

PASSENGER

YOU ARE A PARASITE.

YOU ARE A

SLIMY
ACIDIC
BLOODY
PULSING
BULGING
PUSSING
SQUIRTING
FESTERING
BURROWING

MITE
FLUKE
LEECH
NYMPH
LARVAE
CESTODE
NEMATODE
CENTIPEDE
FLATWORM

WITH...

HAIR
A PUTRID SCENT
A BELLY FULL OF EGGS
MYSTERIOUS FLUIDS
TOO MANY ORIFICES
NO NERVOUS SYSTEM
PREHENSILE INJECTORS
A MENACING SENTIENCE
A PENCHANCE FOR MIMICRY



You need to spread.
You are riding the body.
You must get off this planet.

You can only act. You cannot
discuss with each other how
you should act.

One of you controls the legs.
They can move.

One of you controls the mouth.
They can talk.

One of you controls the arms.
They can grab, push, drop.

The Game Master (GM) tells
you what's around. Whenever
any of you make the body act,
the GM rolls 2d6.

On an 8+, the body does
something involuntarily as a
reaction to your invasive
presence - vomit, crying blood,
pus, spouting sores,
screaming, convulsing, yellow
sweat.

The GM decides how the world
reacts to what the body does,
whether you made it happen
or not.

YOU HAVE TO...

Ride the shuttle to the terminal - Be processed by security - Get the key card from the laboratory - Find and adorn yourself with the space suit - Enter the loading bay - Enter the space vessel -

- DEPART THE PLANET