

THE HOMINID STORM

A torrent of falling bodies advances towards you like a storm front. A terrible snapping as bodies break on the ground and vanish, infinitely replaced, growing ever closer. A staccato flip-book of outstretched arms and placid faces.

[C:100 I:75 W:3(90)]

Special Abilities

- **Got You:** An arm snaps out to pull you down into oblivion. Body Save or "die" and take 1d10 Stress (Success: 5d10 DMG).
- **Unstable:** After taking a Wound, pauses 1 round, leaking a gush of accumulating bodies like a burst boil.
- **Unkillable:** Reforms in the room furthest from where it died after 10 minutes.
- **Lock-On:** The Hominid Storm always seeks the nearest victim, crossing 1 room every 2 minutes.
- **Refresh Rate:** The entity exists as a series of bodies falling from the sky (or highest point in the room) one at a time. When one body hits the floor another one falls, this time closer to the characters.

THE NIGHTMARE

The Nightmare recreates the characters' ship, replacing certain rooms with non-Euclidean Nightmare Rooms. Inside the Nightmare:

- **All doors/airlocks** on the ship, except those leading to Nightmare rooms, are unpowered and partially stuck open.
- **The Nightmare ship has suffered heavy damage.** Debris lit by red hazard lights floats in zero-G. Though there's clearly no atmosphere, no vacsuit is required to breathe.
- **All Nightmare Rooms have gravity.** Unless otherwise specified, each Nightmare Room's exits mirror their real life counterparts.

The following modules are replaced with corresponding **Nightmare Rooms**. On ships with multiple copies of the same module, each repeated module's doors lead to the same **Nightmare Room**:

- **Yellow Room: Command Module**
- **Blue Room: Cryochamber**
- **Green Room: Engines**
- **Grey Room: Thrusters**
- **White Room: Jump Drive**

Yellow Room

- **Door:** Hand-painted, butterflies, chipped.
- **Long, vertical shaft.** Peeling yellow wallpaper reveals moldy drywall. Eclectic windows overlook apocalyptic scenes: Mushroom clouds, falling meteors, erupting volcanoes.
- Shaft is a **looping Möbius strip** (ascent is more difficult) where **oversized domestic objects** and furniture hang fixed in the air.
 - Dusty crib, shattered tea sets, belts, bills and receipts.
 - Scant change and broken glass "Swear Jar VACATION FUND :)".
 - Clothes hamper: 1 set of perfumed men's clothes (next to the exit).
- Pillow fort, glowing from within. Contains COMMAND console.
 - Amateur telescope pointed at a wormhole 1 Jump away.
 - Console indicates damage to THRUSTERS, ENGINES, JUMP DRIVE.

Grey Room

- **Door:** Revolving, industrial.
 - Entrance replaces all exterior airlocks.
- Endless maze of convoluted air ducts.
- Filled with grey, Cubist-faced people waiting, occasionally crawling a step forward in unison.
 - Mock, sneer and lie. Voices as intrusive thoughts: "Wait your turn."
- Vacant void between the ducts. Low visibility. Deep thrumming from all around.
- At the maze's heart, ducts feed into a THRUSTER like an intake manifold. If repaired and switched on, the grey people howl as they're sucked in.

White Room

- **Door:** Ornate, gilded.
- A bedroom, Rococo-Modern fusion of glass, marble, and gold. On the ceiling, the room's inverse in black (gravity reversed).
- All dreamers are reflected, mirrorlike, in the black room. Reflections claim the white room contains a monster, and beg crew not to cross over, condemning their double to death for doing so.
- JUMP DRIVE tucked into a four-poster bed only in the black room. Attempts to repair using the reflections are slower and at disadvantage.

Blue Room

- **Door:** Nautical hatch, rusted, fogged porthole.
- Human-sized cages suspended above an ocean by chains stretching indefinitely into a haze. Thousands of identical, saccharine motel room paintings float above massive, indeterminate shapes moving in the perfectly still, deep blue water.
- Dead air fragrant with fish oil and glycerin. Champagne glasses clinking and muffled, indistinct speeches audible above.
- The next cage (1d5):
 1. Too far to jump.
 2. Huddled grey thing cowers within.
 3. You're in the cage, now. It's falling.
 4. Twisting and bouncing as if jangled by an unseen hand.
 5. A broken Cryopod contains your corpse.
- CRYOPODS in cages clustered near the center. Cryopods protect dreamers from the Hominid Swarm.

Green Room

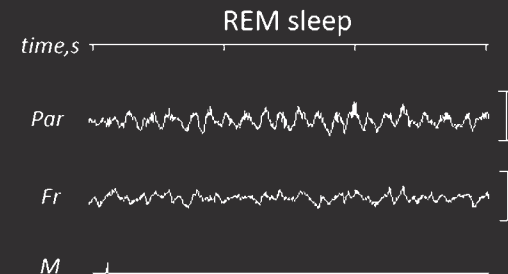
- **Door:** Live-edge wood, human-shaped grain.
- Dark, silent, dense forest. Geometric mirrored and blown glass shapes grow from branches and trunks like tumors. Within each, an organ or limb nested in holographic confetti.
- Glimpsing through the canopy: EKG readout dominates the black sky.
- At the forest's center, a sinkhole exposes a root system of pulsing veins and abstract glasswork. At the bottom, a biomechanical ENGINE sputters gutturally. Repair requires biocomponents scavenged from the tree tumors or dreamers' own bodies.



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A ONE SHOT FOR THE MOTHERSHIP™ SCI-FI HORROR RPG

CRYONAMBULISM

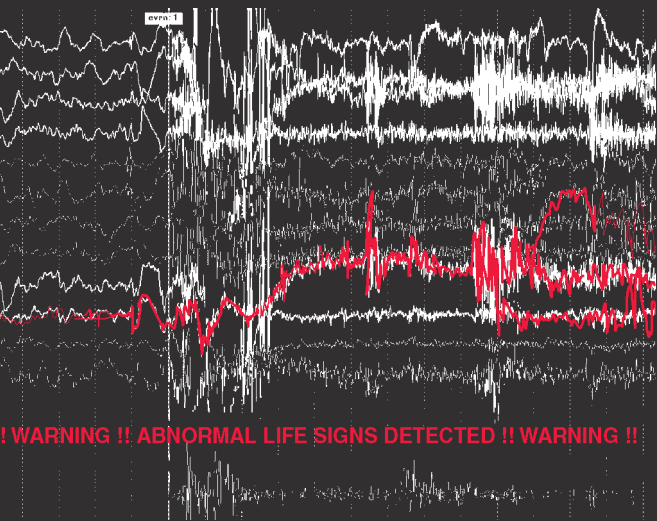


An asymptomatic crew member prepares for hypersleep, yawning and rubbing drowsy eyes. Cryopod doors close, entombing the doomed crew with **The Parasite**. Halfway through Jump, cryochamber medical systems alert any androids of atypical vitals. Behind frosted glass, eyes flutter and limbs twitch, as the huma crew is in the throes of a communal nightmare. Only by embracing the twisted logic of the dream world or android intervention can they escape.

WARDEN NOTES

- **Infestation Vector:** A contaminated station, derelict ship, or remote planet. Alternatively, **The Parasite** lives in hyperspace and infects the ship during Jump.
- **Starting Location:** Characters begin the Nightmare tucked into the crib (**Yellow Room**).
- **Infestation Stages:** Track crew's cumulative Stress (adding each individual's Stress together) to advance The Parasite's reproductive cycle (see Parasite Symptoms). At 50 Stress, the infestation becomes irreversible and The Parasite wins.
- **Androids:** This scenario splits the party from the start. Jump between sleeping and waking crew often to keep players engaged. If the crew includes no androids, wake a human character (scientist if available) mid-Jump as an emergency cryosleep procedure.
- **Pacing:** Allow dreaming characters time to realize they are in a dream before cutting to those awake. Wait to deliver Nightmare experimentation consequences until after other players react.
- **Failure:** If the infested ship arrives at a populated station, a system-wide pandemic ensues.

Tuesday
Knight
games



WAKING CREW

- Androids are immune to **The Parasite**.
- During jump, cryopod medical systems alert crew of abnormal life signs.
- 50% of humans on board are infected and lost inside the dream.
- Anyone who “dies” in the **Nightmare** contributes Stress to the Parasite Symptoms Tracker (see **Horrified Statues in Nightmare Rules**).
- The other 50% of the crew can be revived from cryo as normal.

THE NIGHTMARE PARASITE

A microbial lifeform that feeds on REM brainwaves—communal cryosleep nightmares are the perfect energy-producing environment for reproduction.

- **The Parasite** is a hivemind connected by **electromagnetic field**.
- It has a ferrous biology, easily mistaken for **rust**.
- Colonizes brain via **virulent airborne transmission**.
- Its goal is to **feed, reproduce, spread**.
- Victims sleep normally, but in extended cryosleep develop **Nightmares**.
- Nightmare victims removed from cryosleep **remain comatose**.
- **The Parasite** starves to death after **1 week of sleep deprivation** by host, unless the reproduction cycle concludes.

Parasite Symptoms

As the dreaming characters' **cumulative Stress** increases, symptoms manifest as follows:

0 Stress: Cryopod medical readouts show similar brain activity across all infected crew, indicating REM sleep. Metabolic activity rises above normal.

20 Stress: Incoming hail. Ship comms and computer monitors pick up electrical Nightmare feed from **The Parasite's** hivemind. Static-filled, sporadic glimpses into the dream.

40 Stress: **Red, dusty discharge** assembles into the Hominid Storm, moves around the waking ship mirroring its position in the dream.

10 Stress: Visible **red crust (The Parasite)** forms around dreamer's eyes, mouth, ears, and nostrils. Crust (**The Parasite**) accumulates as Stress heightens.

30 Stress: Dreaming crew breathe raggedly as vitals weaken and clothes and nearby surfaces accumulate **red crust**.

50 Stress: **Red miasma** coats the ship. Reproduction cycle complete, the Parasite slowly settles on metal surfaces like a light coating of rust.

MEDICAL EFFORTS

If an android or waking crew member disrupts the Nightmare via technological or medical intervention—e.g. brain surgery, electroconvulsive therapy, removal of **red crust**, etc.—roll on the **Sleep Paralysis Table** (Success) or the **Malpractice Table** (Failure).

Sleep Paralysis Table

The Parasite doesn't want crew to wake. When rolling on this table, crew lose the corresponding sense in the Nightmare and gain it in reality. **When waking 3 or more senses**, crew fully awakens, escaping the dream. With each sense awakened, characters feel themselves gradually waking up.

0-1 Vision lost in the dream, returns in the waking world.

2-3 Hearing lost in the dream, returns in the waking world.

4-5 Smell lost in the dream, returns in the waking world.

6-7 Taste lost in the dream, returns in the waking world.

8-9 Touch lost in the dream, returns in the waking world.

Malpractice Table

0 **Sleepwalking.** Dreamer regains motor function, unconsciously mirroring their Nightmare actions in reality.

1 **Brain hemorrhage.** Intellect Check [-] to stabilize.

2 **Electrical surge.** Warning sounds from command. Jump trajectory needs realignment.

3 **Stirs.** Dreamer wakes up for 1 round, then falls back into the dream. Fear Save or 1d5 Stress upon returning.

4 **Open circuit.** Doctor enters the Nightmare for 1d10 rounds before waking.

5 **Memory damage.** Dreamer has no memory past 1 minute ago.

6 **Short-circuit.** Doctor electrocuted by parasitic Nightmare field (Body Save or 2d10 DMG).

7 **Medical equipment** (e.g. scalpel, electrodes), appears in Nightmare as a giant **Animated Monster**. [C:45 Slash 4d10 DMG 1:20 W:(40)]

8 **The Hominid Storm** speaks sounds heard by the dreamer's waking body for 1d10 minutes.

9 Immediately roll on the **Nightmare Logic Table**.

NIGHTMARE RULES

- After dying from damage in the dream, players “wake up” at a random Nightmare location (1d5 Stress and Panic Check [Success: roll on the **Sleep Paralysis Table**]).
- **Horrified Statues:** succumbing to a heart attack (19 on Panic Effect) in the Nightmare creates a **living statue** in the Nightmare, reliving their final horrified moments—eyes widening and lips curling back in terror in an endless loop. **The Parasite** captures and pauses your mental state as food for the trip's duration.
 - Nothing rescues a Horrified Statue from this state except death in the waking world.
 - Add 10 to the characters' **cumulative Stress**.
 - **Players entering a new Nightmare Room:** (50%) encounter an undiscovered dreamer's statue (Fear Save or 1d5 Stress).

NIGHTMARE LOGIC

Characters attempting to wake themselves while inside the Nightmare make a Sanity Save (with [+]⁺ for drastic efforts or greater time commitments). Success: **Sleep Paralysis Table**. Failure: **Nightmare Logic Table**.

Players may attempt to manipulate the dream's fabric with lucid dreaming techniques, failure incurs a roll on the **Nightmare Logic Table**.

Nightmare Logic Table

0 You go limp. See from the perspective of the Hominid Storm for 1 round. Falling and falling.

1 One of your facial features (eyes, mouth, nose, ears) pops off and runs away. You lose its sense until caught.

2 Your hands become intangible for 1d10 minutes. The world slips through your fingers.

3 Your soul inhabits a random object you possess or the Warden chooses. If lost or destroyed, make a Panic Check.

4 Unable to move no matter how fast you run for 1d10 rounds.

5 Jump forward in time 1d10 rounds. Approximate positions as if all dreamers continued with their current course and activity (walk straight into a wall, etc.). No memory retained of jumped time.

6 You sense the Hominid Storm immediately behind you. If you look, it's there.

7 Two randomly chosen Nightmare Rooms swap positions.

8 All doors shut and lock, requiring manual override or disengagement from Command.

9 The Hominid Storm's falling bodies look like yours. For 1d10 mins damage to one is dealt to the other.

WAKING UP

- If a player regains 3 or more senses they escape the Nightmare.
- If the dream-ship is repaired and piloted it into the wormhole (see: **Yellow Room**), the characters escape.
- If the characters utterly destroy the dream-ship (e.g. overloading a Warp Core), all dreamers die a final time in the dream. Those who suffered heart attacks (from Panic Effect) remain stuck forever and the rest escape (see **Horrified Statues in Nightmare Rules**).