

ECOLOGICAL SCIENCE FANTASY RPG

CLOUD EMRESS



LORD OF THE GONEAWAY



FOR USE WITH THE
MOTHERSHIP
SCI-FI HORROR RPG

1E

JOEL HINES

LORD OF THE GONE AWAY

LOCATION: [T6] Cloud Empress: Land of Cicadas

CONTENT WARNING: Lord of the Goneaway contains blood, gore, minor cultish behavior, disease, gun violence, and a giant spider.

In the decaying spires and groves of the Thickwood, rumors leak out of a frozen tomb containing a slumbering psychic possessed of godly power. Now a bloody race rages between a rogue Cloudling squad, an Imago Brood Cult, and a scheming Bodyhopper. Each party wishes to extract this Lord of the Goneaway for service, destruction, or harvest, while avoiding the hazards of his ancient cryogenic tomb.

TIMELINE IF THE PCs DO NOTHING

Within the next day, one of the three factions manage to break the seal on the Inner Sanctum and awaken the Lord of the Goneaway. The result is different, depending on who succeeds.

Mother Turnip: The Lord of the Goneaway annihilates her and all others who stand in his way. He leaves the tomb to seek revenge upon those who imprisoned him. They cannot hide forever.

Commander Hurston: The Lord of the Goneaway is pleased by his groveling and accepts his desperate friendship. He returns with Hurston to the cloud cities, seeking to supplant the other nobles—perhaps even the Emperor himself. The heavens will shake.

Kaz'Voh: An hours-long mental battle ensues between the Bodyhopper and The Lord of the Goneaway, eventually culminating in a blast of psychic power that leaves only a crater half a mile wide.

RUMORS

Something has disturbed the Imago in this part of the Thickwood. They seem to have vanished, and the safety and opportunity their absence has created does little to mask the ominous silence left in place of their ubiquitous calls. The nearby village of Daffodil [W2] beseeches travelers to investigate.

A long chain of corpses marked by the sigil of the spiral and dot leads to a clearing in the path of the murderous Bodyhopper Kaz'Voh. Justice or vengeance for those wronged is close at hand.

A spy has informed the Lordling Pugnacious Kalob that Commander Hurston has gone rogue from the 29th Expedition in pursuit of a powerful being buried in a vault beneath the earth. Kalob desires this status quo changing power for themselves.

RANDOM ENCOUNTERS

1d10 (Roll every 20 minutes or every other time the party changes locations or spends time on something):

1–2 Kaz'Voh in one of their forms.

3–4 Mother Turnip and 1d5 Children of the Brood.

5–6 Commander Hurston and 1d5 loyal soldiers.

7–8 The hungry Wireweaver.

9–10 Somebody has had time to make more progress on cutting the Last Gate. If rolled again, they break through.





MOTHER TURNIP

Brood Monk Zealot (she/her)

INSTINCT: 50 AP: 0 WOUNDS: 2

Belongings: Corncob pipe, chitin rosary beads, psychedelic mushroom caps (2 servings), plastisteel mask, bone-spiked staff (1d10 Damage).



KAZ'VOH THE SEEKER

Ancient Bodyhopper (they/them)

INSTINCT: 50 AP: 0 WOUNDS: 2

Belongings: Ten sticks of chalk, spiral and dot sigil across their forehead. Spells: Imperfect Body Transfer, The Dead Speak, Dream-Spy, Invisibility, Throw Flame, Mirror Talking, Hell's Arsenal.

The weathered old Farmerling woman has tanned, leathery skin, a rattling carapace cape, and deep-set frown lines peeking through the gaps of an unnerving plastisteel mask. She speaks in a monotone about how she seeks to destroy the foul psychic disturbance that has driven the Imago she and her fellow Brood Children worship from the area.

They always inscribe three horizontal dots on the forehead of their host in ink, charcoal, or blood. They snuck into the tomb among Mother Turnip's followers. They can possess bodies from living owners to increase the time before they decay. They speak in varied voices but tend to add the phrase "so it is" at the end of statements. Charming, reasonable, polite, and will say or do anything to get access to the slumbering body of the Lord and possess their ultimate host.

Possession: If slain, Kaz'voh's spirit floats free to possess a human body within 30 ft. They can attempt to possess a new corpse or living body if their current form can physically touch it for one minute. (Reality Save to resist). Living hosts die and begin the slow process of decay.

1d10

KAZ'VOH'S CURRENT FORM

- | | |
|------|--|
| 1-2 | Elderly Farmerling, wearing a leather robe and with a knife sticking out of one eye. |
| 3-4 | Farmerling youth with a nose ring, wearing thick perfume to hide the smell of decay. |
| 5-6 | Desiccated corpse of ancient soldier in camouflage fatigues. |
| 7-8 | Cloudling Soldier missing lower half of their body, crawling along the floor, streaking blood. |
| 9-10 | Web-wrapped mummy with huge puncture wounds on its neck. |



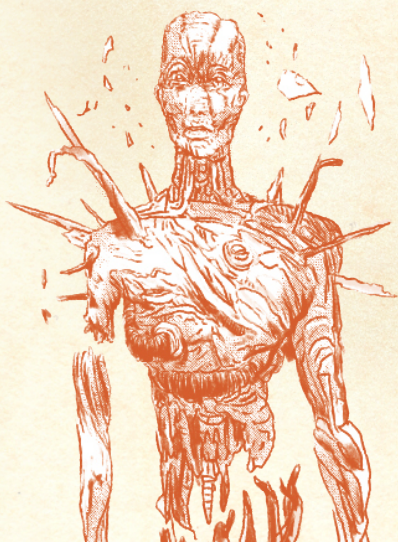
COMMANDER HURSTON

Rogue Lordling (he/him)

INSTINCT: 40 AP: 5 WOUNDS: 3

Belongings: Flask of brandy, blackmail letter from Cloudling mistress, chinchilla fur cape, heirloom scattergun (3d10 Damage).

His lapels are thick with gem-covered medals, and his neck-length white hair complements his quartz teeth. He talks in a hoarse whisper. He wishes to wake the sleeping Lord and gain his favor through service in order to displace the old order. His soldiers are quite loyal.



LORD OF THE GONEAWAY

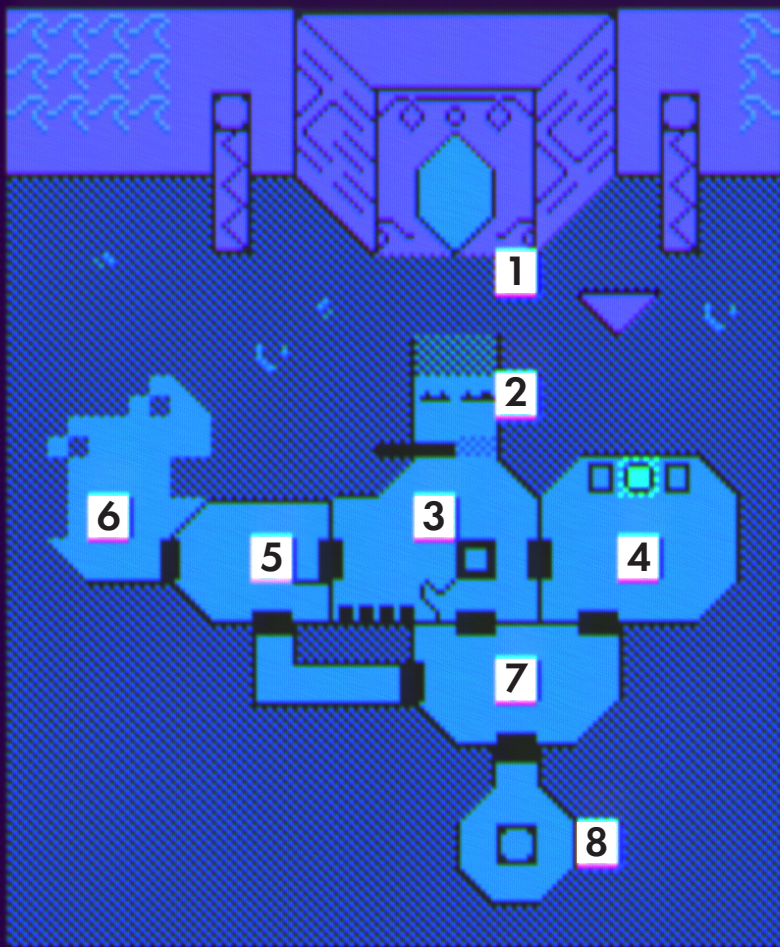
Slumbering Psychic (he/him)

INSTINCT: 60 AP: 15 WOUNDS: 25

Belongings: Psionic Forces (10d10 Damage, nearby).

A hairless humanoid figure with placid gray face and green eyes that hide a deep well of insecurity and rage. His body is covered in shards of metal woven together with undulating wires. He never speaks, but radiates deep sadness and anger in the minds of all. The Lord reacts to abuse with all-consuming rage but is easily manipulated with superficially kind treatment.

He is capable of levitation, telekinesis, telepathy, and matter manipulation.



Doors between rooms are metallic iris valves that open with the flip of a switch. Chambers are lit by blue diodes above and along black marble floor.

1. THE GATEWAY DESCENT

The Gateway Descent. A carved triangular slab of granite has been knocked to the ground and shattered and cleared of overgrowth. Any who can understand the Torturers' script can read the inscription:

*Here lies the tomb of the Goneaway Lord,
Beware of the danger, leave it ignored.
No treasure here, only deadly force,
Disturb not, this slumbering source.*

A great, rusted hexagonal tunnel descends into the earth at a steep angle. After 300 ft the tunnel ends in a makeshift barricade of scrap metal and tables.

2. THE FORWARD BASE

The Forward Base. The barricade is set up outside an enormous chrome sliding door, rusted half shut with a black marble hall visible beyond. A squad of four Cloudling Soldiers (1:35 AP:2 W:3) armed with revolvers (1d10 Damage) are peering through the door and will startle at the approach of others. Suspicious, but concerned about Commander Hurston and the others inside, they are willing to believe soothing lies. They have had some clashes with the Farmerlings inside the tomb.

3. THE BLACK GLASS ROOM

Seven flat, black, glass panels cover the walls of this chamber, each with a metallic box beneath. A plug piece appears to be missing from a round socket connecting a thick chrome wire from the wall to a large, central box. If the chrome plug from The Rift (6) is returned, then the black glass panels flash on, each showing a live feed from a different room of the tomb.

4. THE BLUE LIT ROOM

The room rumbles with a low vibration, a thrumming heartbeat in sync with the pulsing blue light emanating from a delicate glass cylinder. Two Farmerling Children of the Brood (1:32 AP:2 W:3) are crouched inside, their scythe-tipped spears (1d10 Damage) at the ready, waiting to ambush Commander Hurston's soldiers. If the cylinder is shattered, all those inside the room take 2d10 Damage as the flames engulf the room. Those affected must make a Body Save or die of a slow-wasting disease in 1d5 weeks. The tomb is plunged into darkness as all power and lights go out. The Lord of the Goneaway thaws and awakens in 1 hour.

5. THE ARMORY

The cramped storage room is half-overgrown with blue, pulsating Siren Spores. Most of the shelves and racks have been knocked over, but the rack holds two chrome chalk cannons (3d10 Damage), each bundled with 3 sticks of dry chalk.

6. THE RIFT

A huge crevasse in the ceiling has dumped twisted girders and rocks into the chamber. The rear half of the room is covered in a web of copper and silver wires wreathed in scraps of colored rubber. A large chrome-covered plug is integrated near the center of the web, between the cocooned bodies. The Wireweaver lies in wait on the ceiling if not destroyed elsewhere.

THE WIREWEAVER

INSTINCT: 40 ARMOR: 0 WOUNDS: 20
Bite (2d10 Damage) and Webshot (Body Save or become glued in place for 1d5 rounds).

A hook-footed and green-fanged silver spider the size of an ox. It builds a web out of scraps of wire and shiny metal objects to attract mates. Patient but ravenous.

7. THE LAST GATE

A wide atrium with a dull round door on the back wall. The door is engraved with swirling patterns and several melted cuts seem to have been made along the great hinges of the door. An ancient heat cutter (5d10 Damage) lies abandoned on the floor next to a recently made wooden crate containing 2 more heat cutters. It takes 20 minutes of uninterrupted cutting to slice through the hinges on the Last Gate.

8. THE INNER SANCTUM

Beyond the Last Gate is a frost-covered, globe-shaped chamber. In the center of the chamber is a dull, gray metal vault. If the power is still on, the chamber's deep chill does 1d5 Damage a round to all within. A small inscription on the vault in the script of the Torturers reads, *You may still turn away from this place and never return.* Turning the wheel for 5 rounds splits the top half of the box from the lower in a plume of mist, eventually revealing the closed eyes of the Lord of the Goneaway. He awakens within a minute.

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