

The Drain

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FOR USE WITH THE
MOTHERSHIP™
SCI-FI HORROR RPG

The Drain

A Funnel Adventure for use with Mothership™ Sci-Fi Horror RPG

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What is a Funnel?

This module emulates *Dungeon Crawl Classics*’ “funnel” character generation in which each player pilots multiple 0-level characters through a ‘meat grinder’ scenario. Survivors, forged in blood, earn their 1st-level. If embraced, a funnel becomes a contest to achieve the most spectacular PC death. Players and GMs bond in murderous collaboration, anxieties surrounding character death melting away. PCs become resources to throw at problems rather than precious things to be guarded. **Campaign-spanning** legends of heroic sacrifice and bitter survival begin here.

- » In playtesting, a single PC survived from most player pools. Should a player lose all their characters, another may gift one or the party may seek out friendly **Prison Soldier** replacements.
- » Encourage players to skip writing character backstory, instead establish character history and personality through play.
- » A funnel party is a mob. Allow tactical swarming to overcome odds.

MOTHERSHIP FUNNEL RULES

Class: Level 0 characters do not have a class.
Stats: Distribute (20, 25, 25, 30) in any order.
HP = Strength (1 Hit).
Saves: 25 each (Android: 50 Fear).
Stress and Panic: Roll 1d10 on Stress Checks (2d10 for Panic Effect).
Skills: Roll [1d20] for a Trained Skill.
Crime: Roll once determining your conviction and returned personal effect. Rolling an **Android-crime** means your character is an Android.
Materiel: Roll once for spare equipment distributed by **PrayCo**.

SURVIVING CHARACTERS

Progress to level 1, gaining their chosen class’ Saves, Stress + Panic rules, and Skills (retaining your existing skill as a bonus). Gain 2d10 to each Stat or reroll them (player choice). Gain 1 Hit.

BEST PRACTICES AND ALTERNATIVE RULES

- » Players should generate **10-15 characters total**.
- » **Alternative Initiative:**
 - » Determine who acts first via circumstances of engagement.
 - » 1 character acts at a time. After a PC acts, an enemy takes their turn (and vice versa).
 - » Rotate between acting players on PC turns.
 - » Any of a player’s characters may act on their turn.
 - » The Warden acts with any enemy on their turn.
- » **Panic:**
 - » Affect only the most applicable character(s) when the entire party panics.
- » **Stress:**
 - » If pressed for time, have each player roll once for all affected characters or directly assign Stress without a save.
- » **Hit Locations:**
 - » When PCs survive damage, assign grievous wounds using **Mothership’s** hit location table (PSG pg. 10).

CONTENT WARNING

This scenario contains graphic descriptions of violence, gore and body horror involving animals and people.

D100	CONVICTION & RETURNED ITEM
1-5	Crimes Against Nature <i>Tibetan Book of the Dead</i>
6-10	Mayhem <i>Tuna Knife</i>
11-15	Art Forgery <i>Eye Loupe</i>
16-20	Failure to Comply <i>Body Cam</i>
21-25	Treason <i>Cyanide Capsule</i>
26-30	Desecration of a Corpse <i>Bag M-80s</i>
31-35	Defacing Petroglyphs <i>Gold Leaf</i>
36-40	Equine Tripping <i>Vial Colloidion*</i>
41-45	Cyber Crime <i>Holopet Slickware**</i>
46-50	Hoaxes <i>Weather Balloon (Deflated)</i>
51-55	Terrorism <i>Bottle Shampoo (6 oz)</i>
56-60	Fortune Telling <i>Electronic ID Scraper</i>
61-65	Piracy <i>Calling Cards</i>
66-70	Unlawful Use of Crane Games <i>Gyrostabilizer</i>
71-75	Sleeving <i>Captive Bolt Pistol</i>
76-80	Self-Jailbreaking (Android) <i>HappyHour Disk***</i>
81-85	Domestic Insufficiency (Android) <i>Flyswatter</i>
86-90	Impersonating a Human (Android) <i>IV Bag of Blood</i>
91-95	Computer-Assisted Gambling (Android) <i>Cockfighting Spurs</i>
96-100	0 Degree Murder (Android) <i>Rare Earth Magnet</i>

*Caustic acid, explosive, produces cyanide gas if burned

**See A Pound of Flesh pg. 21

***Simulates intoxication in Androids

D100	MATERIEL
1-5	Artillery Shell (1d5 MDMG)
6-10	Shovel
11-15	Crowbar
16-20	Scalpel
21-25	Flare Gun
26-30	Nail Gun (5 shots)
31-35	Magazine (Pulse Rifle)
36-40	Frag Grenade (x1)
41-45	Short-range Comms
46-50	Flashlight
51-55	Gas Mask
56-60	Boots
61-65	Automed (x1)
66-70	Pain Pills (x1)
71-75	Stimpak (x1)
76-80	Angel Wings (Costume)
81-85	Bottle Communion Wine
86-90	Oversized Rosary (Flotation device)
91-95	Wooden Cross (Grave marker)
96-100	Votive Candle and Lighter



The Funnel

Simple farmers of the rotating colony ship *Within Wheels* starve as bargain InstaCrops wither on the vine. They turn to faith and ritual, concocting visions of a hell on earth from half-remembered traditions and commercialized lore. Bunker doors seal as their beacon calls upon believers to consecrate synthetic soil with holy blood.

THE 3RD TESTAMENT

Rumors of the 3rd Testament fester in occult circles. Pirate stations relay a fuzzy, crackling broadcast that stands hair on end and sets hearts racing. It plays at the bedside of the sick and dying, complements rituals and backs sermons. Coordinates first hit hacker boards then round conspiracy broadcasts and gossip mags. Rumors of local military action confirm. Believers saddle up, making pilgrimage to the source of the 3rd Testament.

INGRESS

A massive space battle rages around the *Wheel*, the full force of corporate might brought to bear. Smashing through the debris field, the **PrayCo** penal transport ship *Charity* takes heavy fire while landing at a docking bay on *Within Wheel's* outer conical rim.

SITUATION INSIDE THE WHEEL

Prison Soldiers (pg. 12) and civilian **Pilgrims** spill in spasmodic bursts from hangar bay doors into the carnage of a battle in stalemate. **Corporate Operators**, dug in from skirmishes with opposing firms, turn their guns upon the tidal mob slipping the blockade. Countless independent interests scramble over dead fields and abandoned structures to reach the **Command Center** (pg. 10)—and locate the 3rd Testament transmission's origin. Isolated groups grind each other to pulp in their frenzy to claim the holy prize and prevent others from doing so. Horrors lurking outside **Command** mop up any scraps filtering through.

FUNNEL SETUP

- » **The PCs:** Prisoners of a **PrayCo** private reform colony, drafted into holy war.
- » **Their Mission:** Reach the *Wheel's* **Command Hub**, recover the source of the 3rd Testament transmission and return it to **PrayCo**.
 - » **Reward:** Sentence Commutation.
- » Each prisoner is equipped with a tinsel halo (**PrayCo** battle uniform) and **Command Collar**. In each battle group a randomly selected prisoner wears a **Master Collar**. Secondary **Collars** explode when 20m+ from the **Master Collar**—at 15m obnoxious warning beeps begin. **Command Collar** functionality is unaffected by wearer death. Sensitive to detonation if tampered with.
 - » **Master Command Collars** also come with a remote that engages any **Collar** in their group's shock function for self protection.
 - » Each **Collar** functions as a short-range comms device initially set to **PrayCo's** command frequency for extraction.
- » PCs begin in the **Furrow Trenches (Zone 1A)**.

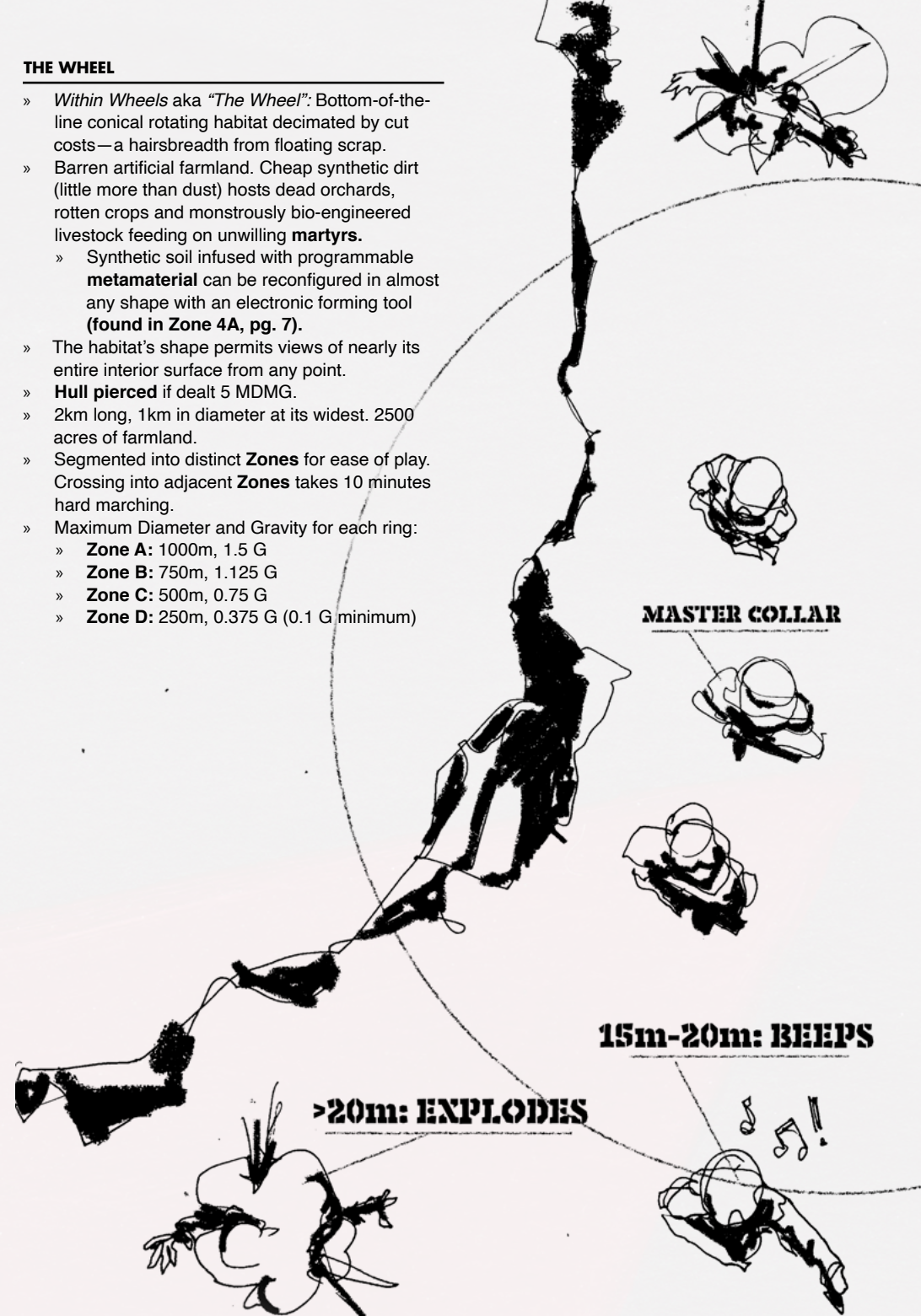
CAMPAIGN SETUP

A party following the 3rd Testament coordinates emerges amidst fleets of blazing warships. Massive battleships hold formation around the *Wheel*, obliterating civilian craft attempting the approach. Without a military-spec ship or a solid plan, a party has little hope of reaching the *Wheel* alive. Though ship-to-ship combat is near inevitable, players may use these factors for an edge:

- » Innumerable civilian ships hang on the battlefield's periphery. If sufficient numbers rush simultaneously, they can't all be shot down.
- » The dense debris field provides cover but poses an extreme hazard to ships moving at speed.
- » **Warships** engaged in conflict with enemy fleets have fewer guns to train on civilian craft, though supporting fighter ships patrol their flanks.
- » **Scavengers** descend on husks of dead battleships—advanced tech ripe for the taking.
- » Secure this module's spaceship combat prequel adventure *Wrath of God* for a full briefing.

THE WHEEL

- » *Within Wheels* aka "*The Wheel*": Bottom-of-the-line conical rotating habitat decimated by cut costs—a hairsbreadth from floating scrap.
- » Barren artificial farmland. Cheap synthetic dirt (little more than dust) hosts dead orchards, rotten crops and monstrously bio-engineered livestock feeding on unwilling **martyrs**.
 - » Synthetic soil infused with programmable **metamaterial** can be reconfigured in almost any shape with an electronic forming tool (**found in Zone 4A, pg. 7**).
- » The habitat's shape permits views of nearly its entire interior surface from any point.
- » **Hull pierced** if dealt 5 MDMG.
- » 2km long, 1km in diameter at its widest. 2500 acres of farmland.
- » Segmented into distinct **Zones** for ease of play. Crossing into adjacent **Zones** takes 10 minutes hard marching.
- » Maximum Diameter and Gravity for each ring:
 - » **Zone A:** 1000m, 1.5 G
 - » **Zone B:** 750m, 1.125 G
 - » **Zone C:** 500m, 0.75 G
 - » **Zone D:** 250m, 0.375 G (0.1 G minimum)



Random Events & Features

D10	ENCOUNTERS (ROLL WHEN CHANGING ZONES & EVERY 10 MINUTES)
1	Artificial Sun Dies. 1d10 minutes before sputtering to life.
2	Gravity Fluctuation. Doused in blood and oil accumulated in zero-G on the cone's axis.
3	Pumping, Horse-Shaped Blur. [H:3(50) C:70 <i>Trample 1d10dmg or Bite 5d10dmg and Infected 1:80</i>] Charges the weak, wounded and straggling. Furious red eyes illuminate flaring gills and trailing, elegantly woven intestines.
4	Command Collar Malfunction. 10 minutes incessant beeping. Sanity Save (1d5 Stress).
5	Hazard Suits Pour from an Unmarked Van. 1d10 Corporate Harvesters [H:2(35) C:40 <i>Tranq Pistol or Catch Pole 1:45</i>], fishing for free-range test subjects. Peel out after single kidnapping, removing fresh subjects' collars.
6	Prison Soldier Army. [H:1(20) C:25 <i>Nail Gun 2d10dmg or Crowbar 1d10dmg 1:20</i>] Celebrates victory atop brutalized corpses in a semi-fortified position. Cathartic gunfire masks a survivor calling in a railgun strike on his own position.
7	Ambush! 1d5 Corporate Operators [H:3(40) C:50 <i>Pulse Rifle 5d10dmg, Grenades 1d10dmg 1:40</i>] camouflaged amidst a field of dead, mangy sheep.
8	Wagon Train. Full of crying children. Pleading Spouses clutch at 1d10 resolute Pilgrim Irregulars [H:2(20) C:30 <i>Heirloom Rifle 5d10dmg (1 Shot) 1:20</i>].
9	Dust Devils. Scraping synthetic dirt from bare hull, rusted metal chips singing madly.
10	Momentary Rainbow. Sprinklers suddenly hiss to life.



D10	BILLBOARDS (ROLL FOR EACH NEW ZONE)
1	Pastoral scene. Sniper's nest. A glint behind spinning windmill sails [H:2(20) C:50 <i>Smart Rifle 1d10dmg 1:45</i>].
2	"[X]km to salvation!" [X = distance to Command].
3	Buzzing blue error screen.
4	Transmitting a marine's body cam, rifle blazing [roll random Zone].
5	String of consecutive signs: "He lit a match / to check the tank / that's why / they call him / Skinless Frank."
6	"Justice Herman Shewhart, 9th Sector Court of Appeals." Stern face, wire routing number.
7	"Her teeth a flock of shorn ewes. Her neck, a tower."
8	Aggressively animated ad obscured by red flecked white paint: "Unity!"
9	Space girl sips cola atop stylized rocket. Glitchy animated wink. "Refreshing!"
10	"In crisis? We can help." Comms frequency, martyrdom tales played on repeat: "His lips spake with the Holy Spirit until he was sawn in twain..."

D10	RADIO CHATTER
1	Desperate request for reinforcements, gunfire closing in.
2	Incoherent whimpering, prayers, pleas of forgiveness.
3	Solar wind's harmonious droning, occasional vacsuit depressurization warning.
4	Statcky ravings of a far-right conspiracy jockey.
5	Buzzing flies, a death rattle.
6	Science fiction radio play. Tense but optimistic first contact.
7	Troop movement commands drowned by a solemn church organ.
8	Chugging, arrhythmic heartbeat, cavernous sloshing.
9	Foundering warship distress signals cacophonously layered.
10	Sweetly strained voices preach new gospel in unison. Old words twisted beyond meaning. Unless immediately switched off, Sanity Save (1d10 Stress).



1A: FURROW TRENCHES



- » Chaotic battle between **Prison Soldiers** fresh from transports. Furrows deepened into makeshift trenches by desperate hands escaping poison gas and flying bullets.
- » Three jagged trenches span the battlefield. Roll for two random **Gases** (immediate options) and one encounter when crossing to the next trench.

D10 POISON GASES

1-4	White-grey Tear Gas. Body Save Failure: Disoriented. Unless physically touching, lose track of the group.
5-7	Yellow-green Chlorine Gas. Body Save Failure: Lungs damaged. Speed checks [-], drown easily and labored (loud) breathing.
8-9	Red Hallucinatory Gas. Sanity Save Failure: Murder within 1 minute or 1d10 Stress.
10	Clear Nerve Gas. Bodies litter the ground, no visible gas. Body Save Failure: Death.

D10 ENCOUNTERS IN NO-MAN'S LAND

1	Hallucinating Prison Soldier with a grenade.
2-3	Stray bullet. 4d10dmg, roll for hit location. Bleeding out.
4	Artillery crater filled with human soup. 1d5 characters fall in.
5-7	Blinded Prison Soldier, violently lashing out.
8-9	Prison Soldier with beeping collar, terrified and pleading.
10	Corpse and First Aid Kit on a stretcher.

D10 ENCOUNTERS IN THE TRENCHES

1	Gas canister (roll gas) lands in the trench.
2-3	Trench flooded. Prison Soldier up to neck in mud croaks for water.
4-6	1d10 Prison Soldiers, huddled and shaking.
7-8	Tunnel to the next trench. 1 Stress to travel without light. 25% chance of collapse (burying 1d5 PCs), 25% Prison Soldiers coming the other way, 50% safe.
9	Crate with 1d5 Gas Masks.
10	Equipment Cache.

2A: CHURCH



- » Surrounded by a minefield. Ground pocked with small craters and littered with severed legs.
 - » Unless painstaking minesweeping efforts are employed, PCs moving in a column strike only 1 mine (1d10dmg, leg amputated)—more if they fan out.
- » Wilted flowers adorn shallow graves surrounding the leaning steeple. A rooster crows gutturally.
- » **Inside:** Devout **Prisoners** pack like sardines, wounded moaning in reverence. Breaths held anticipating the unspoken armistice breaking.
 - » Racks behind pews filled with **PrayCo** brand coloring books: *Dante's Adventures*, *Martyrs A-Z*, *Colors of the Crusades*.
 - » Spending time here peacefully relieves 1d5 Stress.
 - » If emptied and searched, a secret tunnel leads to the **Barn (8C)**.
- » **Equipment Cache (pg. 14):** Behind warped organ pipes in the choir loft.

3A: SHACKLED DROPSHIP



- » Rigging guns tether a military dropship to the *Wheel's* hull: The dead pilot leans on the throttle, thrusters straining against 50m of microfilament.
- » 200m from the ship, a crumpled, half-buried **APC** broadcasts a 100m-range anti-IED signal jammer (portable if extracted). Its broad frequency jams comms, command collar functions and other wireless devices.
- » The ship holds a pilot, co-pilot, and space for a vehicle or 8 soldiers. Body Saves (1d5 Stress) packing more in. Armed with an **Autocannon**.
- » **Inside:** 1d10 Vaccsuits and pilot's survival kit (Flare Gun, Revolver, First Aid Kit).
- » If freed and flown over the battlefield, targeted by small arms fire. Fear Save (1 Stress).
 - » **After crossing 1 Zone:** Incoming RPG (Piloting Check to dodge). If hit, pilot and co-pilot take 1d10dmg as the ship spirals towards the ground. Surviving PCs can steer the crash towards adjacent **Zones**, otherwise landing at random.

4A: ORCHARD



- » Earth twisted in abstract shapes, iconography, strange architecture. Dead branches reach from every structure.
- » **Metamaterial** here is unstable, crossing dangerous. Glitch-art fields of shifting dirt collapse at movement.
- » Dilapidated cider house hangs from a spiraled dirt outcropping.
 - » **Inside:** Rusted cider press, **Metamaterial Remote** floating in fermenting mash (Body Save or retch, 1 Stress).
- » **Equipment Cache:** Inside an unstable metamaterial anomaly.



5B: COLLAPSED SILO



- » Spans a whitewater stream blocking progression to **6B**, **7B** & **8C**. 1d5+5 **Corporate Operators** hold the crossing.
- » **Interior:** Partially flooded, surface topped with caustic foam from chemical runoff. Exits behind the Operator position.
- » Stream leads to the underground irrigation system. Certain death if swept there by rapids.

6B: BUNKER



- » Colonists peer from thick, plastic windows in awe of the carnage they created. Childrens' eyes bug in wonder when martyr blood spatters their window.
- » A rusted mess of salvaged machinery, cannibalized ship infrastructure, demolished barns and houses.
- » Colonists respond to communication attempts with silent prayer.
 - » Children point behind you pantomiming terrible monsters. If you look, +1 Stress.
- » All entrances sealed (**10 MDMG to breach**).
- » **Inside:** Precious few cans of food, crayon drawings of angels scraped for candle wax, a radio shrine tuned to the 3rd Testament.

7B: SYNTHETIC SUN



- » A glowing cyst in the habitat's wall casts the battlefield in harsh white-yellow light. A radial of stark shadows pool behind cracked and sun-bleached dunes and bloated crests.
- » Faulty wiring flickers the bulb cluster, occasionally giving out for minutes at a time.
- » **Exploring inside the lens:** Instant death without a Hazard Suit. Interior control panel focuses the lens to a beam, destroying all life in a chosen **Zone** before permanently dying.
- » Body Saves against **heat exhaustion** when crossing without thermal protection, repeating every additional 10 minutes spent here:
 - » **Body Save Failure:** Heat exhaustion (1 hour). Strength checks [-], muscles cramp in combat (max 1 action), nauseated under physical and mental strain (gaining over 5 Stress at once: Body Save or faint).
 - » Die if Save failed twice.
- » **Equipment Cache:** Among a melted and bone-piled caravan close to the sun. If approached, reroll sun exposure Save [-].

8C: BARN



- » Wooden walls sag to contain the **sow**. Rotten flesh heaps around great chemical vats dripping life sustaining poison into her veins. She eats anything foolish enough to get close but her stomach atrophied long ago.
- » **Failed progeny** gather in a dark corner.
- » **Equipment Cache:** Buried in folds of flesh behind the sow's head.

9C: AMUSEMENT PARK



- » Folk art renderings of gruesome demons among chutes and ladders wreathed in papier-mâché fire and ice. Rocking, sliding, whirling homemade contraptions.
- » Random **NPCs (Encounters 5-8, pg. 4)** occupy and defend the park.
- » A random comms channel (**Radio Chatter pg. 4**) blares over the park's speaker system.
- » Fireworks sporadically launch from attractions. 1d5 MDMG in explosives if salvaged.
- » **Carousel:** Equinely contorted humans skewered by undulating rebar poles.
- » **Rollercoaster:** Child-sized, demon-winged cars fly over the park. Derails if loaded with >5 adults. The low-G peak offers excellent vantage (**foreshadow next Encounter**).
- » **Pendulum Ship:** Rust-cloven halves crash together over shifting waves and reaching arms.
 - » **Equipment Cache:** Between pendulums.

10D: CRASHED SLEEVE SHIP



- » A **Sleeve Soldier (pg. 13)** production ship crashed through the habitat's hull before embedding on the other side. Damaged but operational, continually depositing unfinished **Sleeve Soldiers**.
- » **Around the ship's entry wound:** Mountainous tangles of armor and bulkhead, hungry fissures of vacuum, bodies drooping on live wires.
- » 1 MDMG ruptures the devastated hull.
- » **Encounters:** Roll 3 times when crossing.
- » If nearing the **Sleeve Ship**, roll [-]. If crossing the hull's entry wound, roll [+]. If taking a middle route, roll normally.

D10	CRASHED SLEEVE SHIP ENCOUNTERS
1	1d10 Sleeve Soldiers mangled beyond conceivable survival. Awaken at touch, noise, or heat.
2	Conjoined Sleeve Soldier twins, morbidly toying with anatomical carnage. One dying halves Speed.
3	Severed Arm Cannon. Sanity Save (1d5 Stress) to interface with bio-components (Human only). 1d10 shots.
4	Unarmed Sleeve Soldier skewered by rebar. Manically soaks in life's fleeting last moments.
5	Wave of amniotic gore expelled from dropship. Muscle fragments cling like leeches.
6	Sleeve Ship Autocannon (2d10dmg) spins up, shells tracking towards you in a wide arc. 1 round before it's target locked.
7	Barn roof caught by rushing air on a collision course with the party.
8	Writhing and sparking loose electrical cable . If touched, Body Save (1d10dmg).
9	Nearby hull plating strips away, sudden pull towards vacuum .
10	Tendril of warped steel terminates over void, wind howling. 5m gap to nearest infrastructure.

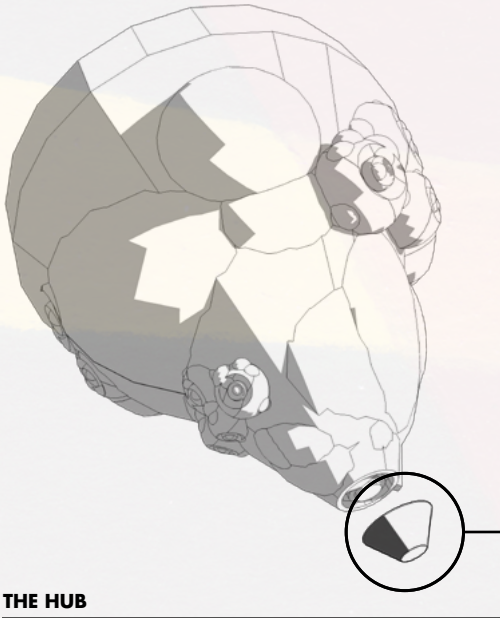


Command Center

ENTRANCE

An **industrial combine** indiscriminately seeks bodies (living and dead) and shreds Sleeve corpses clearing a path to the **Command** airlock.

- » **HP:** 5 MDMG. Instant death if caught in its gnashing blades.
- » **Weakness:** Moderate turning radius, prioritizes body-seeking over collision detection.



THE HUB

The *Wheel's* command center at its conical tip detaches from the ship as an autonomous shuttle craft, *Hub*.

Hull: 15/20
Armor: 10
Combat: 20
Intellect: 10/30

Speed: 20
Jump: None
Fuel: 5/10
Crew: Max 10

INTERIOR

- » **Crew Berth:** Rusty tools and forgotten odd-ends cobweb the cramped space. A tunnel navigable only in zero-G winds through the clutter towards toys peering from a pink dollhouse.
- » **Galley:** Paper streamers reach waveringly for ventilation ducts. The remains of a banner reads "Happy ____ Billy". Stocked with moonshine.
- » **Cargo Hold:** Knock-off Christian relics clutter the floor: pig bones inscribed with Latin, horse hairs behind salvaged glass.
- » **Command Center:** Ragged, gossamer flesh stretched over the comms station's circuits and screens whispers fresh gospel into the void. An abscess bursts from the cycling airlock's pressure change, birthing a chalice of hard-packed mineral. **The Grail** clatters to the floor among melted wax, crumpled IV bags and frayed restraints.

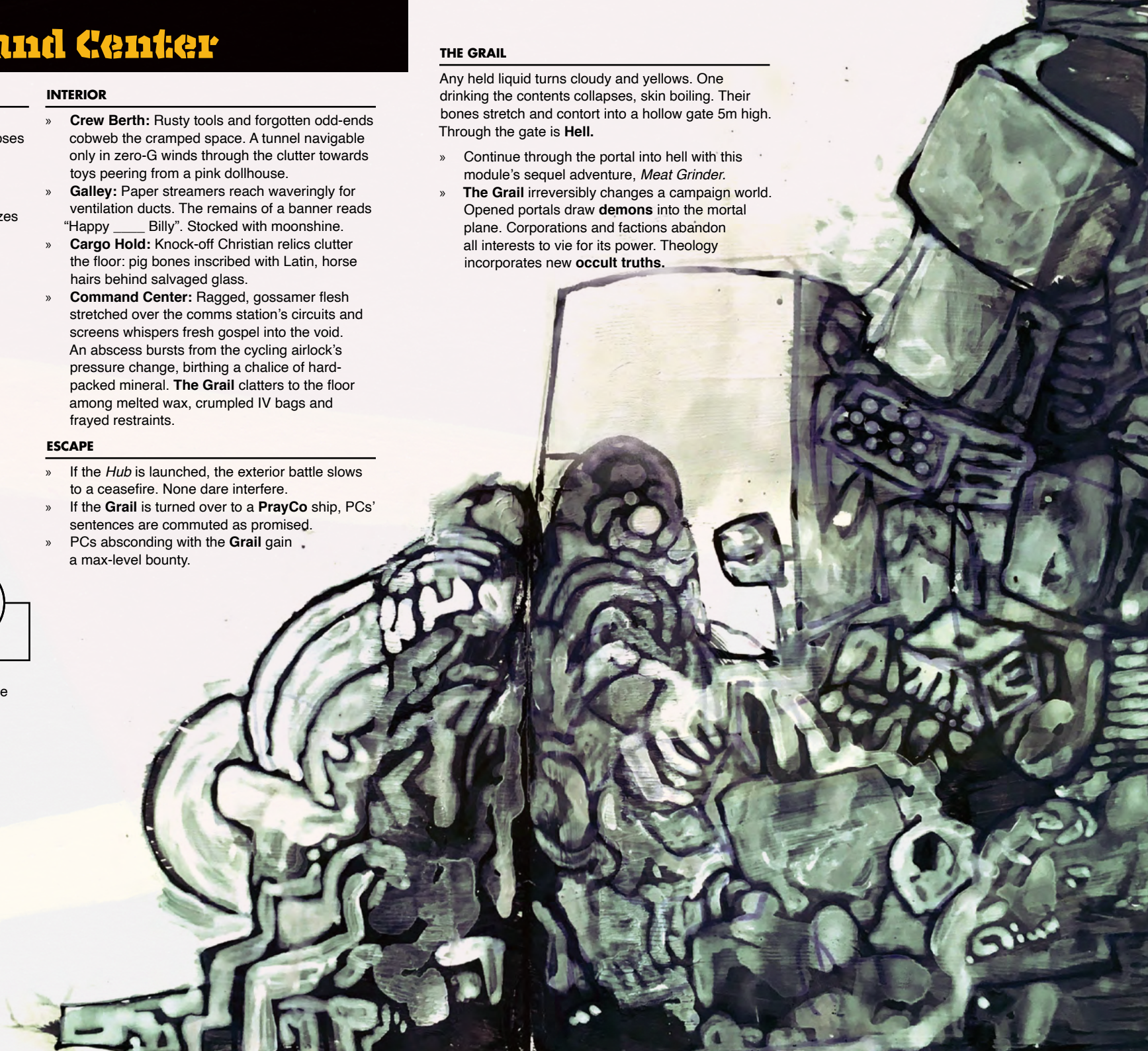
ESCAPE

- » If the *Hub* is launched, the exterior battle slows to a ceasefire. None dare interfere.
- » If the **Grail** is turned over to a **PrayCo** ship, PCs' sentences are commuted as promised.
- » PCs absconding with the **Grail** gain a max-level bounty.

THE GRAIL

Any held liquid turns cloudy and yellows. One drinking the contents collapses, skin boiling. Their bones stretch and contort into a hollow gate 5m high. Through the gate is **Hell**.

- » Continue through the portal into hell with this module's sequel adventure, *Meat Grinder*.
- » **The Grail** irreversibly changes a campaign world. Opened portals draw **demons** into the mortal plane. Corporations and factions abandon all interests to vie for its power. Theology incorporates new **occult truths**.





HORSE?

- » Raised on ruthlessly efficient training macros. A last hope, dashed.
- » **H:3(50) C:70 Trample 1d10dmg or Bite 5d10dmg and Infected I:80**
- » Special Abilities:
 - » **Fetid Bite:** Worms wriggling between teeth. A smell you can't forget. Body Save or **infected**. Bacteria kills in 20 minutes unless amputated.
 - » **Decoy:** When suffering a Hit, it births a slimy foal as a distraction. Pitiful bleating.

PRISON SOLDIERS

- » Desperate and overwhelmed. Fights under duress, amiable to collaborating against corporate agents. Wearing distinctive corporate branded uniforms: tinsel halos for **PrayCo's Fallen Angel Reform School**, antiqued black and white stripes for **The Joint Penitentiary**, etc.
- » **H:1(20) C:25 Nail Gun 2d10dmg or Crowbar 1d10dmg I:20**
- » **Special Abilities:**
 - » **Mob:** 50% found in chain gangs of 2d10.

D5	CRIMES
1	Political Prisoner. Useless combatant, high value if ransomed.
2	Defective Android. Fearless, talks in math, responds violently to kindness.
3	Career Criminal. Collar marked neck. Trades jury rigged Lockpick Set for the party's best weapon.
4	Cannibal. Dragging a collared, tooth-marked corpse. Embeds in the party—treacherous.
5	Arsonist. 1d5 Molotov cocktails (moonshine). Can locate a nearby fuel line. Sabotaging it destroys a random Zone .

CORPORATE OPERATORS

- » Foreshadowed by suit-filtered cigar smoke. Body count lost years ago.
- » **H:3(40) C:50 Pulse Rifle 5d10dmg, Grenades 1d10dmg I:40**
- » Special Abilities:
 - » **Post-Mortem Override:** On death, battle suit seizes muscle function and continues jerkily and unnaturally fighting for 1 round.

D5	MISSIONS
1	Carries Command Collar remote and master key, conscripts fodder to capture a location in a random Zone .
2	Playing war games with another squad. Trades weapons for info on their location.
3	Escorting a Cardinal and several attendants.
4	Delay tactics. Shoots to kill prisoners wearing master collars.
5	Heading towards the Bunker (Zone 6B) , transporting laser cutters and explosives.

PILGRIM IRREGULARS

- » After a lifetime waiting for a spiritual breakthrough, found it in the **3rd Testament**. Unhesitatingly uprooted their family to witness the source. Killing prisoners, a bonus.
- » **H:2(20) C:30 Heirloom Rifle 5d10dmg I:20**

D5	BANNERS
1	"1 God + 2nd Coming = 3 rd Testament"
2	"There's A Better Home Awaiting"
3	Christian Flag (Red cross on a blue canton against a white field)
4	"Gnostic Wolf Pack Militia Sponsored by Omegabrain Mental Enhancement Pills"
5	"They speak! Are you listening?" (Frequency of the 3 rd Testament)

SLEEVE SOLDIERS

- » Skinless, missing limbs and features. Stumbling and crawling from birth into death.
- » **H:1(10) C:50 Arm Cannon 1d10dmg (1 round to charge) or Arm Sword 4d10dmg I:15**



I SEARCH THE AREA

D100	10 MINUTES SEARCHING WITH A SUCCESSFUL SCAVENGING CHECK OR LOOTED FROM A CORPSE
1-5	Jury-rigged tattoo gun
6-10	Lockpick Set (damaged by shrapnel, useless unless repaired)
11-15	Zip gun (2d10dmg, 1 shot)
16-20	Paper polyhedral dice, flattened
21-25	PATCH: "Property of The Joint" (Illustration: Behind Bars)
26-30	PATCH: "Fallen Angel" (Illustration: Wings)
31-35	PATCH: "Farmer's Gold" (Illustration: Cow Pie)
36-40	PATCH: "Almanac" (Illustration: Labeled Floppy Disc)
41-45	Silver Tongue synthetic chewing tobacco
46-50	Tarnished brass hand bell
51-55	Straw doll, candies hidden within
56-60	Illustrated copy Thunder Perfect Mind "DISPLAY COPY NOT FOR SALE"
61-65	Half-finished embroidery (dead tree with single fruit)
66-70	Metal rake, teeth freshly sharpened
71-75	Noah's Arc dietary gummies (each two animals, fused)
76-80	Disposable InstaCrop seed injector (as a weapon: 2d10dmg and death by internal plant growth in 1d10 days)
81-85	Hand-knit baby carrier, empty
86-90	Leather-sleeved flask (wheel pattern), 1/3 full moonshine
91-95	Tin fruit cans connected by 5m string
96-100	Deed to the <i>Wheel</i>

EQUIPMENT CACHES

D10	PRESENT WHEN INDICATED IN ZONE DESCRIPTION
1	Binoculars, Camping Gear, MREs, Vibeche, Long Range Comms
2	Foam Gun, Riot Shield, Portable Turret (area denial heat ray)
3	Hand Welder, Welding Goggles, Wired Laser Cutter (20m cable, plugs into buildings or ship infrastructure)
4	Hydraulic Stilts (telescope to 5m), Hazard Suit, Pesticide Spray Backpack (toxic, flammable)
5	Improvised Artillery (section grain auger, 50% chance of exploding if used), 3 Shells (1d5 MDMG)
6	Tractor Technical with Heavy MG (2d10dmg)
7	Military Supply Canister pierces hull: 10 biometrics-locked Pulse Rifles (requires corporate DNA), 1d5 Tear Gas Grenades
8	10 ft. Feed Hook, Saddle, Wire Brush with bent and twisted bristles
9	Crate Explosives: 1d5 Incendiary Grenades (1d10dmg/round), RPG (1 shot, 2d210dmg), 1 anti-tank mine (1d10 MDMG)
10	Attack Dog Crate "FRONT TOWARD ENEMY" (laser targeting system, low growling), Chainmail Gloves, Muzzle (spare)

CREDITS

Inspired by *Horse Master* by Tom McHenry, *Darkwood* by Acid Wizard Studio, the art of Mike Franchina.

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