson’s M.E. office in Saint Francis). However, David’s flock can permanently turn any safe place into a paranoia filled Hell (see below).

It should go without saying that the PCs incur Stress every time they take damage or any time they see something alien they’ve never seen before (any stage of Xenomorph). Consider adding Stress every time they run across significant information indicating the conspiracy or that David has been active here for a long time (for example – finding Marlow’s files or one of David’s murals). Considering his recent trauma, you may consider giving Joshua Avirom 2 Stress in some of these situations.

When the PCs discover and explore David’s temples, there are many opportunities for Stress as well. If the PCs find David’s art gallery, journal or bodies of his previous victims, these should all be stressful situations, as it hammers home that they are truly dealing with a nutbar!

As another example, you may very well want to give Stress to any PC ambushed at any time (by one of David’s people or Bobby Matthews below), whether they take damage or not.

## PARANOIA AND OPTIONAL EVENTS:

As a slow burn detective story with some very nasty things going on the background, it will be important to try and build a sense of paranoia with the PCs. This will begin to happen naturally the more information they uncover that this has been going on for quite some time, especially when the PCs become aware of the coverup. To add to this, I would consider injecting some events to really keep our PCs on their toes. Examples would be:

- While Johnson is working alone in her office downstairs, a man dressed as an orderly comes down and tries to make time with her. He is in fact a member of David's cult, and he's trying to cozy up to her to get information on the investigation's progress. OR maybe he's there to drop her guard, and then he attacks her, hoping to murder her quickly and disappear. This could lead into a perfect opportunity for Avirom to find the hidden panel.
- Near the Marshall's Station, the PCs spot a couple of persons skulking in alleyway between abandoned buildings. They will run if followed, diving into a secret opening into the old Habitation complex. The vagrants are unimportant and will probably lose the PCs in the warrens, but it allows the PCs to stumble onto one of David's old murals.
- A variation on the first event, a cult member is hiding in the darkness of one of the PCs apartments, hoping to kidnap or kill them. This could even occur in Avirom's apartment attached to the Marshall's Station, immediately forcing the PCs to ask, how did he get in there?
- Don't, do not, forget about Jake Showalter's "I Know A Guy" talent. The player could use this any number of ways to help the PCs get moving in the right direction. It could also lead Jake into some very dark and dangerous places, should he decide to go by himself, but you may have to come up with some content on the fly for this!
- Did you see that? On a successful Observation roll while out on a city street, one of the PCs notices someone on top of a building nearby, watching them with binoculars. As soon as he/she is spotted, they'll vacate the area. The PCs won't find him/her, but maybe they find something else?
- Heading out to the vehicle depot or the street, the PCs favorite gyrocar explodes in a fiery wreck. Make a show of having the PCs avoid damage (maybe a successful Mobility roll to duck just in time), but this is more about adding to the paranoia. Throw them some Stress and make them start asking questions. If we're lucky, they may even suspect their own Johnnie Vasquez, since he has access to the vehicles around the clock.

## LOCATIONS:

This scenario may take the PCs to a number of locations across LV-289. As a general rule, maps have not been provided as they simply aren't necessary for most encounters. This section will give a brief explanation of each location. Certain major locations will be described in more detail later in the scenario.

### COLONIAL ADMINISTRATION

This two story, prefab building was the first building erected upon LV-289's colonization. It is only a kilometer from the Marshall's Station, requiring about a turn on foot to get there. It's mostly full of empty offices now, but the Command, Control, Communications section still has at least six persons there at all times.

Colony Manager Kurtz has his office directly adjoined to this room with his own secure terminal. If the PCs investigate his terminal, they will find it extremely difficult to bypass its security (-2 difficulty on Comtech). Kurtz is there most of the time, so if the PCs wanted to access his terminal, they would have to pick a time that he isn't around or find a way to distract him. Also, the Wey-Yu employees that work in the complex would probably try to deny access or at least contact Kurtz regarding the intrusion. What they find there is up to you as the GM, but it is likely the PCs will need a final push to send them the right direction as time runs out. In this case, allow them to find a trail of network messages between Kurtz and an unknown source (implying Weyland-Yutani). Remember that the Wey-Yu VP will send a Xenomorph egg to LV-289 as soon as he learns that the PCs are snooping a little too closely to the coverup, and it arrives in six shifts. So, the PCs may very well find a message about a "Gift for David" arriving on a particular day and time with a recommendation that Kurtz makes sure he is on the delivery vessel when it leaves the next day.

This will tell them everything they need to know except where to find David and his Temple.

A sprawling prefab complex, Habitation, is attached to Colony Administration, but it has been locked down, abandoned and sealed for decades. It was made to house up to 500 colonists, and it actually connects to the original Medbay. Again, it is sealed on that side as well, but a forgotten maintenance tunnel connects the two buildings ventilation systems. David has used this system to move around unobserved. Perhaps one of his murals can be found in Habitation?

## THE MARSHALL'S STATION

This large, hexagonal building in the center of the main city is the hub of the Colonial Marshalls and will likely serve as the PCs' base of operations. It is complete with offices, interrogation rooms with two way mirrors, a cell block, a bunkroom, kitchen, armory and vehicle depot around back. The former Marshall maintained a small, two-room apartment here as well, and it will be offered to Joshua Aviom when he arrives.

The station employs six deputy marshalls – John Hetfield, James Lennon, Paul Hammett, Kirk McCartney, George Trujillo and Robert Harrison. Two deputies are on duty at all times, with one in the office itself and the other patrolling the city in a car. Deputies are not Marshalls in the strictest sense; they haven't completed any academy or coursework, so they only have training they specifically need to help the Marshall.

DEPUTY MARSHALLS		
Strength 4	Wits 3	Gear:
<ul style="list-style-type: none"><li>• Close Combat 3</li><li>• Stamina 1</li></ul>	<ul style="list-style-type: none"><li>• Observation 1</li></ul>	<ul style="list-style-type: none"><li>• M4A3 pistol w/ 2 reloads</li></ul>
Agility 4	Empathy 3	<ul style="list-style-type: none"><li>• Handcuffs</li></ul>
<ul style="list-style-type: none"><li>• Mobility 1</li><li>• Ranged Combat 3</li></ul>	<ul style="list-style-type: none"><li>• Medical Aid 1</li></ul>	<ul style="list-style-type: none"><li>• Hand radio</li></ul>

The armory is dealer's choice as far as what is available. Service pistols, revolvers, shotguns and rifles (nothing full auto) as well as their equivalent ammo should be here. There is no military grade weaponry. There is also six sets of basic body armor (3 armor protective vests).

The vehicle depot can be accessed through the rear of the building or by being buzzed through a gate from the inside. It contains four Aerodyne Light VTOL Gyrocars – two that carry a pilot and one passenger, and two four-door models with a back seat for two more passengers. The cars are usually kept driving on the ground while on patrol. There is also one Daihotai 8x8 passenger tractor.

The station has security cameras feeding pictures to its monitors from all over the colony's main city, but most of these aren't functional any longer. They still have video feeds coming from Saint Francis' emergency and outpatient areas, the command center of Colonial Administration and several around the space port. They should have a number of other, random feeds with minimal significance.

One of the deputies, James Lennon, is a problem – he only works the day shift on Wednesday, says he has a thing Wednesday evening. No one really thinks twice about it, but the fact is that he is part of the Prophet's church, attending services every Wednesday night. Lennon should try to stay involved in the investigation, always trying

to lend a hand. He'll be reporting any progress made by our PCs to David, and he may even destroy or cover up evidence if he feels the PCs are too close. Lennon is the deputy on patrol when the young couple discovers the body in the intro.

Also, John Hetfield is buddies with Jake Showalter, and he will leak information to our Journalist until he is really accepted as part of the investigation. He's the one that messages Jake with news of the discovered body.

## SAINT FRANCIS MEDICAL FACILITY

This huge building is actually a collection of buildings that have been added onto, expanded from and connected with what was originally a thousand square foot medbay. The construction varies from prefab plasti-steel to brick and mortar to flat-roofed, steel warehouse style depending on what part of the hospital someone is in. In its prime, Saint Francis could admit and treat 440 patients, with neonatal, burn, cancer, emergency, critical care and infectious disease wards. There is also a large building that met all manner of out-patient needs. The vast majority of this is now unused, and Saint Francis' staff has dwindled to just under 100 doctors, nurses and assorted support staff.

Like any good ME, Melissa Johnson has her workspace down in the bowels on a sub-level of Saint Francis. It is equipped with a morgue, autopsy tables and whatever medical equipment she may need to perform her duties. She has a small office that is just large enough for an uncomfortable, single bed, a desk and network connected terminal. As LV-289's sole medical examiner, her terminal gives her access to all birth and death records since the colony's founding, as well as previous autopsies, patients' medical and police record files.

Under the stairs leading to the sub-level is a false wall, covering a compartment. Inside that compartment are several wooden boxes containing file folders. Each folder, some fifty or so, contains a paper medical examination, signed by Charles Marlow, of one of David's murder victims, including the identification of the victim, where and when they were found and cause of death (always the same as our opening scene's victim). The false wall can be discovered by successful Observation check at -2, or by a successful use of the Investigator talent in the area.

There is a welded shut door leading from the original Medbay to the colony's old Habitation section. Maintenance tunnels and ventilation shafts still connect the Medbay to Habitation to Colonial Administration, though these have been mostly forgotten.

Finally, there's an old burn ward that has been closed for five years. The important equipment has all been moved out, at least enough of it to treat the few burn cases the colony has these days. One of David's murals adorns a wall in a small room here.

Saint Francis is almost right next to the Marshall's Station, just a few blocks away, so it takes a mere turn on foot to reach it.

## SPACEPORT

This sprawling complex was once the bustling center of LV-289, and the entire colony sprung up around it. Now, it is mostly deserted and empty, much like the colony. There are eight pads that can accommodate up to an M-class vessel, but six of these are overgrown by weeds and grass, are in terrible repair and don't even have functioning lights anymore. Only two are kept fully operational. The terminal itself started as a small pre-fab building with a traffic control tower attached, and eventually grew outward to be almost a kilometer across in all directions, complete with retail shops, restaurants, bars and everything else you'd expect to find. The vast majority of this is shut down and boarded up by now.

The entire spaceport grounds are some three kilometers long and two wide, much of it covered by three foot tall grass that no one bothers to cut, and it is surrounded by a ten foot, chain-link fence. The fence is covered with impact sensors to detect trespassing, but most of these are inoperable. There are plenty gaps in the fence or places where the fence is no longer secure, and one could simply lift it up and crawl underneath.

There are many out buildings around the area, most of them empty hangars for small craft that no longer visit LV-289. There are three vehicle bays containing everything from power loaders to gyrocars and two Daihotai Tractors, but only one is in active use, the other two and their contents left to rot.

Finally, there are a half dozen huge warehouses at the spaceport, but only the one closest to the terminal is in use. The others have fallen into disrepair, their contents mostly old crates, trash and useless junk. One of these has one of David's murals in it...

The spaceport is located on the northern edge of the main city up Highway 1, about 1 turn by car (or six on foot) from the Marshall's Station.

THAT WAS A LOT OF A LOT. ON TO THE STORY:

**A small, G-class shuttle arcs across the sky above a hundred miles of farmland. It passes west to east over a wide city, quickly leaving steel and concrete behind for small towns, more farmland and then a vast, swampy forest. The shuttle passes a ground level marker, and a voice from the automatic beacon comes across the pilot's headset, "Attention, you are leaving the habitable zone. Please return immediately." Of course, the shuttle is equipped for space travel, so some high temperatures or a little excess radiation means nothing to the pilot as she dips her left wing and begins banking to start her approach to the spaceport.**

**The pilot presses a button on her dash and speaks into her mic, her voice carried on the ship wide intercom, "Attention Marshall Avirom and Ms. Bryant. We're starting final approach on the spaceport now. We should be landing in about three minutes."**

**"Thanks for flying the friendly skies," the pilot's voice finishes out of the speaker above the passengers' heads.**

Allow Joshua Avirom and Candace Bryant to introduce themselves, engage in whatever character building banter they wish to indulge in. When they land, describe the spaceport and its level of disrepair as they climb into a car that runs them to the terminal. The terminal is mostly deserted except for a handful of spaceport employees. This introduces our 3<sup>rd</sup> PC, Johnnie Vasquez, who has been sent to the spaceport to retrieve the new Marshall and his "assistant".

Again, allow introductions, descriptions and banter before they load up in the gyrocar to head for the Marshall's Station. Describe the main city, mostly a deserted town now, as the PCs drive their way through it. Read the following text when they pull up outside the Marshall's Station.

**The words "Colonial Marshall" are stenciled on a large, gray steel prefab building, not that its really necessary. It looks like just about every other Marshall's Station on just about every other colony. This one is slightly elevated from the street, perhaps partially on a natural hill, and it was easier for the engineers to add a levelled foundation instead of grading the terrain. A set of four cement steps and a steel ramp lead up to a 4 foot by 4 foot landing and the heavy automatic door leading inside.**

When the PCs approach, they'll find a small cardboard box about 3 inches by 5 placed right in front of the door. This is likely to cause some caution among the PCs, but there is nothing to be afraid of here. The box contains a PDT chip, cut from the arm of a local boy, one Ajit Prescott. This has no effect on this scenario, and it is not a lead that will pan out any helpful information whatsoever. However, the deputy currently on duty (John Hetfield) will suspect what is in the package the moment he sees it, even if the PCs don't open it. If they don't, have John do it, explaining all the while that over the last few months

the younger people of the colony have been removing their PDTs and leaving them on the Marshall's doorstep. They're not sure of the reason for this trend, assuming it to be just teenaged rebellion against authority. This is mostly true, but David has used it to his advantage, having had all of his followers remove their chips.

When the PCs enter the station:

**Hydraulics and motors hum loudly as the door slides open, retreating into the wall. The room beyond is well lit, and an empty reception desk sits before you. You enter and see an open doorway that leads into the station, to the bullpen you assume, and the door closes behind you with a hum and an echo of steel. A man calls from the room beyond the doorway, "In here, come on back."**

**The doorway opens into a large hexagonal room, the station's bullpen. Desks with terminals and phones are strewn about. Around the perimeter are multiple doors which you assume to lead to the interrogation rooms, cells and other necessary areas. In the dead center is the colony monitoring station, and a brown haired man pops up out of a chair and hurriedly comes out from around the row of terminals. He smiles widely with an outstretched hand and says, "Marshall Avirom and Ms. Bryant. A pleasure to meet you! I see Johnnie got you here in one piece."**

This is Deputy John Hetfield. Johnnie of course already knows him, and it would make sense that Avirom and Bryant had researched the staff they were inheriting (though that's your call in the end). The deputies all checked out their new boss. Hetfield gets comfortable quickly and leans against the counter while they talk. When the interaction reaches a logical conclusion, the following happens:

**The radio at the monitoring station behind Hetfield crackles with static, causing you to jump just a bit. A distorted voice comes through the radio, "John? John, respond."**

**Hetfield pushes away from the counter and moves back to the business side of the monitoring station, saying, "Jim Lennon is out on patrol."**

**"John, are you there?"**

**John Hetfield picks up the mic and replies, "Yeah, Jim, I'm here. What's up?"**

**"Uh, has the new Marshall arrived yet?"**

**"He's right in front of me. What's up?"**

**"Ummm, you better get him to my location. We've got a body."**

**"A body?" Hetfield says, clearly surprised. "Should we just send the M.E.?"**

**"Uh, no. No, we need the Marshall. There's a girl. She's been murdered."**

**“What? How do you know that?” Hetfield asks.**

**“Just get the Marshall down here. Pull my location from the car’s computer.”**

**“OK, OK, getting it now.”**

Allow the PCs to talk with Lennon on the radio if they want, but in the end, Hetfield will pull the gyrocar’s coordinates and match them up to an address in the city about two turns driving the south east. Vasquez knows roughly where it is. If the PCs don’t think about it, Hetfield will call after them as they turn to leave and ask, “Hey boss, you want me to call the Medical Examiner? She’ll probably need a ride.” This should push the PCs to head over to Saint Francis to pick up Johnson, allowing the introduction of her character.

Once they leave, he’ll send a message through the network to Jake Showalter that something big is up, there may be a murder, and he’ll send Jake the address. Jake isn’t far away and will arrive on foot just before the other PCs. Allow Jake’s player to decide how he approaches the situation and reward ingenuity. Jake knows the city, and he may want to check the situation out from cover rather than just marching right up to the scene. He probably knows another way into the building and could sneak in, arriving to the actual scene below a minute or two after the other PCs. For that matter, the deputies are not overly observant, and he could probably wait for just the right moment and dart in (opposed Mobility vs Observation).

When the PCs arrive, they’ll find Lennon leaning against his gyrocar, drinking a cup of instant coffee. A young couple sits in the front seats – a guy with his head leaned back against the headrest and his eyes closed and a young woman with her hands wrapped around a cup of something, her eyes cast downward. They, of course, have no information to offer except that they found the body. The young man will mention that the body wasn’t there two days ago when he originally investigated the spot and planned on making it their place. Any investigation into them will determine that they are adult kids of single parents (either by death or divorce, your call) and have never been in any serious trouble.

James Lennon will approach and introduce himself, followed by an explanation that he just happened to be in the area when he saw these people scramble out of the building and begin to run. He pulled ahead of them in his gyrocar, stopped them, assured them that they were safe and waited for them to calm down to explain what happened. He let them wait in the car while he checked the location himself. Of course, Lennon is not surprised or shaken by any of this, but he will pretend to be so. He also won’t describe anything in the end, just saying, “Well, you better see it yourself.”

**Lennon leads you inside through an open window, dust recently disturbed from where a large steel plate had covered it outside the building.**

**“It’s back here,” he says as he heads for a doorway that leads to a hall. “I didn’t touch anything, but I did setup a couple of light stanchions I had in the car so we can see.” He stops at an open door, takes a deep breath and says, “In here.”**

**The next room is easily thirty meters long by twenty meters wide. There is no furniture or equipment of any kind, nothing that would indicate what the building was once used for, especially such a large room as this one. To the right is a wall just a few feet away, and a filthy old mattress leans up against it, a remnant of some other homeless vagrant who was once here. White light beats back the darkness, emanating from the lights Lennon had set up, and your eyes find large amount of blood on the far side of the room. And then you see the wall itself, some 20 meters away. You take a deep breath as you try to make sense of the sight before you.**

**A woman, a young woman is mounted to the wall, crucified to a wooden relief of a cross. Huge metal nails have been driven through her hands and feet, blood having run down to pool on the cement floor. Her head has lolled off to her left, and as you angle to see her face more clearly, a crown of thorns wrapped around her forehead and brown hair is clear. Her eyes are closed, and a sense of peace pervades her features despite the thin rivulets of blood that have run down her face. Some have fallen to the floor, but others having stained a plain white shift that you can nearly see through. Finally, a shock of red catches your eye from what must be a massive wound just left of the center of her chest,**

The entire scene is cause for anyone viewing it to receive +1 Stress. Consider giving Avirom +2 Stress considering the similarity to the case he just spent two years working.

Let the detective work begin! As a GM, handle this any way you like, but I would avoid allowing the PCs to simply say, “What do I notice?”, roll one Observation roll and then rattle off all the details. Instead, ask the PCs specifically what they want to look at, and then allow the roll to see if they notice anything. You may choose to substitute Medical Aid for Observation if it makes sense.

Here are all the things the PCs can find or at which they can make an educated guess at the scene:

- The woman is very young, likely no more than 20
- She has a scar on her left arm from where her PDT chip was removed
- While nails have been driven through her hands and feet, she is actually bound to the cross thoroughly with nylon rope.
- There are no rope burns or striations indicative of a struggle
- She is very clean, clearly having recently bathed, as is the shift she wears (other than the blood stains)
- The cross is NOT a relief, but has actually been hung on the wall. It can be removed with some hefting

- There is something under the cross, some sort of painting
- Rigor mortis seems to have subsided, indicating it has been at least 8 hours since death
- Blood on the body is dried and sticky. It no longer flows from wounds, but oozes thickly. Blood pools on the floor below the body are thick and sticky. This all indicates 8+ hours since death
- The outer edges of the room are dusty, but the center of the room leading to the crucifixion are not. It doesn't look as if they've been swept or cleaned, but more like a great amount of activity has occurred.
- There are large amounts of blood on the floor away from the cross. Perhaps she was crucified and killed first, then mounted on the wall?
- Kudos / bonus points to anyone who points out that Jesus' right side was pierced by the Spear of Destiny, not his chest!
- The wound in the chest was done with a very sharp implement and with enough force to break through bone.

It should be difficult to determine much else from the scene, but there are a number of tests, as well as a post-mortem, that can be accomplished at the M.E.'s office. The PCs will need to remove the cross from the wall to remove the body to the M.E.'s office, and when they do, they'll uncover the beautiful, yet horrifying mural painted on the wall. An Observation roll will tell the PCs that the mural has been recently painted.

The PCs will likely want to ID the body, which can be accomplished by running fingerprints through the Marshall's terminal or through various records in the M.E. terminal. The dead girl is Rosely Dawson, twenty years old and born and raised on LV-289. Her mother disappeared some 10 years prior, apparently having found a way off planet. Her father is a retired marine and lives on the western edge of the main city, some 6 turns by car away from the Marshall's office. She has several arrests for minor infractions – underage drinking, trespassing and general hoodlumry – but has broken any serious laws.

A couple of the deputies will probably recognize her, though Lennon will pretend to not remember her despite that one of the arrests was made by him about a year ago. This is how poor Rosely started down the path of joining the cult; Lennon had a long conversation with her overnight in a cell about God's plan for them all. This could actually provide the PCs an early and major break in the case, but it isn't likely that they'll call bullshit on one of their own deputies. If Lennon is confronted with this information, he'll try to shrug it off as if he'd just forgotten.

A full autopsy will require a Medical Aid roll and 12 turns to complete (an extra success can cut the time in half). This and a mixture of Observation or Medical Aid rolls can reveal the following information:

- Cause of death was the wound in the chest. A very sharp weapon (knife or even surgical tools) was used to break through the sternum and heart the was forcibly removed.

- All other organs are perfectly healthy.
- There are no signs of a struggle.
- She bathed thoroughly before death.
- No sign of sexual activity or assault.
- Nothing under fingernails or random debris on the body or in the hair.
- A wound dating test (Medical Aid roll, 1 turn) will show the spikes were hammered through her hands and feet before the chest wound was inflicted.
- A blood test (Medical Aid roll, 6 turns) will show a heavy sedative in her blood stream, perhaps ingested, as an Observation roll will reveal no injection site.

## DAWSON GRANGER

The PCs will undoubtedly want to follow up on their first and only real lead – Mr. Granger Dawson, Rosely’s father. He lives in a small “neighborhood” out off Highway 2 on the western edge of the city. He’s a 63 year old former Colonial Marine, having retired here with his wife about 22 years ago. He has a long list of misdemeanor arrests, revolving around alcohol, and several times over the years deputies made domestic calls on the home. However, no abuse charges were ever filed.

There are about 500 small 1-2 bedroom homes here, and less than 30 of them are actually occupied. The streets have trash blowing across them, most of the yards are overgrown, the greenery having almost completely obscured houses, and many of the houses are beginning to come apart for lack of maintenance.

Dawson’s house is an old, prefab particle board place made to look like an “old timey” wooden house. The front steps creak badly and bow when the PCs step on them, and the front porch looks to be in need of replacement boards and a

## RESEARCHING THE PAST

There’s no denying the ritualistic nature of this crime; even a non-Christian with a passing religious knowledge will recognize the obvious. Candace Bryant should be particularly concerned. The key is this – any profiler will tell you that this kind of killer has killed before, maybe many times before, especially by the time their ritual has become this advanced. This will lead the PCs to searching for previous, similar killings.

If the PCs do not logic this out and become well and truly stuck, you could have them make a straight Wits roll to come to this conclusion.

For the sake of brevity, I’ve not laid out all of the crimes here, because our friend David has been active on LV-289 for a long, long time. If the PCs go into the files for some hard research, they’ll find that, on average, sixteen persons disappear yearly from the colony that are never recovered. The deputies will have minimal information on this, except for helping Daggett on these investigations. The cases are technically open, but will usually contain notes that the individual is suspected to have left the planet

paint job. The house, too, looks decrepit and unmaintained, the windows filthy to the point that they cannot be seen through. The front door is very slightly ajar.

Granger is passed out on his decrepit and foul smelling couch in the first room of the house, a half jar of moonshine still in his hand. The whole place smells terribly of trash and unwashed bodies, with a hint of vomit underneath. He will not be easy to rouse, and he'll be less than thrilled by it.

To be clear, Granger Dawson is a drunk, and he's a mean drunk at that. However, he has not ever lifted a hand against his long-gone wife or daughter. He loves them very much, and he blames the things he saw and did in the Colonial Marines for his alcoholism. On the other hand, the USCMC has provided him with his wonderful retirement and just enough money to stay drunk. He will be devastated by the knowledge that Rosely is dead, and he will begin sobbing uncontrollably. If the PCs suggest he did anything to her, his sadness will turn to fury very, very quickly. In general, play Granger Dawson as belligerent, drunk and in a generally bad mood, but promises of alcohol or cigarettes may open him up a bit.

These are the things they can learn from Granger Dawson (all true if the PCs want a bullshit check). I can't predict how the conversation will go, but try to work it in naturally:

- He loves his daughter and would never hurt her.
- He felt she's been on a bad path for a while, getting into trouble, drinking and probably doing x-stims, but he can't blame her.

secretly or is living somewhere in an empty building or out further away from the main city. Of course, the PDTs of all of these missing persons was removed; otherwise, the deputies would have found them easily!

These are not all the work of our happy little psycho. Many of them are exactly what they seem, but the number should raise some concern. Of course, Marshall Daggett is the investigator of record in all cases, and it generally appears that a minimal amount of effort was spent looking for these individuals.

The PCs will not find any cases of similar killings, open or closed, but they will find another seemingly disproportionate number. For such a dwindling population, the colony seems to suffer from a number of deaths caused by generally innocuous reasons – exposure, wild animal attack, drowning or other accidental reasons. All of these deaths have M.E. reports that are signed by the recently deceased Charles Marlow and countersigned by Daggett.

One way or the other, this will lead the PCs to a first interview with Daggett, since Marlow is otherwise indisposed.

Almost all of these bodies have been cremated, since using limited colony space for physical burial is verboten. However, the PCs may find a few that were not, perhaps due to religious beliefs of the family. If they want to exhume these bodies for examination, they'll find themselves blocked by Colony Manager Kurtz. Kurtz will not allow it, as these people have closure, and there's no value in digging up their old pain. If the PCs somehow bypass this (exhume a body in secret or some other means), they'll probably find the casket empty!

He's not a good father and was never a good role model.

- He hasn't seen her in 6 months. He was drunk, and she came home with a nasty shiner. He's sure it came from that piece of shit Bobby Matthews she was dating. He threatened to kill the kid, they got into a shouting match and she stormed out.
- She left him a message a month ago. It's still on his terminal. Said she had a decent job, she wasn't with Bobby anymore and she started going to Church. She sounded good. She invited him down to her job, a bar named Jose's Hole somewhere out east on Highway 4. He never made the time to go.

In general, it's unlikely that the talk with Granger Dawson will result in much except for a couple more leads to follow. As the PCs are about to leave his house, he'll softly call out to them, "Marshall? Please find who did this to my baby girl and, when you do, just give me two minutes in a room with him."

## THE FIRST VICTIM

All of the above should begin to weave a story for our intrepid PCs, but just in case they get well and truly stuck, you can always have them find information about David's first victim.

Right at ten years ago, Daggett investigated a body discovered by a local family east of the main city. They went to check on a neighbor they hadn't seen in days and found her dead in her home. She had been nailed to the floor by her hands and feet, her heart removed.

When the second victim was found four months later, Daggett knew he had a serial killer, and when he went to Kurtz about it, he was ordered to turn a blind eye and to bury evidence. Daggett and Marlow ruled the death an animal attack, with wounds to the extremities consistent with attempts to fend off such an attack, and then Daggett destroyed all of the evidence.

However, two members of the family that discovered the body still live across Highway 4 from the murdered woman's home. It would take the PCs 12 turns driving (6 turns by air) to reach the place. Upon arriving, they'll find the little girl who discovered the body (now 25) and suffering from a degenerative illness that makes her unable to speak or move. The girl's mother never saw their neighbor's corpse but will tell how a few months later Daggett came by and had a long, private talk with their daughter about the incident. It was never brought up again.

## BOBBY MATTHEWS

About 5'6" and of small, wiry frame, Matthews is a repeat offender, looks malnourished and is covered in cheap "prison-style" tattoos. The deputies all recognize the name almost immediately. He has been arrested a half dozen times for public intoxication, assault and drug charges, and the previous Marshall was certain the guy was making illegal x-stims. The assault charges always seem to be dropped, and the drug charges were never enough to put the guy in serious hot water. His PDT has been removed no less than four times, always reinserted when he is arrested.

Bobby is 30 now, making him a good bit older than his recently deceased former girlfriend. Six years ago, another of his girlfriends disappeared. Marshall Daggett had no leads and no evidence, and the file is still open as no body has ever been recovered. It's up to you if this event was a David killing, if she simply disappeared, if she died accidentally due to x-stims or if Bobby killed her.

Matthews won't be hard to find. His current residence is unknown, but he works during the day down at the spaceport, running a loader and moving equipment and freight. He often shows up to work late and hung over and takes smoke breaks every thirty minutes, but his supervisors mostly ignore these infractions because there really isn't a lot that needs to be done these days.

Portray Matthews as an anti-cop scumbag. He hates the Marshalls, and he hates authority. He knows nothing about Rosely's whereabouts or that she's dead, but he won't just come out with that information. Instead, he'll give our PCs a hard time, automatically assuming they've decided he did something wrong. He will push back against every, single thing they say or ask. If you want to make it really fun, have him make a break for it the moment they flash their badges. What if he accidentally ran into the old building with David's mural on the wall?

In the end, Bobby Matthews really has nothing to add to this conversation, except that Rosely broke it off with him two months ago. He tried multiple times to get her back, including making a scene at her job. She claimed to be going straight, getting clean and even going to church.

## JOSE'S HOLE

This seedy, run down dive bar will take the PCs about 4 turns by car to reach. The PCs will take the east-bound Highway 4 for 3 turns and then weave up and down mostly deserted streets for another turn before finding the place.

It's a standalone structure, thrown together with a mix of leftover prefab building materials, block and good, old wood construction. A neon sign that doesn't work sits on the top of a sloped roof.

A couple of cars and Alien-equivalent of motorcycles are parked in the alleys and around the back. The place opens up around late morning and stays open into the small hours. The owner lives in an apartment upstairs, and he has a house out back where most of his employees (including Rosely) rent rooms.

The door pushes in easily and swings back and forth a little on creaky hinges as people enter and leave. An ever-present cloud of cigarette smoke fills the place, along with some ancient sounding country music. An L-shaped bar runs most of the length of the room, and there's a half dozen tables and four booths. The windows are half-arsed boarded over, and the lighting inside is dim, excluding the well-lit doorway that leads to the backroom. Jose's Hole serves three kinds of alcohol – cheap beer, cheaper beer and homemade whiskey that may make you go blind – and has a small kitchen where you can get a "what-kind-of-meat-is-this" burger and fries.

Jose's Hole, which is owed by Cristobal Jimenez after he bought it from Jose, employs one other bartender/cook and three waitresses. Cristobal is always there, as is one waitress. The place rarely has more than 5 customers at a time.

None of the customers know much about Rosely.

For that matter, even Cristobal doesn't know much except she showed up one day looking for a job, and he just happened to have an opening. She seemed to be cleaning herself up and rented a room from him in the house behind the bar.

Cristobal, the bartender and one of the waitresses can corroborate the Bobby Matthews story if it comes up.

If the PCs haven't spoken to Bobby yet, tell them a story about how Matthews showed up one

When she suggested that maybe the church could help him, he flipped some tables over, broke some glasses and stormed out. That was the last time he saw her.

This is all truthful, and he has no reason to lie about any of it. However, he won't pony up this information quickly or easily, which should add to the suspicion about his involvement in her death. Also, if Lennon is present or hears Matthews' name, he'll pretend to have quite the hard on for nailing the guy; this is a misdirection of course.

If the PCs decide to surveil Bobby Matthews, they will find themselves following him north on his motorcycle up Highway 1 away from the spaceport and the main city. There's not much to see when leaving the city via Highway 1. The city thins out quickly, as no one wants to live near a spaceport, and what buildings the PCs see are old and dilapidated. The area is sparsely dotted with old, empty prefab homes. With the lack of traffic, and the fact that Highway 1 is long and straight, the PCs will find it almost impossible to not be spotted by Matthews unless they stay a ridiculous distance away from him.

Bobby lives in an old building some distance off the highway and obscured by trees and brush. A narrow path winds up through the growth, leading to two buildings, a long narrow place he lives in with a partner and makes x-stims. A barn like structure is off to the side that houses their bikes and a number of supplies. The PC's car cannot make it through, causing them to either hike it (2 turns) or fly (1 turn) and land in the barren yard in front of the buildings.

The "house" is a disgusting wreck of garbage and drugs, the smell alone causing +1 Stress to anyone who enters. Adding to the stench is a dead woman, recently overdosed on drugs. She's been dead for several days and is really stinking up the place, and Matthews and his buddy just haven't gotten around to disposing of her yet.

Another woman is alive in the house and is completely wasted. In fact, she'll die within a shift without medical attention. Both women are drug addicts, exchanging sex for x-stims.

No matter how the PCs approach this, Matthews and his buddy should know the PCs are coming. They figure they've been found out, that they're running an illegal x-stims lab and have a dead

night, begging her to come back to him. When she refused and started talking to him about how she found God, he flew into a rage, pushed her down, flipped tables and threw half full glasses of beer around the place before leaving. Cristobal was going to call the deputies, but Rosely talked him out of it, saying she would work off the damages in her pay.

One of the waitresses, Jenny Wright, knew Rosely from school (they're the same age), and was forming a close friendship with her. It's up to you if she's working or off-duty in her room at the house. She will break down crying when she hears of Rosely's death. She doesn't know who would've done this - Rosely was really getting it together. She was clean, working hard, going to church, and she'd even reached back out to her dad. If asked, Jenny doesn't think Bobby had anything to do with it, because Rosely hadn't heard from him ever since that one night in the bar.

If the PCs bring up church, Jenny will remember one thing that was strange. She had finally agreed to go with Rosely to a service one night.

They had to walk up to Highway 4, where they were supposed to be picked up for about a half hour drive. An old Wey-Yu 8-passenger tractor was approaching, and Rosely said, "There he is," and started waiving. The driver slowed down as if to stop, took a long look at them and then sped off east out of town. Rosely was perplexed and upset, and Jenny didn't know why. If pushed,

Jenny may be able to give a very rough description of the driver - glasses, male and long brown hair maybe in a ponytail. If she's asked when this happened, she'll act like she doesn't remember, but she'll consult the work schedule behind the bar. "Yeah, yeah, it was last Wednesday night. I know 'cause I was off and she had the early shift. We left when she got off."

By the way, this is what led to Rosely's death. David wasn't looking to expand the flock any and was trying to enact the next step of his plan - bringing God to life. Rosely bringing a friend to "mass" threw him for a loop. It was when he spoke to her directly about it after the fact that he decided it was too dangerous to leave her alive.

The PCs will likely want to investigate Rosely's room in the house behind the bar. Cristobal will take them through the kitchen and back room, out the back door and across a small, paved parking area. He'll step through a gap in a

body on hand. They're going to shoot up and then open fire on the PCs from inside the house as soon as they're in the open. It is up to you if the PCs have a chance to spot the ambush before it happens.

If the PCs hiked in, the edge of the woods is Long range from the house. If they back into the tree line, the brush and foliage will give Matthews and his accomplice a -2 dice penalty on Ranged Combat. The PCs could try to use the cover to flank the house (opposed Mobility vs Observation). If the PCs landed their gyrocar in the yard, the range is Medium. In this case, there is no cover in the yard except the gyrocar itself, so assume all missed shots at the PCs hit the gyrocar and assess damage as per the core rulebook. Also, the house itself counts as cover and armor.

Matthews and his buddy both have old, fully automatic assault rifles. They will alternate their attacks, one firing full auto during his round while the other reloads to attack the following round. Consider their first attack to have the +2 Aimed bonus. Once they run out of ammunition, they will hunker down in the house and use the rifles as improvised clubs.

If the PCs fire at Matthews from outside the house, treat the attack as Difficult (-2) because they can't really see him; any PC sacrificing a slow action for a successful Observation roll can negate this penalty on subsequent attacks for the rest of this combat. Additionally, the house should be treated as providing 4 armor dice to the attackers.

wooden fence and cross a mostly dirt yard to an old, two-story house with faded wood siding.

Taking them inside and up some narrow, creaking stairs, he'll take them to a door at the end of the hall. He has a key of course, and when the door opens, they'll find the room has been completely ransacked. A locking metal box will be strewn open on the floor near the bed, its contents gone. No one saw or heard this happen.

David's followers did this before Rosely was murdered, waiting until no one was in the house to do so. They needed the journal that was stored in the box under her bed, because, while drugged, she admitted to writing everything about David and his cult in the journal. This was more a record for herself and her own journey rather than anything else, but David knew it could not be found by the authorities.

If this part of the investigation is much later in the scenario for some reason and the PCs are well and truly stuck, you can opt to have the room untouched and the journal still there. Or better yet, what if the PCs dust for prints and find a partial oblique that matches up to none other than Deputy Lennon! He'll probably try to misdirect the conversation, saying, "Everyone knows I have a Wednesday night thing." When pushed as to why he didn't bring up that he knew her / been sleeping with her when they found the body, he'll say something like, "Well, how would that look? The deputy has been secretly banging the girl that wound up dead? Murdered?" It's all bullshit of course, so allow the PCs a chance to see through it.

The encounter ends when the PCs have killed or subdued Matthews and his friend. This is a very dangerous encounter, and the PCs may just choose to disengage and wait for backup. If this is the case, Matthews and his accomplice will wait a few minutes to be sure the PCs are gone, grab as much of their stuff as they can carry and disappear out the back and into the woods.

The house, of course, contains no evidence to help the PCs on the case at hand, though many crimes have been committed here. There are about a dozen illegal x-stims and nearly \$50,000 in cash. The boys were going to milk this place for all they could and then buy passage off LV-289.

## BOBBY MATTHEWS (AND FRIEND)

### Strength 4

- Heavy Machinery 2
- Stamina 1
- Unarmed Combat 1

### Agility 4

- Mobility 1
- Ranged Combat 2

### Wits 4

- Observation 1
- Survival 2

### Empathy 2

Gear: Automatic Rifle (+0, Dmg 2, Range Long, Full Auto), 2 reloads each

## THE CHURCH

This lead is weak to say the least. The PCs have no idea what they're actually looking for except that it's some church about a half hour (3 turn drive, 1-2 by air) out of town out Highway 4. Churches can look like a lot of things from small, humble brick buildings to grandiose gothic affairs to rented out retail space. A little logical deduction will tell them that it won't be obvious, because whomever is running the church clearly doesn't want to be found. Following this lead will be a time consuming, painstaking process that should feel almost hopeless to the PCs. Allow them to feel that way; allow them to think and say it's a waste of time, and then at the last moment, give them a chance to find what they're looking for.

Highway 4 leaves the main city just after the exit that leads to Jose's Hole. The area quickly turns into a small town and then becomes very sparsely populated, heavily wooded and swampy. Highway 4 narrows to the extent that two vehicles can hardly pass each other as it twists and turns between rolling hills and ancient, twisted trees. They'll see deserted corner stores, run down houses and old farms.

Eventually, have them come to an old Episcopalian church in decidedly good repair with an older gentleman out front tending some flower gardens. With this being the first sign of anything remotely interesting, they will likely stop to talk to this gentleman. Of course, this will lead nowhere

## THE WEYLAND-YUTANI TRACTOR

This clue comes up at least twice (tire mark at the church and from Jenny at Jose's Hole), and it's an extremely subtle one that will require your players to put on their detective hats. Most tractors used colony-side are made by Daihotai, but Weyland-Yutani has a knock off that they produce internally for company use. This may not be common knowledge to your players, so you may choose to allow a Wits roll to come to this conclusion. Also, it may be of worth to let the players become stuck and have this come to one of them as an epiphany.

If the PCs research Wey-Yu tractors in use on LV-289, they'll find that there were very few on the colony. One is registered to Colony Administration, specifically to transport the Colony Manager (Kurtz currently of course). There were only ever eight others, all garaged at the Weyland-Yutani Industrial Park in the main city. When Wey-Yu pulled its office and industrial complex from the colony, four of them were sold off to various private individuals around the colony, while the other four are presumed to have been packed up and shipped out.

If the PCs investigate the tractors that were sold, they'll find two broken down for years, one missing and the fourth still in use on a farm somewhere. Allow this to play out naturally, tracking time as the PCs run these down, and they may very well choose to split up into groups. These leads should all come to dead ends with

and will add to the PCs' frustration, which is exactly what we want.

The man's name is Heroic Irons, and he is a well kept, dignified man somewhere in his 60s. He has lived on LV-289 his entire life, and spent that entire life taking care of this old church. Mr. Irons will answer any questions the PCs have truthfully, though he doesn't really know very much. After question five or six, he'll likely ask what the PCs are investigating, but he won't push. Key points of Irons' knowledge:

- His church was built just after he was born, and he has always worked for it. It's down to about 10 members now, plus the priest. They worship every Sunday, but they closed the Sunday school and the daycare a few years ago. He's not sure about any other churches in the area. There used to be a bunch, but he thinks they're all closed up now. There is a group of Jehovah's Witnesses around that have a Kingdom Hall a few more miles east out Highway 4. They meet Sunday and Wednesday, he thinks.
- He doesn't remember any strange traffic or people about. So few people come out this way, he doesn't really pay attention, and he's usually inside by the time the sun sets.
- Your call if he remembers an old Weyland-Yutani tractor that passed through on a Wednesday evening.

Once the PCs have reached the point of hopelessness on this particular lead, have them make an Observation roll. Something catches the eye of the PC with the most successes. It at first strikes them as a natural formation, a rolling hill topped by rocks and overgrown with foliage, and they've seen it before as they drove around out here. But now that they're seeing it from a different angle, it looks surprisingly like an old church missing its steeple.

The approach is muddy and wooded. Another successful Observation (or Survival if you prefer) roll notices a narrow, muddy track that cuts through the trees, but anything other than a tractor will get stuck in the mud (play this out however you like). If the PCs are using a gyrocar, they could fly up and land next to the building with a successful Piloting roll. Last, they can just get out and hoof it up. This will be arduous and difficult, owing to the terrain, and will require a Mobility roll. Failure means 1 point of damage and Critical Hit #14 (Sprained Ankle).

The PCs have discovered an old, non-denominational church that has been officially closed up for years. It is in terrible disarray and disrepair, and at first glance, appears not to have been used in years. However, some general investigating (Observation roll if you like), will turn up tracks in the mud leading up the hill through the woods. A Comtech roll made by a PC at a terminal will determine the track was made by a Weyland-Yutani knock-off of a Daihotai tractor.

the PCs interviewing clearly innocent people or finding dead pieces of machinery.

The remaining four tractors are still in the Wey-Yu complex (David's Temple), and David, with some help, has gotten one of them up and running. Of course, he only goes out a night with it, and he generally avoids monitored areas.

This connection could bring the PCs to a confrontation with David at his Temple relatively early in the scenario, so do not allow the PCs to roll to make the connection too early. Wait until the clock is ticking and they seem to be stuck. If they come up with it on their own, well congratulations, you have a smart group of players that may just push this to a conclusion before we really want them to!

The door is closed, but not locked, and upon entry, they'll find the place clean and in extraordinarily good condition for a place that has been abandoned. By the way, if the PCs ask old Heroic Irons about this church, he'll say, "Yes, yes, it was used over the last forty years by different groups, but it's been empty for maybe a decade."

Just inside the door, which opens easily and quietly, they find a vestibule with an attached cloakroom. There is some dust, but it is the dust of days or weeks, not years. A single desk is here, and a set of double doors lead into the Nave/Sanctuary. Inside, everything is very well ordered and fairly clean for a church that has been abandoned for ten years or more. Most of the pews are gone, having been removed at some point, leaving room for only maybe thirty people to sit. At the far end of the room is a raised dais with a podium, and behind it, one of David's murals adorn the wall – this one is exactly like the one found at Rosely Dawson's murder scene. An Observation roll will reveal a number of large, old bloodstains on the pulpit's floor beneath the mural, as well as hooks laid into the mural itself as if to mount something there, a cross perhaps.

There is nothing else to be found here, but this may be an opportunity to have the PCs interact with one of David's followers, depending on how stuck they are.

#### VISITING MARSHALL (RETIRED) WILSON DAGGETT

It stands to reason that the PCs will eventually want to go speak with the former Marshall. He lives out west on Highway 2, having taken over an abandoned farmstead there. It will take the PCs 12 turns by car, 6 by air to reach him. Going out west of the main city, the colony consists mostly of flat farmland and long, straight roads (think American Mid-West). They'll follow Highway 2 until making a left turn onto a side road that runs almost a mile to an old farmhouse and a barn. An old, 2 seater gyrocar is parked off to one side. The place will appear to be deserted.

As the PCs begin to look around, perhaps investigate the house and barn (both of which are locked), a gun toting figure that looks very much like a bearded Gene Hackman will part some tall grasses off to one side and step into the open. "Can I help you folks?" he'll yell with a scoped rifle leaning against his shoulder. This is meant to cause some tension, but the former Marshall will claim he was just out doing some huntin', and he came home when he saw/heard their gyrocar approaching.

Daggett will smile warmly, become very affable and invite them inside for tea or coffee. He'll be very friendly, engaging in small talk and trying to steer the conversation to nothing of any importance. He will stay warm and friendly as long as he can, answering questions as simply as possible. If the PCs have no actual evidence to indicate wrongdoing on Daggett's part, he'll shrug off any questions they ask in that vein. He will eventually turn to indignance at the suggestion that he, a long time public servant and Marshall, would knowingly hide, cover up or otherwise ignore evidence. He'll only break if the PCs have overt and overwhelming evidence (which may occur on a second visit?).

Regardless of how the conversation ends, Daggett will call Kurtz as soon as the PCs leave. If this is the first hint Kurtz receives of the PCs being onto the truth, this call will start the clock running.

## THE TEMPLE (THE OLD WEYLAND-YUTANI COMPLEX)

Eventually, the PCs will make their way here, an old sprawling office and industrial park on the northeastern edge of town, approximately 3 turns driving from the Marshall's Office. Hopefully, the clock has been ticking, and PCs arrive here just in time to dramatically save some willing participant from the facehugger (you could always manipulate this if you like, you know, to provide drama). However, it could be they arrive too late, and events are in motion. Imagine them arriving three shifts too late, and the Xenomorph has reached drone size and has captured humans for ovomorphing! For that matter, they may have never alerted Kurtz and the company, and they show up here only needing to deal with David and his people.

Lennon can be a real wild card here. If he is with the PCs, he will wait for the right opportunity to betray them and attack, usually during the confusion of an attack from the followers. Also, he may try to slip away unseen in the warren that is the complex to come back and haunt them later. If he is not with the PCs and has not been discovered, he will be in the complex somewhere.

There are many ways into the complex – a set of main doors, numerous side/security doors and boarded over windows all provide points of ingress. The place has no power, shrouding everything in darkness and shadow, and it contains everything from offices to factories to warehouses to gardens and common areas. Abandoned furniture and junk is everywhere, and David has piled it up in places. Additionally, walls have been knocked out between rooms and rubble piled up in other doorways to create a haphazard labyrinth. Even if the PCs think to somehow download a map to the area, it will do them no good.

It would really, really be best if you can have the PCs arrive at night! <evil grin>

As the PCs make their way through the complex, there are three d66 charts below. Every time the PCs move from one room to the next, roll on each chart to determine the next Room Type, Special Attribute and Hazard. This should feel like a semi-hopeless, long slog, and when you and the PCs

have had enough, have them break through to the Inner Sanctum (described below). Though, I highly recommend you have the PCs go through this as long as possible in order to have them find as many of the Special Attributes as possible. Excluding the

Up until this point, David's people have had whatever stats you needed them to have in relevant situations, but at this point, assume all of his followers to have the following statistics:

Strength 4

- Close Combat 2

Agility 4

- Mobility 2
- Ranged Combat 2

Wits 4

- Observation 2

Empathy 2

They have a variety of melee weapons from simple knives to improvised clubs, and you may even decide some of them are high on X-Stims for +2 Strength!

middle three on the chart, these should really add to the flavor of the darkness man himself can create.

## ROOM TYPE

- 11-14 A wide hallway with several welded shut metal doors on each side and an open doorway on the left at the end.
- 15-22 A narrow hallway (single file) that ends in an old-fashioned door. There are several other doors that have been boarded over on either side.
- 23-26 A room with an open doorway on the other side.
- 31-34 A room with an irregular hole knocked through the wall to the right. Rubble has been piled in front of a door straight ahead.
- 35-42 A room with no doors, but a hole has been cut through a prefab metal wall straight ahead.
- 43-46 A room with no doors, but a large hole has been dug near the wall on the left. It's a tunnel leading out and to another area.
- 51-53 A large cafeteria. All of the tables and chairs have been piled up against the door leading to the kitchen and the main double door. There's a small side door about halfway down.
- 54-56 A warehouse of some kind. Filled with old dusty crates, boxes and loading equipment.
- 61-63 A vehicle depot containing a Weyland-Yutani tractor with mud on the tires. A chain operates an overhead door manually to open it to a city alley. The tractor is functional and has mud in between the tire treads.
- 64-66 A vehicle depot with a non-functional Wey-Yu tractor.

## SPECIAL ATTRIBUTES

- 11-14 An ornate mural adorns one wall, an exact duplicate of the mural at Rosely's murder scene.
- 15-22 An art gallery full of paintings and drawings in all mediums of David's mural. They have clearly been done over a long, long time as the progression of detail and skill clearly advances as one looks from one to the next. There are over 200 here.
- 23-26 Immaculate Catacombs. The stench of death fills this room. There are several desiccated and/or decomposed bodies here, all long dead and still crucified upon wooden crosses. It will be hard to glean much from a quick exam due to the nature of the corpses.
- 31-34 Nature has reclaimed this room – a tree and multiple bushes grow seemingly out of the walls and floor. They occupy most of the room, and their branches make passing through uncomfortable.
- 35-43 Displaced rubble fills this room. It has no apparent source, apparently having been moved to and discarded of here.
- 44-46 A pool of brackish water is in the room's center. At some point, a water line broke and created a sinkhole. The floor gave way, and the hole filled with water.
- 51-53 Immaculate Catacombs. The stench of death fills this room. There are several desiccated and/or decomposed bodies here, all long dead and still crucified upon wooden crosses. It will be hard to glean much from a quick exam due to the nature of the corpses.
- 54-56 A bed is in one corner of the room, four or five journal style volumes on the foot. One is Rosely Dawson's journal (assuming you didn't allow the PCs to find it in her room). The others are David's personal diaries that completely detail who is and every step on his long descent into this heart of darkness. This only occurs once, and there will be no hazard here.
- 61-63 The room is littered with drawings of crucifixions – not specific detailed people, but just human forms in general. The drawings are in varying stages of completion, with varying amounts of detail. Some are balled up. This only occurs once, and there will be no hazard here.
- 64-66 Dozens of photos are stuck to the walls of this room. Every one of them features a crucified person, usually young, usually female, in the same manner as Rosely Dawson. This only occurs once, and there will be no hazard here.

ROLL	HAZARD
11-14	Hidden pit trap. Allow the lead PC an Observation check at -2 to discover it in time. Falling in does 1 damage, and the PC will need assistance to get out again.
15-22	Hidden punji stick pit trap. Observation at -2 to spot the trap. Falling in does 3 damage. Allow the PC a mobility roll – every success mitigates 1 damage. If all damage is mitigated this way, PC has avoided all of the spikes, but still takes 1 damage from the fall.
23-26	Acid! David has found a lot of nasty chemicals in this defunct complex. A tripwire in the room will cause a bucket of acid to rain down on one PC. Observation at -2 to spot the bucket or tripwire in time. Treat as Acid Splash 6.
31-34	IED. It activates when someone reaches the center of the room. Allow all PCs an Observation check to hear the beep and click of the activation. Give them about 5 seconds to declare an action. Anyone choosing to duck and cover makes a Mobility roll with a success getting them out of the blast. Everyone else is subjected to Blast 5.
35-42	None.
43-46	None.
51-66	Two of David's adherents hide here. They wear all black clothing, giving them +2 to their Mobility roll against being spotted. They will wait until the PCs venture into the zone, awaiting a chance to surprise them from the side or from behind. If they are not spotted, they receive a free slow action before you draw Initiative. What are they armed with? Well, that's up to you. You need to judge how beat up your PCs are each time you roll this hazard. If they are perfectly healthy and lacking in weaponry, give the attackers firearms; if the PCs are beat up, arm David's people with knives or clubs.

## THE INNER SANCTUM

When you feel like the dungeon crawl through the temple has run its course, the players burst out into an area that's open to the sky. Wey-Yu put an outdoor garden/park in the center of their complex as an amenity for their employees. It is now overgrown with waist high grass, weeds, gnarled trees whose branches have gone unchecked and massive bushes. The park is hexagonal in shape and about 100 meters across. If the PCs gain this information by downloading a map of some kind ahead of time and think to fly into the middle with a gyrocar, they can't seem to find a safe place to land.

In the dead center is a large, also hexagonal, gazebo. David and his followers have pulled the roof off and put up solid walls on one half. All three walls are adorned with his murals.

This is the climax of this scenario, so do not cheat the amount of danger the PCs are in, and do not hesitate to kill a PC if that's what the dice gods dictate. In a perfect world, only one or two will make it out of this alive. Consider one other possibility – if things start going very poorly and you're sure the PCs are going to lose, have Wilson Daggett heroically show up to save the day. He probably gets cut down, a good tragic death for a man trying to redeem himself.

What the PCs find here depends on the Timetable!

1. If they are ahead of the egg's delivery (or if David's father somehow never set that in motion), they will find the place apparently empty. From their vantage point, they will probably see two torches burning at the gazebo, which will be the only real light (if you

followed my advice about having them arrive at night!). Oh sure, there's a small amount of ambient starlight which does more to amplify the gloom than dispel it. David and his acolytes hide in the brush, of course, and they will be very, very difficult to see (Observation at -3).

If he believes one of his flock has been spotted, or if the PCs make it half way to the gazebo, he'll call out, "Take them for Mother God!". This will begin a very dangerous game of cultists jumping out of the brush to make an attack (slow action) and then using their fast action to try to retreat back into cover (Mobility roll to disengage). How many cultists are here is up to you – it all should depend on how beat up the PCs are at this point, but I suspect you're looking at 2 to 4.

David will only wade into the battle when he feels he has no choice, when its clear his followers will lose. He'll favor using the shotgun at first, switching to his knife once he has thinned out the PCs a bit.

2. The best, and most dramatic, scenario is for the PCs to arrive just in time for the ceremony. In this case, David and his followers are in the gazebo with one of their own people crucified (willingly) in front of them. He opens a stasis crate to reveal a rubbery xenomorph egg, and we all know what happens then! When the egg opens, the once willing recipient of God's Immaculate Blessing begins to scream in horror, and all but David back away from the thing. This is the PCs opportunity to be heroes, but David and his people turn to attack while the Facehugger does its business. However, there is no guarantee that it will go for the sacrifice; it may just as soon dash into the weeds and grasses to attack random NPCs or PCs!
3. The worst case scenario, and least likely, has the PCs arriving far too late. The ceremony has happened, and the Xenomorph is in some later stage of development.

- a. If it is within a shift of the ritual, they'll find the crucified individual in the gazebo with the dead Facehugger nearby. David and his people pray in the gazebo around their impregnated member and attack the PCs on sight. He'll shout, "Protect God! They mustn't stop us now!"

Obviously, you have an opportunity for a very dramatic moment here. Once David is defeated, the PCs will find the egg, the bizarre but apparently dead creature and the crucified cultist, who is still alive. Wouldn't it be horrible if the thing burst out of her chest while the PCs were trying to get her down?

- b. If it is at least one shift since the ritual, David and his people are in the gazebo, praying around the body of their sacrifice. The Chestburster is running around in the park somewhere, perhaps ready to attack an unaware PC. David's group will attack when they become aware of the PCs. David will shout, "Join us, my Dark God, in repelling the interlopers!"

Once the PCs defeat David, they can find the empty egg, dead Facehugger and the body on the cross. At first glance, the characters (not so much the players) will

probably assume it another gruesome murder. Now would be the perfect time for something to be rustling in the bushes.

- c. If it is over one shift since the ritual, David and two of his followers will be in the gazebo, encased in Xenomorph resin and ovomorphing. David will still be conscious, and he will appear at peace, maybe even joyful. "I am becoming one with God!"

Obviously, this could be very bad for our PCs. A Xenomorph drone prowls somewhere in the vicinity. I can't lie to you about their chances, but they have my sympathies.

## WRAPPING UP

The denouement of a scenario this large can take a while to wrap up, and I can't begin to tell you what it will be. It all depends on who survived, who died and how much information the PCs uncovered. Did they implicate Kurtz and Weyland-Yutani? Did they capture David alive or was he killed? There are just too many possibilities!

But I hope you and your players found this scenario tremendous!

NO MAN BUT A BLOCKHEAD EVER WROTE EXCEPT FOR MONEY.

- SAMUEL JOHNSON

I am sorry for the shameless, self-serving plug here. The above quote is often misquoted and misattributed to one Mr. Samuel Clemens (a.k.a. Mark Twain), though perhaps he at one point said something very similar. The fact is, I love producing Alien RPG content, and it is truly a labor of love. That being said, such labors take away from what little time I have with family or that I should be spending doing other labors, as my day job takes precedence.

I humbly ask, if you see any merit in these works, please consider purchasing my fantasy novels ([The Cor Chronicles](#)) or horror anthology ([Tendrils in the Dark](#)), all found in paperback or e-book on Amazon, Kobo and other platforms. Details of those can be found on my website!

Thanks so much, and I look forward to the next scenario!

# CAREER - JOURNALIST



*Even in the 22<sup>nd</sup> century, there's still someone out there to report the news. Without you, most of the Network would be silent to the average person. You may be the one they see at night, reading news stories that have been perfectly crafted by corporate and government handlers. Or perhaps you're one of the writers, putting each sentence together with care from the information that hasn't been redacted. Or maybe, just maybe, you're the real deal – a scrappy investigative reporter who'll stop at nothing to find out the real story, putting it out on the Network under a pseudonym so no one finds out who you really are.*

CORE ATTRIBUTE: WITS

CAREER SKILLS:

Manipulation, Mobility, Observation

CAREER TALENTS:

**Take Control:** Core rulebook pg.75.

**Investigator:** Core rulebook pg.74.

**I Know a Guy:** Part of being a good journalist is having contacts. Once per game session, you can reach out to someone you know – some company exec, an ER doc, a cop, someone who dabbles in the seedy underbelly, who knows – and ask some questions. A successful Manipulation roll reveals new information from that source, though the GM reserves the right to be vague or otherwise unclear.

Gear:

- PDAT or Expensive Suit
- Hi-Beam Flashlight or Rolex watch
- Electronic tools or Press ID (perhaps with some sort of clearance)
- Seegson magnetic tape recorder or Digital video camera