

MRPG-M4

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

ANOTHER BUG HUNT

UNIDENTIFIED SHIP

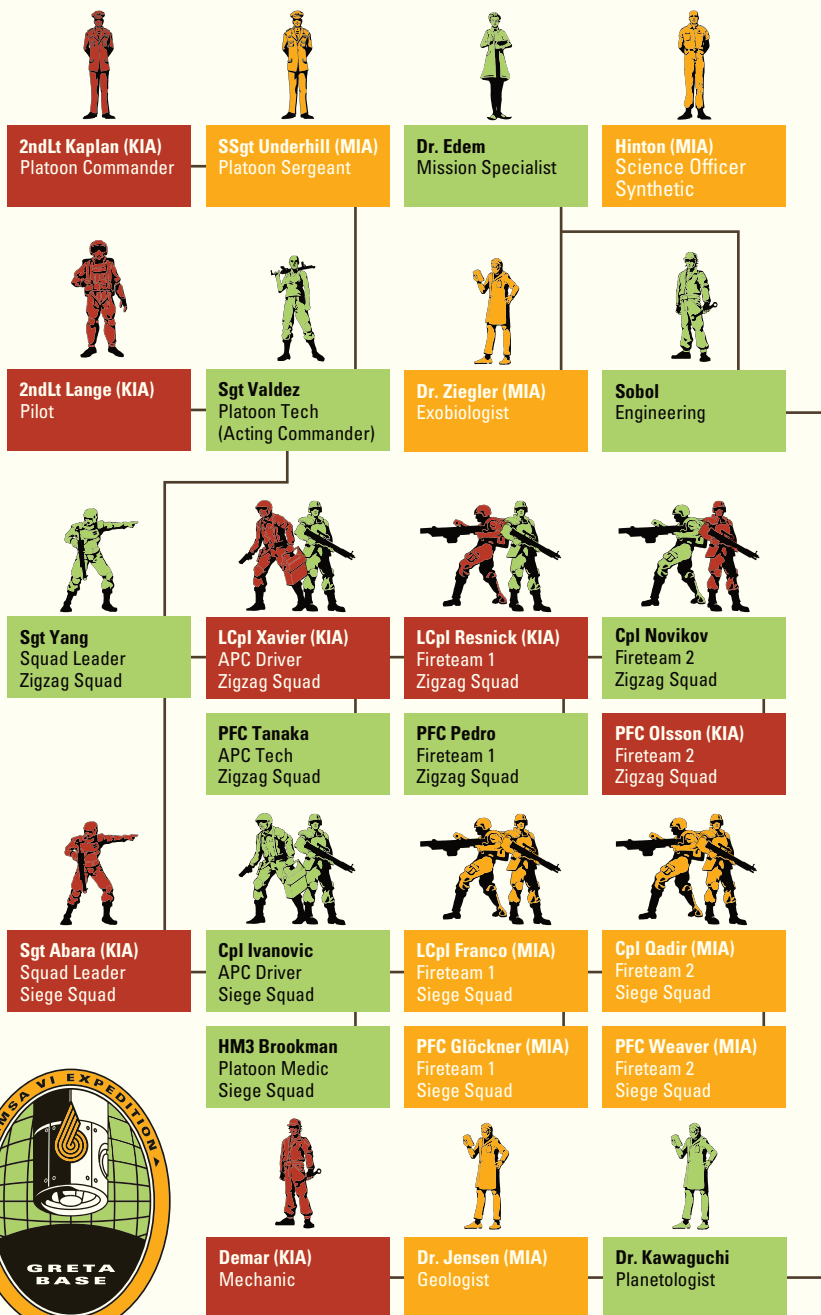
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SAMSA VI MISSION ORGANIZATION CHART





ANOTHER BUG HUNT

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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 none 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

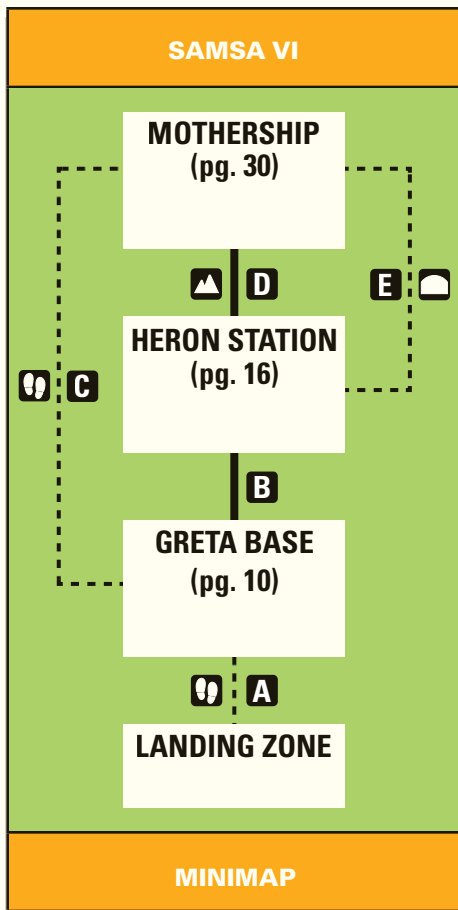
There are three key locations on Samsa VI: Greta Base (pg. 10), Heron Terraforming Station (pg. 16) and the Mothership (pg. 30). Below are the most common routes:

- **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.

// Scenario 1

DISTRESS SIGNALS

The Job

The Greta Base Terraforming Colony has not made contact in six months. The Company has hired the crew to:

- Rendezvous with **2ndLt Kaplan**, the marine commander of the colony, and assist them in repairing the situation.
- Re-establish satellite communications and get the terraformer back online.
- If all else fails, evacuate **Dr. Edem**, the mission specialist, as well as the colony's synthetic science officer, **Hinton** (or at least retrieve his logic core).
 - ↳ The Company strongly implies the lives of the other colonists are not a concern.

The Company provides: two months of Salary, one month of Hazard Pay, transportation to and from Samsa VI, as well as one hazard suit, an SMG (with 3 magazines), a first aid kit, and a stimpak per crew member.

What's going on?

Before taking over **the Tower (pg. 20)**, Hinton experimented with the Shriek on the colonists at Greta Base. Several of them were infected. The first one to transform was LCpl Xavier, during PFC Olsson's birthday celebration.

A slaughter ensued, and the surviving colonists evacuated to **the Heron Terraforming Station (pg. 16)**. The few infected remain at Greta Base, lurking the halls in a sad interpretation of their carcinid hive mind "orders."

All but emergency power is out, and a powerful tropical storm is rolling in...

What do I need?



For your first scenario, you don't need to prepare much—it's all written down here for you. Instead, bring these items:

- A copy of the **Player's Survival Guide**.
- **One character sheet** per player, and a handful of extras in case a character dies during the session.
- Print out a few copies of the Cheat Sheet on the back cover of the **Player's Survival Guide**. This helps new players keep all the important rules in front of them.
- If you can, bring **an extra set or two of dice** for players who don't have any yet.
- **Pens, pencils, and paper.**

If you're running this scenario as a one-shot...



- Skip the prologue and start the players right outside Greta Base, in the pouring rain, as their dropship disappears into the sky.
- Change the job to "Rendezvous with 2ndLt Kaplan, clear the area of hostiles, and retrieve the samples from Dr. Edem."
- If you really want to take the Stress/Panic system out for a spin, give out 1d5 Stress per failed roll, instead of the usual 1.

Replacement Characters



It's a good idea to have some extra characters that the players can take over if their character dies. Have the Company assign one marine for every two players, as an escort. Use the Stats below. Don't go overboard with this, though: failure is definitely an option, and if the players don't think carefully, the cars might wipe them out. Let them know ahead of time that you'll be fair but you won't pull any punches.

!!! MARINE (GRUNT) !!!

C:30 Pulse Rifle 3d10 DMG I:25 W:1





Prologue

The crew has been transported to Samsa VI's orbit aboard *The Metamorphosis*, a J2C-I Executive Transport. Once they wake up from cryosleep, introduce them to their corporate liaison, **Maas**, who is nominally in charge of this entire operation, and gives them the details of **The Job** (pg. 8).

Introducing Characters



After the characters get out of cryosleep, go around the table and ask the players to introduce themselves and their characters. Remind them their bodies ache from cryosickness, and have Maas hand out stimpaks to cure them.

Once the players understand the mission, get down to the action: describe the characters getting in the dropship and breaking the atmosphere of **Samsa VI**.

- It's gotta **smell** pretty cruddy inside a dropship, right? All that human sweat!
- They **feel** the ship creak and shake.
- They **hear** loud alarms blare from the cockpit, and **see** the pilot (**Anders**, stocky, experienced) and copilot (**Renfield**, chatty, chewing gum) trying to control the craft due to a **severe tropical storm**.

Then, call for your first **Fear Save**.



Maas

The worst manager you ever had. Completely unconcerned with the lives of the crew, and only cares about the retrieval of the logic core. The more annoying you make him, the better.

After the Fear Saves are settled, the dropship lands at **the Greta Base Landing Zone** (pg. 10). Describe the lush jungle, the torrential rainfall, the thick mud, and the lack of visibility.

Then, ask them what they want to do. You're off to a great start.

Fear Saves



Call for Fear Saves whenever there's a chance that something a character experiences might cause them to be afraid or feel any other strong negative emotion (like loneliness or rage). The first time you call for a Fear Save, teach the following:

- What Saves are, how to roll the dice, and what the penalty for failure is. In this case, the characters gain 1 Stress.
- How adding relevant skills can help. This might be Piloting, or Military Training, but it could even be Theology. What's important is how your players justify their actions, and how you both work that into the encounter.

Listen to your players. Maybe one holds onto a trinket for good luck, or another might want to get up and help the crew. Use your best judgment, and award [+] to the Fear Save if it sounds like they've earned it, or waive it entirely if you don't think it's called for.

Greta Base

Reading the Key

Each important location in an area is numbered and detailed in the corresponding key. This key gives the name of the location, a brief description, and a bulleted list of its contents.

Describing the Location

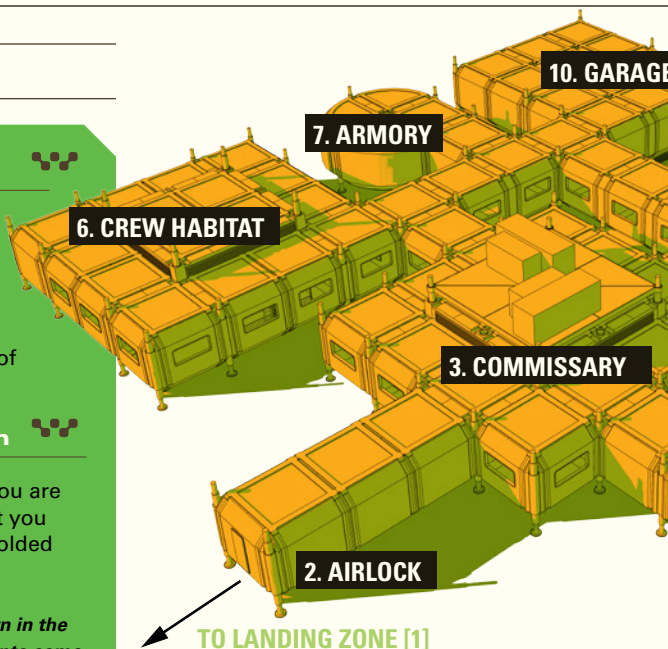
As you scan the key, imagine you are there. Describe the area as best you can, trying to hit some of the bolded words. Something like this:

"Okay your dropship touches down in the landing zone, and you all get out into some thick mud as you see Greta Base up ahead. It's pouring rain. What do you want to do?"

Answer the players' questions to the best of your ability, using the key as a guide. Then, use your common sense and the players' imaginations to fill in the blanks. The key is listed in order of how obvious/notable things are. If players show interest in something, give them more information, such as what's after the colon or in the nested bullets below. For example, if players ask "How thick is the mud?" or "Are there any tracks in the mud?" you can say "Looks like there's some deep tread tracks that go up to the base, and there's also a fork in the trail up ahead. You're not sure where it goes."

Locked Doors

How can the players open the airlock? Can they jury-rig the control panel? Hack it? What about a good old-fashioned crowbar? If they search nearby do they find a keycard? Not every solution is listed in the key. Listen to your players, and judge for yourself.



TO LANDING ZONE [1]

1. Landing Zone. A modular, prefab base, choked by tumorous vines, scarred by rain, appearing completely deserted.

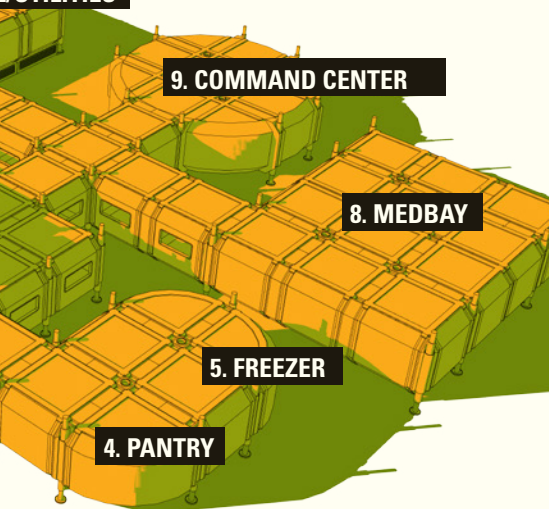
- **Heavy rains** garble transmissions and obscure scanning.
- **Thick mud** makes it hard to run.
 - ↳ **Deep tread tracks** lead directly to **the Airlock [2]**.
 - ↳ **A fork in the trail** leads around the back of the base to **the Garage [10]**.
- **In the distance ahead is Greta Base:** lights out, unresponsive to hailing.

2. Airlock (Locked). Rust creeps over the large metal door which bars entry to the main building.

- **Exterior door (locked/keycard):** reinforced steel.
 - ↳ **If opened:** leads into airlock chamber.

Inside the Airlock: muddy floors, storage lockers lining the walls.

- **Interior door (locked/keycard):** heavy steel.
 - ↳ Does not open while the exterior airlock is opened.
- **Storage lockers:** one hazard suit, two pulse rifle magazines, and a rosary.
 - ↳ A few lockers have **deep indentations** in their doors.
 - ↳ One has **giant claw marks** across it.



9. COMMAND CENTER

8. MEDBAY

5. FREEZER

4. PANTRY

3. Commissary. Ransacked mess hall and rec room. Flickering lights. The place is a **mess**.

- **"Happy Birthday Olsson"** banner droops from the ceiling.
- Rain drips from the ceiling.
 - ↳ Leak is from bullet holes.
- Empty cups, dishware, broken glass.
- Bullet casings, blood spatter, bullet holes, large claw-like gouges in furniture.
- **A woman's head**, ripped at the neck.
 - ❧ **Should this be a Fear Save?**
- **Makeshift barricade** (couch, table, chairs) shoved up against the door to **the Crew Quarters [6]**.
- **Upturned table:** cake splattered across the floor.
 - ↳ A **human arm** protrudes from beneath.
 - ↳ **Under the table** is **a headless corpse** in fatigues, a gigantic hole in the neck. The body is covered in "paper cuts" (**The Shriek pg. 7**).
 - ▶ **If inspected:** the chest cavity is completely hollowed out, like something erupted from inside.
 - ↳ Dog tags: **LCpl Xavier**.
- **A small kitchenette** in the back leads to **the Pantry [4]**.
- All cabinets and storage bins are empty.
- **Quiet thud:** if the players are quiet or listen for noise they'll hear a faint thud every few seconds coming from **the Garage [10]**.

Pacing and Tension



This scenario is a classic: an abandoned facility where something has gone wrong, and the players must figure out what happened. The lights are off, the power is down, the storm rages, and water drips through the cracks. The more time you spend building this atmosphere, the better the scares will pay off later.

Noticing Things



You might be tempted to call for a roll to see if characters notice the quiet thud in the Commissary, but try waiting and seeing what the players do. If they go slowly, don't make a lot of noise, tell them they hear it. If they're talking a lot, or moving things around, moving quickly, they miss it. Let their actions, not the game, guide you.

4. Pantry. The shelves are completely bare, their contents removed and divided into **large piles of MREs on the floor**.

- In the far corner lies the slumped over **body of a marine (dead)**.
 - ↳ Dog tags: **2ndLt Lange**.
 - ↳ **Scientist/Medical Skills:** the marine starved to death.
 - ↳ "Paper cuts" criss-cross the emaciated corpse (**The Shriek pg. 7**).

When do we roll dice?



You don't need to call for a roll for every little thing. If players ask the right questions or have the right tools or relevant Skills, give them the information. The game is best played when you test the players' abilities rather than the numbers on their character sheets.

The more often they roll, the more likely they'll fail, so save rolls for when the stakes are high or you really don't know the outcome of an action.

5. Walk-in Medical Grade Freezer (Locked).

Empty inside except for the **corpse of a frozen marine** and a **discarded medical case**.

- Around -40° C.
- **Frozen marine** wearing a **tinfoil hat**.
 - ↳ Dog tags: **LCpl Resnick**.
 - ↳ Clutches a plastic vacuum tumbler.
 - ▶ Contains frozen **hydrofluoric acid**.
 - ▶ **If tumbler is taken**: marine's fingers snap off (**Fear Save**).
- **Medical case**: cold interior, when cracked open lets out a small hiss of frosty vapor.
 - ↳ Frozen chemotherapeutic agents (25 L).
 - ▶ *Scientist/Medical Skills*: used to treat extreme radiation damage.
- Vent in ceiling: leads to **the Medbay [8]**.

6. Crew Habitat. The main habitation unit of the base, made up of areas A-F. **Rhythmic thud** coming from **the Garage [10]**.

- **Graffiti** on the entrance "COMMS OFF"

A. Group Showers/Toilets.

- ↳ Inside toilet tank: stimpak.

B. Marine Enlisted Barracks.

- ↳ 12 bunks, everything in disarray, lewd posters, smells like body odor.
 - ▶ If searched: two frag grenades, a butterfly knife, Jump Humpers porno mags, Richter Blue cigarettes (eight packs), small journal detailing a relationship between **HM3 Brookman** and **Cpl Ivanovic**.

C. Marine Officer Barracks.

- ↳ Five bunks, desks, duty roster.
- ↳ **List of essential personnel**: Dr. Edem, Hinton (Logic Core only).

D. 2ndLt Kaplan's Quarters: tidy.

- Inside desk: photograph of Kaplan with their partner and two small children, and a Samsa VI planetary survey.
 - ↳ Inside cam-locked drawer: revolver (12 bullets), **Hinton's** personal locator tracker shows Hinton's current location: the foothills of a nearby mountain (see **the Mothership pg. 30**).

E. Research Team Barracks:

- Five bunks, Bao-Neumann "BZT" gaming console, marijuana plant, a copy of *The Auctioneer* by Joan Samson, anime body pillow (from Meido Taisen No Densetsu).

F. Dr. Edem's Quarters:

- Weather charts: storm system incoming.
- Birthday card to **Olsson**, unopened.
 - ↳ "Thanks for always listening. Hopefully, they'll let me leave after this one."

7. Armory. Rugged interior metal cage lined with lockers.

- **Industrial blast door**: ripped off, discarded.
- **Giant pile of melted metal**: the remnants of the once well-stocked armory.
 - ↳ *Scientist/Android*: if studied in a lab, the weapons are bonded together at a molecular level by a strong adhesive, a result of the carcs' webbing.
- **Lockers**: all doors are open, lockers empty.

Searching Locations

When searching a location, gloss over the area casually. If players show an interest, go room by room. Don't call for a roll, just ask them where they're searching and what they're looking for. If they look in the right place, they find what's there. Easy.

Let Questions Linger

What really happened here was that Hinton used **the Signal (pg. 7)** to command the carcs to destroy all the armaments with their webbing. However, there's no way for the players to know that right now. Later they may put it together, or they might not. But, if they always solve every riddle, the game will never feel bigger than them. Instead, it will feel like a series of directed cutscenes laid out for their passive enjoyment. Roleplaying games are unique in the immersive experience they provide, largely because some mysteries go unsolved. Use that to your advantage and the world will seem more real.

Sanity vs. Fear Saves

Sometimes the line between a Fear Save and Sanity Save is a little blurry. A good rule of thumb is to treat Sanity Saves like an attack on reason, and Fear Saves like an attack on emotion. If the character's primary reaction is "this doesn't make sense," then go with a Sanity Save. If their reaction is more visceral, more guttural and human, use a Fear Save.

10. Garage/Utilities. The back entrance to the base has several muddy tracks leading to industrial overhead roll-up doors.

Outside the garage:

- **Piles of mud:** are actually a **bisected corpse** in fatigues.
↳ Dog tags: PFC Olsson.
- Overhead **roll-up doors:** barricaded from inside with heavy gym equipment (Strength Check to open).

Failing Forward

Failures should result in dramatic complications, delays, or increased tension and danger; they should not grind the game to a halt. A failed Strength Check might not mean the roll-up doors don't open, but instead that opening them alerts Sgt Abara inside the garage.

Inside the garage: on one side is an Armored Personnel Carrier (APC), on the other a gigantic dirt hole.

- **Giant hole:** standing in a puddle of water, a **marine** digs relentlessly, completely ignoring their surroundings.
↳ Dog tags: **Sgt Abara.**
! **If touched: 2.5m long crab legs erupt from his neck as a carcinid emerges and attacks.**
↳ **Fallen power line (offline)** from the ceiling, runs near the hole.
- **Tool bench:** assorted tools, crowbar, flashlight, patch kit, nail gun (box of x1000 shots), hand welder.
- **Six barrels of fuel** for backup generator.
↳ Behind: air vent to **the Medbay [8]**.
- **Backup generator (offline):** if restarted, brings electricity back to the base.
! **If online: loud party music plays from the Commissary [3] (Fear Save [+]).**

!!! SGT ABARA (CARCINID) !!!

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

Weakness: hydrofluoric acid.
Wearing: bandolier with 5 frag grenades.



Violent Encounters

The carc is very deadly. Its high armor and damage means it could easily kill the entire crew. Players need to think carefully in order to survive. Attack any non-player characters first to telegraph the danger. Otherwise, viscerally describe how dangerous it looks. Be open to the players' solutions, keeping in mind:

- A belt of frag grenades hangs from Abara's vest. Setting them all off at once could kill him.
- **Hydrofluoric acid** destroys carc armor.
- Turning the power on and **electrocuting the puddle** could knock it unconscious.
! **Maybe this knocks the carc out long enough to take it to the Terraforming Station (pg. 16) for study!**



Inside the APC

- **Demar.** The base mechanic. Wearing a tinfoil hat. **Gripping a frag grenade.** Pin already pulled.
 - ↳ Thin, malnourished, body covered in “paper cuts” (**The Shriek pg. 7**).
 - ↳ Hugs his legs. When talking, is mostly concerned with his place in “the hive.”
 - ▶ “I want to go back. I want to go back to the hive.”
 - ▶ “I can hear them, they are calling me. I want to contribute.”
 - ▶ “They will wake, they are awakening.”
 - ↳ Ignores any noise outside the APC, completely enthralled by the hive mind.
 - ↳ If gently pressed, can show the way to **the Mothership (pg. 30)**. Otherwise continues in a trance for three more hours, then becomes fully assimilated.
- Controls are in working order. Nav shows **the Heron Terraforming Station (pg. 16)**.
 - ! **If the comms are operated: a piercing Shriek emits (Sanity Save, see The Shriek pg. 7).**
 - ▶ Demar wakes from his brainwashed slumber, drops the grenade, and screams “leave me!”
 - ▶ Body Save to get out of the APC before the blast.

!!! DEMAR !!!

C:25 Frag Grenade 3d10 DMG I:10 W:1

Wounding the Carc



Very rarely should a fight last to the bitter end. As soon as the players deal one Wound to the carc, have it immediately change tactics.

- **If you’re running this scenario as a one-shot:** the carc withdraws when wounded, and looks for an opportunity to ambush the players again.
- **If you’re running this scenario as a campaign:** the carc runs away when wounded. The rain and mud make it difficult to track, but the trail leads to **the Mothership (pg. 30)**.

Mothership is very deadly. This cycle of attack and retreat gives players room to explore new approaches as situations change, creating much more tense games.

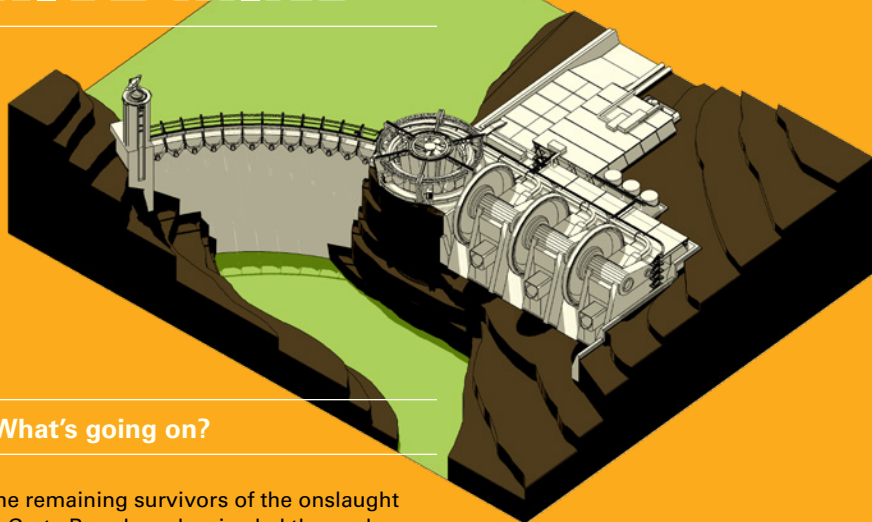
What happens next?



Congratulations on running your first game of Mothership! If this was a one-shot, you’re all done! If your players want more, you can expand it with the scenarios in this book, or you can write your own using the tools in the Warden’s Operations Manual. If they feel stuck, remind them of their options. You don’t need to hint at the “right answer,” because there is none.

Whatever they choose, the game is in their hands. Don’t push them in a direction or hint which way you think they should go. Remind them of their options, but leave the choice to them.

HIVE MIND



What's going on?

The remaining survivors of the onslaught at Greta Base have barricaded themselves inside **Heron Terraforming Station**. To make matters worse, the entire station is under siege by roaming carcs. Tensions are high among the remaining colonists, and the group has splintered into factions with three competing goals: immediate evacuation, researching the carcs for a weakness, or rescuing a squad of missing marines.

Heron Terraforming Station

A river bank clearing in the middle of dense jungle. The terraforming station sits against a fast-flowing river, which threatens to flood.

- **Several Carcinids** patrol the jungle nearby.
- If the players are attacked / make a commotion: **Sgt Valdez (pg. 19)** and some marines ride out on ATVs, blasting "Ride of the Valkyries" from a boombox.
 - ↳ They distract the carcs from a distance, pick up the players as quickly as possible, and bring them to **the Hangar (pg. 20)** where the rest of the colonists are waiting.

👤 You could easily make this encounter an intense set piece, or just breeze through it as a simple introduction to the station. Trust your instincts.

What do I need?



This scenario involves a lot of characters who are entrenched in their positions. After reading through it you'll want to take some time and really think about who these people are and what they want. Don't be tied to what you read in the book; let the characters change and react to your players during play.

If you're running this scenario as a one shot...



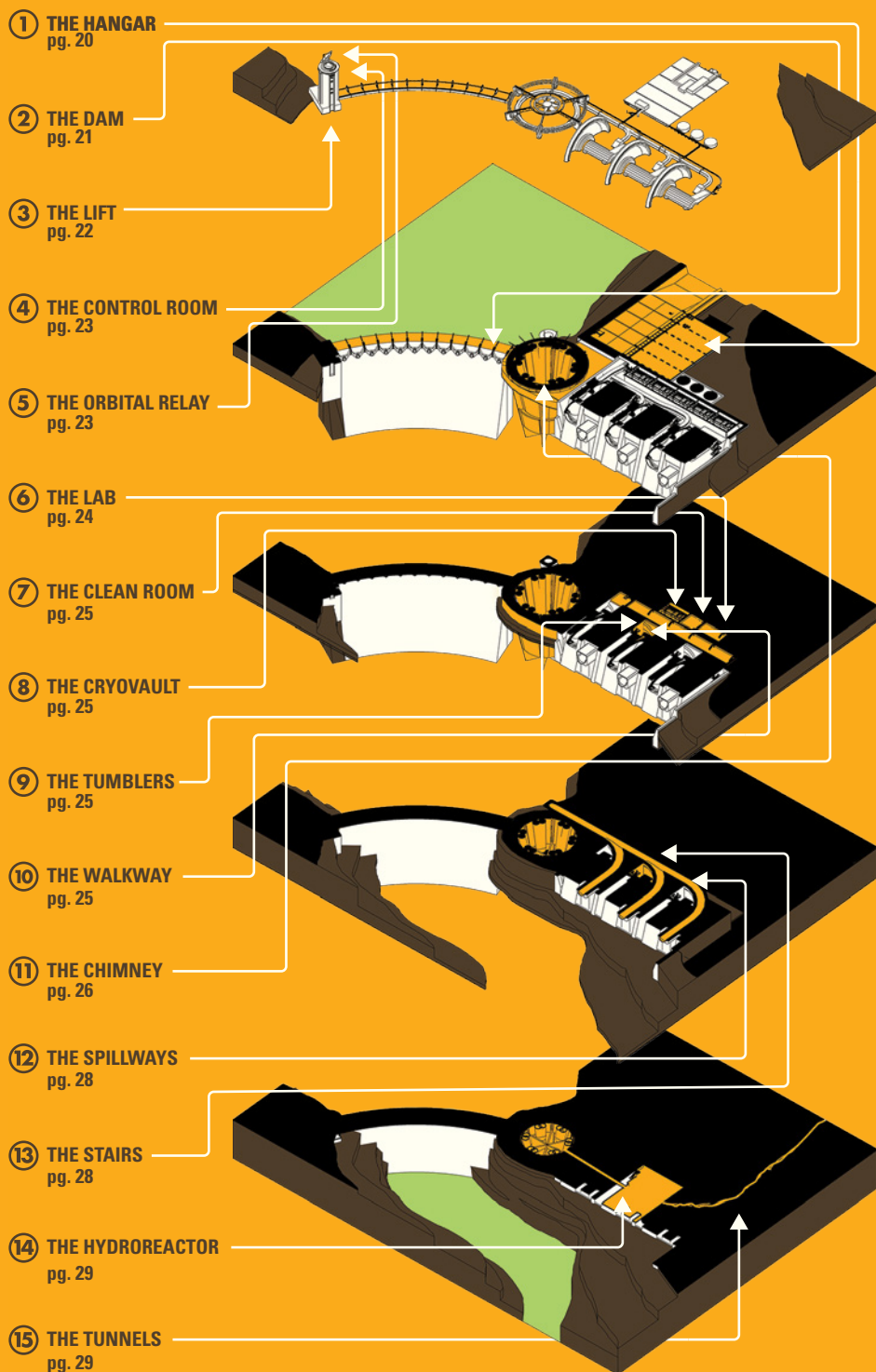
Pick one of the three factions' missions and run that.

Going off the Map



There are many more rooms in the station than are listed on the map. We've only listed the ones that are important for this scenario. If the players need to find a specific room, like a bathroom or utility closet, they probably can! Just remember that most of the station is under construction, without full power, under the threat of flood, and infested with carcs.





What’s going on?

Once the players arrive at **the Hangar [1]** (pg. 20), **Sgt Valdez**, **Dr. Edem**, and **HM3 Brookman**, the leaders of their respective groups, approach and ask for help:

- **Team Leave:** Brookman and the rest want to take back **the Tower (pg. 20)** and immediately call in an evacuation.
- **Study Group:** Dr. Edem’s group wants to retrieve valuable research from **the Lab (pg. 24)** in hopes of finding the carcs’ weakness.
- **Hog Squad:** Valdez’s loyal marines want to rescue a missing marine squad and prepare **the Reactor (pg. 26)** for the storm.

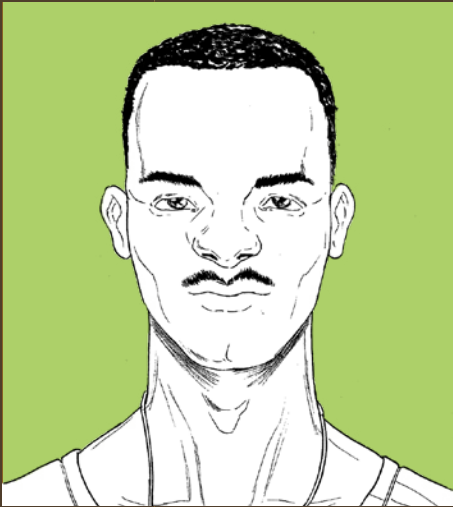
Go over the information on the following spread with the players as they talk to each group. As they deliberate, make it clear that every minute they spend talking the storm rages, the water rises, and more and more carcs show up outside. They need to make a decision. Once they do, turn to that mission’s page and give them a detailed brief.

The players may choose to split up or tackle the missions one at a time. That’s great! Let them follow their instincts. Each mission has its own risks and rewards. However, after each one, the situation changes:

After the first mission... The Reactor (pg. 26) shuts down, plunging the station into total darkness. The Tower, luckily, has its own power source. Also, one of the groups (your choice) decided to attempt their mission without the players’ help ...and failed. Whichever mission the group attempted now has more carc attention and few (if any) of the group remain alive.

After the second mission... The flood waters rise as the carcs invade. Read **Scenario 4: Metamorphosis (pg. 40)** for more information on what comes next. This doesn’t mean the players can’t attempt a third mission, or that they can’t backtrack, or even explore another location—maybe they even found the carc **Mothership (pg. 30)**—it just means that regardless of what they choose, the situation is about to get much, much worse.

TEAM LEAVE



HM3 Brookman

The platoon medic. Has completely lost all hope in the mission and thinks they’re all doomed. His plan to escape will echo what a lot of the players innately feel is the right choice, so counter that by playing him like a coward who is afraid of his own shadow. This gives that players a chance to step up and lead.

What he wants...

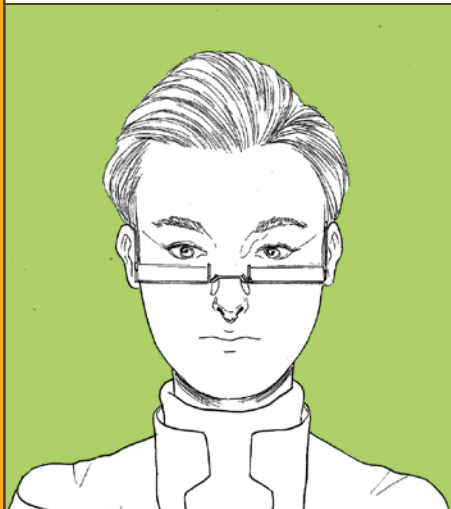
- Drive the remaining ATVs across the dam, retake **the Tower (pg. 20)**, and call in the dropship for an evacuation.
- Brookman has the only keycard to **the Control Room [4] (pg. 23)**.
- Brookman has scouted the area and knows there are a few carcs on the dam already.
- Believes the longer the colonists wait, the harder it will be to take the Tower.

See **HM3 Brookman’s Plan on pg. 20**.

Name	How to play them...
Cpl Ivanovic	Puppy-dog loyalty to Brookman.
PFC Tanaka	Injured. Like a scared kid.
Dr. Kawaguchi	Jealous rival of Dr. Edem.



STUDY GROUP



Dr. Edem

Noted xenobiologist, obsessed with recovering their research. Clearly hiding something. Play them like the straight-A student who hates all jocks. Was in love with Olsson and grieves his death.

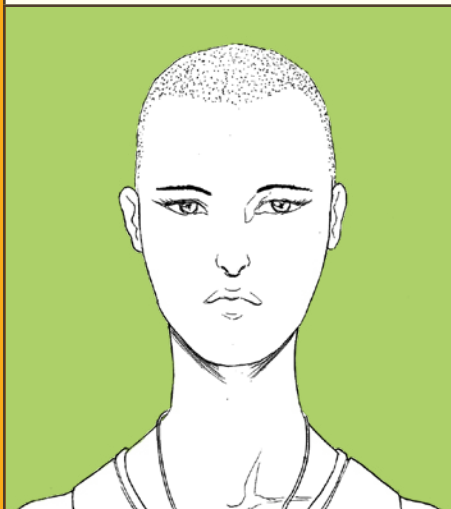
What they want...

- Wants to recover their research from **the Lab (pg. 24)** to see if the cars have an exploitable weakness.
 - ↳ **If the crew is reluctant:** Edem can't return without the research or they'll be blacklisted. Their family is being held in a corporate debtor's prison until Edem's contract is up.
- **The Lab** can be accessed through the elevator in **the Hangar [1]** (pg. 20) or **the Stairs [13]** (pg. 28).
- Believes if this is done first, other missions will be much, much easier.

See Dr. Edem's Plan on pg. 24.

Name	How to play them...
Sgt Yang	Gruff old veteran. Tactical thinker.
Sobol	Conspiracy theorist. Suspects that all of this is Hinton's fault somehow.

HOG SQUAD



Sgt Valdez

A lowly tech officer field-promoted to command when the others were slain. In over her head and overcompensating with threats of violence.

What she wants...

- Recently sent the remnants of Siege Squad (Brookman's former squad), along with Hinton and Dr. Jensen, to **the Reactor (pg. 26)** to manually prepare it for the oncoming storm.
- The squad has been missing for hours and their locators have gone dark.
- Wants to assault **the Reactor**, rescue the marines, and finish preparing the Reactor before the power shuts off.
- Believes the storm will cause a flood strong enough to shut down the Reactor, leaving the colonists without power in the event of a carc assault.

See Sgt Valdez's Plan on pg. 26.

Name	How to play them...
PFC Pedro	Infatuated with Sgt Valdez and a total yes man.
Cpl Novikov	Trigger happy. Just wants to cause the most destruction possible.

THE TOWER

VALKYRIE ATV

AP: 6

Wounds: 1(20)

Top Speed:
140 kph / 90 mph

Crew Capacity:
3

Description: front-facing GPMG.

Vehicular Combat



Vehicles operate like really well armored characters. Once they reach their Maximum Wounds they crash, wreck, or explode. Usually you'll give players a Body Save to avoid the worst.

HM3 Brookman's Plan

If the players decide to take Brookman's mission, he proposes the following:

- **Brookman** and **Ivanovic** take one ATV and go with the crew, **Tanaka** and **Kawaguchi** stay behind.
- **Kawaguchi** teaches a player how to manually reboot **the Orbital Relay [5]** and reset **the Control Room [4]** both of which are necessary for the Tower to communicate.
- Brookman has the only **keycard** to get into the locked **Control Room [4]** but gives it to any player who asks.
 - ❧ Make it clear who holds the keycard.
 - ❧ Remember: The players are free to do whatever they want and can ignore Brookman entirely.

1. The Hangar. Everyone listed on **pg. 18-19** is barricaded in here. The colonists are anxious, tired, combative, and looking for hope.

- **Sandbag barricades** and a small **stockpile of weapons (see pg. 41).**

↳ It won't stop the cars, but it does give the colonists clear firing angles on all the entrances and exits.

- **x3 Valkyrie All-Terrain-Vehicles (ATVs).**

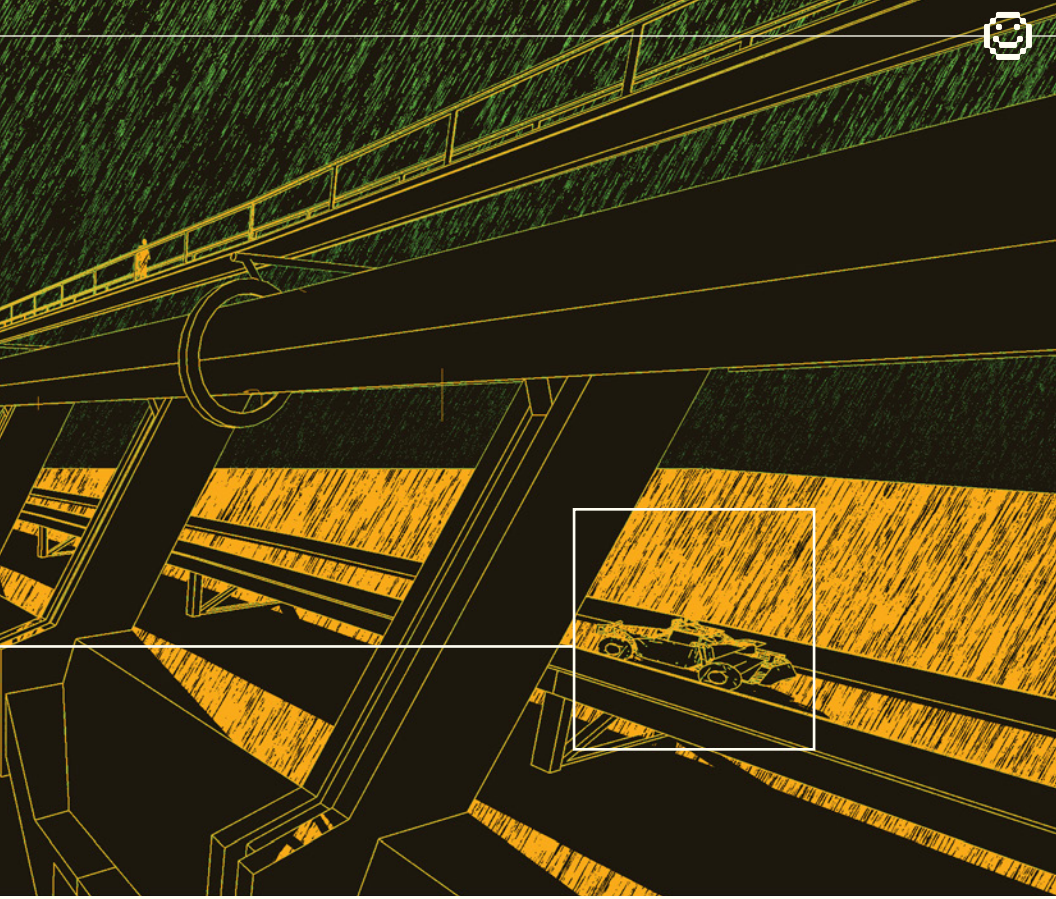
↳ One is broken.

- ▶ **Teamster/Mechanical Repair:** Repair takes 1d5 hours. Speed Check to do it in 1 hour, but if failed it requires 1d10 additional hours of work.

❧ Let players know they can go slow and get it right, or go fast and risk making it worse.

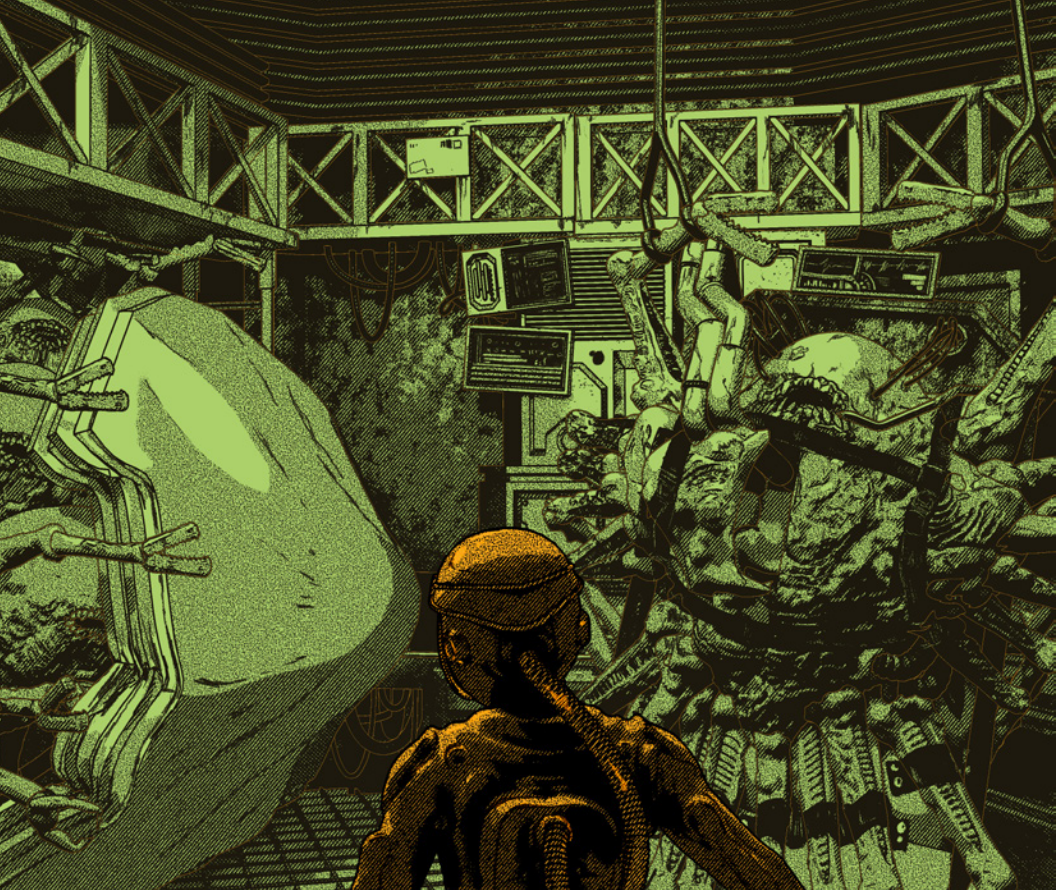
- An elevator down to level -01, **the Lab [6]** (pg. 24).
- A few **barrels of gasoline** and a small gasoline powered **generator**.
 - ↳ Enough to power some lab equipment, computer terminals, etc. for 24 hours.





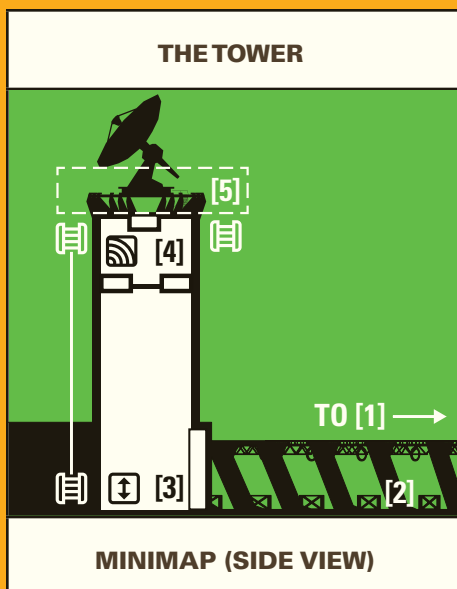
2. The Dam. ~10m wide wall, 60m drop on one side, and a nearly overflowing lake on the other. The rain pours in sheets. The only light comes from the ATVs's headlights.

- ATVs can cross in 2 minutes, humans in 7 minutes (on foot).
- ! A single carcinid is visible on the wall.
- ! As the ATVs drive out, more carcs emerge from the nearby lake.
 - 👁️ Take a minute to describe this. It should be a terrifying revelation that the carcs can swim. Build it up a bit.
 - ! One or two carcs emerge from the water every couple of minutes.
 - 👁️ Tell the players directly, or have Brookman tell them, that if this keeps up, they could wind up trapped at the Tower with no way back.
 - ! The carcs attack any ATV that gets near. They are strong enough to knock one over.
 - ↳ If they do: driver makes a Body Save to avoid crashing.
 - ↳ If the vehicle crashes: all passengers must Body Save [-] or take a Blunt Force Wound.
- Brookman and Ivanovic ride point and are taken down by the first carc they encounter.
 - ↳ Both are thrown from the crash. The carcs focus on killing Brookman.
 - ↳ If the players stop and check: Ivanovic is alive, but unconscious.
- **Above the wall via ladder:** a catwalk runs the length of the dam. ~15 minute hike.
 - ↳ Wide enough for two people or one carc.
 - ↳ The railings provide enough cover to sneak across unseen, if careful.
 - ! Light or noise attracts a carc in a of couple minutes.
 - 👁️ Don't tell the players "you can sneak across the catwalks," let them decide to try it and risk it. It takes more time and they're more vulnerable without the ATVs, but sometimes that's the safest way.



3. The Lift. The lift sits right inside the Tower's giant metal girders. At the top is the **Orbital Relay** [5].

- **The lift is broken.**
 - ↳ To repair: Speed Check [-] (*Mechanical Repair/Teamster*) to repair in 1d5 rounds.
- **Two cage ladders** go up the side.
 - ! **Any disruptive movement (like fighting or getting attacked):** Body Save or fall.
 - ▶ **Failure:** slip and fall, grabbing a rung at the last second.
 - ▶ **Critical Failure:** fall to the ground and take a Blunt Force Wound [-].
 - ▶ Anyone hit by someone falling must also make a Body Save or fall.
 - ↳ The **cars** climb the sides easily.
- A small **maintenance closet (locked)**.
 - ↳ No one has the key, but the lock itself is very weak and can be broken easily.
 - ↳ **Inside:** Cables and assorted tools. Additionally, a small backup generator is stored here with enough fuel to power the entire Tower for 6 hours.





4. The Control Room (locked). The elevator and ladders lead to a squat, industrial control room, locked from the inside.

Brookman has the keycard.

- **Catwalk** surrounds the exterior.
- **Small ladder:** to **the Orbital Relay [5]**.

Inside the Control Room: the source of **the Signal (pg. 5)**.

! **A little jump scare:** as soon as the players enter they see a **carc** sprawled across the room. **Fear Save [-]**.

↳ **On second look:** the carc is strapped down, jacked into the controls.

- ▶ Its breathing is labored.
- ▶ It looks pathetic, eyes begging for death.

- **Locker** with emergency first aid kit.
 - ↳ Bandages, stimpaks (x5), flashlight, and an inflatable raft.

! **The carc**s can only be held off for a few minutes at most.

👊👊 **Really make the most of this.** Have the carcs banging on the door, prying it open, threatening to swarm inside.

If the carc is removed from the controls (takes one round):

- **The Signal (pg. 5) stops broadcasting.**
 - ↳ **Carc**s become disoriented and confused.
 - ▶ They attack only in self defense, and their assault on the tower ceases.
 - ▶ Over the next several minutes they retreat to the dam wall, cross it, and disappear down **the Chimney [11] (pg. 26)** into the bowels of the terraformer, heading to **the Tunnels [15] (pg. 29)** which lead directly to their **Mothership (pg. 30)**.
- Control of the comms only returns when both **the Orbital Relay [5]** and the control room are manually reset. Once both are functioning, the dropship can be called in.

!!! 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).

5. The Orbital Relay. A gigantic satellite dish on the roof of the Tower.

! **Heavy rains, the roof is slippery.**

- **Guardrails** run along the side.
- **Perched up top:** **Sgt Underhill**, firing a **Wilbur Mk-II Anti-Material Rifle (AMR)**, sniping **carcs** as they crest the guardrails.
 - ▶ Range: Extreme 2d10x5 DMG (AA) Shots: 5. Wound: Fire/Explosion [+]
Two-handed. Heavy. Must be fired prone/braced. [-] on Combat Check at Close Range.
- ↳ **Adjacent** is his **synthetic bloodhound, Marlow**, who can smell those infected by **the Shriek (pg. 7)**.
- ↳ Underhill has only 12 shots left, but can kill 1 carc per round.
 - ▶ Underhill is infected: Stage 3.
 - ▶ Marlow bites him whenever he becomes “possessed.”
 - ▶ Underhill’s orders: get off this rock.
- To manually reset the array takes a round.
 - ↳ Once reset, comms return if **the Control Room [4]** has been disconnected from the carc inside it.

!!! MARLOW !!!

C:65 Bite 2d10 DMG I:75 AP:5 W:2(10)

Can smell any who are infected.

What happens next?



If players have chosen the “Team Leave” option, this may be the penultimate scenario. Read **Scenario 4 (pg. 40)** for the obstacles now facing their evacuation.

Sgt Valdez listens to SSgt Underhill’s final orders, but wants to rescue the lost marines before evacuating. She does this on her own if necessary, though she will fail without assistance from the players.

If there’s no power...



The players must find a way to restore power to the Tower (perhaps with the generator in **the Lift [3]**). Otherwise they have to wait for the Dropship (pg. 40).

THE LAB



Dr. Edem's Plan

If the players decide to take Dr. Edem's mission, Edem reveals the following:

- Dr. Edem and Dr. Ziegler were trying to analyze the carc's DNA sequence, with assistance from Hinton.
- Dr. Ziegler has already made an attempt to retrieve the data, but is now presumed dead.
 - ↳ Sgt Valdez forbade the colonists from leaving the Hangar after this incident.
- The plan is to take the elevator down to the lab level, use Dr. Edem's credentials to get into the Clean Room [7], grab their portable computer terminal, and get out.
- ! **What Dr. Edem doesn't mention:**
 - ↳ The Company only cares about retrieving the carc DNA, the colonists' lives do not matter.
 - ↳ Dr. Edem's family is being held hostage by the Company. Edem needs the DNA to free them.

6. The Lab. Geoanalysis, chemical labs, and environmental systems.

- Quiet, **abandoned**. Work left unfinished.
 - ↳ **If searched:** Research on "doxorubicin."
 - ▷ *Scientist/Pharmacology:* A historical chemotherapy medication.
- Hydroreactor status **terminal (beeping)**.
 - ↳ "WARNING: Hydroreactor cooling system overloaded. Manually engage flood controls to prevent shutdown." (pg. 29)
- Heavy industrial decontamination airlock to **the Clean Room [7] (locked)**.
 - ! Dr. Edem's keycard no longer works.
 - ❖❖ Hinton has changed the codes.
 - ! If the players attempt to break-in/fail to pick the lock: Loud alarms attract a carc from the Tumblers [9] in 5 minutes.

If there's no power...



The lab is pitch black. All the doors are automatically locked and shut (Strength Check to open, tools required). Dr. Edem stresses that they only have 2 hours to get important DNA samples from the Cryovault [8]. **This is a lie.**

7. The Clean Room. Split by a glass partition into an observation area and a small lab.

- **Ziegler** is in the lab, behind the glass, performing some unseen experiment.
👁👁 He is infected [Stage 5].
- **It takes a minute to get his attention:** he turns and speaks in a creepy voice
"LEAVE...ME...HERE..."
! **Transforms into a carc in 1d5 minutes.**
- **Lab table:** vials of hydrofluoric acid, Dr. Edem's Portable Computer Terminal, and **chemical synthesis equipment (heavy).**
- **At the back of the lab:** locked door to the Cryovault [8].
↳ Only Dr. Edem has the keycard.
↳ Dr. Edem uses any excuse to get into the Cryovault (even risking harm). They claim they "just need to grab some samples" and no one should follow because it could "contaminate the vault"

!!! ZIEGLER (CARCINID) !!!

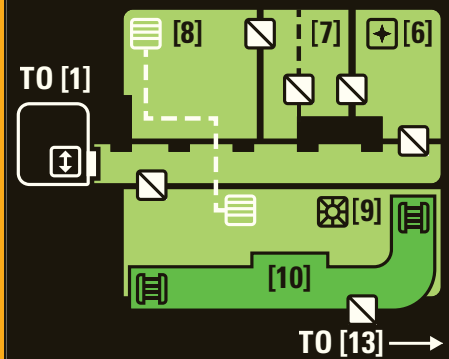
C:55 Swipe 4d10 DMG I:55 AP:30 W:2(20)

Weakness: hydrofluoric acid, a vial of which he is holding.

8. The Cryovault. Six large glass cylinders. Each holds a developing carc larva. One looks like a carc/human hybrid.

- One of the cylinders is **broken**.
 - ↳ **Trail of blood:** leads to a **vent** which has been forced open.
 - ▶ Leads to **the Tumblers** [9].
- 🐭🐭 The hybrid has already escaped, but pretend like it could appear at any moment. Mention scuttling sounds in the vents to keep the tension high.
- **A datastick:** Dr. Edem pockets immediately.
- **If the players confront Dr. Edem:**
 - ↳ “The Company wants the carc DNA. That’s all they care about. They’re like a sentient cancer. We call them carcs because of this concept: carcinization — the idea that everything is slowly evolving into crab-like forms. You see it everywhere. Nature never stops trying. Even here, millions of light years from home, nature is still trying. The carcs are what we should have been. The inheritors of the universe.”
- 🐭🐭 Play Dr. Edem as defensive; they won’t admit their part in all of this.

THE LAB



MINIMAP (TOP-DOWN VIEW)

9.The Tumblers. Mechanical room, roaring so loud it's impossible to hear a scream.

- Stack of **terraformer algae canisters**.
 - ↳ Behind the stack is a ventilation system.
 - ▶ Leads to: **the Cryovault [8]**.
- **Utility ladder to the Walkway [10]** above the tumblers where the controls are.

10. The Walkway. Spartan catwalk, controls.

- **Control platform** for this floor (requires Dr. Edem's keycard).
 - ↳ **Override:** forces all doors open/closed.
 - ↳ **Decontamination sequence:** Overhead sprinklers in [6], [7], and [8] spray harsh antibacterial spray. Body Save or blinded for 1 round.
 - ↳ **Security system:** Live camera feed of the **Clean Room** [7]. Turns on/off the alarms.
- **Hatch** leads to the **Stairs** [13] (pg. 28).

What happens next?

It takes Dr. Edem 1d5 hours to analyze their research. Once finished, they invent a special ammunition coating which can pierce the cars' armor. Anyone with access to the **chemical synthesis equipment in the Clean Room [7]** can coat 2d10 weapon shots per hour. This, however, requires power.

THE REACTOR

Sgt Valdez's Plan

If the players decide to take Sgt Valdez's mission, she reveals the following:

- **Objective 1:** Engage the station's upriver pumping system to avoid shutdown. An automated safety shutdown is imminent due to the excessive flooding and only manual intervention can stop it.
 - ↳ This can only be done at the Hydroreactor [14]. This was Siege Squad's initial mission before they went MIA.
- **Objective 2:** Rescue Hinton, Dr. Jensen, and the MIA members of Siege Squad (LCpl Franco, PFC Glockner, Cpl Qadir, and PFC Weaver).
 - ↳ Infiltrate the lower levels of the station by fast-roping down the Chimney [11].
 - ↳ Sgt Valdez, PFC Pedro, and Cpl Novikov accompany.

Valdez provides: **pulse rifles** (3 mags each), **hazard suits** (the Reactor emits **Level 2 & 3 radiation**), and **head lamps**.

11. The Chimney. 60m drop into sheer darkness. Four people can rappel down at a time on two ropes.

☒ Fear Saves?

- **On the way down:** occasional large forms attached to the walls: **carc cocoons**.
 - ! **Loud noise or Panic:** A **newborn carc** hatches from a cocoon.
 - ! **Radiation ticks up to Level 2 (Acute).**
- **Halfway down:** hatch to the Spillways [12].
 - ↳ Past this point are dozens of cocoons.
- **At the bottom:** an industrial airlock door to the Hydroreactor [14].
 - ! **Radiation ticks up to Level 3 (Lethal).**

If the Signal is down...



The cars only attack if fired upon and attempt to escape via the Tunnels [15] back to the Mothership (pg. 30) (especially any which hatch in the Chimney [11]).

!!! MARINE (GRUNT) !!!

C:30 Pulse Rifle 3d10 DMG I:25 W:1

!!! NEWBORN CARC !!!

C:35 Claw 2d10 DMG I:35 W:2(20)

Hardened shell hasn't formed yet.
[-] on all actions for 1 round.

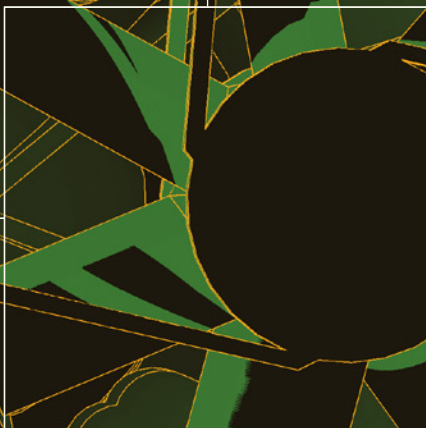


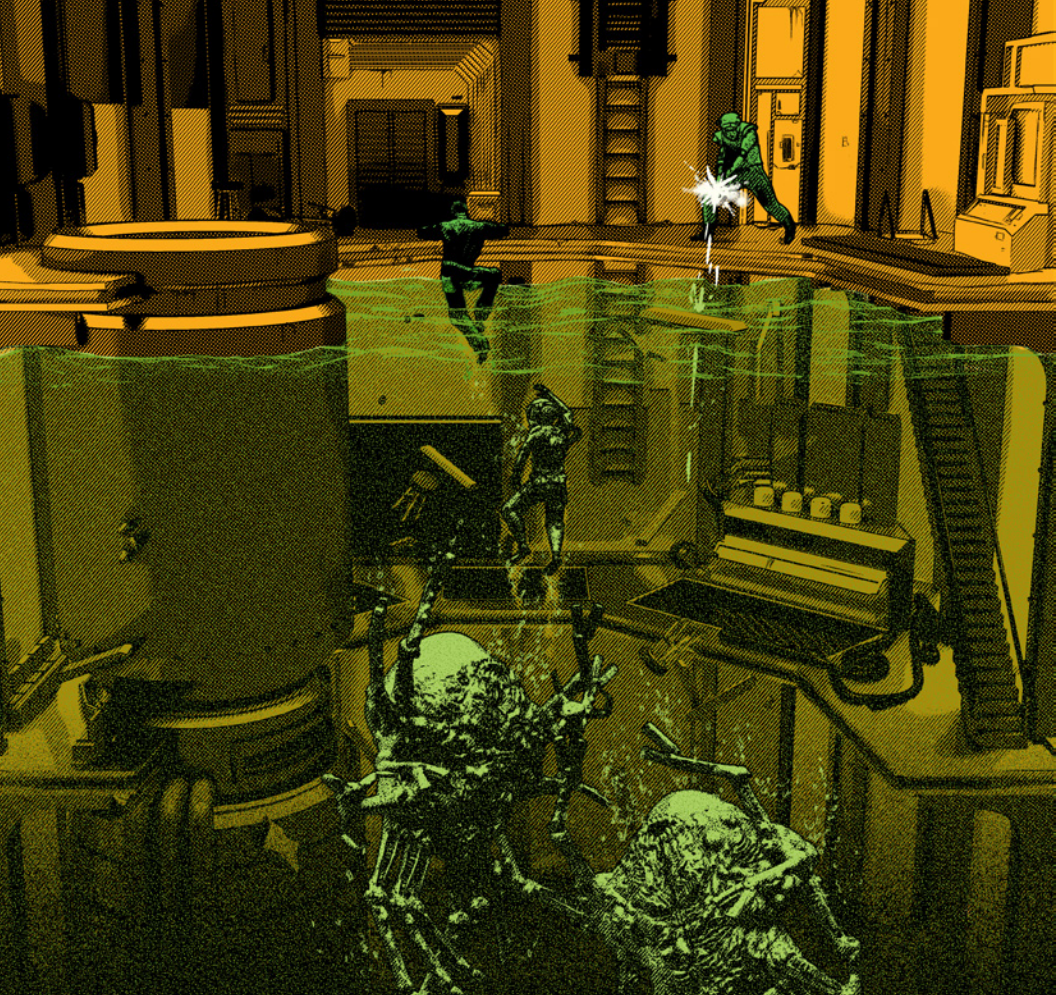


If the power's out



If the players decide to do Sgt Valdez's mission after the Reactor has already shut down, the mission becomes much more dangerous. Add a carc swimming in the waters of **the Spillways [12]**. **The Stairs [13]** are now halfway flooded (40 second swim to the bottom), and **PFC Weaver** in the **Hydroreactor [14]** now transforms into a carc whenever it is least convenient.





12. The Spillways. Large flood tunnel filled with roaring water, flanked by narrow walkways leading to maintenance tunnels and drains. Anyone falling in the water is sucked under and drowns.

! **Radiation Level 2 (Acute).**

- **In a drainage tunnel** on the other side of the rushing water: a **body** stuck in a grate.
 - ↳ The body is mangled and disfigured.
 - ↳ Dog tags: **PFC Glockner**.
 - ↳ Carrying a **LAT-90 Rocket Launcher** with a single missile. "SOME PIG" scrawled on the side.
 - ▶ Range: Extreme 2d10x10 DMG
 - Shots: 1. Wound: Fire/Explosion [+]
 - Two-handed. Heavy. Reloading takes a round.
- **At the end:** a rusted red door.
 - ↳ Leads to **the Stairs [13]**.

13. The Stairs. Dark, claustrophobic industrial maintenance stairwell.

! **Radiation Level 2 (Acute).**

- **Heading up:** to **the Walkway [10] (pg. 25)**.
 - ! A **carc** climbs down. Fear Save [-].
- **Heading down:** after half a story, the stairs descend into black, rising water.
 - ↳ At the bottom, after a 20 second swim, there is a jammed hatch which leads to **the Hydroreactor [14]**.

Dealing with Radiation



Radiation threatens to make a bad situation worse. Remind the players that if their hazard suits break they'll suffer constant Radiation damage.





14. The Hydoreactor. A gigantic industrial complex, now nearly flooded to the top.

! **Radiation Level 3 (Lethal).**

! **Each round: 10% chance a carc arrives.**

If entering from the Stairs [13]:

- The complex is flooded. It's a 20 second swim to the surface.

👊 **Strength (Athletics) Check or Body Save?** Is the player active or reactive?

Underwater: a large organic gash. If opened, it leads to the Tunnels [15].

If entering from the Chimney [11]:

- The hatch opens on to a catwalk; the flooded water laps at the metal grating which leads to the turbine.

At the center of the complex: A gigantic turbine, peaking through the water's surface.

↳ Huddled at the top: LCpl Franco and PFC Weaver. Weaver, clings to Franco, who stands watch with a GPMG.

▶ They are terrified and panicky.

↳ **The Hydoreactor's controls** are destroyed beyond repair.

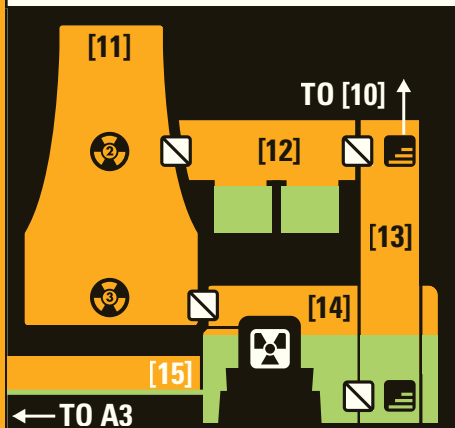
What happened to Siege Squad?

As soon as he can, Franco reveals:

- The waters are infested with carc.** He only has six shots left.
- "It was Hinton."** Hinton killed Glockner immediately before sabotaging the Hydoreactor's controls.
- The Reactor shuts down within the hour.** There's no way to stop it.
- Hinton escaped.** Before the flood waters rose, Franco saw Hinton take Dr. Jensen into the Tunnels [15].
- Qadir is still MIA.**
- Weaver needs help.** He has these "paper cuts" all over his body. He's infected [Stage 1] (pg. 7).

👊 **Don't deliver this information as a monologue. Instead, start with the bolded text and let the players ask for the rest. They'll get there, just trust them. And if they don't, that's fine too.**

THE REACTOR



MINIMAP (SIDE VIEW)

15. The Tunnels. Underwater: a large organic gash in the side of the complex leads to a tunnel with smooth bored walls.

- Upon entering:** water floods into the tunnel, but the organic tissue quickly seals itself shut again.
↳ Radiation slowly recedes to zero..
- The tunnel continues for several miles until it reaches the Drainage Tunnel [A3] (pg. 33) inside the carc mothership.

!!! 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).

What happens next?



Rescuing the marines opens up a new lead: the Mothership (pg. 30) which players might want to explore. However, the power is now out across the station, carcs creep in from every corner, and the thunder rolls.

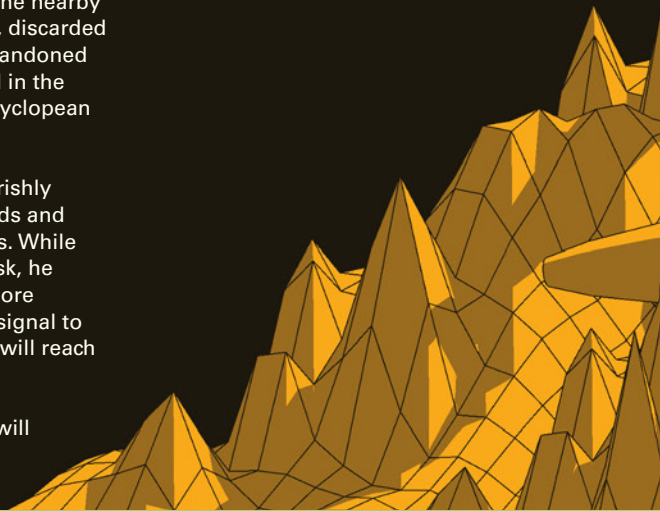
MOTHERSHIP

What's going on?

The carc mothership is nestled in the nearby mountains. A bulbous, burnt cigar, discarded by an itinerant god. It has been abandoned here for nearly a century, upended in the crags. Inside sleep three ancient, cyclopean carcinids, nobles of their species.

Inside the ship, Hinton works feverishly to wake these slumbering demigods and merge with the carc consciousness. While he has not yet succeeded in his task, he has succeeded in something far more dangerous: he has sent a distress signal to the greater carcinid race, one that will reach them in a decade's time.

And when they hear his call, they will answer. All of them.



What do I need?



At this point, you know what you're doing, so we'll be taking off the training wheels as much as possible.

There are several puzzles in this scenario that you should familiarize yourself with, so be sure to give it a good read before diving in.

If you're running this scenario as a one-shot...



The crew have heard Hinton's garbled distress Signal to the carcinid race, but are unable to decode it. They can tell, however, that the distress call has come from the Company's distress beacon, so they are obliged to investigate.

Start them at the base of the mothership with the goal of investigating the source of the Signal.

A New Discovery



While alien ships in media are incredibly common, they may be a brand new thing to the characters. Take a moment and describe this massive ship and its implications for humanity. Treat this like a big deal and it'll set the tone for the rest of the session.

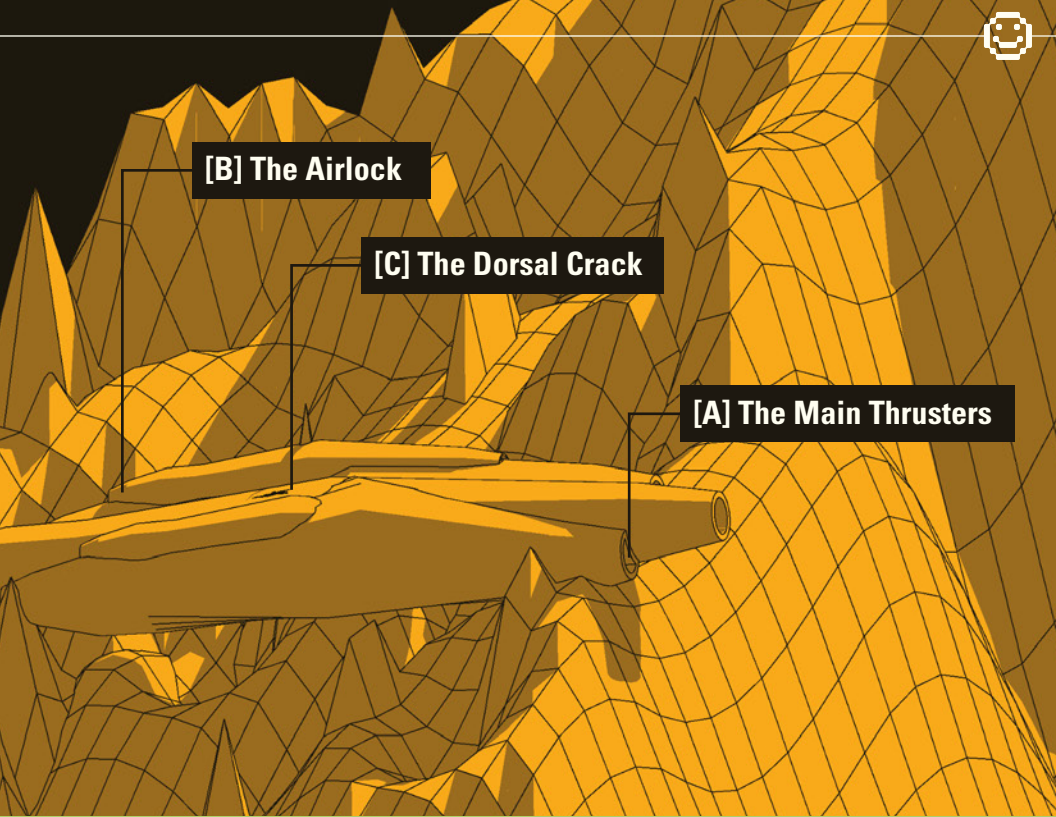
Exploration



Encourage players to experiment and explore. If they aren't making progress along one of the routes, remind them there may be other entrances.

Treat this like a real scientific expedition, and pay special attention to the minutiae of exploration: light, movement, figuring out what things are and what they do. Unless otherwise noted, every chamber is pitch black. And remember: comms most likely don't work!





Approaching the Ship

It takes a half-day's hard scrabble through the foothills to get to the ship. There are three entrances, and while the crew arrives at **the Main Thrusters [A]**, if they explore they may find the other two.

A. The Main Thrusters. Due to the angle of the landing, the thrusters sit 18m above the ground.

- Below the thruster: **a carcinid corpse**.
 - ↳ **Bullet holes** (*Scientist/Medscanner*) traces of doxorubicin coating the bullets, as well as other powerful chemical agents.
 - ▶ (*Medical Skills*): doxorubicin is a historical chemotherapy treatment for cancer patients.
- Once inside:** The main thrusters yawn cavernously, a hearth left cold.
 - ↳ A gigantic empty space that terminates in a tunnel, just shy of a human's height, leading to **A1**.
 - ↳ **A marine's corpse:** face bashed in.
 - ▶ **Dog tags:** Cpl Qadir.

B. The Airlock. Budding from a long pod on the mountain side of the ship. 9m diameter, ringed with antenna-like whiskers.

- If presented with carc DNA** allows entry.
 - ↳ Otherwise: 100 DMG to destroy it.
- Once inside:** the floors and walls are pock marked and rusty, like something acidic has been sprayed on them
 - ! **The airlock closes after one minute and runs a decontaminating program, spraying down everyone inside with a chemical mist.**
 - ▶ Anyone not wearing armor that fully covers their entire body must make a Body Save [-] or take 1 Wound as their flesh boils.
 - ▶ Once the program is complete, the airlock opens to [B1].

C. The Dorsal Crack. From the ground, observant players notice a shimmer, like from a hot fire, emanating from the roof.

- The ship is difficult to climb.
- (*Teamster*): The shimmer is the ship's interior atmosphere, leaking out.
- The crack reveals an unlit 12m drop to **C1**.

Route A

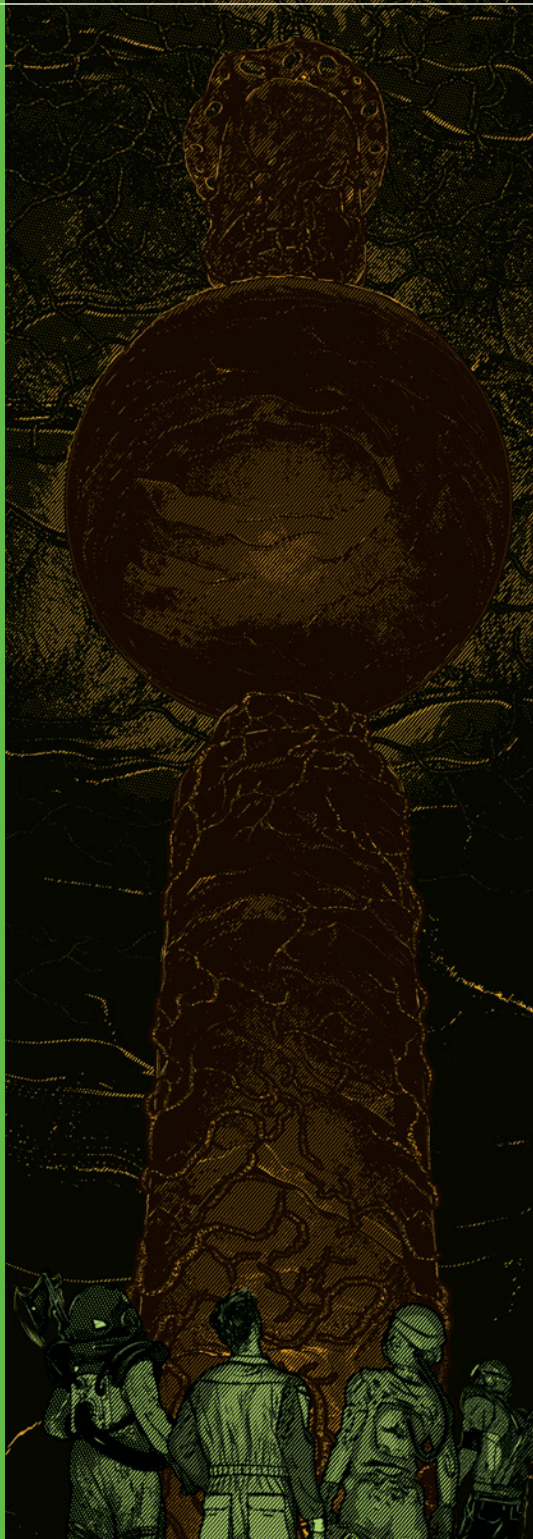
A1. Spherical Chamber. Unlit chamber, 30m diameter. All the surfaces inside the ship are of a rough dark texture, something akin to lava rock.

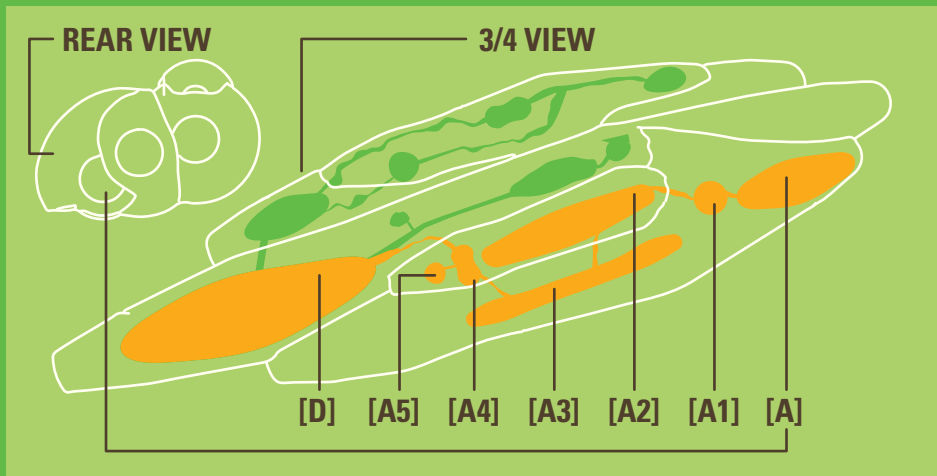
- **Large black sphere:** 4m diameter, hovers between two large cylinders protruding from the ceiling and floor.
 - ↳ **At the base of each cylinder:** a ring perforated with holes.
 - ▶ The ring can be rotated similar to a rotary phone (requires two people).
 - ▶ The ring on the ceiling rotates the sphere on its x-axis, the one on the floor rotates it on its y-axis.
 - ▶ As the sphere rotates it shines a bright pin-hole sized "opening" around the room's interior.
- **A ring of eight large buttons in the ground.**
 - ↳ If all of them are pressed at once:
 - ! **The pin-hole opening created by the sphere activates and sucks anything standing near it through, trapping the object inside a pocket dimension.**
 - ▶ This can be done once, after which the machinery stops working and the sphere crashes to the ground.
 - ▶ All nearby must make a Body Save or be crushed by the falling sphere.
- **Veins** cover the chamber's interior, interspersed with small climbing holds.
 - ↳ Climbing holds lead to a small locked hatch to **[A2]**.
 - ▶ Opens for carc pheromones or if a carcinid body part is brought near.
 - ▶ Otherwise, Strength Check [-] to pry open.
 - ↳ **Search:** a small screen embedded in the wall, interfacing with the veins.
 - ▶ Displays live feed of **The Court [D]**: a huge circular chamber containing colossal, upright beings draped in gossamer shrouds.

Alien technology



This is a strange vessel with logic that doesn't conform to our own. Don't feel the need to explain how or why something works, just that it does.





A2. Foggy Canyon. Giant canyon with no way to get to the other side.

- Large tumor with a mouth-like hole bulges near the edge.
 - ↳ **If fed organic matter:** a bridge 10m high of hardened cartilage extends all the way to a **cylindrical chamber [A4]**.
 - ▶ A human body keeps the bridge up for 15 minutes, a carc's for 30.

🧠 **Use common sense to judge.**

! **Corrosive gasses congeal at the bottom.**

- ↳ Devours flesh in minutes, and breaches armor in (AP) rounds. Carcs immune.
- ↳ **A grate** at the bottom just big enough for a human in a vaccsuit to slip through into a large **Drainage Tunnel [A3]**. The gas inexplicably does not flow through the grate.

A3. Drainage Tunnel. Wide throat-like tunnel 200m long, bisected by a river of black liquid.

- Walls pock-marked with **small chambers**.
 - ↳ Chambers are filled with human body parts grafted to the walls.
 - ▶ Each still lives. The faces and mouths express alternating agony and bliss.
 - ▶ **Examine:** the muscles are spliced with carc fibers and do not belong to any colonists.
- ! **Hands grasp those passing by. They do not let go.**

🧠 **What allows players to escape?**

- Tunnel terminates in a large metallic web to a **Cylindrical Chamber [A4]** then continues for several miles underground to **the Tunnels (pg. 29)**.

A4. Cylindrical Chamber. Large ribbed tower.

- **Warty polyp** pulsating with yellow light.
 - ↳ 3m long carc-like limb protrudes from it.
 - ↳ Rusty, but can be articulated.
- Metallic **beach-ball sized nodule** in the floor in front of the polyp.
 - ! **If the limb touches the nodule, an electric current runs through and peels back a section of the wall, revealing a secret passage to The Court [D] (pg. 38).**
 - ▶ It opens on a concealed tube near the mouth of a **Noble (Fear/Sanity Save)**.
 - ▶ **Hinton works directly below.**
- **Fleshy, calcified tendrils**, thick as a forearm criss-cross the room.
 - ! **If cut (10+ DMG), they spray pressurized fluid (Body Save or 1d5 DMG).**
 - ↳ **Search:** a second metallic nodule which if connected to the polyp peels back a section of the wall to reveal a **Small Cavity [A5]**.
- Along the far wall is a metallic web which leads down to a **Drainage Tunnel [A3]**.

A5. Small Cavity. Pool of glowing saline.

- The solution is harmless.
 - 🧠 **Don't mention this. Let them worry.**
- Floating in the fluid: a rifle-sized **black tube**, connected via umbilical cord to a large, **swollen sac** (which can be worn like a vest).
 - ↳ On the top of the tube, in an awkward location for a human, is a trigger.
 - ! **The trigger releases a pressurized stream of hydrofluoric acid.**
 - ▶ Range: Long 1d100 DMG Shots: 12. Ignores carc armor.

Route B

B1. Dim Corridor. 10m wide, 2m tall.

- Dim bioluminescent glow from the roof of **cillia-like tendrils** which brush against anything taller than 1.5m.
 - ↳ If attached to powered device (or power storage device): tendrils provide power.
- Corridor lined with **sculptures of carcinids**.
 - ↳ Beautiful, crackling with life like they could burst forth at any moment.
 - ↳ *Art*: These statues don't just depict the carc's form, they worship it.
 - ↳ *Xenoatericism/Sophantology*: This is a culture that thinks very highly of itself. What must they think of us?
- ! **4 carc**s mingle with the statues, waiting to ambush.
 - ! This could wipe out the entire crew. That's okay. Telegraph the danger. If they want to run now, let them.
- The tunnel forks at the end:
 - ↳ Large, circular door (locked: carc DNA): leads to **the Armory [B2]**.
 - ↳ Open corridor leads deeper, towards **the Narrow Walkway [B3]**.
 - ! Dim cacophony of scuttling shells.

!!! 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).

Poor Player Planning

[B3] presents a quick/suicidal shortcut to the Courts. Sometimes players want to go in guns blazing, and damn the consequences. If they drop down into the throng of carc's they will be swarmed. And you should let them. Set the stakes, but always let them do what they want. And who knows? Maybe they have a solution you haven't thought of.

B2. The Armory. Needle-thin arms terminating in curved scalpels hang from the ceiling.

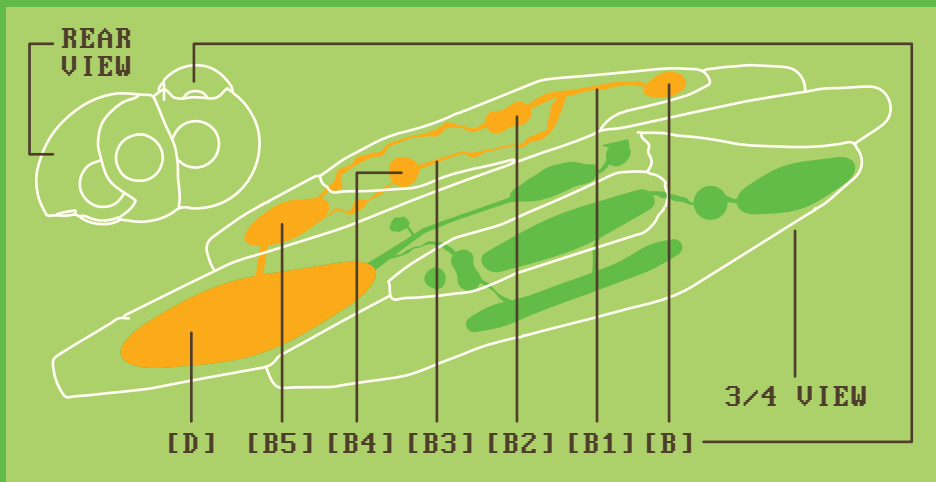
- ! **The arms impulsively embrace anyone INJURED entering.** Body Save to avoid. If caught by the blades:
 - ↳ **All Health/Wounds restored.**
 - ▶ Carc limbs grafted onto the patient (where needed). Bodies patched via aramid weave dispenser nozzles.
 - ↳ **Gain AP equal to Health healed.**
 - ▶ Flesh becomes chitinous and rigid.
 - ↳ **If limbs replaced:** gain 1d10 Strength (arms) or 1d10 Speed (legs).
- ! **Reduce Sanity Save by 2d10, gain 1d10 Stress, and make a Panic Check.**
- ! **Those witnessing this process gain 1d5 Stress and also make a Panic Check.**
- If the Company allows such hybrids to live, **their physiology collapses within 2d10 months**, resulting in a painful death as they transform into mindless carcinid killing machines.
- The uninjured are caressed and ignored (Fear Save).

Problems are Prep

Does the Company hunt down any hybrid crew members? Can they be saved by illegally resleeving themselves on Prospero's Dream (**A Pound of Flesh**)? Or does the Company offer an experimental cure in exchange for dangerous work? Big consequences lead to big play. Don't be afraid of them.

B3. Narrow Walkway less than a meter wide, leading to **the Pit [B4]**.

- ! **The walkway is suspended 60m above hundreds of carc**s. A crawling wave of chitinous shells.
 - ↳ The carc's haul **phlegm-yellow jelly** encased in aramid weave bowls to a large webbed tunnel leading to **the Court [D]**.
 - ▶ The jelly is food for **the Nobles (pg. 38)**.
- ! **Balancing on the walkway takes concentration for bipeds:** Body Save [-] or fall into the chasm of carcinids below if distracted (running, combat, etc.).



B4. The Pit. Large circular room with a giant pit in the center. Loud reverberating hiss.

- ! Overbearing smell of rot and decay (Body Save or wretch loudly for one round).
- ! 3 spindly carcs creep down from the ceiling on fiber weave strands.
- From the other side of the room: 2 dying carcs enter, crawl along the edge of the pit.
 - ↳ The spindly carcs leap on the injured ones, devour them, and excrete their raw matter back into the pit.
 - ▶ This distracts the spindly carcs for a few rounds.
 - ↳ Exits to the Triple Airlock [B5].

!!! CARCINID !!!

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

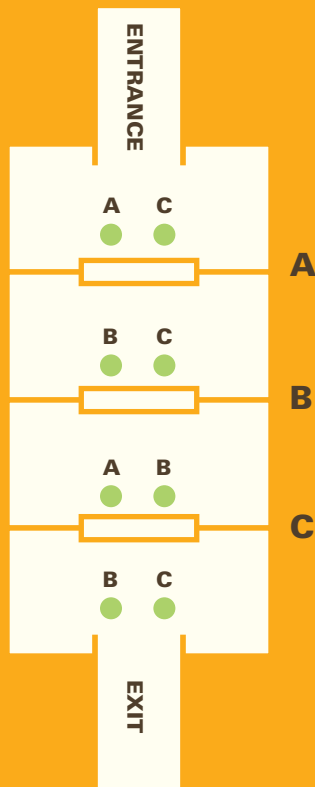
Aramid Fiber Weave: Bullet/flameproof carapace. Weakness: hydrofluoric acid.

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

B5. Triple Airlock. A dark chamber divided into three sections by thick, aramid weave armored sphincters. **Here's how it works:**

- Pushing one of the buttons on the floor opens or closes the associated sphincter.
- Only one sphincter can be open at a time.
- An open sphincter must be closed before another can be opened.
- The exit opens to **the Court [D]** (pg. 38) at the top of the stairs, right next to Hinton.

TO THE ARMORY [B2]
OR THE PIT [B4]



TO THE COURT [D]

Route C

C1. Coral Passages. The wound in the ship descends into a small rough-walled chamber.

- There are **no discernible exits**.
- The spongy, wrinkled walls are coated in a thin layer of **milk-white fluid**. It feels alive.
 - ↳ The walls can easily be cut to reveal a fluid-filled chute in the floor. 20m swim down to a **Cavernous Membrane [C2]**.

C2. Cavernous Membrane. Humid air blows.

- Rings of muscle suck/blow air from both ends of the chamber.
- From the ceiling billow dozens of **immense sheets of sticky membrane**.
 - ↳ If destroyed (fire, explosion, laser cutter, etc.), the cars become increasingly sluggish and take [-] on all rolls.
- Leads to **Round Tunnel [C3]**.

C3. Round Tunnel. Leads straight down the into darkness.

- 30m down: foot-long, delicate whisker-hairs carpet the walls.
 - ! If multiple whiskers are touched (like if a hand runs through them), a sphincter-door snaps shut (Body save or 1d10 DMG), halting further downwards travel.
 - ▶ After five minutes of stillness, the sphincter eases open.
 - ↳ If only a single whisker is stimulated, a section of the wall peels open, allowing access to a **Raw Cavity [C4]**.
- Tunnel terminates at **the Ramp [C5]**.

C4. Raw Cavity. In the flesh-like superstructure of the ship, seemingly gnawed from the ship's hull.

- **Low rolling fog** covers the ground.
- Several pools of clear plasma scattered across the cavity.
- Squat **tube of bone-ceramic composite** in the center of the chamber.
 - ↳ Eight small, **fleshy nodules** protrude from the top.
 - ! If these are squeezed, a flurry of microfibers are released, tearing into soft targets (3d10 DMG). Ignores carcinid armor completely.
 - ▶ Each nodule is depleted after a single squeeze, but regenerates the fibers over 10 minutes.
 - ▶ The tube can be dug out from the ground with an hour's work (Strength Check to halve the time).
 - ▶ Weighs about 50lbs.
 - ▶ The colonists can reverse engineer these microfibers into ammunition in four hours.

C5. The Ramp. The ribbed corridor takes a hard turn upwards, at a steep angle.

- Ridges of **tough, rubbery material** are present in regular, repeating organic patterns—like the roof of a dog's mouth.
 - ↳ It is coated in a **saliva-like substance**. Once stuck to something, it begins to harden and dehydrate.
 - ! Every minute exposed: +1 AP, -1 Speed. Scraping it off takes hours.
- Climbing the ramp takes 10 minutes.
 - ↳ Leads to **the Court [D]** (pg. 38).



D. The Court

An unbelievably massive chamber at the heart of the carc mothership, made up of **three large staircases**, each roughly four stories tall and several hundred meters long. At the top of each staircase slumbers a **gargantuan carcinid noble**, wrapped in gossamer sheets of aramid weave. The ground is covered in **fog**, and **carcs** crawl over everything (including the nobles).

At the top of the central staircase, working furiously, is **Hinton**, the synthetic science officer of the Samsa VI mission. A few dozen **carcs** stand at strict attention by his side along with **Dr. Jensen**, who assists him.

! If the players are noticed entering: several carcs surround, but do not harm them (unless attacked). They escort the crew to an audience with Hinton.

Hinton has an elaborate surgical setup designed to merge him with a carc noble. This takes him a few hours uninterrupted.

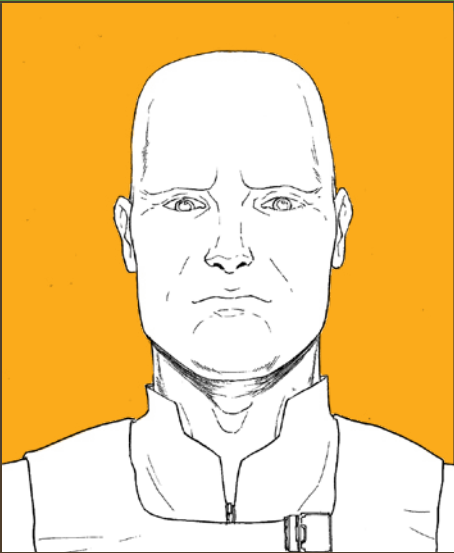
- **If he is successful:** he becomes a carc noble, and begins the process of enslaving the other nobles to him.
- **If he is unsuccessful:** the nobles wake. He has already brought one near the point of wakefulness, to perform the surgery, and stopping it now would ensure this happens.

How do you beat this?



This is a dangerous situation with lots of potential for things to go sideways for the players. Remember: this is not a video game, and it's not important that the players "beat" this encounter. We describe it in this book because it is something notable that exists within the setting, but choosing not to engage with it is just as valid a decision as attempting to negotiate or defeat it.

Simply present the material, and allow the players to decide for themselves how and if they'd like to approach it. Running away is fine—and probably a good idea!



Hinton

A contemplative android aspiring to transcend his temporary body by melding with the greater carc hive mind. If treated respectfully and asked politely, Hinton allows the players to depart, seeing no significant threat from them. **Hinton's Logic Core** holds crucial information needed to formulate a cure for **the Shriek's infection (pg. 7)**, making it immensely valuable.

!!! HINTON !!!

C:75 Pulse Rifle 3d10 DMG I:85 AP:5 W:3(20)

!!! HINTON'S CARCINID RETINUE !!!

C:85 Claw 5d10 DMG I:75 AP:30 W:3(30)

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

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

!!! CARCINID NOBLE !!!

Claw: Body Save [-] or die I:95 AP:100 W:10(100)

Assimilation: Sanity Save or Stage 4 Infection.



What happens next?



If the nobles awaken after Hinton has merged: civil war ensues between the Hinton-controlled cars and the nobles.

If the nobles awaken and Hinton is dead: they repair their ship (which takes years) and return home, after first sending a messenger to their homeworld and calling for assistance.

If the nobles remain asleep and Hinton is killed: your players have beaten the odds. They can rest peacefully for now.

Either way, the storm crests, and the players need to find a way to get off the planet (see **The Evacuation** pg. 40).

METAMORPHOSIS

What's going on?

The storm on Samsa VI breaks just as the cars unleash their final assault. For the colonists and crew, this may be the last chance they have to evacuate before the cars take total control of the planet.

The Flood

Every hour, the floods makes it more difficult to safely navigate the terrain. Scientists with access to a powered computer terminal can learn the storm should pass in 10 hours. Use [the Timeline Table \(pg. 41\)](#) to determine when each area floods.

Travel time between Greta Base, Heron Station, or the Mothership ([see Samsa VI pg. 5](#)) is doubled after Hour 3 and tripled after Hour 5. Vehicles cannot travel after Hour 3. Those who fall in flooded water must make a Body Save each round or drown.

The Evacuation

In order to call for an evacuation, the crew must contact the dropship which requires retaking [the Tower \(pg. 20\)](#). If they cannot contact the dropship, it seeks them out starting at Hour 10.

During the storm, the dropship can't make a landed evacuation, and must instead perform a hovering rescue. In a hovering rescue, the co-pilot descends on a cable with a harness to haul up one evacuee at a time. This takes a few minutes per person. After three people are rescued, the pilot informs the crew that he's afraid they'll crash if they don't take off now. **For every additional person rescued after the warning, there is a cumulative 10% chance that the pilot loses control and the dropship crashes.**

What do I need?



This scenario is a wide-spread crisis organized into five obstacles/encounters that your players may or may not have to deal with depending on their choices. Tailor each encounters to fit with your players' previous actions as well as their current location. Be flexible and use your knowledge of Samsa VI and its inhabitants to judge the scenario as best you can. Finally, prepare a J2C-I Executive Transport for the players in case they escape.

Tracking time



The [Timeline](#) on pg. 41 and the travel times listed on pg. 5 feature heavily in this scenario. For everything else, use your best guess and talk things through with your players. It's okay to zoom out and take things hour by hour instead of moment by moment.

What if they fail?



This is a difficult scenario, and your players' chances of success are slim. Be open to any solutions they offer and don't try to force a particular outcome, just judge events as even-handedly as you can. In the event of their failure, really zoom in on their final moments.

By giving your players agency and control over their demise, they can imbue their ending with weight and meaning. The story becomes a painful tragedy rather than a session that fell flat. It's a horror game after all, make failure fun!

If you're running this scenario as a one-shot...



It takes some reworking, but this scenario can work great as a carc invasion and evacuation scenario. Give the players four colonists, start them at the Heron Terraforming Station, and see how many they can get off the planet.





The Carcinids

To make matters worse, the carcinids begin a full fledged assault on the colony. They can swim, climb, and run without much difficulty in the storm, and they are very difficult to see in the low light. The crew may have to defend against them in waves, run from them to escape, or sneak past them. Be flexible and give your players options.

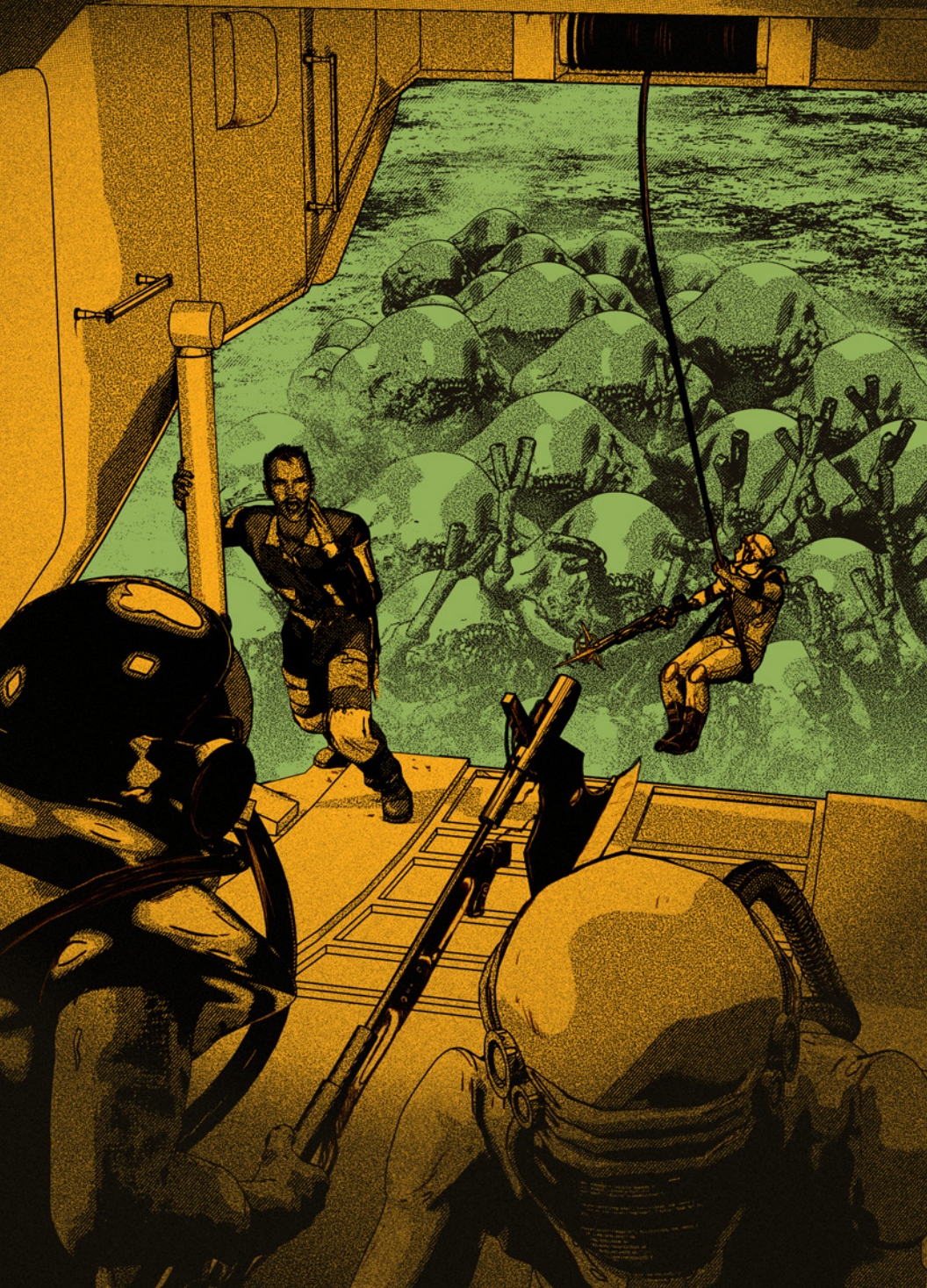
Roll on the table below once per hour to determine whether the crew encounters a wave of carcinids. If Hinton is alive and the nobles have awoken, there's a 50% chance any carcs encountered are fighting amongst themselves. Otherwise, they are on a mission to wipe out the colonists.

The colonists have the following remaining in their stockpile: x3 ATVs (with GPMGs), x4 GPMGs (x30 mags), x2 explosive devices, x12 pulse rifles (x48 mags), x32 frag grenades, x1 flamethrower (x2 tanks), as well as sandbags, razor-wire, and various other tools for warfare and fortication.

Simplifying Big Actions

If players are in a fortified position, fending off waves of carcinids, don't play out every round of combat. Instead, set the stakes more broadly, and zoom out a bit. For example: a single Combat Check success might kill several carcs, whereas a failure might let one slip through. Zoom back in when it feels right.

TIMELINE	FLOODING	CARCINIDS	EVACUATION
HOOR 1	Heron Level -3, Mothership Route A.	10% chance of 1 carcinid.	Landed evacuation.
HOOR 2	Heron Level -2.	10% chance of 1d5 carcs.	Hovering evacuation.
HOOR 3	Dam uncrossable due to flooding.	20% chance of 1d5 carcs.	Hovering evacuation.
HOOR 4	Heron Level -1, Mothership Route B.	20% chance of 1d10 carcs.	Hovering evacuation.
HOOR 5	Greta Base floods.	30% chance of 1d10 carcs.	Not possible.
HOOR 6	Heron Level 0.	30% chance of 2d10 carcs.	Not possible.
HOOR 7	Heavy storms and flooding continue.	40% chance of 2d10 carcs.	Not possible.
HOOR 8	Heavy storms and flooding continue.	40% chance of 3d10 carcs.	Not possible.
HOOR 9	Heavy storms and flooding continue.	50% chance of 3d10 carcs.	Not possible.
HOOR 10	Storm breaks.	50% chance of 4d10 carcs.	Landed evacuation.





Back on the Ship

If the players return to the orbiting ship, they'll find Maas has been kicking back and taking it easy this whole time. The pilots say he's mostly just been hanging out in his quarters, watching videos. They say Maas tried to communicate with the players, but once they heard all that gibberish, he just checked in once a day and then clocked out.

Maas is, of course, infected. Don't try too hard to hide it. But, if the players check on Maas, he's sitting in the chair in his room, obsessively filling out reports.

!!! MAAS (CARCINID) !!!

C:55 4d10 DMG I:55 AP:30 W:2(20)

Weakness: hydrofluoric acid. Remember: fighting Maas on the ship may damage the ship.

As soon as Maas transforms into a carcinid, the sensors onboard the ship start blaring: another vessel has launched from the surface of Samsa VI.

The Messenger

Either the carcs or Hinton have launched a messenger vessel from the carcinid mothership, and it immediately attacks the players ship upon breaching the atmosphere.

The ship is not interested in a long engagement with the players' ship. It will attack the players' ship once and then attempt to evade.

If the messenger reaches its destination, the carcinids will return, this time in large numbers.

!!! CARCINID MESSENGER VESSEL !!!

Jump-5 Class-VI Carcinid Ship

THR:55 BTL:25 1d5 MDMG SYS:55
CREW:?? HULL:1

Teaching Ship Combat



Part of this final scenario is teaching your players how ship-to-ship combat works. In this case, the ships start out in Contact Range, and the carc ship won't respond to hails, so they don't have to worry about negotiation.

They do, however, have to worry about the carc (Maas) on board their own ship. Between each ship round, spend two rounds dealing with the fallout and actions on board the ship. This should keep things pretty tense, without slowing things down too much.

Remember, the carc ship is a Class-VI vessel, meaning it is too difficult for the players to fight. It should have [+] on all actions against the players' ship. Describe to the players very clearly that the ship moves at a speed like they've never seen, that the targeting is dead on, and then really emphasize any damage the players take. It's okay to say "This thing is beyond your ship's capabilities, you may want to run." Especially after the first Ship Round.

What happens next?



Congratulations! However things shake out, whether your players make it off Samsa VI, die in its jungles, or find some other resolution, you've successfully played a short campaign of Mothership. Where do you go from here? Your players still haven't learned about Shore Leave, and now is a good time to introduce it. They could be debriefed by corporate, or if they're still on Samsa VI, maybe just a few nights of heavy drinking while they come up with a plan. Also, the message to the carcs has repercussions. Maybe not now, but in a few years? Maybe you skip forward in time a bit. You can start a new campaign with new characters, or you can continue with these and see where they take you. Whatever you and your players choose, we know you'll do great. Thank you for playing!

D100	CARCINID TRAIT
00	Holds a conical tin cup, and prefers to drink rather than fight or work.
01-04	Carapace decorated with delicate scrimshaw.
05-08	Carapace decorated with perforations resembling a cheese grater
09-12	Enlarged pedipalps drip with venom. Treat as stun baton.
13-16	Pedipalps are thin and whiplike. Treat as a tranq pistol.
17-20	Mouth foams with pus-yellow bubbles as if rabid. Treat as a foam gun.
21-24	Carapace and legs constructed partially out of rebar, with steel rods exposed.
25-28	Enhanced sensory system: grafted on human eyes, ears, noses, and tongues.
29-32	Claws covered in a thick, fuzzy mass that absorbs blood.
33-36	One claw is enlarged, while its opposite is small and oddly human.
37-40	Carapace is painted black and spotted with diamonds, decorated like star charts.
41-44	Completely molted, soft and dripping with rapidly thickening resin. AP: 0.
45-48	Partially molted, with the raw tissue beneath the carapace exposed. AP: 10.
49-52	Claws are thin and belted with chainsaw-like edges linked to an engine.
53-56	Carapace is decorated with nails and hooks.
57-60	Claws long, thin, and held in a praying-mantis configuration.
61-64	Wearing a quilt of human skin, hairs still twitching.
65-68	Body covered in eyes, many of which are not standard on carcinids.
69-72	Body is housed, hermit-crab-like, in a trio of merged vaccsuits.
73-76	Wears a headdress made from an open human book, pages frozen with resin.
77-80	Carapace has integrated plastics, including exposed, lung-like food bags.
81-84	An angle grinder saw replaces one claw.
85-88	Confused looking and feral carcinid with poor hygiene.
89-92	Body is decorated with marine rank insignia.
93-96	Long legs loaded with spring-like muscles; Long Range leap for a 3d10 DMG attack.
97-98	Has a prosthetic leg made of wood.
99	Entirely robotic apart from its nerves, and covered in metal plating.