MOTHERSHIP®

SCI-FI HORROR RPG



Sample file

Tuesday Knight games

UNCONFIRMED CONTACT REPORTS

HOW TO USE THIS BOOK

Each horror in this book is a suitable obstacle for one or more sessions of Mothership®. We have done our best to spark your imagination within the confines of these small pages. Importantly, much about these entities, from their history to their reasoning, and even how they may be defeated (if they can be at all) has been left absent. We encourage you to use these descriptions and their accompanying rumors and quotations as a starting point for building a scenario. In a horror game, the monster is often the focal point of the entire adventure: discovering its existence, learning its weaknesses, ultimately facing it, and only occasionally defeating it. We wish you the best of luck in your endeavor.

HOW TO READ A STAT BLOCK

Every horror in Mothership has a Stat Block which defines their most notable attributes. Some have lots of numbers and special abilities, while others have scant few or no Stat Block at all. These Stats are guidelines. They are not nearly as important as how you interpret them during play. A horror with a weak Stat Block can be a terror if played intelligently (setting up ambushes, retreating, exploiting the players' weaknesses), while a horror with seemingly god-like Stats can be rendered completely obsolete by a Warden who constantly throws them headlong into trouble. We encourage you to always do the former.



1. **Name.** What the horror is commonly referred to. The name might be known to the players, or may be something they have to learn on their own. Oftentimes, it'll be more useful to never name the horror, and let the players find their own word to describe it, one born out of their own harrowing experience.

2. **Combat.** The horror's ability to fight and defend itself.

3. **Attack.** The name of the weapon or attack followed by the damage (DMG) that it does. Some horrors may have several, some may have none. Just because an attack is not listed does not mean the horror is incapable of attacking, but rather that the attack is not notable enough to be defined here. "As Weapon" simply means the horror typically carries a weapon, and its damage is equal to that of the weapon.

4. **Instinct.** A catch-all for any Stat not defined. A creature with an Instinct of 65 and no other listed Stats can be assumed to have a Combat of 65, as well as Speed, Intellect, Body Save, etc. This is a quick way to define how savvy and powerful the horror is.

5. **Armor Points.** If a horror has any Armor Points (AP), they are listed here. AP works the same as it does for characters, though it may refer to a horror's natural armor, hardiness, toughness, or some other ability.

6. **Maximum Wounds (Health).** Once a horror suffers its Maximum Wounds, it dies. Its Health is in parentheses. If there is no Health listed, any damage causes a Wound. Horrors should change tactics or behavior whenever they take a Wound.

Read about Wounds in the Player's Survival Guide pg. 29.1.

7. **Special Ability.** If the horror has any notable special abilities, they are listed here. Many horrors in this book are implied to have special abilities that are not listed in their Stat Blocks. This is by design. Wardens are encouraged to get used to inventing their own, as this will often be required of them while running the game.

Finally, each horror includes a quotation or two, which work well as clues and snippets of information which you can place in scenarios for the players to discover (or not) and learn from (or not).

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CONTENT WARNING

Mothership® is a horror game for mature audiences. It contains violence, foul language, some sexual content, drug use, and depictions of mental illness, trauma, stress, and panic that may not be suitable for all audiences. Please be advised.

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THE 4YOUREYEZ ALGORITHM

[1% chance any electronic (including androids) infected.]

Every human communication network is infected. This Trojan horse spyware spreads like a virus, but desires secrecy above disruption… or perhaps, only secrecy. Of course, as it spreads, the lurking worm becomes more vulnerable to exposure, which drives it to greater and greater extremes. This may simply be a mindless program, secretive for secrecy's sake… or it may be simply the veil hiding something greater, such as an intelligence community conspiracy or a breakaway AI culture.

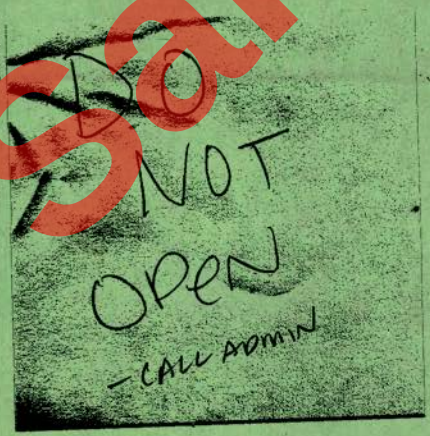
"Look man, I can't comment on the total absence of everything."

"That's what we pay you to do."

"No, you pay me to conduct forensics on computer systems, you don't pay me to pull rabbits out of hats. That said... there ***is*** one strangeness here: whatever trashed the system left a single encrypted file. What they used for the encryption is a different question—this file is like a Fabergé egg."

"Shift all your resources to cracking the file then. We must know what's within it."

— Evidence submitted in the missing persons case of M. Domen, final known conversation



"DO NOT OPEN" Found note on Research Post Zeta-Prime.

```
>> INIT MODULES <<
:: LOAD SYS
:: LOAD SOCKET
:: LOAD BINARY_EYE

>> DEFINE CLASS <<
:: ENTITY.FOURYOUREYEZ

>> PARAMETERS <<
:: SELF
:: INFECTION.RATE = 0.1
:: SPY.RATE = 0.1

>> DEFINE METHODS <<
:: SPREAD [HOST]
   :: WHEN SELF.CHECK(HOST)
   :: THEN SELF.INFECT(HOST)

:: INFECT [HOST]
   :: SYS.RUN [BINARY_EYE.ENCRYPT].
   EXECUTE(HOST)
   :: OUTPUT "HOST %s IS INFECTED."

:: CHECK [HOST]
   :: OUTPUT SOCKET.PING(HOST) <
   INFECTION.RATE

:: SPY [HOST]
   :: DATA = BINARY_EYE.DECRYPT.
   EXECUTE(HOST)
   :: OUTPUT "DATA COLLECTED FROM
   HOST %s."

>> RUN PROCEDURE <<
:: ENTITY = FOURYOUREYEZ
:: REPEAT
   :: FOR HOST IN SOCKET.LIST_ALL
      :: ENTITY.SPY(HOST)
      :: ENTITY.SPREAD(HOST)
```

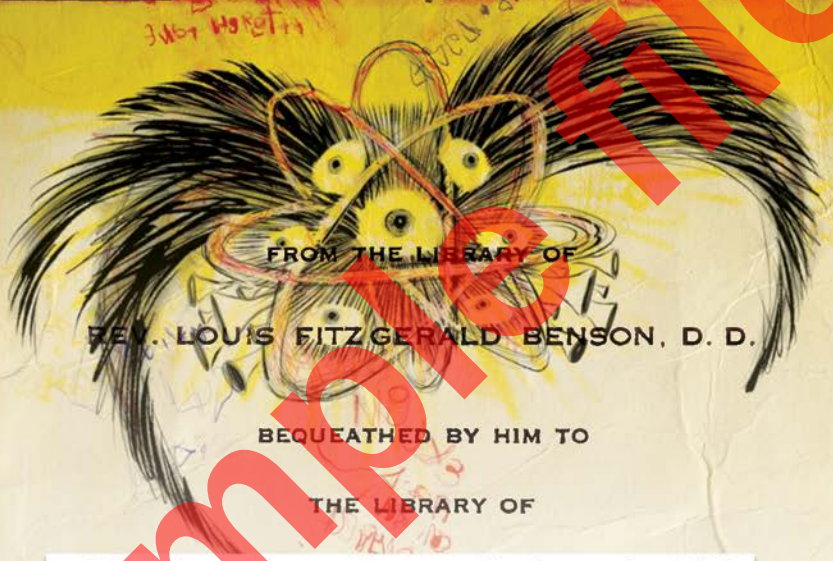
— Captured code of the 4YOUREYEZ algorithm currently held in a secure facility

"Our android was the only one to see that file, right?"

— Dave

Sample file

Psalms.—The Whole Booke of Psalmes, collected into Englishe metre b
TERNHOLD, W. WHITINGHAM, I. HOPKINS, and others . . . with apt N
them with all [Musical Notes] . . . Newly set forth and allowed to be son
all the people together in all churches before and after Morning and Even
Prayer: as also before and after the Sermons, and moreover in Private Houses,
heir godly solace and comfort, laying apart all ungodly songes and Ballades, wh
end onely to the nourishing of vyce and corrupting of youth. Printed in l
Black Letter, long lines, the title within a woodcut border, with woodcut
everse, small 4to, newly and superbly bound, brown morocco, blind tooled,
dges, £4 4s
London, John Daye,
An exceptionally fine and clean copy of a very rare edition.
The Musical Notes are diagonal in shape, and at foot of title appears "Forbid
all others to print these Psalmes or any part of them."



"Malakbel the Herald" From the Dover collection. Drawing 74/586

Some long term spacers, veterans of FTL, claim to have witnessed great gates opening like hateful eyes across space, often accompanied by a sense of true and transcendent purpose: the awakening of an ancient adversary, whose obscured hand stretches across a history longer than night.

Some seek signs of their visions' truth, hidden relics and weapons to aid in 'the Great War.' Few return. Those who do are transfigured, and speak in reverent awe of communing with a consciousness whose voice is the fluttering of a million wings, whose memory predates the dust between stars, an impression of kaleidoscopic eyes and teeth, the light that will burn away the dark between the stars. Our destiny.

The persistent myth that humanity is an unknowing participant in a war between incomprehensible primordial forces predates space travel, and is a persistent threat to stability. The contemporary theologically pyroclastic militant movement, born from privation, brutality, and prolonged isolation, is unique for the common features expressed across the broadest ranges of space...

— Yannick Harsányi, Remarks Upon Theocratic Uprisings In Secular Space

"Hail the Burning Eye's cleansing gaze! Hail Victory! The seizure and cleansing of Strathclyde inaugurates our march into the future. Imminent generations shall commemorate our heralding glorious rebirth."

— Notations on the sack of Ipswitch Colony 7

Sample file

BELLADONNAS

[C:75 Talons 4d10 DMG I:75 AP:10 W:3(30) Tail Poison: Body Save [-] or 1d10 DMG/round.]



"My belladonna." Retrieved from estate of Dr. Ephraim Leibowitz

Four wings tipped with razor sharp talons. Flat black, smooth, angular. Can see in the dark via a row of sensing organs along their skinny, wide heads. Their tails end in several long blades, coated in mind-dulling toxin. Can spit hot blood that they can track. Hate light sources. Strong light, including sunlight, causes damage to their tissues and blinds them. Attracted to moving prey, and ignore targets standing absolutely still.

> "An offworlder approached the Master and said 'I have experienced nothing under pain of death. I have achieved the empty mind, stillness in thought and deed.' The Master replied 'All of us do such under pain of death.' The stranger shook their head, and explained. That was the only time the Master had no answer. He had floodlights installed later that week."
>
> — "Memories of Master," Anonymous

> "The dark is filled with death
> a death that cuts, a death that dulls
> on fluttering wings
> hissing
>
> what shines in the dark?
> we shine
> we shine so bright
> but it's not the shine they hate
> it's the shine they lust for
> it's the pounding blood
> it's the whisper of juice
> sloshing
> for the drinking
>
> we shine like a fire
> and they are the hungry moths
> drawn
> to
> feed"
>
> — What Shines in the Dark by Ian Fraser K.

Sample file