

CX-791-TAU

Millenia ago an alien civilization terraformed planets to settle and eventually study upcoming but still primitive intelligent life. When they found Earth, humanity lived through medieval times and their fear of the unknown was reflected in their tales.

Unfortunately, because of their limited understanding of human psychology, the aliens weren't always able to differentiate between human fiction and reality. This led to lots of fantasy creatures getting mixed into the ecosystem, now roaming CX-791-Tau.

To control the population and run experiments, **Overseers** were constructed: Advanced androids with high intelligence, uber human strength and agility, that resemble the test subjects in an uncanny way. One per settlement, they control the population in a calculated, cruel manner and treat the inhabitants simply as lower beings that can be killed off and bred again at their convenience.

They will blindly go on until their masters tell them to stop or the power runs out. For unknown reasons the former never happened and the latter was somehow delayed by the Overseer of the last settlement on CX-791-Tau. Could that **shipwreck** some miles west of the settlement have something to do with it?

THE SETTLEMENT: After thousands of years, almost all settlements became extinct, except one: This last bastion of human life on CX-791-Tau is not exactly a happy place. The inhabitants are burdened with all kinds of mutations and sicknesses inflicted by the Overseer. Recurring attacks by Cyclopes or even Dragons don't make their lives easier either. Their simple log cabins can barely protect them against anything more than typical weather conditions.

The only real protection is offered by the central community building. It is clearly made out of high-tech materials, far too advanced for the primitive inhabitants to understand. This is also where the Overseer lives.

Despite all of the struggles, the settlement has a few hundred inhabitants that successfully live off of farming and fishing.

THE OVERSEER

C:75 S:60 I:80 H:3(30) AP:15

- Punch/Kick: 2d10 DMG (Blunt Force)
- Plasma Rifle: 3d10 DMG (Fire)

The Overseer is a main opponent but not per se a malicious entity. Its programming doesn't allow for compassion but it has open ears for logical argumentation. Its strength, speed and intelligence are super-human. This makes fighting it almost futile. Talking might be an option, but avoiding the overseer is probably the best idea after all. It is not watching closely enough to recognize new faces, so players might be able to blend in without being caught.

In a recently mapped sector a planet was found that shows signs of complex biological life.

Human life.

Your group is part of the first mission to CX-791-Tau. The scientific vessel's objectives are a precise scan of the planet and its ecology and to send you, the ground team, down there for a detailed assessment of the human settlement. Are those actual human beings? And how and when did they arrive here?

WARDEN'S NOTES

This pamphlet can be used as a one-shot adventure or as the basis of a whole campaign setting. For more information on the latter please refer to the respective section in Warden Notes.

All creature stats are written for and play-tested with 1E rules but should be easy to adapt for OE. As mentioned in the conversion kit (v0.1 at the time of writing) you can convert creature armor to an armor save. Using 4 to 5 times the creatures AP as their save should work well.

CAMPAIGN SETTING: This module can be used as the base of a campaign setting. The campaign's objective would then be to get off of the planet after somehow ending up there.

One possible scenario would be that the players are the survivors of a crash and need to repair their vessel or at least somehow contact someone. Only the overseer has the technology for this but it is not interested in helping you but would rather salvage your ship to power the fusion reactor. It might even be interested in feeding new genes into the settlement's gene pool. To avoid this, the players need to blend in and try their best to survive without getting too much attention from the overseer.

In another scenario the players would start as normal inhabitants. They then try to bring down the overseer and find a way to contact Earth. All the important information is freely available in the community hall but how can medieval peasants understand the tools of a high-tech civilization?

Content Warning: Body Horror, Suffering, Sickness

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HERE BE DRAGONS



FOR USE WITH THE
MOTHERSHIP®
SCI-FI HORROR RPG

1E

FROM SPACE

SCAN RESULTS: The planet's ecology is over 98% compatible to earth's but human lifesigns are limited to a small area in the northern hemisphere.

Areas with low forest density that are flat and large enough for a drop ship to land are marked as squares. The lifesign heatmap suggests a small settlement of about 300 individuals adjacent to a lake. All drop sites are within a radius of 10km (6mi). The area is spanning differences in altitude up to 500m (550yd) and is covered with dense mixed forest.

ENERGY SOURCES: A number of energy sources were measured all over the planet; one of them in the middle of the suspected settlement. The signature suggests small fusion reactors. Except the one in the settlement all of the energy signals fluctuate in a way that indicates they are almost out of fuel and become unstable.



WILDLIFE

ENCOUNTERS: After leaving the drop ship while on their way to the settlement, the landing party will encounter beings that they otherwise might only know from old tales. **Roll 1d10 right after landing** and, depending on the travel time, one or two more times while traveling, to determine which creature or natural hazard the player characters will encounter.

CREATURES: Not all creatures in the list are mythological. Some are also long extinct, others are simply apex-predators that might still exist on earth today. Feel free to supplement or exchange any creature to your liking. Maybe you want all beasts to be out of the tales of a specific region that your players come from. Make it personal to maximize the effect on your players.

NATURAL HAZARDS: CX-791-Tau is like earth millenia ago. Some threats are part of its nature, especially Moors and **Swamps**, even Quicksand. Rules-wise they are all treated in a similar way. The swamp is not going to kill the players. Players are simply stuck and, without help, will die of exhaustion after 1d5+2 days. **Creeping Vines** are carnivorous plants, that incapacitate and poison their victims to fertilize the soil around them. **Dragonfire**, a special kind of hazard, does 15 DMG per round and lasts 1d5 rounds. It can be treated like a flame thrower with a large area of effect. At the wardens discretion the flames can hit one or more creatures at the same time.

THE SETTLEMENT

Although the Overseer is treated like a god-king by the inhabitants of the settlement, it is not the only figure of power. Bullet point notes are meant as hints for the warden.

MARGREDT is the community leader. She is preparing for and also calls the weekly mass and delivers the good news about being selected by the Overseer.

- She is the key to **the Overseer** and its operations. Lifelong indoctrination will make it hard to convince her to do anything to the detriment of her master though.

HINRICK the fisher and his family play an important role and are always very healthy. Whatever strange disease is rankling the place, they stay unaffected.

- Some people in the settlement are getting vaccinated against the spreading diseases to keep key-parts functioning. They also never spoke to the Overseer directly. But how is the vaccination happening then?

GRISEKE the destitute is something like the leader of the resistance. He gathered a small group of people who plot against the established system. They are outsiders, all affected by strange sicknesses and mutations.

- They might be very useful but they are highly contagious.

ENCOUNTERS

1	Jackalope / Wolpertinger (Doesn't attack) C:20 S:70 I:70 H:1(3)	These tiny, shy rabbit-hybrids will almost certainly leave you alone. But don't try to catch them.
2	Large Scorpion (Pincers: 1d10 DMG, Poisonous Sting: 2d10) C:60 S:70 I:30 H:1(10) AP:5	They look just like a scorpion. With the tiny difference that they are the size of a large dog.
3	Griffin (Claws: 4d10 DMG, Beak: 1d10 DMG) C:50 S:75 I:50 H:1(5)	Beautiful, graceful and deadly. They surprise their prey from the air and grapple it.
4	Cyclops (Club: 2d10 DMG) C:40 S:25 I:40 H:2(30) AP:3	Cyclopes are 2.4m/8ft tall, strong and pretty dumb. No offense.
5	Pack of X (1d5+1) Wolves (Bite: 1d10 DMG, attacks X times) C:60 S:50 I:50 H:X(10)	A pack of wolves attacks you. They benefit from being in a pack, so a lone wolf loses 10% combat.
6	Natural Hazard: Creeping Vines (Speed Check to avoid, or Strength Check to free yourself)	These creepers are going to surprise you. Literally. Only experienced eyes can recognize them.
7	Natural Hazard: Swamp (Speed Check to avoid, or Strength Check [-] to free yourself)	In the dense undergrowth it is almost impossible to see the ground. And then it sucks you in.
8	Unicorn (Hoofs: 2d10 DMG, Horn: 3d10 DMG) C:50 S:40 I:60 H:2(30) AP:5	Who wouldn't want to meet one of these mesmerizing beings? It is friendly, right? Right?
9	Lindworm (Bite: 4d10 DMG, see Dragonfire) C:60 S:40 I:40 H:3(60) AP:15	Lindworms are Dragons that cannot fly. Instead they dig through soil and surprise you from below.
10	Dragon (Claws: 2d10 DMG, Bite: 4d10 DMG, see Dragonfire) C:80 S:40 I:70 H:4(60) AP:18	The apex predators par excellence. Unlike Lindworms they can fly and they will make good use of it.