



# PHOEBE'S SONG

BY JM ROMIG

A TRAGIC HORROR ADVENTURE  
FOR THE EXPANSE RPG

**Job Posting:** Contract Haul to Phoebe Station

**Job ID:** WRC-2343-PH649-5

**Contract Origin:** Titan Logistics Hub on behalf of  
*Deeproot Mining Concern.*

**Destination:** Phoebe Station, Saturn System

**Vessel Assigned:** Wellerman 649 (resupply hauler,  
standard cargo config.)

## TRIGGER WARNING / IMPORTANT INFO

*This is a tragic horror one-shot. If run as written it contains body horror and everyone will die at or by the end.*

## NOTES ON SHIPLOG FROM PREVIOUS TRIPS

- The station is currently occupied by miners working for **Deeproot Mining Concern** – a belter-owned and operated “mom and pop” shop out of Ceres Station. The owners are James and Stella Armstrong. They ask that any complaints or issues with their employees be sent directly to their old relay address: StarMail#Jamesandstella45
- *Yes, they really still use a StarMail box. Please allow 2–5 days for packet delivery depending on relay availability.*
- Phoebe station has had issues with their comms in the past. Their equipment has been compromised for some time but Deeproot cannot afford replacements at this time. Static and sometimes dropped calls with dispatch are to be expected. Proceed even if you can't get a connection.
- Docking clamps unreliable; approach slowly and be ready for manual override.
- Airlock seals “mostly good,” but routine pressure drops have been reported.

## ARRIVAL

When the crew arrives at Phoebe, no comms response greets them, exactly as the shiplogs warned. Docking requires a TN13 Piloting test to manually guide in without station control. Inside, the station feels wrong. Corridors are silent, lights flicker, and the air recyclers hum but with an uneven, strained rhythm. Half-eaten meals sit abandoned in the mess, tools are left mid-job in workshops, and data slates display unfinished reports. It's as if the crew vanished all at once, mid-shift.

## INVESTIGATION

- Docked Ship, The Bill O'Tea: Reactor damage, radiation leak (TN12 Engineering to stabilize).
- Hab Block: Personal effects left mid-routine. Bunks unmade. A data slate with unsent, encrypted StarMail drafts to James & Stella Armstrong (TN13 Tech to crack). Woman on board was a singer. Recordings of her singing can be found in her bunk.
- Ops/Control: Systems partly online. TN13 Technology reveals deliberate comms tampering; security logs wiped clean.
- Research Lab: Active studies on a strange mineral/biological sample from deep rock strata. Tagged as “potential value.” Specimens missing.
- Medical Bay: Records describe first illness two weeks ago: flu-like, violent vomiting of brown anaerobic fluid. Rapid escalation; logs stop abruptly.
- Overall Trail: All evidence suggests the station population moved — or was driven — into the tunnels.

## PHOEBE'S SONG

- At some point, the comms will crackle on. An eerie melody can be heard. If they found the recordings, they will know the voice.
- The signal is coming from deep in the mines.
- Should they follow the voice they will find more and more creepy things in the tunnel. Brown substance blue luminescent “fireflies,” all leading to a place where all the miners (equal to party +2) are sitting in a circle, cross-legged, with their helmets off. The singer is among them. If they come in contact with any of the substance, or make any sudden movements, the singer stops and looks directly at them, eye glowing blue.
- Players roll Initiative.

**SEE BACK OR SPECIAL RULES AND COMBAT DETAILS.**

## SPECIAL MECHANICS FOR THIS ADVENTURE

Borrowed and modified from *Ten Candles* created by Stephen Dewey of Cavalry Games (2015)

### LAST WORDS

At the start of play, every PC writes down (or voice-records) their last words. It can be a tightbeam to a loved one, a monologue about your character, etc. Players should have freedom to be creative with how they interpret this. These will be read aloud at their death scene.

### THE LAST STAND

The final scene belongs to the players. Each PC gets to narrate their death scene, describing how they go out — desperate, tragic, or even grimly beautiful.

### THE CHURN IN TRAGIC HORROR

**For** this game, you will track The Churn as you would normally, per Expanse RPG rules. When your Churn hits 10, it triggers **The Last Stand** and the session ends. Every player then narrates their PC's death scenes.

### HEROIC SACRIFICE (STUNT)

Cost: 4 SP.

Effect: The PC immediately dies, describing their Heroic Sacrifice.

Result: The Churn drops by 3, buying time for the others.

### COMBAT

- Initial Threat: When the singer's eyes glow, the rest of the circle stirs. Miners rise with jerky, unnatural movement. Their mouths drip brown sludge. Players Roll Initiative.
- Vomit Attack: TN 12 Dex save or be sprayed with brown liquid. Failure = 1d6 damage + contamination (glowing blue veins appear in 1d6 hours).

### ENVIRONMENT

Tight tunnels (movement is restricted, no ranged weapons beyond pistols).

Brown sludge patches: TN 11 Dex or slip/fall prone.

"Fireflies" cluster when disturbed — brief distraction or eerie illumination.

### ESCALATION

If a PC falls in combat, they rise again in 1d6 rounds as a new Vomit Zombie unless another PC spends an action to "burn" the body with suit thrusters/torches. Really ramp up the tension during this scene and lean into the body horror elements.

### ENDGAME

- Victory (*unlikely*): Destroy the vomit zombies and retreat to the ship. The song lingers on comms even as they leave.
- Defeat: Once 10 is hit on The Churn, each player narrates their Last Stand

### REVEAL LAST WORDS

As each PC dies, players read/play their Last Words to the quiet room.

Bonus points if you play this song as they read them or after to play everyone out:

[Wellerman - Sad Piano Version](#)

