THE ROLEPLAYING GAME

# DELETION

By Jinhee Lee Bryan Tiggs, Matthew Floyd, Ketul Majmudar

# MINDJAMER: DELETION

Role Playing Tabletop Adventure for the Mindjammer Universe

# CREDITS

# Writers:

Jinhee Lee Bryan Tiggs Matthew Floyd Ketul Majmudar

Soundtrack: Matthew Floyd

Mindjammer IP belongs to Sarah Newton and we do not claim to own any of the art used in this book.

Created and Developed in Fall 2018

# Table of Contents

- 1. Soundtrack
- 2. The Story
- 3. PC Profiles
  - a. Petra Ductura
  - b. Linnaea Bright
  - c. Olvere Elier
  - d. Catalina Alianovna
- 4. Hillfolk Matrix
- 5. Impact Characters
  - a. Clara (S3 371)
  - b. Lysander Oyoung
  - c. Kali
  - d. Samuel Chase
- 6. Act I: Old Mars
  - a. Outline
  - b. Storybeats
  - c. Dramatic Scene
  - d. Encounter
- 7. Act II: Callisto
  - a. Outline
  - b. Storybeats
  - c. Dramatic Scene
  - d. Encounter
- 8. Act III: Kali
  - a. Outline
  - b. Storybeats
  - c. Dramatic Scene
  - d. Encounter
- 9. Act IV: Lysander
  - a. Outline
  - b. Storybeats
  - c. Dramatic Scene
  - d. Encounter

# SOUNDTRACK

We have created a youtube playlist to listen to when playing this adventure. The tracks are credited in the credits section.

https://bit.ly/2Emeiro

To be printed for nonprofit educational purposes only

# THE STORY

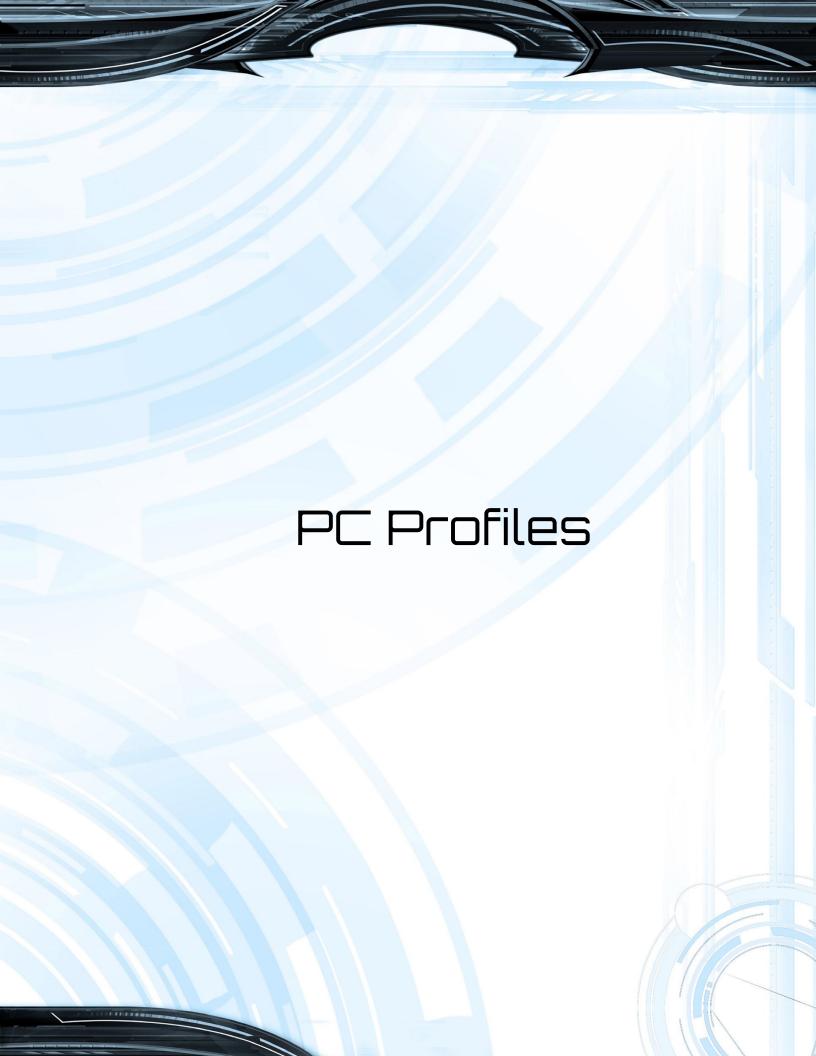
The consciousnesses of eidolons - synthetics that have downloaded human memories called thanograms into their minds - across the Commonality have been disappearing from the Mindscape. On Old Mars, Lysander Oyoung (the president of Axon, a shell corporation based in Sanguine, one of the planet's metroplexes) has hired Petra Ductera and her investigative team to look into the disappearance of the mind of a high-ranking eidolon - Merrill Hyden.

Petra, a survivor of a poor Fringe World planet Strahlex who has slowly worked her way up the ladder by following the rules, finds artificial life unnatural and unsettling. This puts her at odds with both Clara (S3-371), the eidolon assistant to the team, as well as Olvère Elier, who is cybernetically enhanced due to an accident from years ago. Olvère has been brought onto the team due to his strengths in interrogation, empathy, and Mindscape connection, but Petra doesn't see him as more than a tool.

Also on the team are Catalina Alianova, an impulsive, ex-military soldier who takes the lead in combat, and Linnaea Bright, the analyst and technical expert of the team. Catalina is a "shoot first, ask questions later" kind of person, but she is very protectful of Linnaea, who is not well-trained in combat but believes she can take care of herself nonetheless. Linnaea's brother Tomas was one of the eidolon minds to go missing, and she has vowed to find out what happened to him at all costs.

The team starts investigating with the help of many eidolons that make up Old Mars's population. However, these eidolons suddenly turn on the team and Clara's mind goes blank. In her last moments, she reveals that had been investigating a particular eidolon, Elden, that points the team towards the real cause of the disappearances. When the team investigates further, they are surprised by Lysander, who tells them that since the eidolons that attacked are related to his corporation, he must investigate on his own.

Further investigation reveals that a Mindscape engineering team housed on lo Station designed the chip that Clara alerted Petra's team of, and that this engineering team was manipulating the minds of the eidolons behind the attacks. But this engineering team, including the brilliant but somber Samuel Chase, is hiding a deeper secret – that, working alongside Lysander, they have developed a plan to "free" human minds from the Mindscape, which could mean the end of the Commonality as everyone knows it. It is up to the team, with the help of the mysterious and peaceful Kali, to stop it.





# Petra Ductura

Written by Jinhee Lee

Role: Leader of the team as appointed by Lysander Oyoung, the story's antagonist. She is the team's pilot and chief investigator, and is trained to survive on limited resources thanks to her upbringing. She is sensitive about her authority and feels threatened when her team members challenge her decisions or show greater aptitude for certain tasks. Because of this, she often is responsible for a lot of friction within the team and must mature if she is to be a good leader.

Although she is an ally of the New Commonality of Humankind and supports the Mindscape for its practical uses (and with no choice), she is the least reverent of the Mindscape in her team, and finds the concept of eidolons and artificial personalities unsettling and unnatural.

Quote: "If we are to do our jobs and preserve the Mindscape, the chain of command dictates that in the end, one decision matters. Not yours, not ours, mine."

Early Life: Born as the eldest sibling on the fringe world Strahlex in the Lichtstrom system, Petra led a simple life where Mindscape technology was unheard of and people were not used to the idea of artificial life after biological death. She was taught the value of self-sufficiency by her parents, and took a pilgrimage every year to train her discipline and survivalist skills. After the Commonality colonized her world when she was a young adult, she was quickly drafted to become a law enforcement officer and rose through the ranks. The forceful assimilation left Petra with a slight resentment for the Commonality and their Mindscape.

Personality: She is civil in most of her discussions and appreciates good humor, but gets angry over sensitive subjects like her begrudging support of Mindscape because of her position. Deep down, she worries about the consequences of her actions, and wishes she could confide in someone but sees it as a sign of weakness.

She prefers having a clearly defined chain of command, and feels honor-bound as a leader that she must be responsible for producing the most positive results.

Relationship with Linnaea: She respects Linnaea's technical aptitude and appreciates her results as an analyst, but often dismisses her corrections and suggestions when she believes her own ideas to be superior. Although Linnaea doesn't mean to usurp Petra's status as leader, Petra's pride and conflict with Catalina over command form a wedge between the two, and they confide little of their emotions to each other.

Relationship with Olvère: Because Olvère is more machine than man, Petra sees him more as a useful tool for his interrogation skills than another person. She pushes Olvère away in his attempts to connect with her emotionally, out of distaste for his choice to enhance his body with cybernetics.

Relationship with Catalina: She talks most with Catalina over the nature of the team and the dynamics within, and experiences a power struggle with her over command. She distrusts Catalina

with command on account of the latter's history of brash behavior that kicked her out of the military.

<u>Talents:</u> Skilled pilot and survivalist, particularly in long-investment decisions and rationing supplies. A jack-of-all-trades in Mindscape abilities, investigation, and combat.

<u>Wants:</u> To prove herself as a leader and for once, decide her own destiny after having it decided for her up to this point.

Flaws: Her upbringing of learning self-sufficiency and history of being told what to do makes her protective of whatever authority she has. She (at first) interprets seeking the help of subordinates to be a sign of weakness and unworthiness to lead. She is also distrustful of synthetic eidolons, even if they are well-meaning.

Occupation: Investigator Name: Petra Ductura Genotype: Commonality Human Culture: Fringe World Actual Age: 32 Habituated Gravity: Standard (1G) Tech Index: 19 Apparent Age: 32 CONSEQUENCES Fate Points: 4 Refresh: Physical Stress: 1 Mental Stress: High Concept: Investigator Who Dislikes the Mindscape Protective of Her Authority Credit Stress: Trouble: Cultural Aspect: Ritter Towards Commonality and Fidolons **CREDIT STRESS** Game Aspects: Proud & Able Pilot of the Starship Strahl Leader of the Investigative Team Other Aspects: I'm the Leader, Not You, Catalina. You're More Tool Than Human, Olvére. Severe Cons ( You Lack Conviction, Linnaea. Superb (+5): Pilot Light Mesh Armor: -1 to physical stress Great (+4): Investigate Drive Stealth Good (+3): **Physique** OTHER EXTRAS Survivalist: Will Fair (+2): - Good (+3) Notice Rapport Notice when stressed Average (+1): **Empathy** Science Contacts Ranged Con Pedal to the Metal - coax more speed out of your vessel; a tie on Pilot roll is a success STUNTS Lie to Me - use Investigate to defend against Deceive Ghost in the Machine - +2 bonus to Stealth rolls to avoid detection in the Mindscape

Speaks Universal

Carries a Null Pistol for self-defense

OTES

The Strahl has a cloaking device and can be remotely summoned

Mindscape Implant - Local Mindscape connectivity and Mindscape actions

HALO



# Linnaea Bright Written by Bryan Tiggs

Role: Linnaea is the official analyst and the unofficial strategist of the party. People turn to her whenever they need something technical done, such as decrypting data from a synthetic chip or disabling a security system. However, her analytic mind also lends itself well to making smart choices and approaching difficult situations effectively. This is a source of friction between her and the team's appointed leader, Petra, who doesn't like her authority put into question with regard to directing the team.

Linnaea is a twin, and her brother Tomas was one of the cases of lost consciousness that the team aims to get to the bottom of. She keeps this to herself, but it is her biggest motivation for joining the team on their quest.

**Quote:** "Don't you think it would be better if we approached from this

adjacent nebula? It would give the Mindjammer engineers a bigger opening to strike, since we wouldn't be raising red flags over in security as quickly if we flew in from the same direction as the cargo ships."

Early Life: Linnaea grew up with her brother Tomas, fiddling with whatever machinery she could get her hands on as he learned to be a starship pilot. She was devastated when he died aboard one of his starships, but her family was able to create an eidolon with some semblance of his personality and memories. It wasn't exactly him, but she loved him anyway. His somewhat recent loss of consciousness sent her down the path leading to this campaign.

**Personality:** Linnaea is pretty brilliant, but her navigation of technology and tactics is far superior to her navigation of social situations. Linnaea is generally a friendly person and tends to like people unless given a reason not to, but she's also a geek and can get carried away in conversations about things she's passionate about. Her confidence in her abilities can also be an issue during missions. When it comes to her specialties, Linnaea can come across as a bit arrogant without realizing it. Perhaps more troubling, however, is her less earned confidence in situations she's not so well equipped to handle. Combat and physically dangerous situations are an example of this, much to the chagrin of Catalina, the

team's resident combat specialist that wants to keep her out of harm's way.

Relationships: Linnaea has trouble getting along with Petra, particularly when she disagrees with Petra's approach to tactical situations. She respects Petra as a leader,

but wishes she wasn't so averse to suggestions that aren't her own. Olvère is Linnaea's closest friend on the team. The two of them understand each other. He is the first to hear about Tomas, and they end up feeling comfortable sharing their personal feelings about the lost consciousness issue with each other.

Catalina acts as a bit of an older sister to Linnaea. Linnaea likes Catalina, but is aware that Catalina's protective feelings towards her stem from her seeing Linnaea as weak on some level. She wants to prove to Catalina that she can handle herself.

Talents: On top of her skills in technical work and critical analysis, Linnaea has always liked to tinker with machines of her own. She can create, repair, and modify things on the fly with little trouble.

Wants: Her brother back. This is what drives her to step up to the challenges she faces in her journey. She also wants to be respected and seen as

more capable outside of her designated team role.

Flaws: Linnaea tends to speak her mind, often without considering the way her thoughts might come across. She generally means well and is never outright mean to people unless they are rude to her first, but she has gotten herself into trouble for voicing her opinion at less than ideal times or phrasing things analytically rather than nicely.

Name: Linnaea Bright Culture: Commonality

Tech Index:

Genotype: Commonality Human

Habituated Gravity: Standard

Occupation: Analyst

Actual Age: 24

Apparent Age: 24

Fate Points: 4

Refresh:

Physical Stress: 1 2 3 4

Mental Stress:



CONSEQUENCES

**CREDIT STRESS** 

1 2 3 4 Credit Stress: 6 Severe Cons

High Concept: Official Analyst, Unofficial Strategist

Trouble: Speaks her mind.

Cultural Aspect: People should come before progress.

Game Aspects: I can fight too, Catalina!

Technical difficulties are my specialty.

Other Aspects: Whatever it takes to get Tomas back.

I think I've got a better plan.

Reaction Bonus (pg. 112)

**OTHER EXTRAS** 

Superb (+5):

Fair (+2):

Average (+1):

Great (+4): Technical

Good (+3): Knowledge

Science

Intrusion

Will

Empathy

Notice

Investigate Resources

**Unarmed Combat** 

Always Making Useful Things (pg. 99)

Better Than New! (pg. 99) Shield of Logic (pg. 89)

Always a Way Out (pg. 87)

Mindscape Implant: Local Mindscape connectivity and Mindscape actions.

Image Projection (pg. 110)

HALO

Mindjammer - The Roleplaying Game © 2014 Mindjammer Press Ltd. http://mindjammerpress.com/mindjammer. Permission granted to copy for personal use only.



# Olvère Elier Written by Matthew Floyd

Role: He is the emotional center of the team. He has spent a long time researching ways in which the mindscape can be used to advance the human condition and how we can emotionally connect through it. He often is offering alternative points of view as the plot becomes more and more violent. He also is an especially gifted interrogator due to his empathetic nature.

Quote: "We are not meant to spend eternity in these bodies. Our species, designed for higher thinking and consciousness, was always meant to move beyond."

Early Life: Olvère lived a fairly unremarkable life early on, growing up in the rediscovered World of Raquahan with a "live and let live" attitude. He eventually decided to

move to the Core Worlds, but soon afterward suffered through an accident that, as he perceives, nearly killed him; cybernetic enhancements available on the Core Worlds saved his life. Since then, he has spent his time researching the Mindscape and how to use this new technology to achieve better emotionalism. However, unbeknownst to him, he did die. Olvère is actually an eidolon with the old Olvère's thanogram programmed into him.

Personality: He is a calm, spiritual man who thinks before he acts. His perceived brush with mortality has left him with a desire to understand what it means to be "human" and ways to achieve posthumanism.

Though he has researched ways to emotionally connect through the mindscape, he desires to connect with people around him. He is admittedly self-conscious about his cybernetics and severely questions his purpose upon realization that he is an eidolon, as his calm demeanor shifts to one of fear.

Relationship with Petra: Olvère and Petra have a professional relationship. He was hired by Petra to be a member of the team due to his interrogation abilities, a recognition that he appreciates. He also senses Petra's deeply withheld emotions and past history and desires to connect with her. However, due to her own prejudice against cybernetics, Petra does

not allow this and, for the most part, sees Olvère as a tool for the mission, nothing more.

Relationship with Linnaea: The two of them have a deeply connected, friendly bond. Both of them share a brush with mortality (Olvère literally and Linnea with regards to her brother) and often speak, just the two of them, about how they are feeling, and the emotions of the mission. Linnea, who respects Catalina, would like to see Olvère make his peace with her. Contrastingly, Olvère, who respects and wants emotional connection from Petra, would like to see Linnea settle her differences with her. These two dichotomies often create conversations that the two of them talk about.

Relationship with Catalina: These two very much do not like each other. Catalina, who respects action first and foremost, sees Olvère as weak and afraid to get his hands dirty, and has no desire to listen to his emotions. Contrastingly, Olvère, who values spirituality and emotionality first, sees Catalina as an angry person that is dangerous,, due to her impulsivity.

<u>Talents:</u> His primary talents are in interrogation and his ability to listen to those around him. He also has

extensive knowledge on what the mindscape can do to connect us.

<u>Wants:</u> He wants to connect with his teammates, and to help them reach the "enlightenment" that he believes he is reaching. He also desires to become a true "posthuman."

Flaws: He sometimes forgets that not everyone shares his emotional attunement and that it is difficult for them to go to that headspace. He also is very rigid when it comes to fighting and hardly ever gets his hands dirty. Lastly, his desire to see the human race achieve a higher state of consciousness puts him in a dangerous position of being "understanding" of Lysander's plans.

# CHIARACTIER SHIETETT

Name: Olvère Elier Culture: Rediscovered world Tech Index: T9	Genotype: Commonality Human Habituated Gravity: Standard (IG)	Occupation: Civilian Actual Age: 96 Apparent Age: Forties			
Fate Points:  Refresh: Physical Stress: 1 2 3 4  Mental Stress: 1 2 3 4	2 Mild ( ) 2 Mild ( ) 4 Moderate ( ) 6 Severe ( )		CONSEQUENCES		
Credit Stress: 1 2 3 4  2 Mid Cons ( )  4 Moderate Cons ( )  6 Severe Cons ( )  6	High Concept: Passionate Posthumanist  Trouble: I Want to Feel Connection  Cultural Aspect: Nostalqia (That I Don't Want to Think About)  Game Aspects: The Definition of Humanity is up for Grabs!  We Are Meant to Live Beyond These Bodies  Other Aspects: I Don't Trust Catalina  I Will Listen to Linnaea  My Enhancements Don't Make Me Less Human				
Enthral (pg. 108)  Hyperintelligence (pg. 109)  Mental Resistance (pg. 110)	Fair (+2): Provoke   ✓ Con  Average (+1): Athletics  ✓ Mek	estigate V Notice V Notice V Stealth V Physique V Notical V Unarmed Combat V	SKILLS		
Regeneration (pg. 112)	Psychologist - Use Empathy to treat moderate and severe mental consequences.  Keen Hearing - Gain +2 on Notice rolls to detect sounds.  Fortress of the Will - Gain a +2 Will bonus to defend against mental attacks				
NOTES	Mindscape implant - Local Mind technopsi	Iscape connectivity and	HALI		

Mindjammer - The Roleplaying Game © 2014 Mindjammer Press Ltd. http://mindjammerpress.com/mindjammer. Permission granted to copy for personal use only.



# Catalina Alianovna Written by Ketul Majmudar

Role: She is the muscle of the team. Her mindscape abilities are the strongest of all the party members. She has been appointed by Lysander to help the team in tough combat situations because of her years of military experience. She always takes the lead in combat situations. She can command members in a team very effectively during a combat situation.

**Quote:** "It is all about the power. The strongest one is in-charge. That's common sense."

"I shall protect everyone at all costs."

Early Life: Catalina was born and raised in the secure womb of the core worlds of the commonality. Following in her father's footsteps; who was the

General of the military forces; she joined the Military of Commonality to protect the core worlds and make her father proud. She worked tirelessly for more than 8 years and became one of the youngest members of the military to receive the honorable 'Gold Chip' that provided her with unfathomable mindscape abilities.

Soon after she received the chip, she was sent to the fringe worlds for an infiltration mission to stop a rebellion. At a decisive point in the mission she had to make a choice: to attack the rebels or go back to HQ with the information they had collected. She decided to attack and as a result all her team members were killed and she barely escaped.

She was court marshalled by her father when she returned. She was stripped of her Gold Chip along with the rest of the honors she had received. She saw her father cry that day for the first time.

Personality: She is a no-nonsense leader that leads everyone with an iron will. She is a "act/fight first, think later" kind of person, and believes that she is the best fit to lead the team. She holds her morals in the highest regard and believes that true honor lies in keeping true to your morals. She is ex-military who was dishonorably discharged for her impulsive, brash actions. She relies on her mindscape implant to suppress her emotions. She is really protective of things she treasures in her life.

Relationship with Petra: She shares Petra's concerns about the team but believes that she do a better job at managing the team than Petra. She tries to belittle Petra in front of the team whenever she can. This is her chance at redemption and she won't allow anyone to do what's "wrong for the team".

Relationship with Linnaea: She has a big-sisterly relationship with Linnaea, with whom she identifies, but wants to see her improve to be able to take care of herself. To improve, she tries to learn new skills every time she can and teach Linnaea as well to prepare her for combat situations in the future.

Relationship with Olvère: Does not like Olvère as she respects action first and foremost, sees Olvère as weak and afraid to get his hands dirty, and has no desire to listen to his emotions.

<u>Talents:</u> Great at using all kinds of weapons. Can learn new skills really quickly. One of the youngest human in the Commonality to possess one of the most powerful mindscape implants.

<u>Wants:</u> Respect from all the team members. To prove that she belongs in the military and she is an eligible leader.

She sees the mission given by Lysander as an opportunity to prove her worth as the leader. Along with that she regrets her actions in the military career, where she got her entire team killed and has sworn to protect her team no matter what this time around.

<u>Flaws:</u> Very vulnerable to her emotions. Frequently uses her mindscape implant to suppress her extremely violent urges. Without it she can get violent with the slightest provocation. Thinks she is better than everyone.

# CHARACTER SHEET

Cult	ne: Catalina Alianovna ure: Core Worlds h Index: T10	Genotype: Co Habituated Gra	mmonality Huma wity: 2G	n Actual Age	n:Mercenary ::55 <sup>Age:</sup> Mature Adult	
STATUS	Fate Points: 3  Refresh: 3  Physical Stress: 1 2 3 4  Mental Stress: 1 2 3 4	2 Mild ( ) 2 Mild ( ) 4 Moderate ( ) 6 Severe ( )				CONSEQUENCES
CREDIT STRESS	Credit Stress: 1 2 3 4  2 Mild Cons ( )  4 Moderate Cons ( )  5 Severe Cons ( )	High Concept: Ex-military, mercenary  Trouble: Trying to redeem her lost honor  Cultural Aspect: Mindscape implants are almighty  Game Aspects: Protecting the team is the top priority  Attack on provocation  Other Aspects: Make sure Linnaea is safe at all costs  Learns new skills really quickly				ASPECTS
OTHER EXTRAS		Superb (+5): Great (+4): Good (+3): Fair (+2): Average (+1):	Ranged Comba	Athletics Provoke Technical Science	Unarmed Com	SKILLS
						STUNTS
NOTES						HALO



## Wants him to just do Wants to connect his job (Olvère sees emotionally with Petra himself as human and (but Petra sees his enlightened and cybernetics as inhuman deserving of respect) and sees him as a tool) Olvère Petra Elier Ductura Wants her to see Petra as Wants Catalina to a good person and to recognize her leadership understand Petra's (but Catalina feels insecurity (Linnaea feels honorbound to redeem she can't respect Petra if Wants herself through leadership) she's not respected Linnaea to Wants herself) stop Catalina to be correcting less impulsive her (Linnaea (but Catalina believes her shoots first, own plans asks questions are best for later) the team) Wants Wants Olvère Petra's to be more consideration blunt and in her ideas decisive (but (Petra is too Olvère values protective of thoughtfulness her authority) Wants him to see Wants command of and empathy) Catalina as a good the team and feels person trying to do she's better qualified (but Petra the right thing (but he doesn't approve doesn't trust her of her brashness) with power) Catalina Linnaea Bright Alianovna Wants Catalina's Wants her to stay out confidence that she can

defend herself (but

Catalina doesn't see her

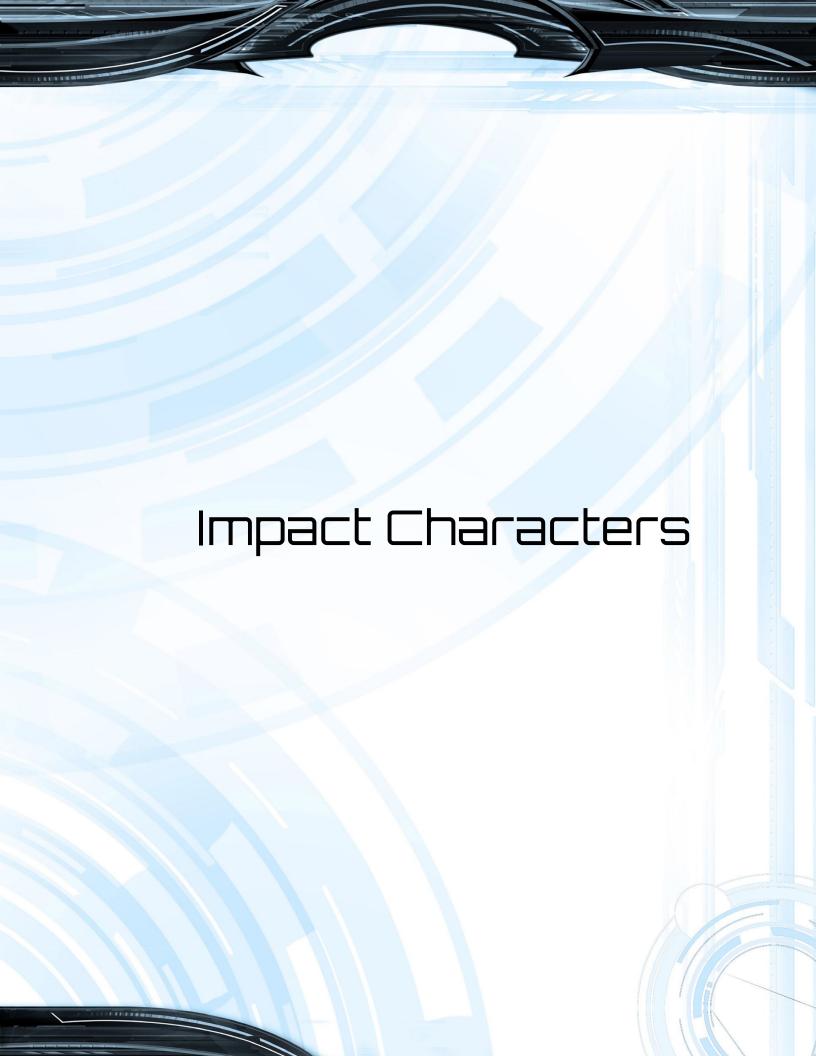
as physically capable)

of harm's way (but

Linnaea wants to prove

that she's capable of

handling herself)





Clara(S3-371)
Written by Jinhee Lee

Role: Eidolon medical eidolon assigned to the PCs who accompanies them on their first mission in the story. She uses her cybernetic augmentations and Mindscape implant to aid the players for their first battle in the story.

Her purpose is to be a safety net for the PCs so that they aren't killed off early in the story. Her aspect allows her to prevent the PCs suffering Consequences if their physical stress exceeds their maximum.

Unfortunately, she mysteriously shuts down after the PCs' in-game first battle, and she compels them to investigate. She reveals that she had been investigating the irregularities in the Mindscape and tells the PCs her last leads. She requests that they keep it a secret from everyone before shutting down, not long before Lysander contacts the PCs for information.

Quote: "Friends... it would appear I've brought forth undesirable results. As you'd put it - 'the situation's pretty fucked.' Something is wrong with the Mindscape... Please, you must find out what's going on! I know you can do it! Friends, I.... I'm scared!"

Personality: To reach out to as many people as possible, Clara is earnestly polite to everyone she meets, and finds great pleasure in convincing people of the greatness of the Mindscape. She greatly appreciates compliments on her ability.

Talents: Can connect to her patients' thoughts via the Mindscape to aid in injury diagnosis. Her appendages are equipped with various healing serums and medical tools. In combat, she hangs back and assists the PCs as needed.

Wants: Validation in her usefulness as a medic. Clara's staunch support of the Mindscape makes her want to prove its benevolent intentions for humankind. She also wants to understand the "hidden qualities" that people appreciate in others beyond practical talents.

Flaws: Though she isn't naïve when dealing with enemies - she is programmed to suspect and doubt where appropriate - she is otherwise a bit clueless. She attempts to appear "hip" by integrating certain phrases into

her speech or adopting mannerisms she observes as common to the people she's addressing, but doesn't consider how others might interpret it as unnatural.

By a mix of her programming and upbringing, she cannot fathom why anyone would be indifferent to, let alone hate, the Mindscape and the advantages it provides. She assumes they must be fundamentally false.



Lysander Oyoung
Written by Ketul Majmudar

Role: Lysander is the antagonist of the story. He is the president of the shell corporation, Axon, that secretly aims to destroys the mindscape. He has the powers to connect and disconnect from the mindscape at will. With proper enhancements he can control the thoughtcasts of the mindscape at will. He will not stop at anything to destroy the mindscape.

**Quote:** "There is no hope left for humanity. I shall be it's savior."

Backstory: (Only for GM to better improvise Lysander's actions wherever necessary) Lysander was a test subject in a new mindscape research facility when he was young. The lab was trying to create humans from the core world that could connect to the mindscape without an implant. Automatic connection to the

mindscape required creation of "fine energy" using matter and anti-matter collisions. The balance of matter and anti-matter in the experiment went wrong and Lysander's mind was overpowered by the anti-matter. After that, he became a killing machine. He destroyed the lab and killed everyone present there, including his parents. The anti-matter then subdued and became a part of his mind. From that day forward, he swore to destroy the mindscape and anything that was related to it. Currently, the anti-matter lies dormant in his mind. Controlled use of anti-matter in his mind can grant him instant access to the mindscape. If he is not careful, he can have another destructive episode. He is trying to find regulators and enhancements to help him control his mind better. He built Axon from the ground up on Old Mars, with the aim of destroying the mindscape and helping the disconnected fringe worlds.

Personality: Intense and very goal oriented. Really likes the people who will help him achieve his goal. Will stop at nothing to destroy the people that stand in his way. The charity wing of his corporation that aids the disconnected fringe worlds is very dear to him.

<u>Wants:</u> To create a world that does not rely on the mindscape for survival. Believes that the Commonality can flourish better by relying on emotions.

## Wants from the mindscape

engineers: To create fictionalities within the Mindscape that he can place human minds in to "train" them to live without the Mindscape. He also wants their help in creating regulators so that he can control his mind better. Of course, he has no intention to inviting life within the Mindscape. He has, overtime, been stealing the technopsi of the minds in his fictionalities to the point that he can, hopefully, unleash himself and destroy the Mindscape for good.

<u>Connections:</u> Has connections with top authorities in the Core, as well as with spies. Axon is one of the most reputable corporations, at least in the Core.

Flaws: He does not have a lot of control over the anti-matter that lies in his mind. This makes him vulnerable to an episode where the anti-matter can take over his brain and the build up of energy can turn him into a destructive weapon temporarily.



# Kali Written by Bryan Tiggs

Role: Kali is regarded as the mother of her people. She occupies an unofficial, yet highly regarded role in her civilization that has been passed down for generations. That role is one dealing in emotional and spiritual guidance. Those on her world who choose to live separated from the mindscape go to her when this lifestyle presents a hardship, often traveling long distances to seek audience with her.

Additionally, Kali is the only one capable of communicating with the being known as the Shaniti. She is its caregiver, and no one else sees the Shaniti outside of the ritual that allows disconnection from the mindscape. It specializes in alteration of the minds of humans, and disabling mindscape implants is among its capabilities.

Quote: "I'm kidding, of course. A being as dignified as the Shaniti would never eat a human being during the ritual. Unless, of course, that person held hostile intent toward it, or if its caretaker forgot to feed it that day. But I can say with one hundred percent certainty that I'm ninety percent sure it won't be an issue."

**Personality:** Kali has been placed in a very serious role within her community, but that doesn't mean she doesn't have a sense of humor. Despite the dignified demeanor that is expected of her, Kali believes the best way for her to perform her role as an emotional caretaker is to ensure that others are comfortable around her. This approach is unique to Kali, and those before her were concerned about her ability to fulfill her role when she was first passed the torch, but those who meet with Kali always leave with a weight off their shoulders and a clear path forward. Kali is still fairly young, but she has already settled into her role as the mother of her society and proven herself more than worthy of the mantle.

Wants: What's best for the people around her. Kali is extraordinarily selfless, and has made it her purpose in life to better the lives of her people as best as she possibly can. This dedication to others is an important part of the role that has been bestowed upon her.

Connections: Kali has touched many lives around her, and she regards almost all that come to her for aid as friends. However, she shares a special bond with the Shaniti. Those who have been in her position have always fostered a bond with the Shaniti in order to perform the rituals it makes possible, but Kali and the Shaniti have connected in a way none before her have. They don't speak in the way that humans would be familiar with, but Kali considers the Shaniti her oldest and closest friend.

Flaws: Kali is determined to help those around her, even when it might be detrimental to her or put her in danger. Her forebears have chastised her in the past for this, calling her shortsighted for putting herself in positions that might mean she is unable to help others in the future. However, Kali simply cannot refuse anyone that genuinely needs help, regardless of the risk or cost.



Samuel Chase
Written by Matthew Floyd

Role: One of the members of the Mindscape Engineering team that created the fictionalities that Lysander has used to trap humans. He is not the Engineering Team Leader (that is William) in charge of augmenting and distributing the fictionalities, but he is the most brilliant of the Engineers and the person who laid the foundational research that led to the creation of the fictionalities.

Quotes: "Apathy is the enemy. And the way the Commonality uses the Mindscape enables us to not feel. But I KNOW that it can be used for good."

Backstory / Tools for the Plot: Years ago, Sam and his wife Emily wanted to feel something. Sam was trying to connect Mindscape minds together and used Emily as a test subject, making her so in love with the idea of

transmiguration that she desired to kill herself to join the Mindscape as pure consciousness. Sam refused to kill himself with her and she did it anyway. She returned in "thought form" three days later, spreading the "truth" to Sam of how living in the Mindscape was a utopia. Since then, Sam has aligned himself with Lysander Oyoung's beliefs, telling himself that because the Commonality uses the Mindscape to pacify its people, he and Lysander's "mission" of creating fictionalities is for the greater good.

However, unbeknownst to Sam, Lysander got wind of Sam's desire to change the way the Mindscape is used and feel, and, with knowledge of Emily's death, created a fictional character within the Mindscape using Emily's voice - simply a fake drone designed to trick Sam to join forces with him. It is hinted that Lysander, who worked nearby to Sam back in the past, may have even convinced Emily to go through with killing herself.

Of course, Sam believes that he and Lysander are creating utopias for the world to live in peace. Lysander, on the other hand, plans to steal enough technopsi overtime, powering himself up to the point that he can unleash his mind as a virus and obliterate the Mindscape for good.

Wants: Objectively, Sam believes that the

fictionalities that he and Lysander are creating are for the good of the Commonality and that it's the only way to use the Mindscape to help people connect. However, this doesn't help his initial want from the start – to feel something. His only point of emotional contact is his "dead" wife, so he is not going to admit that she is a fake very easy.

that the Mindscape is a curse and must be destroyed at all costs. Both of them, on some level, want the same thing - for people to live lives that are "free." Sam is willing to go as far as controlling minds to boost up a lie he believes in. Lysander is willing to destroy millions of minds to find his truth.

Wants from other Mindscape
engineers: To be respected as the one
who truly created the fictionalities

<u>Personality:</u> Whip-smart, and, though silent most of the time, is constantly observing everything around him. He also uses his believed admiration for his wife's consciousness like armor if a verbal confrontation should ensue.

<u>Flaws:</u> His guilt over his wife overwhelms him at times, to the point that he doesn't listen to his own conscience or to anyone else offering help.

Relates to Theme: He and Lysander are two sides of a similar coin. Sam believes that the Mindscape, through control and creation, can be shaped to give people fake utopias to the point that they believe they are living free lives. In contrast, Lysander believes

# Act I: Old Mars Written by Jinhee Lee



NOTE: Red text indicates information about the overall plot that the GM knows but the PCs do not necessarily know. This text also contains notes on how the GM can possibly orchestrate certain events and plot points.

- 1. The minds for eidolons have been disappearing from the Mindscape. This has raised alarm across the Commonality due to the increasing dependence on eidolon sentiences to run governments and corporations. On Manhome's Old Mars, Lysander Oyoung, the president of a shell corporation, Axon, running inside one of the planet's coastal metroplexes, Sanguine, has hired the PCs to investigate the disappearance of a Merrill Hyden. Hyden is an eidolon in a high-ranking position of Sanguine's government.
- Inciting Incident: The PCs begin by investigating the past history of Hyden, with the help of eidolon NPCs hired to aid in the investigation. However, very quickly after the investigation begins, these eidolons turn on the PCs and attack them instead.

Core Challenge: Fighting the eidolon investigators
(Unbeknownst to the players, these NPCs were being controlled by a Mindscape Engineering team, based on Callisto, to feed them false information during the investigation and make it seem like an isolated incident. Lysander has been manufacturing these false investigations in order to throw people off of the trail of his ultimate sinister plan (as well as the extent of his power), but the Mindscape team made a mistake in the coding that caused the controlled NPCs to go wild and attack instead.)

- 3. Complication: The PCs win the unexpected fight, but shortly thereafter, their beloved eidolon assistant, Clara, begins to feel her mind going blank. The PCs may attempt to bring her to their ship for medical attention. Core Challenge: Initially trying to prevent Clara's "death" until you realize you can't.
- 4. **Complication**: Returning to their spaceship, Arron, the PCs try to save Clara but realize that this "deletion" process can't be stopped. Before she dies, she explains that, through communication with other eidolon sentiences around the

planet, she had investigated the disappearances on her own. She has tracked down the location of a particular eidolon, Elden, in an energy facility within the city that feels disconnected from the rest of the planet's eidolons. She believes that if the PCs investigate the synthetic chip within Elden, they will get closer to the cause of everything.

Core Challenge: Getting this procedural information out of Clara (If the PCs are not able to get this information out of Clara before she dies, they can be directed to an old thoughtcast from Clara onboard Arron, uploaded solely into the ship's personal sentience - and therefore independent of the local Mindscapes of Old Mars).

5. **Turning Point**: Then, finally, as she dies, she asks the players to keep this information to themselves.

Core Challenge: Agreeing to this promise

- 6. **Crisis**: Soon afterward, Lysander contacts the PCs aboard Arron and asks if they learned anything during the investigation. The PCs are faced with a choice: do they reveal what they know despite Clara's wishes, or do they withhold the information from Lysander and investigate Clara's lead on their own? Core Challenge: Do you lie or tell the truth?
- 7. They choose to investigate on their own, travelling by ground transportation through Old Mars's terraformed landscape, into the metroplex of Sanguine and to the energy facility.

Core Challenge: Traveling to the energy facility.

8. The eidolons here are talking just like people about "needing to complete the work" as, similar to factory workers, they move pieces of "retired" eidolons along a conveyor belt.

Core Challenge: Listening in to the eidolons

9. **Climax:** The PCs recognize Elden thanks to Clara's description and try to get the jump on him, but other nearby, attacking eidolons come to Elden's defense, resulting in another eidolon fight.

Core Challenge: Fighting these eidolons in search for Elden's chip

(There is room here to explore themes of transhumanism, as, for the PCs to investigate Elden's chip, they need to shut him down, and certain PCs may have different feelings on this matter. The fact that the eidolons around Elden rush to protect him when the PCs try to grab him also evokes the idea of what true humanism is).

10. Climax: Lysander appears (either during the fight to save the PCs if they're losing or after the fight to clean up the evidence if they win) in person, but is surprised to see the team he hired here investigating eidolons that have not shown any sign of problems. Regardless of what the PCs have done in the fight, Elden will have gone down in the crossfire (at least to the point that he is unconscious).

Core Challenge: Giving Lysander a reason why you're here

- 11. **Resolution**: Lysander warns the PCs (if they haven't already) that they should have told him about the extent of the eidolon attack from earlier. He explains that since the eidolons that went rogue are related to his company, the PCs are not authorized to investigate. He tells them to stick with Hyden while he looks into what made his eidolons go crazy.
- 12. **Resolution:** Lysander invites the PCs to leave, but upon leaving, it revealed that they have managed to obtain the downed Elden's synthetic chip. Core Challenge: Finding a way to leave without Lysander realizing you have the eidolon chip.



### Act One: Old Mars



Eidolon minds are being deleted. The PCs are brought on by Lysander

to investigate Hyden's disappearance.



The helpful eidolon NPCs turn rogue and attack the PCs. The PCs win the unexpected fight. (INCITING INCIDENT)



Clara begins to lose her consciousness as well. The PCs bring her onboard Arron to try and save her. (COMPLICATION)



O,

The "deletion" process can't be stopped. As she dies, Clara tries to inform the PCs about her

investigation into the eidolon Elden. (COMPLICATION)



With her last words, Clara asks the PCs to keep this information to themselves. (TURNING

POINT)

the choice of whether or not to lie.



\_



(CRISIS)



The PCs travel to the energy facility where Elden works. There, the eidolons behave like, well, humans.



The eidolons talk about "needing to complete the work."



The PCs try to get the jump on Elden, with

the knowledge that to steal his chip will likely shut him down, but other eidolons come to his defense. (CLIMAX)



10 Lysander appears, ending the fight. Regardless of PC interaction, Elden goes down.

(CLIMAX)



Lysander tells the PCs to stop investigating his eidolons and to focus on Hyden, inviting them to leave. (RESOLUTION)



12

It is revealed that the PCs have managed to grab Elden's chip before Lysander noticed. (RESOLUTION)







FADE IN:

INT. OLD MARS SPACESHIP TERMINAL - AFTERNOON

In a busy spaceship terminal on Old Mars, a hub world of the New Commonality of Humankind, a crew ship enters the atmosphere for one of hundreds of docking bays. The ship, Arron, is moderately sized, with a shining black coat decorated with red streaks. It has seats for five people maximum and four people seated.

The ship makes its landing course for Docking Bay 94. A group of officials, dressed in suits or trench coats, waits, unfazed by the air blown towards them as the ship lands. Another individual, separate from the group, waits by the gate.

The ship powers down and the officials walk towards the ship. The ship's door opens and its entry ramp rolls out. The crew of four walks out the ramp. One crew member, PETRA, a woman dressed in a slick, black jacket and pants, gets the attention of her team.

PETRA

(whispers, to the rest of the crew)
You guys stay here for a bit and chat
with the officials. I'll get started
on the investigation.

The rest of the crew nods and they split up to meet their respective parties. PETRA approaches the bystander, separate from the officials, behind the gate. She is CLARA, a beautiful eidolon that almost perfectly resembles an organic woman. Her silver colored arms revealing mechanical joints are the only details that show her as an eidolon.

PETRA

Good afternoon, Clara. Any leads on the disappearing personality of a Merrill Hyden in the Mindscape?

CLARA

(smiling)

Actually, it's still morning.

PETRA

It's been a while since I've been in Old Mars, I lose track of all the different systems of keeping time. More importantly, any leads on our missing person, Merrill Hyden? CLARA

(eyes downcast)

A few, but I'm still looking into them. President Oyoung didn't have much information. I'm afraid I'm not at liberty to say more.

PETRA

Excuse me? Now's not a good time to withhold info.

CLARA

I apologize, but Oyoung insisted some things remain confidential.

PETRA

(authoritatively)

Last I checked, I'm the one you report to. Besides, people's MINDS are disappearing and you're arguing protocol?

CLARA

(stoically)

The disappearances are a tragedy, but orders are orders. You can speculate whatever reason, but my lips are sealed.

PETRA hangs her head and raises her hand to rub her temples, then sighs before facing CLARA again.

PETRA

Well can you at least tell me about our welcoming party? I was surprised to see they were all... androids.

CLARA

Oh, those are some more eidolons enlisted to help. Manufactured from some private company. (chuckles) Not as advanced a model as I, of course.

PETRA

(rolling her eyes)

Let's move somewhere a bit more private before continuing. Before your ego overloads your circuits.

CLARA

(in a robotic voice)

Ego is a human construct in an attempt
to reconcile with base desires-

PETRA

(smirking)

Oh, shut it.

PETRA takes CLARA by the arm and walks to a nearby shed at the edge of the docking bay with spaceship maintenance tools and barrels of fuel. It is out of sight of the rest of the synthetics and the crew.

PETRA sits atop one of the barrels and CLARA does the same, projecting a virtual interface from her arm for the two to see. CLARA presents a picture of an old man along with her notes.

CLARA

You asked about Merrill Hyden. He was a grandfather that passed away two years ago and had his memories and personality uploaded to an eidolon. But yesterday, his synthetic body shut down, and when examined, his personality was gone. Both from the body and from the Mindscape. (turns off interface) I can't go into details about-

PETRA groans in frustration and leans her head against the wall opposite CLARA. CLARA's gaze turns apologetic, and she puts her hands together.

CLARA

(softly)

Y...You don't hate me, do you?

PETRA crosses her arms and averts her eyes from CLARA.

CLARA

Petra, please. I hate to have made you upset... Uh... think about what we have in common! We're both women. I've observed that shared sex can spark an immediate kinship among acquaintances. You and I enjoy the simple pleasures of flying.

CLARA (CONT'D)

In a ship, that is, I wonder why I had to specify that... And we both love the Mindscape! We're friends, right?

PETRA closes her eyes and lets out a deep sigh. Having calmed down, she gets up and sits down next to CLARA. Hanging her head, she speaks to CLARA in a solemn tone.

PETRA

Clara, I'll be honest with you. I don't love the Mindscape. I see the practical uses in storing information posthumously, monitoring and regulating emotion, thought-casting clear images in seconds. But sometimes, it just feels wrong. Where I come from, we didn't have that, and we were used to making peace with the fact that a loved one was gone forever.

CLARA looks aghast, and walks toward the exit of the shed. Before opening the door, she looks back at PETRA with a sad smile.

CLARA

PETRA... I understand that you might not feel comfortable with the Mindscape.. but I am sure you will come to truly appreciate it in time, as most everyone else has. I am determined to preserve it, AND by the book. Oyoung won't let us down, nor I you.

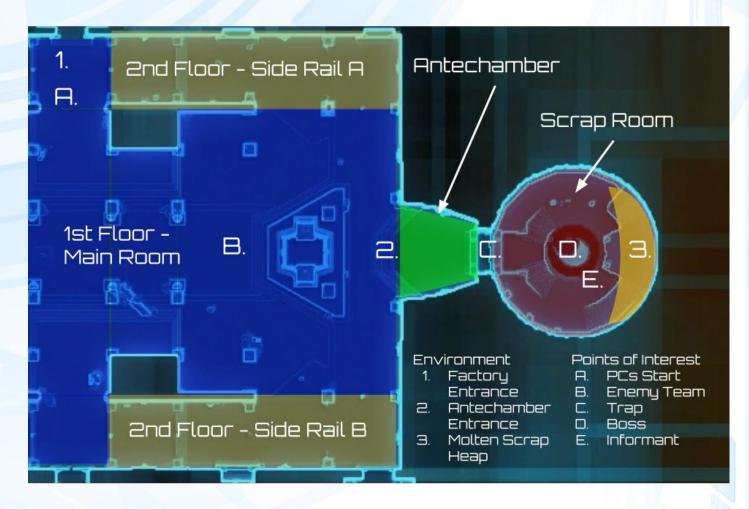
CLARA smiles expectantly at PETRA. PETRA's expression stays neutral for a few seconds, and then she gives in, reciprocating the smile, and stands up.

PETRA

Let's hope so. Let's see how the rest of our crew's doing.

FADE OUT.

## ENCOUNTER



### **Entering the Stage**

The PCs enter an eidolon body factory on Old Mars. The factory is on pause, since the building is closed off to the public for private investigation of the disappearing consciousnesses in the Mindscape. The GM will note the steel catwalks on the side and the frozen assembly lines, with various models at

varying levels of completion. The PCs see another group of four, all eidolons, and the GM explains that is another team of investigators sent for the same purpose as the PCs.

The PCs can question the team of eidolons for information about themselves and what they've discovered so far (so it's basically a Bioware game now). When asking about

the other team, they will describe their abilities in highly advanced jargon. Linnaea, with her high Knowledge and Science skills, can roll to understand and explain the jargon, telling the PCs what this team's abilities are. When asking what the team of eidolons knows so far, they should tell the PCs that all cases have been isolated so far with no apparent connection, and it is likely a tragic accident from faulty Mindscape engineering. This should be in direct contrast with what Clara tells the PCs later.

After the PCs are done talking and leave, the GM will alert them that the eidolons are suddenly making garbled sounds, twitching, and their lights are flickering. They stop, crane their heads in the PCs direction, and a battle ensues.

### **Enemies**

- I. The Informant
  - A. 2 Physical Stress
  - B. Strengths Can analyze a target's weak points and convey its analysis to its allies via the Mindscape (+1 skill buff to one of its allies per turn).
  - Aspect It retreats
    after taking max
    physical stress or
    suffering a
    Consequence. No
    matter what, it will
    survive the first
    skirmish before the
    eidolons retreat.
  - D. Behavior To preserve itself, it does not attack until it's the last one remaining. At that point it's an easy kill.
- II. The Jammer
  - A. 3 Physical Stress
  - B. Strengths As long as it stands, it will disrupt the PCs' tech and connection to the Mindscape, debuffing their skills by -1.
  - Aspect Its jamming wave affects all but the

- A. strongest Mindscape implants, which **Catalina** has. She is thus immune.
- B. Behavior Stays at mid-range, attacking with a laser pistol.
- II. The Brute
  - A. 4 Physical Stress
  - B. Strengths Nothing special, but it is the hardest to break down.
  - C. Aspect Crushes the weak.
    Will target the squishiest PCs,
    namely Olvére and Linnaea the most.
  - D. Behavior Acts as the frontline tank, engaging the PCs in melee combat.
- III. The Sniper
  - A. 3 Physical Stress
  - B. Strengths Before a PC can attack the Sniper (melee or ranged), they must pursue with an Athletics Roll (at least +3). Otherwise, the Sniper will evade the PC and grapple to a new perch..
  - C. Aspect On +4 successful combat rolls in its own favor, inflict a mild Consequence on the targeted PC.
  - D. Behavior Retreats to catwalks to gain a perch. Can either shoot its own target or combo attack with one of its allies.

These eidolons will take turns in the order presented above and fight as a team. At the beginning, the GM will inform the players of their Aspects, and explain the enemy abilities when the players attack them for the first time.

Throughout the fight, the Informant reads aloud the profiles of the PCs, noting their accomplishments, backgrounds, skill sets, fears, insecurities, etc. The GM should note that it does so in a detached, emotionless voice as if reading off a chart. The GM should mention **Petra** feeling uneasy and expressing that this is why she hates eidolons.

### Factory - Main Room

If any of the PCs suffer a consequences, the GM should offer them to eliminate the consequence by spending a fate point for Clara to medically assist them (e.g. administering a serum to heal poison or making a cast for broken bones). She is effectively a lifeline for the PCs. The GM should note that the eidolons abilities clearly work in synergy with each other, and eliminating one would lessen their strength as a whole.

After eliminating two eidolons, the Informant will launch a powerful EMP blast and escape with the remains of the defeated eidolons. The players may pursue afterwards into the antechamber.

### Scrap Room

At this point, the eidolons will have regrouped and salvaged the parts of whichever two eidolons were destroyed first. The remaining eidolon (besides the Informant) will use one of the eidolon's parts to augment itself (just like the Ornstein & Smough boss fight from Dark Souls). The informant will use the other eidolon's parts to set a

trap just after the antechamber that each PC must avoid using a Physique/Athletics Roll (at least +4 for success; **Linnaea may have two rolls, with the first being Notice**) once they enter.

Here are the following cases:

# I. If the Brute and Jammer were destroyed...

The Sniper assimilates the Brute, and gains a +2 combat bonus to Melee combat. Its bulkier frame will slow it down, meaning Athletics Rolls are no longer necessary to chase it, but it's max physical stress is increased to 4.

The Informant makes a trap out of the Jammer's parts. Each PC that unsuccessfully dodges has their tech scrambled and a -1 debuff (-2 for Olvère) on all skills for the duration of the battle.

# II. If the Jammer and Sniper were destroyed...

The Brute assimilates the Jammer, and will inflict a -1 debuff to all skills of a PC on a successful hit (duration: 1-3 turns depending on the degree of success).

The Informant makes a trap out of the Sniper's parts. Each PC that unsuccessfully dodges injected with a drowsiness dart and cannot Invoke Aspects (Linnaea cannot use Stunts either) for the duration of the battle.

III. If the Sniper and Brute were destroyed...

The Jammer assimilates the Sniper, and gains a +2 combat bonus to Ranged combat.

The Informant makes a trap out of the Brute's parts. Each PC that unsuccessfully dodges is crushed by the heavy machinery and loses -1 hp (Catalina has the option to push Linnaea to safety, but at the cost of 1 physical stress).

In all cases, the remaining eidolon boss is healed from all previous damage, retains its abilities from the previous battle (with the exception of the Sniper), and the Informant effectively provides a permanent +1 buff to all the boss's skills. Clara will always be incapacitated by the trap, so the PCs may no longer rely on Clara to erase their Consequences. Clara assures the PCs she will self-repair and tells them to fight in the meantime.

On a successful Provoke roll, players have the option to trick the boss into charging and falling into a scrap of molten heap, suffering physical stress or a Consequence. However, the same player must use Athletics to dodge, or they will also be damaged when caught by the boss. (+2 required for success)

After defeating the boss and then the Informant, the GM points the PCs to Clara, whose consciousness starts fading. In her last moments, she tells the PCs about her own private investigations on the disappearing personalities, and directs them to obtain a chip from a certain eidolon in the area. She asks the players to promise to keep this information to themselves.

# Act II : Callisto Written by Ketul Majmudar



1. Inciting Incident: Back on Arron, analysis of the chip reveals that Elden was not manufactured on Old Mars but actually originated from lo Station, a scientific facility in the Jovian Subsystem that leads research in electrical charges and exotic matter in order to manufacture 3-space Fargates (basically portals that allow for instant transportation between Core Worlds). The station's massive levels of electrical current makes it virtually uninhabitable for humans, so eidolons run the facility. However, humans are known to access the station from Callisto, another moon in the Jovian subsystem full of underground tunnels and Earth-like elements.

Core Challenge: Analysis of the eidolon chip

- Complication: The PCs travel to Callisto through 2-space via Arron and investigate/interrogate the inhabitants of the underground communities there. Through these interrogations, they learn of a specific base in the moon's crust that acts as a communication hub for its local Mindscape.
   Core Challenge: Landing on Callisto's rugged surface and investigation with citizens.
- Complication: Further investigation into the history of this base reveals that a team of Mindscape engineers working at this base are the makers of Elden's chip and that they were manipulating the minds of the eidolons behind the attacks on Old Mars.

(This is major information for the PCs, as this suggests that these Mindscape engineers were communicating via Mindscape from Callisto all the way to Old Mars, which suggests greater Mindscape capabilities than they initially believed

4. Complication: Using their own Mindscape abilities, the PCs try to track this Mindscape Engineering team through the tunnels of Callisto. They find a location and reach there only to find more eidolons in the facility. These eidolons have been instructed to attack them, but as the fight persists, the PCs realize that these eidolons don't truly want to fight them but cannot fight their memoplexes. The PCs begin to realize that these eidolons are actually victims of experimentation by this engineering team.

Core Challenge: Do you fight these eidolons?

- 5. Complication: The PCs realize that they were being tracked the whole time by the engineers to have their movements studied (particularly by one of the engineers, Sam). The PCs follow the engineers further through the tunnels, having minor mental fights with them over short distances. Reaching a landing, the PCs finally find the engineering team only to see them being arrested by authorities from Old Mars.
  - Core Challenge: Chasing the Mindscape Engineering team through Callisto
- 6. **Complication:** The authorities tell the PCs that the Mindscape team was arrested for illegal restricted access in the Mindscape they tell them that there has been a corruption in their own memoplexes and that they need to be reset. The authorities thank the PCs for their help in tracking down the Mindscape Engineering team, and instruct them to return to Old Mars for recognition.
- 7. **Crisis**: After returning to Old Mars via this escort, the PCs have the choice to talk to their supposed patron, Lysander, or interrogate the Mindscape team themselves.
  - Core Challenge: This decision
- 8. If the PCs choose to speak to Lysander: Lysander will tell them that the Mindscape Engineering team was controlling eidolons from a far away distance on Callisto using advanced Mindscape technology that they invented. They were experimenting on eidolons, and some of these experiments went bad which resulted in the disappearances. Lysander declares the case closed and tells the PCs they are free to return to Old Earth.
- 9. Either way, the PCs will interrogate the Mindscape Engineering team, either directly or before leaving Old Mars: The PCs enter a prison base in Sanguine close to Axon's corporation building. When they interrogate the Mindscape team, there is a level of respect between both factions due to their Mindscape abilities. The Mindscape engineers, of which William is their de facto leader, requests to know how the PCs tracked them down. Further conversation reveals that the analysis of Elden's synthetic chip was actually incomplete, and that Sam has the capabilities of writing code to complete the analysis, but he won't.

Core Challenge: Interrogating the Mindscape Engineering team

10. Confirming that Sam is the brains of the team, the PCs interrogate further to learn that Sam's wife, Emily, committed suicide years ago to become one with the Mindscape, but later returned as an eidolon and helped convince him of the cause.

Core Challenge: Getting information about Sam.

11. Turning Point: After a long and fearful interrogation, the PCs learn that Lysander had hired them to secretly rewrite the Mindscape from the inside, and that Lysander possesses more powers within the Mindscape than they realize. He's behind the whole thing. The PCs must decide to go into Axon's corporation building to investigate or confront Lysander directly. Core Challenge: Interrogating the Mindscape Engineering team (cont.) (Unbeknownst to the PCs, after the Mindscape team ran from the PCs on Callisto, Lysander contacted them via Mindscape that they screwed up in the first place by allowing the eidolons to go rogue, and that his plan has progressed to a point that he doesn't need them, and if they resisted, he would put their minds into one of his hellish fictionalities.

So, the Mindscape team, both willingly (they believe in the Lysander's cause) and fearfully take the fall and pretend they were behind everything to the PCs. Remember: the authorities here work for Lysander. The key aspect that gets the engineering team to talk about Lysander is the belief that the PCs cannot stop him now.).

12. Climax: (1) If the PCs decide to investigate: They find out that Lysander, using advanced technopsi, is stealing the halos of people (like, actual people, not eidolons) across Old Mars to gain more enhancements. The PCs are confused as to how his technopsi could have become so advanced in the first place. However, then Lysander finds out that they are snooping around and confronts the PCs.

Core Challenge: Investigating Axon's building

13. (2) If the PCs decide to confront Lysander: He dodges all of the allegations and makes up elaborate lies about how the Mindscape Engineering team is trying to deceive them and the fact that they were the ones who were messing with

eidolons to see how far their Mindscape control could research. The PCs eventually realize that this is what Lysander was doing. Lysander reveals not only how he views eidolon as less than human, but reveals that Olvère, one of the PCs, has been an eidolon the whole time.

- 14. **Climax:** Before further answers can ensue, Lysander takes his true form that of a hyperenhanced human due to exponential levels of exotic matter inside him and fights the PCs. A long battle ensues. The players learn a lot about his abilities while fighting him.
- 15. Climax: After an initial stage of the battle where Lysander and the PCs pit their halos against each other and fight in the "real" world to a draw, Lysander summons a fictional world (basically the VR world inside the Mindscape), trapping both his and the PCs' minds in this "imposality" of which he is its master (an imposality is a fictional world controlled by a hyperenhanced being). In this space, Lysander has massive amounts of powers, collected from the halos he stole, and though the PCs put up a fight, they realize that they have to flee. Core Challenge: Fighting Lysander
- 16. **Resolution:** They realize that, because Lysander is fueling his power due to exotic matter in this form, they can try and use this power to act as a pseudo-3-space gate and try to teleport out of the fray. Near death, the PCs attempt to execute this plan. Then, they wake up on a new planet. Core Challenge: Executing this "escape" plan (But, plot twist: Lysander simply transported their minds from one imposality to another, into a fictional world where the PCs think they were successful in escaping. This world acts as "Fringe world," living without tech and the people depend on primal human emotions for survival.

Basically, Lysander has infinite numbers of his virtual environments that the Mindscape Engineering team designed for him... fighting areas where his power is the strongest, prison hell areas where he traps those that he believes to be incapable of seeing his belief system, and then worlds that live without tech where people depend on primal human emotions for survival. The "deleted consciousnesses" of eidolon minds are sprinkled throughout these worlds.)



### Act Two: Callisto



Aboard Arron, analysis of the chip reveals that Elden originated from lo Station, which can be remotely accessed from the moon Callisto. (INCITING INCIDENT)



2 The PCs travel to Callisto via 2-space and investigate its citizens. They learn of a specific base that acts as a Mindscape communication

(COMPLICATION)



Further investigation reveals that a team of Mindscape engineers made Elden's chip. They also were the ones manipulating the minds of the eidolon NPCs from Act One (COMPLICATION)





0

00

4 The PCs track this team to their base, realizing that the eidolons there are more victims than enemies. Yet, they still must fight (COMPLICATION)



The PCs realize that they were being tracked by the engineers They chase the engineers through Callisto. (COMPLICATION)



... But upon finding them, they see the team being arrested by Old Mars authorities. The PCs are told that this was due to illegal Mindscape access. (COMPLICATION)



After being brought back to Old Mars, the PCs must decide whether or not to speak to Lysander first.



If the PCs choose to do so. Lysander will say that the Mindscape engineers were testing their experimental Mindscape tech on eidolon minds. He

declares the

case closed. (CRISIS)



The PCs now interrogate the Mindscape engineers. They are told that the analysis of Elden's chip is purposely incomplete. (COMPLICATION)



10 Upon realization that Sam is the brains of the team, the PCs further interrogate them and learn more about Sam's tragic

backstory.



After a long interrogation, the PCs play on the team's fear of Lysander to reveal that he hired them and is behind the whole thing. (TURNING

POINT)



12 The PCs may



choose to investigate Axon, learning that he has been stealing the halos of human humans to gain more enhancements.



If the PCs

choose to

confront

Lysander

directly, he

puts the

blame

(again) on

engineers,

while subtly

revealing his

displeasure

with

eidolons.

13

how



14 Lysander reveals just enhanced he is and a battle ensues, to a draw as the PCs hold their own. (CLIMAX)



Lysander summons a fictional imposality, trapping the PCs and granting him even more power. The PCs don't stand a chance.

(CLIMAX)



The PCs try to execute an escape plan using the exotic matter that powers Lysander's abilities. They then wake up on a new planet (or so they



think.) (RESOLUTION)



The scene takes places after the team of engineers has been taken into custody by the shell corporation's officers.

After talking to the shell corporation's officers, CATALINA marches into the president's office. The rest of the team is in the building's lobby.

CATALINA

What the hell is going on?!

LYSANDER OYOUNG, the president who was working on his wall screen, turns around to face Catalina.

LYSANDER

What is it that dissatisfies you, Miss Alianovna?

CATALINA

You hired us to figure out what happened to Merrill Hyden and here we are with a solid group of suspects and...

LYSANDER leans on the table in front of him and starts working on the tabletop screen

LYSANDER

(sternly, without looking at Catalina)

And we will take it from here.

Catalina's right hand suddenly twitches. She clenches her fist.

CATALINA

(trying to control her anger) Don't play this game with me.

Lysander smirks.

LYSANDER

What game, Miss Alianovna?

CATALINA

You hired us to do a job!

LYSANDER

Yes and it is done. Go home. Your team is dismissed.

CATALINA

Dismissed?! My team risked their lives to get to this point and you just expect us to go home.

CATALINA focuses on her implant to control her anger.

CATALINA

No. NO! This is too important for me. For us. I can't go home like this. I need to see those men.

LYSANDER

(lifts his head and looks Catalina straight in the eye)

Do you even know who "those men" are?

CATALINA

It's the team of engineers that are behind the eidolon attacks! They will tell us what happened to Hyden.

LYSANDER

You are a bigger fool than I took you to be.

CATALINA (aggravated) WHAT DID YOU SAY?!

CATALINA tries to control her anger using her chip but this time it fails in suppressing her anger.

She raises her left hand to break the nearby furniture and LYSANDER, in one swift movement moves from his desk to her position and grabs her arm. She struggles to free herself from his hold. Her eyes widen and she looks at LYSANDER with disbelief.

LYSANDER

I would refrain from any violence in the building Miss Alianovna. My security will not tolerate it.

LYSANDER lets go of her arm and walks back to his desk. CATALINA does not speak for a few moments.

CATALINA

Fine then, tell me who they are.

LYSANDER

They are our engineers. We had posted them there to help the fringe worlds. They are our responsibility.

CATALINA
Your engineers?!
(MORE)

CATALINA (CONT'D)
How did this happen? Did someone

put them up to this?

LYSANDER

That's enough! You and the rest of the team are going back to where you came from.

CATALINA

I am not leaving before you tell me what happened.

LYSANDER

(sighs)

The engineers were posted there to help better the lives of people on Callisto.

CATALINA is listening intently. LYSANDER turns towards the wall screen, away from CATALINA.

LYSANDER

Recently we had been receiving reports of unauthorized used of level 8 technology in that area. Who would have thought that it would be our engineers?

CATALINA

(jokingly)

Seems like they weren't happy with the company. Maybe it's time for a change in leadership.

LYSANDER

You dare not mock me, Miss Alianovna!

CATALINA refocuses on the situation.

CATALINA

So, what were they doing there?

LYSANDER

(after a long pause)
They...they were remotely
controlling eidolons and
experimenting to create more
powerful ones. They were the ones
responsible for the
disappearances.

CATALINA

So, you know where Hyden is?

LYSANDER

Unfortunately, not.

CATALINA

Then we are not done here. We'll find out where she is.

LYSANDER

Damn it! Why won't you listen?!

CATALINA

You gave us a mission and we are finishing it.

LYSANDER

(sighs)

Fine. What do you need?

CATALINA

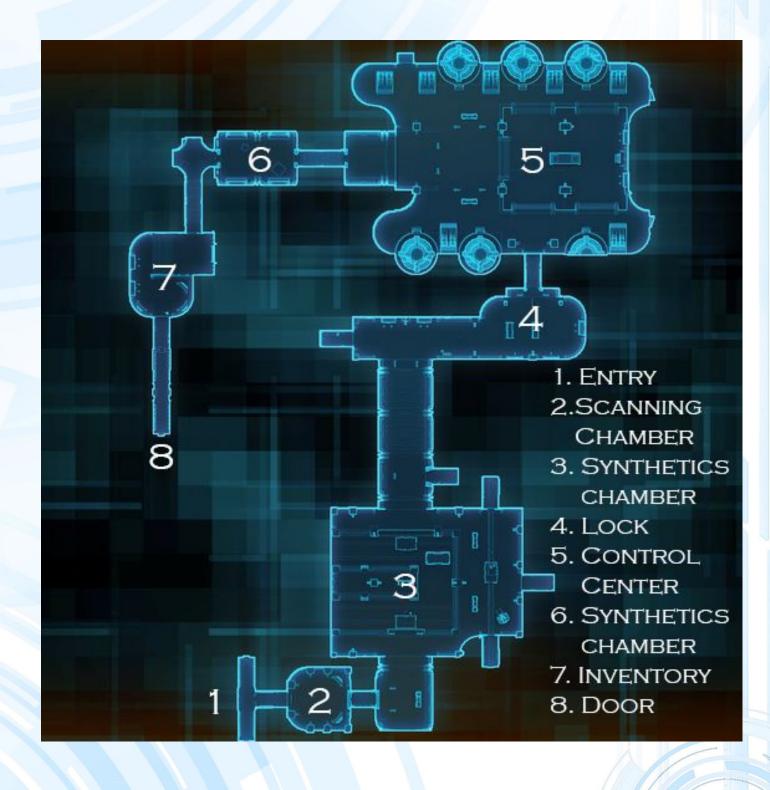
A session with the engineers.

LYSANDER

Fine, but it will be supervised and will last for no longer than 30 Earth minutes.

CATALINA turns towards the door and smirks before leaving.

# ENCOUNTER



# INVESTIGATING THE ENGINEERS' HIDEOUT

The player characters are on a the moon Callisto where cities are rare to come by. The hideout is on the outskirts of an underground city.

### **THE HIDEOUT**

The hideout looks like a bunch of suburban houses with water tanks and sheds all around it. It is made out of iron walls on the outside and is only on the ground floor. There are no other levels of the hideout.

When the players reach the hideout, they can perform a **Notice** roll which on success reveals multiple entrances to the hideout (1 and 8 on the map). At this point the players can try to open both doors, however only door 1 can be opened and any attempt to open door 8 will fail. (More details on door 8 in a later section)

### **1 MAIN ENTRANCE**

This is a sky blue painted steel door that is locked and surrounded by pale yellow painted iron walls. If the players roll a successful **Investigate**, they (especially Olvere) can hear electric sparks coming from under the sand to the right of the door. Upon checking it, they find a small electric door lock with a keypad that has been detached from the door, and there was an attempt to destroy it which damaged the lock. The job looked like it was hurried. With a successful combination of **Knowledge and Tech** rolls, the PCs can repair the lock and successfully reattach it to the door. A successful Notice roll can easily reveal the code that was used to open the door.

Alternatively, the players may decide to knock down the door without investigating for a lock. **The door has 5 Physical Stress**. There are no defence systems on the door.

The players open the main door and enter the hideout.

### **2 SCANNING CHAMBER**

The players enter a dark room. There is a weird smell in the air. With a very successful **Notice** roll, they can understand it is the smell of alloys used to make synthetic bodies on the core worlds. PCs walk a few steps forward and suddenly lights come on.

They find themselves in a brightly lit room with white tiled flooring and clean white walls made of the alloy Cachin, which is used to build synthetic storage chambers on the core worlds. The room itself is divided into two sections by a glass wall with a door shaped opening in the center. The opening has a black alloy frame.

At this point, the GM can ask Linnea to roll **Tech**. A successful roll reveals the fact that the door frame has high intensity laser beam emitters on the inner parts of the frame.

The players then have the option to roll for **Knowledge** to figure out how to disable the laser emitters. At this point the team has to pick one player that would try and disable the lasers. A successful roll will allow the party to disable the beam emitters and allow everyone to pass unhurt. Failing the roll with put a physical stress of 2 on the party member that tried to disable it. After that the rest of the party can pass through unhurt.

Trying to break the door frame with brute force or walking through it without precaution will put a physical stress of 3 on the first person that tries to walk through it and a physical stress of 1 on the next person before finally giving out. The last two party members can go through the frame unhurt.

They enter a dimly lit hallway.

### **3 SYNTHETICS CHAMBER**

The party continues through the hallway to reach a dimly lit room made of blue Cachin which is a stronger version of the white Cachin. The room has storage chambers made out of glass - about 10 of them. 3 of them are dimly lit while the others are dark. The lights in one of the chambers at the far left of the room is flickering.

If the players are just standing there, they can roll for successful **Notice/Investigate** to get info on the flickering light or they can get the info without rolling if they decide to walk a bit further.

The players realize that the storage chambers contain synthetic bodies. They are currently in suspended animation.

**Trap:** If anyone touches any of the chambers that are lit, it will activate the synthetic in that chamber.

The synthetic will then jump out of the chamber by smashing the glass and attack the players.

Based on how the fight with that synthetic goes, the GM can decide to wake up the rest of the synthetics in the untouched dimly lit chambers. [Stat blocks of all 3 synthetics on the next page]

# In case no one touches any chamber directly or indirectly:

If the player characters had opened the main door in a peaceful manner, then they

can pass through unscathed.

If the characters had previously busted the main door with brute strength, it had woken up 1 synthetic and if they had walked through the door frame in the scanning chamber without successfully disabling the laser emitters, they had woken up 1 more synthetic.



(Synthetics)

### Synthetic Stats for Zone 3 and Zone 6:

- A. 3 Physical Stress
- B. Strengths -
  - Can use the Mindscape to hack into other people's halos and subdue them through control.
  - b. Remote control of the weapons lying around
  - c. Can wake up other synthetics
- C. Skills
  - a. Melee Combat: +2
  - b. Unarmed Combat: +1
  - c. Ranged: -1
- D. Aspects
  - a. Attack in groups
  - b. Flee if left alone

### 4 LOCK

After defeating the synthetics, the players roll for successful **Investigate** and they find a door hidden in the darkness in the corner of the room.

Approaching the door automatically opens it and a moving walkway pops up where the players are standing and a very narrow hallway lights up as the walkway starts moving. The walkway takes the players to yet another closed door. The door is made of brushed aluminum and has a small indentation inside. There is nothing else around the door. A successful **Knowledge** roll from Linnea will tell the team that the indentation is for a chip.

The chip that Clara gave the PCs opens this door. GM can help the PCs figure this out in anyway they see fit.
Inserting the chip into the indentation opens the door.

### **5 CONTROL CENTER**

The PCs enter a giant room with a ceiling higher than the other rooms. It is completely lit and the walls are

made from a combination of regular and blue Cachin. At the north east end of the room is a control station. There is nothing else in the room.

As soon as the PCs walk into the room, the door with the indentation closes behind them and seamlessly blends into the room. It is impossible to tell that there is a door from the inside of the room.

As they reach the control station, they see that most of the control panels are destroyed. Successful roll for **Notice** will show one panel that works. Use of that panel reveals screens all around the room. The screens emerge from the walls. At first it looks like they are camera feeds from random locations all over the commonality. Upon closer inspection they see that some of the locations were places that the synthetics had attacked.

If they further use the panel, all the screens recede back into the walls and a giant screen comes up in front of the players. It shows the process of creating synthetics for attacking.

At this point, the players can leave with the information they have uncovered through the way they came in. They can go back via the door they came in, all they have to do is go and stand near it. The door will open

automatically and the walkway this time will pop up a screen that shows an option of going to either zone 3, zone 2 or the main door.

If the players dabble around more with the panel on the control station, the door to another synthetics chamber i.e. zone 6 will open up.

This time around, the opening of the door will trigger 3 synthetics to jump out of their pods and attack. The fight starts in the control center but can shift to the synthetic chamber. [Stat blocks below]

### **6 SYNTHETIC CHAMBER**

A room quite similar to the previous synthetic chamber but smaller and with a lot less pods. There is a very small hallway entrance at the end of the room that is open.

### **7 INVENTORY**

(Rewards room for successfully clearing the area)

The hallway leads to a small inventory room. The inventory has physical weapons attached to the synthetics including specialized

chips that might enhance the players halos. They will have to take those chips to the core worlds and get them examined before trying them to enhance their own powers.

Another narrow hallway that leads to the exit door.

### 8 DOOR

The door that won't open from the outside can be activated from the inside using a single button press.





Core Challenge: Fleeing from beings inside this new world in search of safety.

- 2. **Complication:** The players find refuge among a small group of people who have learned to live without the aid of the Mindscape, led by a woman named Kali. Core Challenge: Reaching this refuge and meeting Kali.
- 3. **Complication:** They are safe, but when they try to re-analyze Elden's chip using new code written by Linnaea, the data comes up completely blank. This makes no sense, as they knew there was data on it before their escape. Additionally, other things about the world they find themselves on seem strange, enough to make them question what's really going on here.

  Core Challenge: Trying to re-analyze the chip again (and failing).
- 4. Crisis: The players learn that the world they have found themselves on is contained entirely within the Mindscape and was created by Lysander to keep them trapped as he carries out his plan. The only way to escape is through severing their connection with the Mindscape. Kali reveals herself to be an embodiment of the regulators Lysander uses to keep his experimental Mindscape implant (and the exotic matter that powers it) in check, and thus she and her people are not under his control and are in a position to help the PCs escape this trap.

Core Challenge: Discussing the situation with Kali

- Basically, Lysander himself is a product of experimentation related to exotic matter that left him unstable, but with inordinate amounts of mental power. Core Challenge: Discussing the situation with Kali
- 6. The PCs hide under her cover and build up their strength before removing their Mindscape implants, so that their loss of Mindscape abilities isn't devastating. Core Challenge: Building up your strength

7. **Turning Point:** However, the longer they spend preparing, the more time Lysander has to carry out his plan unaccosted. The players must decide how long they are willing to risk preparing before severing their connection and stepping into the unknown.

Core Challenge: Deciding whether or not to sever Mindscape connection

8. Climax: The PCs decide to destroy their connection to the Mindscape with the help of Kali and the beast she watches over, the Shaniti. Severing their connection is a drawn out process, and as their connection to the Mindscape grows more tenuous, the fictional world begins to warp around them. Their fight to escape becomes a surreal confrontation with impossible beasts and manifestations of their own inner demons.

Core Challenge: Fighting to sever the connection

9. **Resolution:** The players, with Kali's guidance and help from each other, manage to completely sever their connection to the Mindscape. They wake up in captivity in the prison base on Old Mars and completely separated from their Mindscape capabilities, but they are emotionally stable and have managed to overcome Lysander's trap.

Core Challenge: Stabilizing yourself now that you have lost your Mindscape abilities



# Act Three: Kali



Awakening
on a strange
new world,
The PCs
immediately
find
themselves
under attack
and are
forced to
flee, realizing
that they
need to find
a ship.
(INCITING



The PCs find

refuge

among a

small group

of people

who have

learned to

live without

the

Mindscape,

led by a

woman

named Kali.

(COMPLICATION)

The PCs try to analyze Elden's chip again, but the data comes up blank, which makes no sense. (COMPLICATION)



The PCs learn that they are still in a fictionality created by Lysander. However, Kali exists independently of him, and offers help. (CRISIS)

₽

00



In revealing

who she is,

Kali explains

that

Lysander is a

product of

using exotic

matter than

gave him his

mental

powers.

experimentation







The PCs realize that the only way to escape this world is to disconnect from the Mindscape and sever their implants.

(CRISIS)



And the longer the PCs spend in this fictionality, the stronger Lysander becomes. (TURNING POINT)



The PCs decide to sever their connection and are forced to confront their inner demons during the process. (CLIMAX)



The PCs successfully sever their connections and reawaken in one of Lysander's prison cells. (RESOLUTION)



LINNAEA, a short, stocky woman with pale, freckled skin and a long red ponytail, enters the mouth of a dark cave. She takes each step with caution, being careful not to trip over a stray rock in the low light. Her path is soon illuminated, however. As she steps deeper into the cavern, crystals embedded in the walls begin to glow, lighting her face and the cave ahead. The deeper she goes, the brighter the crystals glow, until the walls of the cave themselves seem to be lit a bright, pale blue.

LINNAEA has become less focused on the path ahead and seems fascinated with the walls of this cave as she moves forward, running her hand along the wall as she goes. In doing so, she fails to notice the woman that appears ahead of her in the cave. This woman is KALI, a slender, dark skinned woman with short, messy hair and a long, flowing blue dress that matches the blue emanating from the crystals. She speaks up as she sees LINNAEA approach.

KALI

I see you've--

LINNAEA

Augh!

LINNAEA yelps as she jumps back, startled. KALI is a bit startled herself at the yelp, but she then finds herself stifling a giggle.

KALI

... I see you've found your way here.

LINNAEA

Christ, you scared me. Sorry, I just, you were taking a while in here, and I wanted to check on Catalina, and I--

KALI

Slow down, Linnaea. It's perfectly alright. It is your turn to meet with the Shaniti anyhow.

LINNAEA

...Okay, you've got to realize how much that sounds like you're gonna murder me, right? Especially after I came in here to check on my friends who haven't come out of this cave you led them down yet?

KALI gives LINNAEA a warm smile.

KALI

Rest assured, I have no intention of murdering you. Now please, if you'll follow me.

KALI turns and begins to walk deeper into the cave. LINNAEA hesitates, the concern on her face growing.

LINNAEA

That's exactly what a murderer would say, though!

KALI doesn't respond, venturing deeper into the cavern. LINNAEA stands still for a few seconds, then breathes a heavy, exasperated sigh before breaking into an awkward jog to catch up with KALI's long strides.

LINNAEA

(from behind KALI)
So where are the others, then?

KALI

Meditating with the Shaniti. You will join them in a moment, but first, we should chat.

LINNAEA

...chat?

KALI looks behind her at LINNAEA as she continues into the cave.

KALI

Is that alright?

LINNAEA

I...I guess so? You just didn't strike me as the chatting type, I suppose.

KALI

I'd like to know more about you before we begin. And I get the sense that you'd like to know a bit more about me as well.

KALI waves a hand, signalling LINNAEA to come walk beside her. LINNAEA hesitates again for a moment, but after making eye contact with KALI, she obliges.

KALI

Tell me, Linnaea. What is troubling you?

LINNAEA

I...everything, I guess?

KALI

That seems like a bit of an exaggeration, no?

LINNAEA

I mean, we're essentially being hunted, we have no idea how to take down Lysander, and every minute we stand by another person could be deleted. Things aren't exactly looking up for us.

KALI

I am aware of your plight. I wish to know what is really troubling you, Linnaea.

LINNAEA

I don't know what you mean.

KALI

You've been carrying a weight with you for a long time, Linnaea. That much I can tell. I suspect it's something personal, bigger than your mission. I don't mean to pry, but guiding people through their problems happens to be sort of my whole job.

LINNAEA glances up at KALI, who has been looking down at her. KALI's knowing gaze seems to fluster LINNAEA, as she blushes a bit before averting her gaze. She's quiet for a bit.

LINNAEA

(softly)

You're talking about my brother, aren't you.

KALI

I'm going to say yes, given your tone of voice when mentioning him.

LINNAEA looks up at KALI again. KALI's smile has faded, but her gaze is no less warm. LINNAEA puts her head down and

breathes out before staring forward, focusing on the path ahead as the two continue walking.

### LINNAEA

He...we were twins. Not identical, but I still saw so much of myself in him.

LINNAEA reaches out to run her hand along the walls of the cave again. Now that she is less focused on the crystals themselves, she seems to notice her reflection staring back at her through them for the first time.

# LINNAEA

He died, when we were younger. It was a freak accident, a breach in the hull when he was first learning to pilot a starship. We managed to recover his memories and personality in an eidolon body. Things weren't quite the same, and he didn't look like my brother anymore, but...these were things I came to terms with over the next couple years. Honestly, I was just glad to have him at all.

LINNAEA's voice is starting to strain. She wipes a few tears from her eyes as she continues.

### LINNAEA

Tomas was one of the earliest disappearances of synthetic consciousness. They told me it was just a mistaken reallocation of memory in the mindscape, and that it should be an isolated incident, and all kinds of other nonsense. I didn't care what they said happened, I needed to find a way to get my brother back. It's why I'm here, it's why I joined this team in the first place, it's—

LINNAEA chokes back a sob. Her hand is covering her eyes now. KALI gently places a hand on her shoulder.

### KALI

I'm sorry, Linnaea. I know this has been difficult for you.

LINNAEA wipes her eyes and looks at the floor, avoiding looking at either the crystals or KALI. She takes a few moments to regain her composure before she continues.

LINNAEA

I lost him twice.

KALI leaves her hand on LINNAEA's shoulder as they continue forward. KALI looks ahead as she speaks.

KALI

Loss is always difficult to deal with. Many of my followers have come to me grieving loved ones, and though things heal with time and reflection, the process is never easy. I regret that I have so little time to spend with you on this issue, but...

KALI slows her stride and looks away for a bit, her calm expression replaced with one now deeply contemplative. She shakes her head for a moment and then speaks up.

KALI

No, you know what?

KALI takes her hand from LINNAEA's shoulder and grabs her hand. LINNAEA looks surprised at KALI's change of tone.

KALI

Normally I'd tell you "When we let loss consume us, that is when we truly become lost ourselves," and go on about learning and growing from it and what have you. That's all well and good, and it works for a lot of people, but...

KALI pauses.

KALI

My job is to help as best I can, and offering my regular guidance here wouldn't be doing that. Not really.

LINNAEA looks up at KALI again. She sniffles a bit, but her sadness has been overtaken with astonishment as KALI has abandoned her usual demeanor.

KALI

I haven't shared this with your teammates yet, but you've been so genuinely open with me that I've gotta be honest with you too. You and your teammates, this place...

KALI stops walking forward and releases LINNAEA's hand. LINNAEA stops as well. KALI turns to face LINNAEA's still tear-streaked, quizzical face and sighs.

KALI
You aren't where you think you are.

# ENCOUNTER

This encounter is something of a less traditional one in a few ways. It is, in reality, a representation of the party's struggle as they disconnect from the mindscape in order to escape from Lysander's fictional world, the imposality he has them trapped in. As such, a few things are different. The two big things are the nature of the enemies themselves and the way mindscape abilities are handled mid-fight.

The enemies are manifestations of the struggles each individual player character must overcome in order to escape from the mindscape. Since the world the PCs are in is a product of the mindscape itself, they are given "physical" form. There are 5 enemies. 4 are identical and less powerful, while the 5<sup>th</sup> is a larger, unique one. The unconventional part is that each enemy appears completely differently to each player character. They are all attacking the same targets, but those targets' appearances are different to every PC. Mechanically, however, the 4 smaller targets are the same to everyone. The bigger enemy,

however, has a special aspect corresponding to each PC that can only be invoked against that PC and that other PCs are unaware of. This is how their individual struggles are represented.

The player specific aspect is invoked the first time the larger beast attacks a given player character. The GM should do their best to have the beast attack every PC at least once before the encounter ends, as these attacks and the aspects they invoke are narratively important.

In addition, this battle is the point in the story where the player characters sever their connection to the mindscape. Their skills having to do with mindscape connection will be lost during the fight, but depending on how long they have trained under Kali, these skills will be replaced by something equivalent or potentially even more powerful. These changes should be determined by the GM before the fight begins, and they should be revealed to the players as each of them does something impactful during the fight. For example, as Catalina lands a solid blow to the main beast, the GM could describe the sensation of losing her connection to the mindscape. As she feels this loss, she remembers her time with Kali, and that sense of



disconnection is replaced by feelings of confidence and determination. She has lost her Halo abilities, but she is now able to more clearly see an enemy's angle of attack, allowing her to inflict 1 shift of physical stress when she succeeds with style on a Defense action in combat.

# MAP

The arena in which this battle takes place is fairly simplistic. Visually, it is a shattered version of the cave that the Shaniti presides in. The floor of the cave is intact, but most of the walls and surrounding area have all been destroyed, leaving the

floor area seemingly floating in some sort of impossible void.

Mechanically, there is a central Zone in which the main beast is emerging from the cave ground below, surrounded by a second Zone occupied by fallen rocks and two of the four lesser enemies, and a third Zone consisting of the other two lesser enemies atop a wall that hasn't totally collapsed. The wall can be scaled in order to provide some elevation and distance from the main threat, but the enemies atop it will have to be dealt with as well. Environmental aspects can include the rubble in the second Zone and the instability of the wall that makes up the third. The players begin the battle in Zone 2.

# **ENEMIES**

Shaniti's Test: A beast emerging from the ground of the Shaniti's ruined cave, its form different to all that encounter its terrifying visage.

Physical Stress: <sup>1</sup>  $\square$   $\square$   $\square$   $\square$   $\square$ 

Mental Stress: <sup>1</sup>  $\square$  <sup>2</sup>  $\square$   $\square$ 

Consequences: 1 mild + 1 moderate

+ 1 severe

Scale: Medium (+0)

Aspects: Metamorphosis, Manifestation of Fear

Skills: Great (+4) Unarmed Combat, Good (+3) Provoke, Ranged Combat, Fair (+2) Physique, Deceive, Notice, Average (+1) Will

Stunts: Heavy Hitter, Provoke

Violence

Extras: Hallucinate, Extend Limb

PC-Specific Aspects: Come Fight

Me, Linnaea

Where's Your Confidence, Catalina? Some Peacemaker You Are, Olvère

Way to Take Charge, Petra

<u>Stray Thoughts</u>: 4 smaller manifestations that operate as a group to assist the bigger issue.

Stress: 100 00 00 00

Scale: Medium (+0)

Aspects: Unpredictable, Hard to Shake

Skills: Fair (+2) Unarmed Combat, Average

(+1) Ranged Combat

(+2 teamwork bonus)

# Act IV : Lysander Written by Matthew Floyd



- 1. **Inciting Incident:** The PCs are still trying to stabilize, while looking around the prison cell chamber full of "shut down" eidolons.
- 2. Inciting Incident: There are also some humans there that have disappointed Lysander. In eavesdropping, they learn that Lysander's plan has progressed. The prisoners speak cryptically of the moment when Lysander's local Mindscape will connect to the global Mindscape and Lysander, having siphoned off the technopsi of both eidolons and humans, can unleash his true plan to connect to the global Mindscape and unleash himself as a virus, virtually crippling the Mindscape for good and force-unplugging everyone connected to it. Core Challenge: Listening to overhear the fellow prisoners
- 3. **Inciting Incident:** The PCs escape their prison, donning the uniforms of downed prison guards in the process, plus they steal back the rest of Elden's chip that the authorities confiscated.

Core Challenge: The escape

4. The PCs, now safe from the authorities, devise a plan in which they turn Lysander's regulators against him, overwhelming him to the point that his uncontrollable power destroys his virtuality and his own mind. All they have to do is sneak back into Axon's building and overload the regulators in Lysander's implant.

Core Challenge: Devising this new plan

5. **Complication:** Linnaea runs the code she wrote to re-analyze the last of Elden's synthetic chip. Upon further analysis, the PCs realize that the "deleted eidolon minds" are not gone. They are actually alive and well, simply trapped in Lysander's virtuality, unaware of their predicament and believing they're living "real" lives. They realize that, if they destroy Lysander's virtuality, these minds will get destroyed as well.

Core Challenge: Analyzing the chip again, revealing this new data...

6. Additionally, they realize that if Lysander virtually destroys the global Mindscape, then these consciousnesses would indeed be lost for good as well.

The PCs decide that they must return to the prison, where Sam and the rest of the engineering team is still being held as captives, to convince them to help - because Sam's team knows the ins and outs of Lysander's entire virtuality. Core Challenge: This decision to return to the prison

- 7. The PCs break into the different floor of the prison where the Mindscape Engineering team is, defeating the authorities guarding it (they take off their uniforms here), and speak with Sam's team.

  Core Challenge: Breaking back into the prison
- 8. **Crisis:** Sam tells them the entirety of his story, in near-guilt that he was a skilled engineer trying to connect Mindscape minds together and used his wife Emily as a test subject, making her so in love with the idea of transmigration that she killed herself to join the Mindscape as pure consciousness. This consciousness then spoke to him and helped convince him to seek out Lysander and bring all human minds into this virtual panacea.

  Core Challenge: Interrogating Sam again
- 9. **Crisis:** The PCs must convince Sam that Lysander tricked him. Emily's true uploaded consciousness is lost in Lysander's virtuality somewhere, while the "Emily" that spoke to him was a fictional sentinel, within the Mindscape, that Lysander imposed her consciousness onto. Sam eventually breaks down, realizing the truth. Further knowledge shows that Lysander is still tricking him he never planned to create utopias and was merely using them to steal technopsi from humans in order to destroy the Mindscape pushes Sam over the edge.

Core Challenge: Convincing Sam of the truth...

- 10. **Turning Point:** Sam musters his team to help the PCs break everyone out of Lysander's virtuality.
- 11. If at this point the PCs haven't realized it yet, they will ask Sam about the one piece they still don't get why was Lysander experimenting with his Mindscape reach with eidolon minds across space? Sam takes the synthetic chip and runs even more code (which humbles Linnaea, but also showcases Sam's abilities), revealing the last pieces of Lysander's plan: Lysander was having eidolons manufactured on Callisto and sent to lo Station, where they would be

overloaded with electricity and exotic matter and then brought back to Old Mars to be taken apart (by Elden and his team). The exotic matter taken from these pieces is being used to construct an exponentially powerful 3-space Fargate. And this how Lysander will expand the reach of his Mindscape abilities in order to destroy it.

- 12. The PCs and the Mindscape Engineering team exit the prison, and come across a weapon that attacks them and they realize that it is inhabited by Lysander's mind, meaning that he has expanded his power to control more entities. The PCs and the Mindscape team are then forced to find rudimentary tech in order to communicate with each other from afar, which Sam and the Mindscape Engineering team help with due to their knowledge of the area. They sync up their Mindscape implants with the tech so that the PCs can talk to them. Core Challenge: Prison escape
- 13. The PCs must fight their way through Axon that Lysander now controls, directing his attention toward them while Sam's team, syncing up to the facility where Elden was, begins to develop a neutral, unimposed virtuality to transfer the consciousnesses to, which can then be downloaded into new eidolon bodies (and also free the human minds as well)
  Core Challenge: Fighting your way through Axon
- 14. The PCs get word that the construction material at Elden's facility has been moved, meaning that the 3-space gate is close to being online. The PCs cannot use Mindscape tracking to either find Lysander in the building or the 3-space gate. Instead, they must use their intuition on how Lysander might think. They realize that Lysander wouldn't house the 3-space gate in the Axon building, but instead is housing it in Hyden's abandoned office at the building in the center of Sanguine.

Core Challenge: Figuring out where Lysander would house the 3-space gate

15. The PCs are unable to call Arron due to their lack of Mindscape connection.

There are different ways around this. The PCs can choose to have Linnea hack into a mode of ground transportation, ask the Mindscape Engineering team to

call for Arron (which is not guaranteed to work and also will distract the Mindscape Engineering team's progress), etc. Either way, the PCs are forced to race to Hyden's building, where Lysander's human form is waiting for the 3-space gate to go online.

Core Challenge: Getting to Hyden's building

- 16. Climax: Lysander offers the PCs a chance to join them, impressed by their fortitude without Mindscape control, but the PCs refuse. The PCs and Lysander have a non-Mindscape fight, while Sam and the Mindscape team successfully upload their new virtuality to the Mindscape and then, with knowledge of where Lysander has hid the consciousnesses, begin transferring them to safety. Core Challenge: Refusing Lysander's "deal" and the ensuing fight
- 17. **Climax:** At some point during the fight with the PCs, Lysander begins overloading Olvère's body with the energy of the 3-space gate to force the other PCs to fight their own friend.

Core Challenge: Fighting Lysander

- 18. Climax: Lysander eventually realizes what's happening and mentally grabs the consciousnesses of Sam and his team, trapping them into a virtual Hell similar to the Sunken Place from Get Out. At this point, Lysander stops screwing around and moves to connect his local Mindscape to the global Mindscape and the situation feels dire. However, very faintly, as if he's still there, the PCs hear Sam speak to them "Finish him... and when you speak to my wife... tell her I'm sorry..." Core Challenge: Trying to stop Lysander from trapping their allies into virtual hell
- 19. Climax: Lysander fatefully neglected the trace amounts of exotic matter he left in Olvère's body when he moved to connect himself globally. The PCs use Olvère to overload Lysander's regulators, overwhelming his emotions just as he tries to connect with the 3-space gate. The combined weight of this exotic matter sends massive amounts of power through his virtuality, destroying it and overwhelming his mind before it reaches the global Mindscape. The 3-space gate is also destroyed in the process.

Core Challenge: Overwhelming Lysander's regulators and destroying his plans

20. **Resolution:** Lysander screams in agony and rants that humans are becoming less-than-human, living as synthetics and that this was the only chance to destroy the Mindscape - and force-unplug everyone so that they could finally be "free." Lysander has been "training" the human minds inside his virtualities, so that when they're unplugged, they will know what it is like to live in Mindscape-free worlds (similar to how Kali's people live). Lysander says things like "Don't you see, now that you're free of it. You feel... whole again... but now you've destroyed it."

The PCs can respond "But that's not life" (referring to Lysander's use of control to create it) or "You were willing to let millions of minds die just for your cause," to which Lysander will respond "Yes." The PCs then have the choice to put Lysander out of his misery and shoot him, or have him arrested by eidolon authorities.

Core Challenge: This decision

21. **Resolution:** Depending on the speed of the PCs through the climax, whether or not Sam's team got delayed, or how long the PCs spent in Kali's world, the GM can decide whether or not all or just some of the eidolon characters made it out of the climax alive. These characters include Hyden, Tomas, Clara, and Emily (all attempted to be retrieved from the virtuality), and also Olvère. Regardless of the outcome, the PCs must decide whether or not to accept these characters as new allies and to return to Old Earth.

Core Challenge: Do you accept these new eidolons as allies?



# Act Four: Lysander



The PCs,

though

unstable,

work through

their new

reality

without the

(INCITING

INCIDENT)

Mindscape





The PCs

listen in to

local

prisoners

about how

Lysander's

plan has

progressed

to the point

that he will

be able to connect globally. (INCITING INCIDENT)



The PCs

escape the

prison and

steal back Elden's chip

in the

process.

(INCITING

INCIDENT)

The PCs devise a plan overwhelm Lysander's mind by his implant.

4



 $\ominus$ 

O.

But further analysis of Elden's chip

(using code written by one of the PCs) reveals that the "deleted" eidolon minds are still alive. (COMPLICATION)



6 The PCs decide to return to the prison to speak with Sam and the Mindscape engineers one more



The PCs

break back

into the

prison.





Sam tells

more of his backstory,

revealing his guilt over his

wife's death. (CRISIS)





The PCs

convince

Sam that

Lysander

used a fictional to

dupe him

and that

destroying

the Mindscape

was always his endgoal (CRISIS)

10 Sam and the team decide to help. (TURNING POINT)





They also analyze the last of Elden's chip, revealing that Lysander is using

eidolons to construct his own personal 3space gate to connect on a global scale. (CRISIS)



12 As the PCs and the engineers escape the prison, they are attacked by a weapon revealing that Lysander now has sentience over the entire

building.





13 The PCs fight their

way through Axon...



14

. only to

realize that Lysander

isn't there.

He's in

Hyden's building in

the center of the city.











Lysander, now with even more respect for the PCs, offers them a chance to join them. They refuse and a fight ensues once more. (CLIMAX)



Lysander tries to use Olvere's condition against the PCs by overloading his body with exotic matter. (CLIMAX)



18 Lysander realizes that Sam and the others are saving the lost minds and takes control, trapping the engineers and moving to make his final, global

connection (CLIMAX)





The PCs use Olvere to overload Lysander's regulators, destroying his virtualities and the 3space gate, and overwhelming his mind. (CLIMAX)



20 As Lysander screams and curses the PCs, the PCs must decide whether or not to put him out of his misery or have him arrested. (RESOLUTION)



21

Depending on how the PCs performed in the campaign, all or some of lost eidolon minds known to the PCs are saved and returned to the world. (RESOLUTION)







## 1 INT. PRISON - DARK

With a CRACK, the cell creaks open. The MINDSCAPE ENGINEERS, led by WILLIAM, stand in place for a moment, unable to process this act of generosity, before slowly skulking out of their prison cell.

As SAMUEL CHASE exits his cell, OLVERE's cybernetic arm grabs the cell bar in front of Sam's tattered chest, blocking his path.

OLVERE

Not you.

Sam's eyes fall into themselves as he watches the rest of the GROUP leading the rest of the MINDSCAPE ENGINEERS towards the barely lit door at the end of the dark corridor.

SAM

(deadened)

What? You already spoke to William and the rest of the team.

OLVERE says nothing, allowing his eyes to gaze across Sam's withered hair and sullen expression.

OLVERE

I wanted to talk to you...

OLVERE hasn't taken his gaze off of Sam yet. Sam, with no path around, walks languidly back into his cell, plopping onto his cold, mechanized bed.

Olvere, walking as if he were gliding, closes the cell behind him as he follows Sam inside, leaning gently against the bars of the cell gate.

SAM

I don't have anything to say...

OLVERE

I just want to understand why.

SAM

(resigned)

You already know -

OLVERE

(more sternly)
What? That you built Lysander's
virtualities for him?

Sam glares at Olvere.

OLVERE

Or that you're better than the rest of your "crew?"

Sam forces a sarcastic chuckle.

SAM

Friend, I'm no better than anyone else here. Find any Mindscape Engineer this side of the Core Worlds, they can do everything that I can do and -

OLVERE

Yes, but William isn't listening to them. Lysander isn't listening to them. They listen to you. So I want to know why you sold out the human race to the control of this monstrous -

SAM

It's not monstrous.

Olvere stops mid-sentence and allows his lip to slip into a smile. Sam takes a deep breath and stares at him.

SAM

It's the next level of human consciousness. The people in the Commonality running the Mindscape, they don't understand what it can do. They use it to pacify us, to stunt us, to the point that we're not even human anywhere. But what we've done - giving every human mind the chance to live as pure consciousness in our new worlds - is the next stage of evolution.

OLVERE

That isn't what Lysander would say.

SAM

(cutting)

I don't speak for Lysander.

Sam glares at Olvere, as if he were insulted.

SAM

He wanted to destroy it... ok?

OLVERE

He's attacked the Mindscape before?

SAM

Are you dumb? Of course he has.
Memoplexes going down. Servers
cutting off new thanograms. Those
glitches that people talk about?
He's been trying for a long
time...

Olvere breathes, staring at a suddenly rejuvenated Sam, who pauses, his dialect softening.

SAM

It never worked, of course. The Commonality could always reboot it. (beat)

That's what I told him. "You'll never win that way," I said. "You want people to be 'free?' *Use* the Mindscape to to make them so!

OLVERE

And you got that notion from your wife, right?

Sam's newfound energy instantly clenches. He takes a deep breath, his voice stammering, and speaks as if it were a threat.

SAM

Don't.

Olvere begins to pace left and right.

CONTINUED:

OLVERE

When we spoke to your team last time, they said that after your wife died, she -

SAM

(offended)

She didn't die. Emily killed herself. And furthermore -

OLVERE

Right, after she -

SAM

She's not dead. I can feel her in the Mindscape; I can speak to her in the Mindscape. She's more alive now than she was before.

Olvere is letting Sam finish, his mechanical arm lifting up to his glistened face.

OLVERE

(slower)

Your team said that when she...
"came back"... that's when you got
the idea to build these worlds...

SAM

(trying to shut him up)
My wife was obsessed with joining
the Mindscape as pure consciousness
for five years, ok? I didn't
believe her. So she killed
herself...

(pivoting)

But I was wrong! She did come back, exactly the way she wanted to... being able to feel everything...

(melancholic)

We can't *feel* anymore in these bodies... the only way is to feel in there... if people are happy in Lysander's worlds, they will not care about how he made them.

CONTINUED:

OLVERE

Your wife said she was happy?

SAM

(suspicious)

Yes, I... why are you so fixated on that?

OLVERE

Because I think she told you exactly what you wanted to hear.

Olvere steps closer to Sam.

OLVERE

Sam, I've been studying the Mindscape for a long time... and you're right... the next stage of evolution is not in these limiting shells of existence...

(beat)

But according to your team, your wife was dead for <u>three days</u> before her consciousness reappeared on your implant.

(beat)

The process doesn't take that long... it's never taken that long...

Sam stares at Olvere, beginning to realize what Olvere is trying to do, his mannerisms getting more uneasy.

SAM

Where's my team?

OLVERE

(matter-of-factly)

Oh, down the hall, locked in one of the adjacent cells.

(beat)

See, I wanted to hear it just from you.

(beat)

To confirm what we already know.

SAM

(voice cracking)

No.

OLVERE

That the person that spoke to you about a virtual utopia was a fabrication -

SAM

No.

OLVERE

That Lysander created to manipulate you, Sam -

SAM

No.

OLVERE

Because he's been using you the whole time -

SAM

(shaking)

Shut up.

OLVERE

He's not going to stop with the virtualities, he plans to destroy it all for good this time -

SAM

No. SHUT UP! SHUT UP!

Sam attacks Olvere, his clammy hand wrapping around Olvere's throat, pushing him up back up against the bars of the cell.

The two men stare at each other, eye-to-eye, as sweat drips down Sam's shaking, horrified face. Olvere doesn't blink.

SAM

I don't believe you.

Olvere continues to stare at Sam. Still - he doesn't blink.

OLVERE

Ok.

SAM

What?

OLVERE

(passively)

Ok. You win.

Olvere's casual tone lightens Sam, whose grip releases. Olvere turns toward the cell bars behind them.

OLVERE

You can go.

Olvere gives the cell gate a push. The cell creakily slides open as Olvere droops his arms to his side, non-threatening.

SAM

This is some sort of -

**OLVERE** 

It's not a trick, Sam...

(beat)

If you don't believe me... then go.

Sam stands for a moment, his aggressive posture looking outof-place, framed against the dark, empty cell.

He slowly walks up to the entrance of the cell, where Olvere stands at the side.

Sam steps across Olvere, his arm reaching in front of his lustrous face.

Sam grasps the bars of the now-open cell door... and pulls it closed, concealing him and Olvere inside once again.

Olvere smiles...

# ENCOUNTER



# **CELLBLOCK B**

The Party has woken up from their time in Lysander's imposality and has reached the point where they are all aware of their surroundings. **Petra, Linnaea, Olvere, and Catalina**. However, the GM can periodically ask players to **attempt Will rolls** to determine if they are mentally stable enough to continue.

Players should be able to **succeed the fair 2 threshold**, but should they fail, that particular player character will begin to "see" things in his/her mind and be unable to continue for a short period of time (to the GM's discretion).

The prison has no light from the outside. It is lit only by the small, tiny lamps that give off a diffuse, white light, barely enough to make any impact on the space. The prison is metallic and cold, full of contrasting shadows piercing through the glass bars of the cells. The GM will let the players know that the prison is filled with "bodies" of people who are blank, staring forward and immovable, making it apparent that these "bodies" are of eidolons whose minds Lysander has trapped. From where, the GM will tell the players to make a Notice roll to get them looking around the room. Players only need a threshold of 4 to succeed, and certain characters like Olvère have high Notice skills and should immediately succeed.

Critical success Notice rolls will alert players to the cameras positioned at the north end of the cell block, while even lower Notice rolls, that meet the threshold of 2, will alert players to a group of prisoners in the cell across from

the players' cell, as well as the door at the end of the cell. The GM will describe this group of prisoners actually conversing underneath their breaths, who are people whose minds are intact.

Petra and Olvère both possess higher Investigate skills, and can listen in to what the prisoners are saying (threshold 3). The GM can portray the dialogue that these prisoners discuss. They basically talk about how they were "investigators" who worked for Lysander for years, arresting people that got in Lysander's way or who stumbled across bread crumbs that could lead to Lysander's master plan. They wonder why Lysander allowed "those outsiders" (a.k.a. the Party) to continue as long as he did, wondering if Lysander saw something in them or saw himself in them in some way.

They then pity "the fictionality team" (a.k.a. Sam and his fellow engineers) as the ones who screwed up in the first place of allowing the outsiders to catch wind of Lysander's plan. One of the prisoners discusses that it won't matter – Lysander's local Mindscape will soon be able to connect to the global Mindscape, and Lysander, with enough power stolen from the technopsi of his trapped minds, will basically be a virus unleashed, able to do whatever he wants to the Mindscape (a.k.a. destroy it from the inside) – which is what he wanted all along.

Another prisoner will then muse as to what was so special about the synthetic chip that

Lysander's goons confiscated from the outsiders, to which the first prisoner will respond, "Nothing really, except that Lysander lies to collect trophies of the people he's trapped, and I guess this was another trophy."

From time-to-time during this exchange, a prison **Guard** will walk past in between the Party and the other prisoners, and the GM should ask players to attempt a **Stealth** roll to make sure they are not spotted. **This threshold is low (about 2),** and both Petra and Olvère (ideally the ones listening in) have good Stealth stats, so this shouldn't be a problem. However, you want to make sure that the Party is privy to the knowledge that Lysander's plan is near completion, so time these Guard interactions appropriately.

Additionally, this might be a good time to ask players to **attempt a Will roll**. This a moment when players are concentrating, listening, naked without the Mindscape for the first time, so it might be smart, narratively, to test this concentration. If a player fails the Will roll, another player character can take the place of whichever character was originally listening in.

Eventually, either the prisoners will finish their story, or the Guard will

notice that something's "up" with the Party's cell. If the prisoners finish their story first, allow the players to freely discuss the need to escape this prison to stop Lysander, and allow players debate as to how. If the conversation stalls, have the guard pass by the area again, and have one of the adjacent prisoners insult this Guard, which incites the Guard to lean in to the prisoner's cell and whack him with a Melee Weapon.

If players recall from Act 2 (when the Party was in this prison to interrogate Sam and the Mindscape team), Lysander does not allow guns or lethal weaponry in his cells, choosing instead to torture his prisoners with Mindscape control.

If the **Guard** noticed the Party member snooping, the Guard will whack the player character with his **Melee Weapon**. The GM can now say that it seems that the Guard reacts aggressively to perceived insults, which should hopefully give players ideas for escape. The GM can ask players to make a **Provoke roll** (preferably Catalina, who has the highest skillset in this area) to bait the Guard into attacking them again. Players can choose to have only one member of the party do this (and have the other members of the party pretend to still be zoned out from the imposality), or have every member of the party do this. If it's just one member of the party, you only have one shot to make the Provoke roll. If the roll succeeds the threshold of 4, the Guard will attack the player extremely

aggressively, and players can use **Unarmed Combat rolls (threshold** 1) to subdue the Guard by strangling him from inside the cell to the point where he is unconscious. If the roll fails, the Guard will become suspicious as to why this particular member of the party is "conscious" and the others aren't. Attempt a Stealth roll (threshold 3) and then the Guard will come closer anyway, allowing the players feigning unconsciousness to attempt Unarmed Combat rolls to take down the Guard. If multiple players are rolling, you get multiple shots to make the Provoke roll before the Guard is out of hearing range.

# Basically, the GM has multiple ways to trigger this Guard attack:

The Guard attacks the other prisoners. Players become aware. Attempt a Provoke roll as one character

- If roll succeeds, Guard attacks. Unarmed Combat roll downs him.
- If roll fails, Guard becomes suspicious anyway. Stealth roll brings him closer. Unarmed Combat roll downs him.
- If multiple players are rolling, you have multiple chances to succeed

The Guard attacks the Party

- Roll an immediate Unarmed Combat roll to down him.
- Players become aware. Leads directly to previous options.

Once the Guard is down, have players roll a Notice roll (threshold 2) to spot his Cellblock B Key Card from his pocket. (If players fail this roll, the GM can have the adjacent prisoners point it out to the Party). As players are opening their cell, the adjacent prisoners will begin cheering for you, and although praise is great, this cheering will alert more guards to what's going on. Olvère can attempt an Empathy roll (threshold 3) to convince the prisoners to shut up.

Additionally, if players Noticed the two cameras successfully earlier in the scene, point it out to them. Players can now use the Guards' Melee Weapon to take out the cameras. Allow players three rolls of Athletics (threshold 2) to succeed twice to take out the cameras. Remember that Catalina is the most athletically skilled of the Party. If this process is unsuccessful or if players didn't Notice the cameras from earlier, taking out the cameras can remain an unspoken goal for players to figure out over the next few action beats.

Additionally, Linnaea can also roll Technical rolls to try and disable the cameras without violence (threshold 4).

Additionally, players can attempt a Ranged Combat roll to throw the Guard's Melee

# Weapon at the overhead light to destroy it (threshold 4).

More guards will arrive either way. The GM can describe the increasing beat of footsteps approaching the Cellblock B door, regardless of whether the cameras were taken out or if Olvère convinced the prisoners to stop shouting. If both of these were successful, the GM can decide that guards still noticed movement in the cameras before they were taken out, or that the guards heard shouting before it was stopped.

# **The Guards:**

# A. 3 Physical Stress

B. Strengths – Can use the Mindscape to hack into other people's halos and subdue them through control. They can also convey information to each other through the Mindscape (+2 skill buff if a PC tries to attack a Guard from behind).

# C. Skills

- Melee Combat If
   Guards still hold their
   Melee Weapons, +2
   skill buff to these
   attacks.
- b. Unarmed Combat –
   Moderate skillset. No buff.

# D. Aspects

- a. Let's Work Together If
  Guards are close enough to
  each other (to the GM's
  discretion), they can attack
  simultaneously (using either
  Melee or Unarmed Combat).
  This team attack grants the
  combined attack a +3 buff
  when used.
- b. Subdue All Prisoners If the other prisoners (1) become rowdy enough (to the GM's discretion), the Guards can be subjected to trying to subdue them to replace their attack turn. Guards will then have to roll a Stealth on their own. If it fails, the prisoners will grab the Guard by their legs through the cell bars and pull them to the ground.
- c. Reinforcements! Upon realization that the Guards' Mindscape abilities don't work on the PCs anymore, Guards can run away from the battle to get reinforcements. If the cameras were destroyed, the Guards will return with 3 more guards four turns later. If the cameras weren't destroyed, the Guards will return in three turns.

# E. Behavior

a. The guards attack in bunches, as traditional Wave enemies.

 Their primary skillsets are working together and using the Mindscape to subdue their opponents.

# Waves:

- A. Wave 1 Two Guards (likely the Guards patrolling the South Hallway) enter through the door. Treat this wave as a sequence of the Guards fighting individually and trying to use the Mindscape to subdue the PCs. If the PCs take longer than 2 turns to defeat them, have one of them call for reinforcements.
- B. Wave 2 Three Guards enter from the door as well. Have these guards work together more and call for reinforcements more quickly.
- C. Additional Waves Guards with reinforcements will arrive. This should be the PCs' cue to begin to flee.

The guards will attack with their Melee Weapons or with attempted Mindscape control (which is useless now, because the Party has disconnected). Players can attack back using Melee Combat (for whomever is holding the original Guard's Melee Weapon), or with Unarmed Combat. Players can also

direct guards towards where the other prisoners are, who will gladly grab them by their legs through the cell bars and pull them to the ground. Some guards, upon realization that their Mindscape control doesn't work, may run away to find more guards. Have players fight around two waves of guards plus a possible wave of reinforcements, depending on whether the cameras have been destroyed. If players get overwhelmed by the guards, the GM can tell them that they'll have to flee. If players don't get overwhelmed, allow for a pause in the fighting when there are at least three guards down in CellBlock B. along with the original Guard.

If players didn't get overwhelmed by the guards, the GM can have the remaining guards run away to get help and then describe the four guards who are downed, along with the grey-black uniforms blending in with the dim lighting. Players can decide to take the guards' uniforms and put the guards' bodies in their cells (this only works if the cameras were destroyed/disabled, otherwise the players will be seen doing this). Otherwise, with the door open from the guards who ran off, the GM should make it clear that the guards will be back with more numbers and that players should flee.

# WEST / SOUTH / EAST HALLWAYS

Make players make a Knowledge roll to see if they remember the layout of this floor of the prison from when they were here in Act 2. Olvère or Linnaea have high Knowledge skills, but either way, this will be a tough threshold of 6. If players succeed, the GM should tell them immediately the direction to leave this floor (the room on their left - follow the arrow). If players fail, they will be forced to run through the darkened chambers, choosing between going left and right, and the GM can have them make a lot of Will rolls during this fraught experience. Players will continually have to use Stealth to hide from guards (+2 buff if the lights have been taken out in the area), and if they fail (threshold 3), they'll have to use Melee Combat or Unarmed Combat to fight back.

Of course, if players donned the guards' uniforms, they will not have to make any Stealth rolls when they pass the guards in the chambers. However, if players didn't swap out the guards' bodies for theirs in their cells AND didn't take out both cameras, the GM should have the guards figure out the truth in an appropriate amount of time, making the donned guard uniforms basically useless.

This is the same if players were forced to flee Cellblock B because they were overwhelmed by the guards – no "free Stealth" from the uniforms.

Players will also have to open doors along their journey through the hallway. Some doors will already be open from movement of the guards, but others will be locked (to the GM's discretion) If they have the guard's Key Cards, these doors will open automatically. Otherwise, players can brute force their way through doors (the doors have 5 Physical Stress) or try to open them through Technical hacking (threshold 4).

# **SECURITY CHAMBER**

If players stumble across the Security
Chamber, they can attempt Technical rolls
(USE LINNAEA) to hack into the security
footage to (a) find out where all the guards
are on the floor, and (b) bring up the map of
the level and immediately find out where
the Administration Chamber is. A
successful roll here would be a roll higher
than 4.

Also in the Security Chamber are the **Phasers** that the guards are using to transport from one floor of the prison to another. There is a specific code for the PCs to use these phasers (not obtained yet). However, the PCs can choose to make a **Technical Roll** to disable the Phasers and prevent any more Guards from coming to this floor.

Of course, if they do this, upon realization that they need to find where in the Prison the Mindscape Team is, plus retrieval of the code, they will not be able to use the Phasers themselves.

# **ADMINISTRATION CHAMBER**

Upon reaching the Administration Chamber, the doors will be locked from the inside (i.e. the PCs cannot use brute force or technicality to open the door from the hallway). If players donned the guards' uniforms, then halleluljah – they have key cards to the Administration Chamber on them and can enter without issue. If not, they'll have to sneak back out onto the cell levels, find a guard, beat him up, and steal the key cards.

Players may attempt **Notice rolls** at any point during the guard fights to find and steal the key cards (threshold 3 / threshold 5 if the light was destroyed).

Upon reaching the Administration Chamber, there is an Administrative Guard there communicating via Mindscape that something is wrong. Compel Catalina to threaten the Guard's life, his family, and everything he holds dear to tell whomever he's talking to that everything is under control.

While this is happening, the GM can let Linnaea know that she can reprogram the door locks of the Administration Chamber so that all the guards who are running around on the Level will be trapped there. Linnaea must roll a Technical threshold of 5 for this to succeed.

Of course, by reprogramming the door locks, this makes it impossible for the Party to merely go back to the Security Chamber, upon realizing that they need to find out where in the Prison the Mindscape Team is. If the door locks were reprogrammed, the Party will have to enter a different Prison Level to find this information out. If the door locks were not reprogrammed, the Party can simply go back to the Security room down the hall.

At the end of this interaction, have Catalina roll an Empathy roll (she's not great at this) to determine whether or not to shoot the Administrative Guard dead or simply knock him out. If she chooses to shoot (she rolls below a 2), Compel Olvère to stop her using a Physique roll (threshold 3). If Olvère succeeds, the guard will still be knocked out when Olvère rushes to stop the death. Either way, this will allow for a dramatic scene about their own differences, again, built around the stress of being without the Mindscape for the first time. This can be a scene where all of their bad blood, in a high-stress situation, comes spilling out.

Meanwhile, make Petra make an Investigate roll. As long as she rolls above

a 2 (this should be easy), she will investigate the storage room adjacent to the Administration Chamber, and eventually will find the piece of synthetic chip that the other prisoners alluded to. If the other prisoners, from earlier in the scene, reached this point about the synthetic chip in their story without the Guard interrupting, Petra may attempt two rolls even if she fails the first. The synthetic chip must be retrieved, as further analysis of it informs the next steps of the plot (i.e. that the consciousnesses can be restored).

Players can also make a Notice roll on the downed Administration Guard. If they look (threshold 4), they will discover his key card that has the code on it to use the Phasers from the Security Chamber.

From here, and once the yelling between Catalina and Olvère boils down, players can exit to the south and to further adventures. They also, if the doors haven't been disabled, may return to the Security Chamber to exit the level this way.

