

Flatline on the Blocks

BackerKit Page Copy

Image Alt Text: Free Patch for all Physical Tier backers in the first 48 hours. Cybernetic stitching encircles a purple-plated orbit, where a blue cybernetic eye looks out to the side, above and below the eyelids is written "Spinal Crux" in red letters.

Image Alt Text: Reward Image Header describes each [Pledge Level](#), as shown on the Rewards tab.

Finger on the Pulse

Image Alt Text: The Flatline on the Blocks zine cover and an inside spread mock-up. The inside spread mock-up shows Guy's art piece of the Spinal Crux. xxMore description.

Flatline on the Blocks is a new setting module of crammed city blocks, scheming factions, and ticking doom set aboard the megacity X-class space station Prospero's Dream, for the Mothership Sci-Fi Horror RPG. This zine contains cascading criminal conspiracies building up from small events to massive, district-wide catastrophes that affect the entire playground of the Spinal Crux District. Inspired by squalid city life in **Final Fantasy VII's Midgar** and **Judge Dredd's Mega-City One** with the colorful madness of **Joel Schumacher's Gotham City** and a **dystopian F-Zero**, this district has the heart and hooks to keep pulling your crew back in.

Image Alt Text: xxInside spread mock-up 2, showing Ripley Matthew's Block art.

This 52pg zine comes loaded front to back with **interconnected city Blocks** of the Spinal Crux District, illustrated by Ripley Matthews and Guy Pradel. **15 veteran Mothership writers** came into this project with a vision: **20 Blocks, 20 spreads**. We wrote 20 Blocks plus the Tower, **three scheming factions**, and a **Block Pulse escalating encounter mechanic** to draw your players into action, or else.

Image Alt Text: Pullquote graphic reads, "**Flatline on the Blocks takes modularity to the next level**, introducing a slew of locations, factions, and conflicts to turn Prospero's Dream into a powder keg ready for your players to light the fuse, all **written by some of the brightest authors of the Mothership community**." - Josh Domanski, *Liminal Horror Deluxe*, *Outer Rim Uprising Campaign Handbook*, *The Parthenogenesis of Hungry Hollow*.

In the Spinal Crux District, every Block has its secrets. Most bad, but some good—if you know where to look.

Xeno-plants crawl through the vents, noodle shop mobsters push common folk into Novo protection, monobikes burn rubber down dingy streets, rogue slugtech creeps up out of toilets, a dead warship slumbers, scrappers chip away at the infrastructure underfoot, and crowds clamor for the new MindOrb cybermods unknowingly powered by a sinister source.

Better keep your finger on the pulse...

What's in the Zine?

Flatline on the Blocks contains twenty blocks across four vertical levels, from the Guts scraping along the bottom of the outer hull up to the top of the OcuSec tower, the Eye. Along with three factions vying for control of the Spinal Crux District, other small-time actors could upset the balance and bring the Novo hammer down on the people. The Blocks could be used as a driving force on the Dream, as one-off locations, or the beating heart of the crew's home.

Image Alt Text: xxInside spread mock-up 3, showing another Ripley Matthew's Block art.

Here's the contents set out for **Flatline on the Blocks**:

- Spinal Crux District Introduction, with map by Guy Pradel
- How to Use this Module
 - **Block Pulse:** An escalating encounter procedure inspired by *Mythic Bastionland's* Myth Omens
 - **Cardiac Attack:** The factions' Doom Clocks, propelled by the **Block Pulse**.
- Three new factions of the Spinal Crux: their goals, tools & assets, NPCs, Jobs, and where to find them.
 - **OcuSec:** Cybersecurity surveillance firm turned trendy brand cult selling "non-invasive" cybermods.
 - **The Siphon:** The seedy financial foundation for a beloved restaurant: Min's Unending Bowl.
 - **NERC "Scrappers":** Techno-nihilists hellbent on reducing non-planetary infrastructure to rubble.
- **Spinal Crux District** Blocks are split across four levels, from the main thoroughfare, up the towers and down into the hull-scraping underbelly.
 - Every Block spread features a **half-page map** by Ripley Matthews.
 - **The Heart:** The main thoroughfare of the Spinal Crux, **seven Blocks** connecting above and below
 - **The Guts:** The rotten underbelly where most folk eke out their lives, making up **eleven Blocks**.
 - **The Mouth: Two Blocks** of rising towers where the rich blast their loudmouth propaganda.
 - **The Eye:** Bonus **tower spread**, mapping out the ostentatious OcuSec HQ.

- **1d100 Spinal Crux NPCs:** Faction affiliates, neighborhood weirdos, the rich, the desperate, and the dangerous

Image Alt Text: Mock-up graphic of the Organ Failure zine, and the Min's Unending Bowl pamphlet. The Organ Failure cover shows a few mean looking cyborgs in a trench coat holding devilish looking knives. The Min's Unending Bowl pamphlet has a bowl of noodles with an eye on it, chopsticks in it, and the noodles making a heart over the bowl. Below is a list of franchise locations.

Organ Failure is an 8pg mini-zine containing three two-page **adventures** set within the Spinal Crux District. Keep your eye on this one, as we have more adventures drafted and hope to build out this zine with Stretch Goals as the campaign continues!

- *Phagocytosis* by Reece Carter
 - Hunt down a cryptid for Don & Juan's bloodbowl amusement.
- *Repo Rumble* by Ben King
 - Race to recover a luxury monocycle before the Repo Men arrive.
- *MindOrb Heist* by Christian Sorrell
 - Break into an OcuSec board member's fortified sanctuary.

The menu for **Min's Unending Bowl** is an in-setting tri-fold pamphlet. Be sure to order the *correct combos* if you want to get what ain't on the menu (i.e. Guns, Drugs, other Contraband). The pamphlet contains:

- 1d100 Min's Menu Items
- 1d10 Weekly Specials
- Franchise locations in the Spinal District
- Delivery services info (Now Hiring!)
- Opening hours for the main attractions

Alt Text: Human Made Logo by Hinokodo. Features a cartoon human hand.

This work was made by humans from A to Z. No AI or Machine Generated works are included in any part of this project. Supporting this project means you are supporting real human beings who have dreams, passions, & bills. Thank You.

Pledge Levels

Digital Flatline - \$19 USD

Get a PDF of **Flatline on the Blocks** and any digital content unlocked via Stretch Goals.
Retail MSRP: \$22 USD.

Taxes will be charged after the campaign.

Includes 2 items:

- x1 *Flatline on the Blocks* Digital Edition
- x1 Digital Asset Folder (Block Maps & Art)
- PLUS Digital Stretch Goals Only

Physical Flatline - \$24 USD

Get a 52pg physical copy of the ***Flatline on the Blocks*** zine, a PDF, and any digital content unlocked via Stretch Goals.

Shipping and taxes will be charged after the campaign..

Retail MSRP: \$29 USD.

Includes 3 items:

- x1 *Flatline on the Blocks* physical zine
- x1 *Flatline on the Blocks* Digital Edition
- x1 Digital Asset Folder (Block Maps & Art)
- PLUS Digital Stretch Goals Only

Spinal Crux Bundle - \$37 USD

Get the 52pg physical copy of the ***Flatline on the Blocks*** zine & PDF, ***Organ Failure***: a mini-zine of adventure locations in the Spinal Crux, a menu prop for *Min's Unending Bowl*, a *Scrappers of the Dream* 100% embroidery iron-on patch, and all content unlocked via Stretch Goals.

Shipping and taxes will be charged after the campaign..

Bundle Retail MSRP: \$41 USD.

Individual Retail MSRP: \$55 USD.

Includes 7 items:

- x1 *Flatline on the Blocks* physical zine
- x1 *Flatline on the Blocks* Digital Edition
- x1 *Organ Failure* physical mini-zine
- x1 *Organ Failure* Digital Edition
- x1 *MUB Menu* physical bifold
- x1 *MUB Menu* Digital Edition
- x1 *NERC* 100% embroidered iron-on patch
- x1 Digital Asset Folder (Block Maps & Art)
- PLUS Physical & Digital Stretch Goals

Your Own Block - \$449 USD

Limit: 5 Backers

Get everything in the Spinal Crux Bundle, and collaborate on your own Block to slot into the Spinal Crux district, with writing from the team and Block Art by Ripley Matthews!

Personalized Block to add to your home table's version of the Spinal Crux.

- Includes cartography by Ripley Matthews, a.k.a. Queer Wizard
- Join a brainstorm session, and the writing team will take these ideas to your Block.
 - **Note:** the team maintains the right to refuse any content suggestions they deem bigoted or otherwise inappropriate.

Unavailable for Retail.

Includes 8 items:

- x1 Your Own Block for *Flatline on the Blocks*
- x1 *Flatline on the Blocks* physical zine
- x1 *Flatline on the Blocks* Digital Edition
- x1 *Organ Failure* physical mini-zine
- x1 *Organ Failure* Digital Edition
- x1 *MUB Menu* physical trifold
- x1 *MUB Menu* Digital Edition
- x1 Digital Asset Folder (Block Maps & Art)
- PLUS Physical & Digital Stretch Goals

Stretch Goals

Funding Goal: \$7,500

The Zine is Fully Funded!

Collaborative projects are labors of love. This campaign's initial funding goal raises just enough to pay for the map art and a small print run. Without your support, this zine cannot be made, so thank you!

Stretch Goal 1: \$10,000

Matte Cover Lamination

Matte cover lamination for the 52pg zine, ***Flatline on the Blocks***. This is a physical upgrade that will vastly improve the lifespan and endurance of your zine. Plus, the coating creates a wonderful handfeel.

Stretch Goal 2: \$12,500

4 More Faction Pages!

This stretch goal adds four more pages to ***Flatline on the Blocks***, upping the total page count to 56! These two additional spreads will expand each of the factions with more NPCs, Jobs, and fabulous art from Scragend!

More Stretch Goals...

Unlock More Flatline Upgrades!

We have more Stretch Goals planned to make the Spinal Crux District even more vivacious! Get a bigger dose with more adventures in the mini-zine *Organ Failure*, slap an OcuSec sticker on your *Pound of Flesh* game box, and take your Trak Blok betting to the next level....

Spinal Crux Warriors

The Spinal Crux Warriors is your Zine Team for ***Flatline on the Blocks***. We're a Ship of Theseus off the Azimuth Gang, so many faces are familiar, many missing, and many new! Yet we're all veterans in the Mothership third-party publishing scene!

Image Alt Text: Each subheader contributor is its own image and below contains the details for each one. Every image sits on a grid of plus symbols like a square grid battle map, bordered by magenta, with the header reading FOTB, i.e. Flatline on the Blocks.

Chris Airiau

Bio pic alt text: A cartoon Chris—glasses and can headphones—waves from a standing desk with some sci-fi books on it.]

Writer, Development, Editor

Chris has published and written for over 20 Mothership RPG publications, and worked on more than 10 other Panic Engine projects, such as *Cloud Empress*, *Milk Bar*, and his own *5 Million Worlds* RPG. He also hosts *The 5MW Ansible Uplink*, a sci-fi module review podcast.

Not Enough Scoundrels, When in Rome, Bio-Drones & Cryo-Clones

Ben King

Bio pic alt text: Ben King's head in a black silhouetted profile. He wears glasses, a beard and a short haircut

Writer, Artist, Development

Ben King is a grocery clerk in Chicago IL USA. He also writes under Columbarry TTRPG.

The Stillroom, Devil's Due, Knowledge Asymmetry.

Carson Brown

Bio pic alt text: Carson smiles and slightly squints at the camera, wearing a yellow toque, blue windbreaker, and glasses. A wide view of autumn leaves fills the landscape behind; vivid orange, yellow, red, and green leaves stretch out to a view of Lac Blue Sea in Gatineau, Quebec.

Writer

Carson is a Canadian TTRPG writer, publishing under the name Single Stage to Orbit Press. He is convinced his house is haunted.

Emergence, The Flora on Acyx, Burying Grounds on Pavel Theta

Reece Carter

Bio pic alt text: a line art drawing of a man in a track suit, hat, aviator sunglasses with a mustache.

Writer, Development

Reece Carter (he/him) is a writer, amongst other things, from Australia. Rolling his body finds: a wallet with 2d10x10 credits and various cards (including drivers licence and credit card), a smart phone, phillips head screw driver, flat blade screw driver, permanent marker, pen, double sided pen screw driver, utility knife, and a couple of lock picks

Dead in the Water, Distress Signals, Hang the DJ

Amanda P.

Bio pic alt text: a dead-end dungeon room with Amanda P. written in the center.

Writer, Development

Amanda P. (they/she) is an adventure writer and development editor for tabletop roleplaying games.

Orestruck, Resonant, Cairn 2e Adventure Anthology, Tannic

Scragend

Bio pic alt text: A moustached skellington in a checked shirt, framed by roses, a digital stylus and a fountain pen.

Writer and illustrator

Scragend is a freelance illustrator and ttrpg maker from southeast England. He can usually be found hiding among the pews in abandoned churches, nibbling on musty prayer books.

Lemuria Space Station, Late Night Broadcasts, Potato Exorcist.

Christian Sorrell

Bio pic alt text: A mid-30s guy looking down at the camera with a dark brown beard, unruly long dark brown hair, and thick-rimmed black glasses.

Writer, Development

Christian Sorrell (he/they), known as MeatCastle, is a writer, designer, and editor for a variety of indie tabletop roleplaying games including Mothership, Old School Essentials, MÖRK BORG, Liminal Horror, and Cairn. They edited the ENNIE Award-winning adventure The Shrike and did development work on Cloud Empress and Ruination Pilgrimage.

There is a Goblin on the Loose in Icarus Station, Ultimate Badass, The Bloodfields at Blackstar Station

Elliot Norwood

Bio pic alt text: A graphic of a white octopus against a black background, for Octopus Ink Games.

Writer, Development

Elliot is a writer and sometimes artist and layout designer for TTRPGs, also publishing under the name Octopus Ink Games.

Death Pays All Debts, Rimward Classes, The Black Dog

Kin Krakenhund

Bio pic alt text: 30+ years old guy smiling outside. With glasses, mustache and with a happy dachshund on his lap.

Writer, Development

Kin is an avid lover of scifi horror (Mothership) and pirate horror (Pirate Borg) for which he writes most of his stuff. He loves camping with his dog and cooking over fire. Nature over Civilization every day.

Karthian Manhunter, Operation Golden Cut, Silent Cove

Kyle Tam

Bio pic alt text: A young woman in a leather jacket, black jeans, and boots stands before a bookshelf that stretches to the ceiling.

Writer

Kyle Tam (she/her) is a dreamer, writer, and full-time complainer from the Philippines. Her fiction has been published in *Cosmorama*, *Daikaijuzine*, among others. Her tabletop game MORIAH was awarded an IGDN Honorable Mention. You can find her on Blusky at @PercyPropa, or find her work at whatkylewrites.carrd.co.

MORIAH, Primadonna, Turn Back the Clock

Waco Matrixo

Bio pic alt text: A cartoon Waco—zombified astronaut—waves from inside an airlock.

Writer

Waco is a Netherlands-based, British TTRPG creator. He makes animations about Mothership on his YouTube channel, creates his own Mothership modules and runs games on StartPlaying.com.

Decagone, Cryo-Siq, Gas! Gas! Gas!

S. Murphy

Bio pic alt text: A red crow with a purple background.

Writer

S. Murphy is a writer from Aotearoa. They are good at writing adventures but bad at writing author bios.

Daedalus Station, Alone in the Deep, Outpost 33 (forthcoming)

Scott Garriott

Bio pic alt text: Molgannard Press logo of a giant typing on a tiny laptop.

Writer

Scott Garriott is a writer and community organizer from Oakland California who writes TTRPG things under Molgannard Press.

The Ship Who Swallowed A Spider, The Sins of Eden Prime, and Devil's Due.

Ripley Matthews

Bio pic alt text:

Artist

xxYour Description

Three of your previous works.

Guy Pradel

Bio pic alt text: A cartoon face of a cyborg-ified bearded man in his 30s.

Artist

Born in 1988 in Cherbourg, he joined the illustration department of the Strasbourg school of Applied Arts (HEAR) and graduated in 2014. He is a member of the artistic direction of the Central Vapeur illustration festival since 2013. Based in Strasbourg, France.

[Archol](#), [Abilities Considered Unnatural](#), [Cleaning of Prison Station Echo](#)

Jet McFin

Bio pic alt text: a yellow cube made of smaller yellow cubes arranged in an impossible configuration.

Editor

Jet McFin is a former professional sun locator who has successfully located the sun a countless number of times. He was forced into an early retirement when his name appeared on a list of exotic soup smugglers, though he maintains his innocence to this day. He writes TTRPGs to pay his legal bills against Big Soup.

The Oceans Are Endless on Meridian, *Crush Depth*, and *The New Guide to Sun-Locating: a Minimalists' Approach*.

Jordan Boschman

Bio pic alt text: a head-on photograph of Jordan, with short brown hair and wearing his glasses and a black shirt, looking at the camera with a soft smile.

Editor

Jordan is a tabletop game editor and writer, working under the imprint ATypicalFaux. When he's not looking for something new to edit, perusing a style guide or SRD, or trying to finish up *Devil's Due*, he's likely fomenting one of too many backburner game projects.

Fear of a Daily Planet, So You've Been Chump-Dumped, and The Stone-Flesh Gift

Violet Ballard

Bio pic alt text: Cartoon Violet in greyscale, short hair and wearing thick frame glasses and looking off-screen, against a blobby nebula background.

Production Support

Dr. Violet is a proudly Queer mom and educator from Fresno, California. She is the owner of RV Games.

Orgy of the Blood Leeches, Return to STAR Station, Progeny

Project Timeline

This is a rough overview of the project timeline for ***Flatline on the Blocks & Organ Failure***. Our team hopes this to be shorter, but it's safer to overshoot time estimates, especially with such a large team. More moving parts means more chances for delays. In any case, this is the workflow for the project over the coming months.

- **October 2025:** Development
- **Nov-Dec 2025:** Manuscript Revisions
- **January 2026:** Copyediting Begins
- **February 2026:** Copyediting Finishes
- **March 2025:** Layout Begins
- **April 2025:** Layout Finishes
- **May 2025:** Proofreading / Pre-Production PDFs release to backers
- **June-July 2025:** Print tests / Product kitting at RV Games warehouse
- **August 2025:** 1st Wave Fulfillment Begins