**FOR USE WITH THE MOTHERSHIP® SCI-FI HORROR RPG**

# THE PROGENY

PROGRAMMED ADVENTURE GAME

by VIOLET BALLARD

## BABIES

*Shrieking, cleft-lipped, toothless creatures with gums elongated into spikes. They have no navels or digestive systems, and a nutrient pouch on their backs. They are psychically linked to Mama, defending her until she is safe or they are dead.*

During Phase 2 all Babies **MOVE** towards the nearest Crew, for their **ACTION** Roll D3 for an Attack, they use if any Crew are within Range. Once NEAR any Crew they will continue to Attack until they are dead.

| D3 | ATTACK | |
|----|--------|--|
| 1 | SHRIEK | Close, Sanity Save. |
| 3 | BITE | Near, 1 Wound. |
| 3 | PSYCHIC TANTRUM | Near, Sanity Save, +D3 Stress. |

Flip Baby tokens if they get 1 Wound. Remove them after any additional Wounds, or if they initially suffer 2 Wounds.

## CLUSTERS

Up to 3 Babies that are NEAR will automatically form into a **CLUSTER**. Clusters move and attack as if they were one creature, but distribute any Wounds they inflict evenly across all Crew they Attack.

**SAVES** against **CLUSTERS** are [-], but only one is rolled by any Crew member that has not already successfully rolled a **SAVE**.

## MAMA

*Psychically potent but physically weak, she birthed her many babies from an external womb. They depend on her for life and purpose, and she depends on them for protection.*

Mama does not Move or Attack.

Crew can Check Intellect to attack her with Psychic Violence (Near, 1 Wound, ).

If she is Wounded she teleports at the start of Phase 2, roll d20 to determine the **LOCATION.**

When Mama receives a Wound raise **PAIN** by an equal amount. If **PAIN** exceeds 10 she returns through the portal, back to where she came, at the start of Phase 2. The game ends.

## DESIGN NOTES

This game is an experiment with solo and wardenless play for Mothership that is about gameplay (not journaling, worldbuilding, or acting). It uses simplified rules, a defined goal, a map, player trackers, a crawl procedure, and simple AI to create an open-ended dungeoncrawler board game. This game mechanizes the way that a Warden would run an encounter focused Mothership adventure, without overly constraining player agency.

## MOTHERSHIP CONVERSION

It's simple to use this as a traditional Mothership module featuring a map, an adventure hook, and a major encounter. The dynamic d30 table at the heart of the game gives you an idea of how to handle pacing, item placement, and creature spawns, and a tool to help you improvise as Warden. Follow all of the behaviors listed for the creatures and use the stats below, and convert all 1d3's to 1d5's.

**MAMA:** C: 20, I:80, 5(20). Brain Invasion: sends terrifying visions into the target's brain. Unlimited range, Sanity Save or +1d5 Stress. Telekinesis: Can operate doors and lights at will

**BABIES:** C:65, I:30, 2(1). Bite: 1d10, Psychic Tantrum: 2d10.

# CREDITS

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## LICENSE

THE SCHELIDEN-THEODORE COMPANY SENT SCIENTIST TIM VARNEY THROUGH AN EXPERIMENTAL TRANSDIMENSIONAL PORTAL IN A REMOTE FACILITY ON A MOON OF THE PLANET MIDIAN.

VARNEY RETURNED WITHIN MINUTES, NOW A CREATURE REFERRED TO AS "MAMA". SHE BIRTHED "BABIES" FROM AN EXTERNAL WOMB. SHE WANTED NOTHING MORE THAN TO CARE FOR THEM.

THEY STUDIED MAMA, UNTIL A GUARD KILLED ONE OF HER BABIES AND COMMUNICATION WITH THE MIDIAN FACILITY WENT DARK.

NOW A CREW HAS BEEN TASKED WITH SENDING HER BACK TO WHERE SHE CAME FROM.
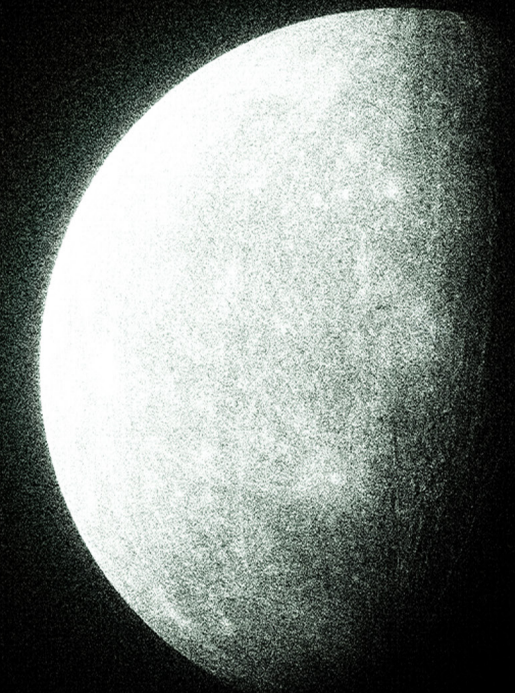
# WHAT'S IN THE BOX?

- **INSTRUCTIONS**
- 1 **MAP**
- 4 **CREW** Counters (Blue, Green, Orange, Purple)
- 1 **MAMA** Counter
- 28 **BABIES** (1 Sheet)
- 2 **D100** (2 pairs of Black & Red D10's, 4 dice total)
- 1 **D20** (Yellow)
- 1 **D3** (White)
- 4 **CREW SHEETS** (Dry-Erase Folding Mats)
- 4 Dry-Erase Markers
- 1 **RAGE** d10 (Blue)
- 1 **PAIN** d10 (Green)

## SETUP

1. Place the **MAP** at the center of the table. Mark all Doors as Locked and all Lights as Off.
2. Place **MAMA** on space **D10** and **CREW** on space **F1**. Roll Location for 1 BABY.
3. Create 4 **CREW** using the dice, dry-erase markers, and Crew Seets.
→ *Use one half of the box to hold tokens and the other as a dice tray. Place the instructions nearby with the covers face up: you can fold them back to quickly access the rules and tables.*

## HOW TO PLAY

The Crew's objective is to defeat Mama. Mama and her Babies are fighting to survive. The Players control the Creatures and Crew during a series of turns until Mama is defeated or the Crew is destroyed.

## TURN STRUCTURE

### 1. INITIATIVE

Players roll d100 for each living Crew. If this is lower than their **SPEED** they act during *Phase 1,* if they roll higher they act during *Phase 3.* The Creatures act during *Phase 2.*
→ *Within each Phase individual Crew members may act in any order.*

### 2. MOVEMENT & ACTIONS

During a phase Crew may **MOVE** to an adjacent space and attempt an **ACTION** (or vice-versa), **MOVE** two times, or attempt an **ACTION** without moving. For an **ACTION** to Succeed, a Crew member must **CHECK** a specific **STAT** by rolling lower than it on D100. Rolling over, or 90-99, is a **FAILURE** and adds 1 Stress to the Crew member who attempted it.

→ *Crew aren't limited to the ACTIONS described here, Players may try anything they agree is reasonable. e.g. STRENGTH to throw something Near as a Weapon, SPEED to hide from Creatures, INTELLECT to fix a broken Weapon, etc.*

## ADVANTAGE [+] & DISADVANTAGE [-]

Crew may have **[+]** or **[-]** on an **ACTION** or **SAVE**. Having **[+]** means rolling d100 twice and using the lower result;  **[-]** means rolling d100 twice and using the higher result.
- **CRITICALS** must be used if rolled.
- Crew have **[+]** on their **ACTIONS** if 1 or more Crew are **NEAR**.

## WEAPONS & RANGE

Crew may use **CHECK COMBAT** to use a Weapon as an **ACTION**. Success affects to a target with the **RANGE** of the Weapon.
→ **NEAR:** in the same space.
→ **CLOSE:** in an adjacent space.
→ **FAR:** in a space next to an adjacent space (2 spaces away).

## SAVES

Crew may avoid certain negative effects by rolling d100 under a **SAVE**. Rolling above it, or 90-99, is a **FAILURE** that adds 1 Stress.
→ *During Phase 2 individual Crew may only succeed at one SAVE, additional SAVES are automatic FAILURES.*

## CRITICALS

Rolling doubles (00, 11, 22, 33, 44, 55, 66, 77, 88, or 99) is a **CRITICAL SUCCESS** or **CRITICAL FAILURE**. A **CRITICAL SUCCESS** removes 1 Stress. **CRITICAL FAILURE** adds 1 Stress, and that Crew member must also roll for **PANIC!**
→ *CRITICAL FAILURE while using a Weapon destroys it.*

## STRESS

Crew with more than 20 Stress are removed from play. Crew can gain and lose Stress in a variety of ways: after failing or succeeding at some **ACTIONS** and **SAVES**, from certain **ATTACKS**, and from **ENCOUNTERS** and **PANIC!** effects.

## PANIC!

Roll d20: if this is lower than the Crew members current Stress they suffer that effect. If it is higher than current Stress there is no effect.

## DEATH

Crew with too many Wounds die, and are removed from play. *Scientists & Teamsters* may have 2, *Marines & Androids* can survive with 3.

## EXPLORATION

Roll D20 when Crew enter a space not occupied by other Crew to determine what they encounter.

### RAGE

Starting on the second turn add Mama's **RAGE** to the D20. **RAGE** starts at 1 and increases by 1 each turn, up to +10 (e.g. on turn 3, add 2. On turn 7, add 6).

| D20 | ENCOUNTER |
|---|---|
| 1 | **DOORS CLOSE & LOCK:** +1 Stress, Fear Save. |
| 2 | **LIGHTS GO OUT:** +1 Stress, Fear Save. Lights Off. |
| 3 | **TRAUMA FLASHBACK:** +1 Stress, Sanity Save, +1 RAGE. |
| 4 | **SHRIEKING SOUNDS:** +1 Stress, Fear Save. |
| 5 | **MAMA IN YOUR BRAIN:** +1 Stress, Sanity Save, +2 RAGE. |
| 6-7 | **MOMENT OF CALM:** -D3 Stress. |
| 8 | **MED PACK:** 1 Use. Removes 1 Wound. |
| 9 | **STIM PACK:** 1 Use. For D3 Turns Actions [+], Saves [-]. |
| 10 | **ANTI-ANXIETY MEDS:** 1 Use. -D3 Stress. |
| 11-12 | **BREATHER:** -1 Stress. |
| 13 | **STUN BATON:** Near, 1 Wound. Target cannot move next Turn. |
| 14 | **NET GUN:** Close. Any in target Area cannot move for D3 turns |
| 15 | **FOAM GUN:** Adjacent. Target cannot move for D3 Turns |
| 16-17 | **SECOND WIND:** -1 Stress. |
| 18 | **PISTOL:** Close, 1 Wound. |
| 19 | **SHOTGUN:** Near, 2 Wounds. |
| 20 | **RIFLE:** Long, 1 Wounds. |
| 21 | **FLAMETHROWER:** Close. 1 Wound to any in Area, followed by 1 Wound next Turn. |
| 22-23 | **WILL TO LIVE:** -D3 Stress |
| 24-25 | **1 BABY APPEARS**, roll for LOCATION. **PANIC!** |
| 26-27 | **2 BABIES APPEAR**, roll for LOCATION. **PANIC!** |
| 28-29 | **D3+1 BABIES APPEAR**, roll for LOCATION. **PANIC!** |
| 30 | **FRAG GRENADE:** Close, 2 Wounds to any Near. |

| D20 | LOCATION | |
|---|---|---|
| 1-2 | HANGAR [F1] | 3 off-road buggies: hoods ripped open, electrical systems shredded. Security guard with bashed-in skull is slumped over the steering wheel of one, blaring the horn. Gas cans & rags near a wheeled toolbox |
| 3-4 | SECURITY [E3] | Wiring torn out of the floor. Disabled Android sits at a desk inside a bulletproof cylinder in the middle of the room. Screen hanging from the ceiling plays a looped safety video *"We know they're creepy—don't touch the babies!"* |
| 5-6 | TRAM [G3] | Blood-splattered copy of the game *Mitosis* spilled across the floor, smells like almonds. Tram windows are covered in blood, the PA system still announces ride times. |
| 7-9 | CAFETERIA [F8] | Bodies everywhere, fruity cereal mixed with viscera. Dirty dish conveyoer belt still running. High pressure hose hangs from sink. |
| 10-12 | LIVING QUARTERS [G11] | Very ugly. Corpses with bashed-in heads still sitting at tables, 15 corpses in bunks still dripping. Full trash cans at every door. |
| 13-14 | ENGINEERING [E5] | Smashed satellite dish. Crushed filing cabinets, papers everywhere. Three headless bodies near damaged fusion reactor. |
| 15-17 | NURSERY [L8] | Red painted walls. Cages with animal feeders and water bottles, *"Push the Little Daisies"* playing on loop, fertility totems littering the floor. |
| 18-20 | LABORATORY [D8] | Glass labware & bunsen burners, locked chemical cabinets. Dead scientist with eyes gouged out by microscope viewer. Massive dimensional gate covered in intricately carved fertility symbols. |