

MRPG-M4

THE INTRODUCTORY ADVENTURE
FOR THE MOTHERSHIP® SCI-FI HORROR RPG

ANOTHER BUG HUNT

UNIDENTIFIED SHIP

Distance: 20km

Altitude: 586m

CHAPMAN • CRADER • GEARING • GERDING • KIMBALL • VAUPEN

*Tuesday
Knight
games*

SAMSA VI MISSION ORGANIZATION CHART





ANOTHER BUG HUNT

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First Edition, First printing, v1.2

How to use this Module

Another Bug Hunt features four interconnected scenarios for the **Mothership Sci-Fi Horror RPG**. Each scenario can be played in roughly 3-6 hours, with any number of players and a Warden. Take as much or as little time as you need.

Introducing WES

Hello, Warden. I am your **Warden Educational Support**, or **WES**. I'm here to guide you through this module and provide helpful tips and tricks for running your first game of Mothership. Any time you see , you'll find extra insight and context to help you run the game. You do not need to read these sections while playing but you should read each scenario once all the way through before you play.

What do I need?

- Schedule a game with some friends.
- Read the "What's going on?" section on pg. 5 and the first scenario, Distress Signals, on pg. 8.
- If you haven't already, familiarize yourself with the rules in the **Player's Survival Guide** or the cheat sheet on the back cover.
- If you have time, read Running Your First Session on pg. 22 in the **Warden's Operations Manual**.

From there, you're good to go. Good luck! You're going to do great.

Content Warnings

- Go over these with your players before you start your session.
- **Arachnophobia.** The carcinids have elements of giant insects, spiders, and crabs.
 - **Body horror.** Amputations, rot, organ-removal, and others nightmarish events.
 - **Mind control.** Mental enslavement and agency removal are key plot elements, along with psychic intrusion that resemble elements of real-life psychiatric disorders.
 - **Violence.** Combat, suicide by firearm, emotional trauma, and corpses feature heavily.
 - **Claustrophobia** and other environmental hazards (such as drowning) are common.

A TIMELINE OF EVENTS UP UNTIL NOW

What the players know.	What they don't know.
Ten years ago	
The Company detected signs of biochemistry on Samsa VI and decided to send a team to investigate.	The signs are emissions from an ancient starfaring race that landed on Samsa VI a century ago. Since then they have slept aboard their ship, slowly terraforming the planet to suit their needs.
One year ago	
A skeleton crew of researchers, engineers, and marines arrived on Samsa VI to establish Greta Base and Heron Terraforming Station. They discovered a species of arthropods, labeled them carcinids or "carcs," and proceeded to terminate them on sight.	The arrival of the humans triggered an immune response from the slumbering "nobles," which began birthing legions of arthropods to protect their interests.
Nine months ago	
The colonists captured a carc larva for experimentation and study.	Dr. Edem along with the colony's android, Hinton, discovered that carcs can assimilate other lifeforms using a memetic virus they transmit through a piercing "Shriek."
Six months ago	
Greta Base ceased all communications.	Hinton went rogue, interfaced with the carcs' telepathic hive mind and converted the Shriek into a Signal that could be broadcast over radiowaves.
Three months ago	
The Company hired the crew to address the situation.	Using the Signal, Hinton transformed several colonists into carcs during a birthday celebration. Slaughter ensued.
Six weeks ago	
The crew entered the Samsa system and found Greta Base unresponsive to hailing.	Hinton's carcs laid siege to the remaining colonists, who are currently barricaded in the Heron Terraforming Station.
One hour ago	
The crew's dropship touched down on Samsa VI. Torrential rain pours down like judgment day while the colony sits silent as a prayer.	Hinton has begun a process to awaken the slumbering nobles in the hopes that he may ascend and become one of them. None of the colonists suspect Hinton's betrayal.





// Module Overview

WHAT'S GOING ON?

The Signal

Hinton, the synthetic science officer of the Samsa VI mission, has a plan. First, he worked out the secret of the carcinid **Shriek** (pg. 7) and converted it into a **Signal** that can be reliably broadcast over the airwaves, exponentially expanding the carcs' reproductive capabilities.

After commandeering the **Orbital Relay** (pg. 23) and surgically grafting an unwilling carc to the controls, Hinton continuously transmitted the **Signal** across Samsa VI. As a result: **No radio communications work on Samsa VI. Anyone who tries risks infection** (pg. 7). The colonists assume Hinton is missing, along with many others, and now suspect his betrayal.

Unbeknownst to them, he built a lab on the carc mothership, where he continues his experiments, hoping to find a way to uplift his own consciousness into the carc hive mind. If he can, Hinton will metamorphose into a carc noble and command legions. He has already begun the process.

Samsa VI

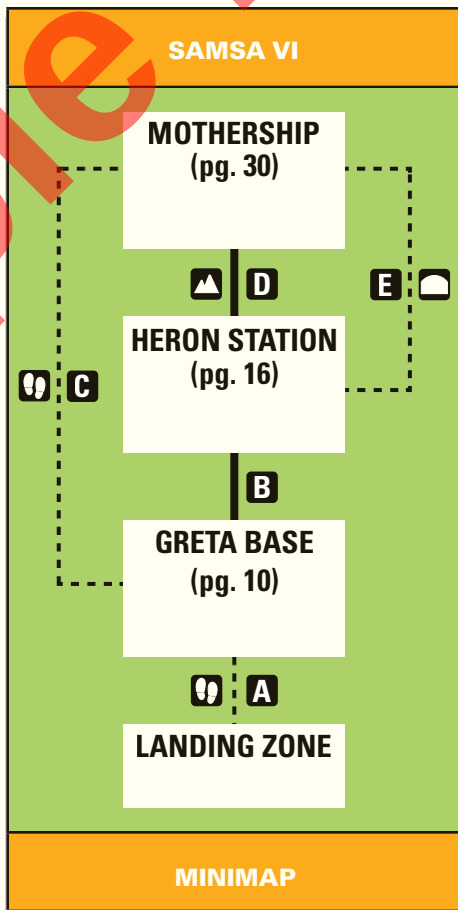
There are three key locations on Samsa VI: **Greta Base** (pg. 10), **Heron Terraforming Station** (pg. 16) and the **Mothership** (pg. 30). Below are the most common routes:

- **Path [A]** (pg. 10): Short, muddy walk.
- **Rough Trail [B]**: Takes 20 minutes in an APC or 1 hour on foot.
- **Faint Carc Trail [C]** (pg. 15): Takes 45 minutes in an APC or 6 hours on foot.
- **Jungle Hike [D]**: No trail, but can be hiked in 4 hours.
- **The Tunnels [E]** (pg. 29): 1 hour hike underground.

Freedom to Choose



This book is not meant to be played like a video game, with pre-planned cutscenes or a scripted beginning, middle, and end. Instead, it provides various locations, obstacles, and challenges for players to encounter and struggle against. What happens next is up to them. If they skip over content in the book, or ignore entire scenarios, that's okay! What's most important is that they choose their own path forward and deal with the consequences. Don't try to force them to experience the "story" of this book; the story is only what happens when you play, nothing more.



THE CARCINIDS

!!! CARCINID !!!

C:75 Claw 4d10 DMG I:75 AP:30 W:2(20)

Aramid Fiber Weave: Bullet/flameproof carapace. Weakness: hydrofluoric acid.

The Shriek: Sanity Save: on failure gain 1 Stress and become infected (see pg. 7).



The Shriek

Carcinids can assimilate other lifeforms by emitting a high pitched Shriek which transmits a memetic virus to the human or android listener. This memetic virus, or “cancer pattern,” imprints on the victim’s brain, slowly transforming them into the host for a carcinid larva. When a character hears the Shriek, they make a Sanity Save. If they fail, Stage 1 sets in. Infected characters must make a Sanity Save every 2d10 hours or else move on to the next stage of infection.

Hinton has done the painstaking work of converting the Shriek into something that can be reliably transmitted over the airwaves, exponentially expanding the carcs’ reproductive capabilities.

The Cure

There is currently no cure for infection, though Hinton’s **Logic Core** (see pg. 38) if retrieved and studied, could provide one. **Dr. Edem** (pg. 19) knows this.

STAGE	INFECTION
1. Revelation	Victim hears intermittent whispered suggestions from the carc hive mind. Their entire body breaks out in small incisions reminiscent of paper cuts.
2. Induction	Victim suffers catatonic state for 2d10 minutes filled with dream-like visions of the hive, working underground in ant-like tunnels. Host becomes deeply empathetic towards carcs (and all arthropods) and has [-] on any action which would harm a (fellow) carcinid. A carc larva can be detected inside the host using a bioscanner.
3. Possession	Victim must make a Body Save hourly or else engage in mindless drone-work (digging, hoarding food, walking towards the nearest group of carcs). Only physical harm (2+ DMG) breaks the trance.
4. Assimilation	Victim succumbs to complete control by the hive mind and the player must roll up another character. Hinton uses assimilated characters as infiltrators, though he is not very adept at controlling them. Victims can’t speak clearly and instead growl in strained monosyllabic responses. They can’t engage in complicated violent maneuvers, though they can open doors, press buttons, pull the pin on frag grenades, etc.
5. Transformation	A fully grown carc erupts from the victim’s neck, chest, or abdomen.