

GLORY



One of the many nationality-based criminal gangs that muscled their way into evacuee status during the Fall, the White Khanhs started out as a Hanoi triad. They had a controlling interest in several of the larger scum barges and refugee ships that accreted from the flotsam of the nascent Vietnamese, Laotian, and Cambodian orbital colonization efforts. During the chaos of the riots, the White Khanhs pillaged a dozen separate caches of military and government hardware and supplies—Myrmidon’s recovered hardware fragments among them—before melting back into the populace when order was restored. The White Khanhs quickly sold off the most valuable items and tech and,

now heavily armed, made a protection pact with the Yokyai Kong officers. They would act as informants to head off future riots if allowed to continue their activities. The Myrmidon hardware was not initially identified as having any use and was stored in a series of crates on a small freighter, the *Song Cai Flower*.

In an act of astonishing foresight, and as an aid to expanding their operations, the White Khanhs decided to set up a safe haven and darkcasting relay for egos on the lam. They wanted a location well off the beaten path, but they did not have the resources to construct a habitat of their own in the outer system. Instead they outfitted the *Song Cai Flower* with reactors, food vats, and a healthy supply of volatiles and reactor mass, then launched it toward the outer system using a stolen nuclear electric booster.

GLORY REBORN

Nearly a decade later, Phuong Lê, a tech aboard the *Flower*, discovered the cache containing the Myrmidon hardware. They had never been inventoried, so the tech had no idea what she was unleashing. Lê became infected by Glory (p. 19), a variant of the Exsurgent virus (p. 362, *EP*), and quickly spread the infection to the other gang members who were in transit or temporary storage on the ship. The *Song Cai Flower* was still a year out from the Jovian-Sun L4 point when things went weird, but it had already been in use as a safehouse for years. There were dozens of egos aboard including Dexter Vo, a prominent White Khanhs boss who'd narrowly avoided several recent attempts on his life by Vasquez & Associates, a freelance Extropian judicial cadre.

The *Flower's* egocasting facilities allowed infected White Khanhs to leave the ship, though the nesting instinct instilled by the infection has now spurred all of them to return. Luckily, due to the way this particular exsurgent strain works, they did not spread the infection outside of the *Song Cai Flower*. According to the virus's programming, however, many of them acquired or abducted "mates," which they uploaded and brought back to the *Flower* for infection. Similarly, as other White Khanhs members egocasted to the ship, they too became infected. Over the past year, the majority of the White Khanhs in the system succumbed to the virus, with only a few (unwittingly) escaping.

Until quite recently, the exsurgent White Khanhs were in regular contact with other White Khanhs cells scattered around the system. As the infected egos entered the terminal phase of the Glory virus's life cycle, however, they suffered a slow mental degradation and finally ceased communication with other members of the gang about a month prior to this scenario.

FIREWALL ATTENTION

The White Khanhs became the subject of numerous rumors as their infected members began exhibiting strange behaviors and acting in a bizarre, cult-like fashion. Slightly over a year ago, Dexter Vo engineered a

coup within the gang and took over leadership with the help of other exsurgent members. Infected gang members also grew increasingly interested in committing violent atrocities rather than tending to their traditional rackets. This opened the door for other gangs to move in on their territory and so their influence waned.

Programmer-archeologist Tara Yu, a TAU faculty member and operative of Firewall, got wind of the White Khanhs and their transformation from violent gang to weird cult about a year ago. Her interest stemmed from a lead provided by one of the Air Marshal's former staffers, pointing toward the White Khanhs as a possible culprit for the theft of the Myrmidon hardware.

In an unfortunate show of overconfidence, Yu tried to recover the Myrmidon hardware herself. Though she had assistance from a hacker named Morteza Bey and specialized recovery hardware built by Mason Wang, a Martian AI hardware wunderkind, Yu infiltrated the *Song Cai Flower* with only a bot and two custom AIs as backup.

Yu discovered the Myrmidon memory modules and attempted to copy the data from them, exposing herself to the Glory virus in the process. Thanks to her precautions, she resisted the full effects of the hack but was rendered unconscious. The exsurgent White Khanhs discovered and captured her. Lacking the lucidity to effectively interrogate her, however, they instead forcibly resleeved her to another morph and cannibalized her new body, which lacked a cortical stack.

THE CURRENT SITUATION

About a month ago, the exsurgent White Khanhs entered the terminal phase of their lifecycle (see the *Glory* sidebar, p. 4). In this case, however, given her situation aboard a spacecraft, the Mother exsurgent (Phuong Lê) has developed a novel plan for immolating herself and dispersing her seeds.

The exsurgents have cannibalized the engines and power plants from two other spacecraft, adding them to the *Song Cai Flower*. These rockets are set to initiate a burn about two weeks from the start of the scenario that will take them once around Saturn for a gravity assist, then spiraling sunward at a steep angle to the plane of the ecliptic, far from any planets or ships. Without interference, the exsurgent colony will dive into the sun, burning up but leaving their seeds to be spread to other worlds on the solar winds via directed panspermia.

Prior to this time, the White Khanhs were still somewhat active, to the point of directing one of their other cells to launch a retributive strike against Morteza Bey (p. 21), the hacker who assisted Yu. Of late, though, the exsurgents have lost most of their faculty for transhuman reason, devoting themselves completely to preparing for their dive into the sun. This gives the PCs a much better chance than they might otherwise have of successfully boarding the *Flower*.



GLORY

Glory is a unique strain of the Exsurgent virus carried by the TITAN Myrmidon. Glory works as an “Apple of Knowledge” (AOK) hack—a type of long-acting mind hack, not unlike a basilisk hack, that mentally rewrites its host. Glory requires that its victims both perceive *and* comprehend the vector message, however, which is a monkey puzzle—a schematic for an incredibly advanced exotech nanohive. The hack creates a deep-seated obsession with fabricating a copy of the hive.

To absorb Glory fully, one must have sufficient technical background to understand the message. Phuong Lê became infected because she was skilled in programming and nanofabrication; someone else might have been unaffected. Once Glory finds a carrier—someone with enough technical skill to create a Glory nanobot hive—then the virus may be spread via nanobots, and so direct physical infection becomes possible.

The first person to become infected by Glory nanobots becomes the “Mother” and immediately seeks to infect a mate. The initial carrier’s infection is transmitted via blood, saliva, or other bodily fluids. Once these nanobots enter another person’s bloodstream, they also become infected.

Glory nanobot infection induces numerous psychological and physiological changes in the subject, eventually transforming them into a specific type of exsurgent life form known as *immolators*. Immolators are further divided into two sub-types: breeders and drones. Immolator exsurgents are based on a parasitic alien life form with a distinct life cycle. This parasite infects a target population, establishes a nest within this host population, and then slowly consumes its host both by infection (creating other exsurgents) and anthropophagy (cannibalism). When

the host population has been converted or devoured, the breeder immolators enter the breeding phase of their life cycle. In this stage, the male exsurgents inseminate their female partners. These females then incubate their developing zygotes in the immolator colony’s many-wombed Mother (using a retractable ovipositor). The Mother typically swells and bloats during this period, consuming the other immolators and filling herself with billions of embryos in the form of nanocrystalline spores.

Once a critical mass of embryos reach maturity, the Mother and her colony sacrifice themselves and distribute these alien seeds within a new target host population. This is typically accomplished when the Mother self-immolates within a targeted area; the nanocrystal seeds are hardy enough to survive the fire and small and light enough to be distributed by winds over a wide area, where they will then hatch into nanobot swarms to infect new subjects. If necessary, more manual measures can be taken, such as physically blowing up the Mother or even cutting the Mother into little pieces (each containing nanocrystal seeds) that are hand-delivered by suicidal immolators across a targeted area (such as a habitat).

Before the physical exsurgent transformation takes place, however, the infection first modifies the victim’s behavior, turning them into a cunning and aggressive sociopath with a yen for cannibalism. It also instills infected hosts with a nesting instinct and a strong desire to infect a potential mate, either by seduction or force. The subject’s personality and lucidity are slowly eroded over time, pushing them down a slow descent into madness. Glory-infected exsurgents will cooperate with other immolators, but everyone else in the universe is prey.

For rules on exposure to the Glory virus, see p. 19.

UPPING THE ANTE

Gamemasters who wish to make this scenario more challenging may adapt it in one of the following ways:

- The nesting instinct of the exsurgent immolators can be eliminated, making the infected White Khanhs more likely—perhaps even actively attempting—to spread the infection to new habitats. The scenario could in fact start with one such outbreak, which investigators could then trace back to the source.
- Rather than suffering mental degradation, the exsurgent White Khanhs may be given a greater

capacity for rational action. This should spur the group to be more pro-active, such as siccing White Khanhs hackers to actively track and investigate characters who make inquiries about them. This could result in the White Khanhs attacking the player characters while they are still in the investigatory phase of the scenario.

- Dexter Vo can be treated as a more capable and dangerous leader. This version of Dexter may have backed up an (infected) version of himself elsewhere in the system, giving the gamemaster the option of making him a recurring villain, as well as seeding the possibility of a new Glory outbreak.

IMPORTANT CHARACTERS

Here's a brief synopsis of the main characters that appear in this scenario:

ALLIES

Magnus Ming: Professor at Titan Autonomous University, Firewall router (p. 21)

Tara Yu (deceased): Programmer-archeologist, TAU professor, Firewall crow

Mason Wang: Anarchist hacker, former associate of Yu (pp. 7 and 21)

Morteza Bey: Anarchist hacker and reclamer, former associate of Yu (pp. 8 and 21)

Nia Zheng (aka Sammy Li): Former White Khanhs enforcer (pp. 10 and 22)

Achilles & Tortoise (disabled): A custom robot AI and paired AI used by Yu (pp. 7 and 21)

ANTAGONISTS

Myrmidon: Archived TITAN

Dexter Vo: White Khanhs boss (pp. 3 and 24)

Puong Lê ("Mother"): White Khanhs technician cum exsurgent colony queen (pp. 16 and 24)

Ji: Dexter Vo's protege (p. 23)

Sit: White Khanhs technician, formerly Puong Lê's lover (p. 23)

OTHERS

Patrona Vasquez: Agent of Nomic (pp. 10 and 22)

out to be a clearing in a shielded garden dome on the shore of Titan's methane seas.

If this adventure is used to bring the PCs together, Ming will start the meeting by having the sentinels introduce themselves to each other. He will then explain the mission (gamemasters are encouraged to read this aloud):

Firewall needs you to find a missing agent, Tara Yu. To the best of our knowledge, Yu was most recently investigating the current whereabouts of military computer hardware recovered from a station in Earth orbit that was destroyed during the Fall, in the Battle of L4.

Yu has been missing for over a month now. Long silences are not unusual during some of her undercover research missions, but she missed her last scheduled check-in. Last we knew, she was on Locus. We need you to track her down, ascertain her status if alive, recover her cortical stack if dead, and if necessary continue or assist her search for the missing hardware.

READ ALOUD

If the characters are experienced sentinels, Ming further explains that Yu was looking for hardware fragments from a TITAN known as Myrmidon for study. Otherwise, he will only share this information with the PCs if they come close to recovering the modules. Ming knows nothing else about Yu's findings, other than that she believed the Myrmidon hardware was no longer in the inner system and so she was following leads further out. He does not know about her work with Mason Wang or Morteza Bey (see below), nor does he know the White Khanhs are involved or anything about their Exsurgent infection. Ming has no wish to send investigators ignorant of the Exsurgent threat to their deaths and will instruct them on some necessary precautions when recovering the Myrmidon hardware.

Yu's backup cannot be reached because her insurance policy specifies her life timeout at six months; she must be missing for at least that long before she's reinstanced. This is longer than customary but not unheard of for someone doing dangerous long-haul exploratory work. If proof of her death is provided to her insurer, they'll reinstance her, and the PCs can interview her—when she gets out of psych.

Ming is, and should come across as, a generally benevolent figure. If investigators prove their skill and good intentions on this mission, he can be a source of further work and a useful contact. Ming's game stats can be found on p. 21.

The PCs can do most of their initial investigation by chasing down leads via the mesh, but Ming will make it clear at the outset that recovering the memory modules will likely require physical travel or egocasting. In case of travel, Firewall will attempt to provision the group with morphs roughly equivalent

STAGE 1: MEETING MING

Professor Ming is a respected researcher among the Argonauts, an influential faculty member at TAU, and a router for Firewall. As a fairly public figure, he is cautious in his role as a Firewall proxy and will not initially reveal the nature of Firewall or its mission.

Ming will contact the characters through encrypted and secure Firewall channels, calling them to a meeting within the next 24 hours. Unless some or all of the PCs are on Titan, the initial meeting will take place in a private virtual space on the mesh. The simulspace environment is an abstract attempt to replicate an unknown alien species' virtual reality sensorium, and should come across as strange and unsettling. Characters who are not in Titan's neighborhood will most likely need to attend the meeting by sending a fork (see *Forking and Merging*, p. 273, EP). If they are on Titan, Ming will invite them to his office at TAU's Department of Computational Archeology, which turns

to those the PCs have now and appropriate insurance policies (see *Morph Brokerage*, p. 276, *EP*). Ming won't cover costs for egocasting or supplying morphs if he believes the PCs are on a wild good chase. He will ask to review the leads and evidence they've gathered and discuss their reasons for egocasting beforehand.

Other than this support, the PCs will largely be on their own. Firewall will not cover other costs unless the characters make a particularly good case for it, and the assignment isn't important enough for Firewall to prioritize any further resources on it (though if the PCs supply evidence of an active Exsurgent infection, this will rapidly change).

STAGE 2: PURSUING LEADS

The sentinels have several options for investigating Yu's disappearance. These involve researching Yu online (using the Research skill) and via social networks (using Reputation). These methods should turn up several leads, including two of Yu's contacts, Mason Wang and Morteza Bey. Once the characters discover that Yu was looking into the White Khanhs, further efforts should lead them to Nia Zheng. All of this digging may bring the PCs to the attention of Patrona Vasquez. Each of these options is covered below.

How direct to be in providing the characters with leads is left to the discretion of the GM. Some GMs may wish to make the PCs work harder in the legwork phase of the adventure, in which case throwing in some misdirection is appropriate. GMs who wish to minimize this phase and get to the infiltration of the ship may opt to provide positive modifiers on the Research/Networking rolls, or simply have Ming provide more information up front.

RESEARCHING TARA YU

Yu's activities as a Firewall agent made her uncommonly cautious. She has no publicly accessible lifelog and maintains a fairly low mesh profile. Likewise, inquiries into Yu's activities and associates largely draw blanks—she's put a wall between her normal life and the things she does for Firewall. With the exception of Ming, her associates from TAU believe she was on sabbatical. Nevertheless, successful Research Tests (see p. 249, *EP*) will turn up the following information:

- **A list of Yu's associates.** Networking Tests can reveal which ones are actually important (see below).
- **Yu's recent travels.** In the past several months, Yu has sent several forks to the Vishnukam station in Earth orbit, to interview people and research the missing Myrmidon hardware. Slightly over a month ago, she egocast to Locus.

CHECKING SOCIAL NETWORKS

Characters who successfully use their Networking skill and social networks (see pp. 287-291, *EP*) to dig into Yu can find out more:

- **@-rep and r-rep (Moderate favor):** Yu received big favors from both Mason Wang (p. 7) and Morteza Bey (p. 8) in the past two months (using Yu's list of associates will provide a +10 modifier on these tests). Specifically inquiring about Yu's departure from Locus will reveal that she egocast to Casa Arturo a month ago (see p. 11; this is a separate Moderate favor). Likewise, successful social networking on Casa Arturo (another Moderate favor) will uncover that Yu pulled a major favor to borrow a small spacecraft called the *Kesyrah*, which is now several weeks overdue. Where she took this shuttle is unknown, but its limited fuel capacity and range indicate it is likely she traveled somewhere in the Jovian Greeks.
- **C-rep (Low favor):** Investigating Yu's activities on the Vishnukam station will discover that she interviewed the Air Marshall and several government officials and researched the White Khanhs crime gang there (inquiries not focused on Vishnukam suffer a -30 modifier, however).
- **G-rep (Moderate favor):** Checking criminal connections will uncover that Yu used her networking connections to track down and talk to someone named Nia Zheng (p. 10) and was investigating White Khanhs activities in the outer system. An Excellent Success here will reveal that Yu took a special interest in the gang's *Song Cai Flower* craft.
- **I-rep (Low favor):** As with @-rep, above.

RESEARCHING THE WHITE KHANHs

Mesh research into the White Khanhs will uncover a decent amount of information, reports, and rumors on this gang and their activities and history. To isolate the key facts, a second Research Test to analyze the data is necessary (see p. 249, *EP*); an appropriate skill (such as Interest: Triads) can serve as a complementary skill to this test (p. 173, *EP*). The gamemaster can adapt and supply any information provided in this scenario's background (p. 2) that would be known outside the gang. For example, the characters may learn about the group's recent switch to violent and cult-like behavior, Dexter Vo's coup, their decline and the fact that they've lost ground to other gangs, etc. As a rule of thumb, every 10 points of MoS on the second Research Test will reveal a new insight.

If any character successfully exercises their g-rep and Guanxi socnet connections, they can determine that the White Khanhs has a secret hideout with a Moderate (Level 3) favor. Finding out any details about the *Song Cai Flower*, such as where to find it, counts as a High (Level 4) favor.

If the characters attempt to track down any still active White Khanhs members, they will have a difficult time. All of the infected gang members have returned to the nest. The few who remain are laying

low in confusion at their outfit's effective collapse, in fear of what their strangely-behaving compatriots are up to, or wary of attacks by other gangs who sense an opportunity. A Minor (Level 2) favor acquired with g-rep will put the characters on Sammy Li's trail (p. 10), as someone who used to be involved with the gang but recently disappeared and is assumed to have defected.

OUTSIDE HELP

The GM should take note of any efforts the characters make to keep their inquiries into the gang quiet (see *Keeping Quiet*, p. 289, EP). If they don't, Patrona Vasquez (p. 10) may hear about their interest and contact them. The gamemaster can leave this to chance, making a Networking: Criminal Test for Vasquez to see if she finds out, or simply introduce her if the characters are in need of more information and/or allies.

MASON WANG

Characters who learn of Wang's favor for Yu (see above) can easily track the anarchist hacker down on Locus. Game stats for Wang can be found on p. 21.

RESEARCHING WANG

There is a lot of information on Wang publicly available, no Research Test required. Wang is a Martian who did graduate work as a programmer-archeologist at TAU, where he was briefly a student of both Ming and Yu. If asked about him, Ming remembers little except to say that he was "talented but not terribly serious."

After taking a doctorate, Wang returned to Mars, where he founded a software company and spent five years on typical corp AI projects. Later he felt the pull of the outer system again and sold his business to finance construction of a private habitat in the neighborhood of Locus. He's been living there for the last two years, participating in projects with a number of Locus research pods, which has netted him a fair amount of positive reputation. His major motives are profit, self-promotion, and sex. Though only a handful of people know, Wang was Yu's lover for a time during his studies at TAU and they remained in contact afterward (discoverable with @-rep, High favor).

Wang is part of Blue Pod, a Locus-based affinity group interested in the intersection of art and AI/AGI research. The group has a large module on Locus in which they regularly throw @-list parties and art events. Their true (secret) interest, however, lies in studying the TITANs and the Exsurgent virus (which they call "the Vector"). They have correctly guessed that the TITANs ran afoul of alien technology, though they believe that it had to do with the Pandora Gates and have no idea about the Bracewell probe.

Unlike Firewall, Wang and his associates are much less cautious and more interested in finding evidence of alien technology and taking advantage of it than in protecting humanity—and their methods reflect this. Yu was interested in recruiting Wang into Firewall, not knowing Blue Pod's true nature, and confided some of her suspicions about Myrmidon to him. (At the

gamemaster's discretion, Blue Pod's real agenda can be ascertained with an @-rep High favor).

The player characters can also learn that right around the time Yu disappeared, Wang uncharacteristically dropped out of sight for a month, only recently emerging again. Publicly, he cited a problem with a programming project: "Deep issues with the code base that required utmost concentration." Digging any deeper is difficult, but a Moderate favor using @-rep reveals that Wang spent an entire month sequestered on his private hab near Locus, apparently seeing no one and not responding to any outside communications—a lifetime for someone like him.

Wang Industries—his private hab—is a few days' travel from Locus by rocket. The habitat is a conspicuously novel design—a "matrioshka hab," designed as a series of nested spheres, such that the outer layers are able to reuse some of the waste energy from the inner ones. How well this design actually works is a matter of debate; old sundogs generally deem it too clever by half.


CONTACTING WANG

Wang will cooperate to a limited extent with anyone who approaches him about Yu, as long as they have an @-rep of at least 20 or prove that they work for Ming. Wang is guilt-wracked about Yu's disappearance but won't willingly come clean with the full story. He will simply say that Yu asked him to build a custom robot and AI package, providing details on both Tortoise and Achilles, without saying what they were to be used for. The last he heard from her, she was on the Casa Arturo habitat (see *Stage 3: Investigating the Song Cai Flower*, p. 11).

If the characters bribe, threaten, or kidnap/torture Wang—a risky proposition given his many new friends on Locus—he will provide the full story. Yu approached Wang to program and design a custom robot and two pre-sapient AIs, dubbed Tortoise & Achilles, for the task of infiltrating the White Khan's station and retrieving data from the Myrmidon hardware. The robotic shell, dubbed Achilles, was a zero-G anthroform of roughly human shape and height but with an incredibly thin, whip-like build. It was considerably less advanced than a typical synth, with limited interfaces and a simple covert ops expert system AI designed to follow a human infiltrator, ape their movements, and keep itself concealed.

The bot was also equipped with a rider module to carry Tortoise, a considerably more sophisticated AI designed to scan exotic hardware and data structures, copy the resulting output, perform rudimentary threat assessments (such as detecting telltale signs of known software-based strains of the Exsurgent virus), and quarantine itself with an air gap in emergencies. Basically, Tortoise was a programmer-archeologist expert system in a box, intended to help Yu avoid any direct encounters with nasty Exsurgent software.

Unbeknownst to Yu, Tortoise and Achilles were also designed to transmit (via QE comm; p. 315, EP)



whatever data they captured back to a storage facility Wang had set up. Unfortunately, Wang wasn't very cautious and overestimated his skills relative to the dangers of the Exsurgent virus. Tortoise managed to send off the data retrieved in Yu's recovery attempt—as well as a copy of the Glory virus. This infected the fork of himself Wang had set up to analyze the data. Luckily, his pre-merge diagnostics sniffed out the problem before he reintegrated the fork. He sequestered the corrupt fork for later analysis, interested in the possible applications of such an aggressive virus. The close call left Wang shaken, however, so he spent the past month carefully scanning his systems and personal data for signs of infection. He found nothing, but remains worried that he might have missed something. (He did not, but this fear strongly affects his actions).

Wang knows nothing significant about the White Khanhs or Myrmidon beyond what was required to design Tortoise and Achilles and doesn't know anything about Zheng, Vasquez, or Bey.

WANG'S WATCHFULNESS

Wang is curious to know Yu's fate, but more curious about Myrmidon and the virus he has quarantined. He will also try to gather information from the investigators. Yu hinted at an organization behind her efforts and Wang wants to know more about it. He will attempt to track the sentinels from the point of contact onward, both to cover up anything they learn that might incriminate him and to learn more about the prize Yu was searching for. He will use both his own considerable hacking skills and his social networks to do this, and he will attempt to cover his own tracks in the process (applying a -20 modifier to keep it quiet; see p. 288, *EP*).

MORTEZA BEY

Characters who learn of Yu's link to Morteza Bey can find the hacker on Xiu's Greenhouse ("Home of Famous Trojans Bok Choy!"), an anarchist hydroponics outfit near Locus. Bey's game stats can be found on p. 21.

RESEARCHING BEY AND XIU'S GREENHOUSE

Bey is young (22) and his main public presence is a gardening blog dealing largely with his work on various cultivars of broccoli. Anyone using their @-rep or e-rep to investigate Bey can find out, as a Level 2 favor, that Bey is a brilliant hacker and until recently was in a romantic liaison with Antoin Saul, a resident of Locus. If they research Saul, he is identifiable as a noteworthy technician, Reclaimer activist, and associate of Tara Yu. An additional Level 3 favor with @-rep or e-rep can ascertain that Saul is a Variegationist—a group of outer system Reclaimers who study TITAN relics, such as the dead matrioshka brain at Iapetus, hoping to learn defenses against the TITAN technologies still active on Earth. (Antoin Saul isn't a useful lead in this scenario, though GMs may find him useful him as a lead into Reclaimer-oriented plotlines of their own.)

Any cursory lookup of Xiu's Greenhouse, however, will note some startling recent news (if the characters fail to notice this, have a muse make the correlation). Just a few weeks ago, the garden hab was assaulted by a small group of unknown assailants who slaughtered most of the inhabitants, apparently as some sort of warning. The local autonomist defense council is still looking into the matter and will share what info they have with any PCs who have @-rep of 20+. This data includes footage of immolator exsurgents (both breeders and drones), whom the anarchists assume are exhumans. If the sentinels circulate this footage, inquiring about exotic morphs, Patrona Vasquez (p. 10) will hear of it and contact them.

Xiu's inhabitants lack the will to pursue vengeance at present. Most are too shell-shocked from the experience and recovering via psychosurgery. A successful Research Test will note that Bey is listed among those killed—in fact, his decapitated and mutilated body was left impaled in the greenhouse.

CONTACTING BEY

Bey is difficult to get a hold of and will refuse to meet the investigators in person. He fears provoking another attack from the White Khanhs if he renders aid or provides information and is wracked with guilt about bringing the gangsters down on his roommates. Someone with substantial @-rep or e-rep (40+) can talk him into a simulspace meeting, however, provided they succeed in a Persuasion Test or otherwise convince/coerce him.

If questioned, Bey will reveal that he met Yu through Saul, and that she recruited him to pursue infosec and infiltration research prior to and during her run on the White Khanhs hideout, the *Song Cai Flower*. In fact, Bey sent a beta level fork of himself, sleeved in a synthemorph, along on her mission, overseeing her progress from the *Kesyrah*, the shuttle Yu was using. Beyond this, he knows nothing, having been restored from an earlier backup (the White Khanhs raiders stole and consumed his head, spacing his cortical stack). He assumes the gang found the *Kesyrah* and his fork, traced it back to him, and raided Xiu's Greenhouse as retribution. He knows nothing about Wang or Vasquez.

Bey is very polite but firm in wanting to avoid any further involvement. His interest in the mission was based in his Variegationist Reclaimer interests. Yu told him nothing about Firewall, pitching it as a Reclaimer op. While he knew it could be dangerous, he feels used and misled. He will therefore pose a number of direct questions to the sentinels that they probably can't—or shouldn't—answer (e.g., who are they working for, what really happened to the White Khanhs, what's the real story with Myrmidon, and so on).

The player characters' responses and their general trustworthiness will impact how much helpful info Bey will hand over. If they succeed in a Persuasion Test (modified by -10 to -30 depending on the sentinels' responses), he will reveal the location



of the *Song Cai Flower*. With a MoS of 20+, he'll also reveal that he and Yu tried to make contact with a former White Khanhs member, Nia Zheng (p. 10), last seen on Locus, but were rebuffed. With an MoS of 30+, he'll share all of his Infosec work on the *Song Cai Flower*, which gives the PCs a +20 bonus on all Infosec and Infiltration rolls on the station. What he lacks is a schematic of the station (many of the modules are so old that they aren't self-documenting) and knowledge of the gang's daily routine and physical security procedures. He lost touch with Yu too early in the mission to amass any information other than external photos and nanobot footage. After that he maintained radio silence, waiting to hear from her.

BEY'S VIDEO CLIPS

No matter the outcome, Bey will also share two surveillance clips with the sentinels. These were captured by Tara Yu's speck bot and smart dust spies aboard the *Flower*, relayed back to Bey's fork on the *Kesyrah*, and transmitted back to Xiu's Greenhouse for safekeeping.

Clip 1: The smart dust camera cuts in on a close two-dimensional shot of a mass of wet noodles being messily slurped into an immense mouth. The scraggly mustache framing it drips with broth. Red, curvilinear graphics in a translucent AR frame swirl around a protuberant mole partially obscured by a dangling

noodle. At last the noodle is sucked into the mouth, and the graphics blink twice. A positive ID. There is a flicker of recalibration as more nanobot spies come online, and the scene dissolves into a better three-D visual showing the owner of the giant mouth and his surroundings. The dimly lit, cramped quarters of a freighter are immediately apparent. The person in the scene is Dexter Vo.

Clip 2: This is actually a collection of speck bot footage from Yu's actual infiltration attempt. The bots spread out and assemble an interior view of some parts of the ship, including the utility bay (Area 2), machine shop (Area 8), and a few parts of the crew torus, including the medical bay (Area 9a). The specks also catch shots of Yu emerging from the service airlock accompanied by a thin bot (Achilles). Both are cloaked in chameleon material, but an AR overlay on the feed silhouettes their positions. Yu cases the room, then flattens against a wall as the door from another room hisses open. The bot eerily mirrors her movements. A male breeder exsurgent (Quang) enters the room, stops and looks around as if smelling the air, but never spots Yu. He then passes through the room into another module.

NIA ZHENG/SAMMY LI

Nia Zheng (formerly known as Sammy Li) is a very useful source for inside intel on the White Khanhs, but he is unfortunately hard to track down.

RESEARCHING ZHENG/LI

Sammy Li was a former White Khan's enforcer and the gang's man on Locus. When he realized something was seriously wrong with the White Khan's, he cut ties with the gang and resleeved to avoid reprisals. As Nia Zheng (a female morph and identity), he is a minor red market operator in the Barrows, the beehive Guanxi neighborhood dug into one of the Patroclus asteroids rotating around Locus. Given the lack of laws, crime isn't terribly profitable on Locus, so Zheng stacks cred by sourcing red tech and selling the designs to inner system triads. He is fearful of discovery but lacks the funds to egocast off Locus and resleeve in the inner system—his eventual goal.

Player characters who learn both Li's and Zheng's names may not initially realize they are the same person. Mesh research into Sammy Li easily reveals that he was a White Khan's operative on Locus (no test required), originally from Vishnukam, who went missing about four months ago. This is right around the time that Nia Zheng seems to have appeared on Locus (no Research Test required). Characters who put the clues together and ask the right people on Locus (a High g-rep favor) can verify that Zheng is Li's new identity.

A NOTE ON NPC GENDER IDENTITY

For generic pronouns, *Eclipse Phase* uses the Singular They rule (p. 114, *EP*). In the case of specific characters, however, we use the gender pronoun (he or she—or it for neuters) that is “preferred” by the character, no matter the sex of the morph they are in. This can sometimes be confusing, such as when they are in a morph of the opposite sex, but unfortunately the English language isn't well-equipped to handle this in any better way.

CONTACTING ZHENG

If contacted, Zheng won't talk without an exorbitant trade of cred or rep favors—enough for a one-way egocast to Mars and a ruster morph. Short of hitting Zheng over the head with a shovel and forcibly uploading him to an interrogation simulspace, there is one way the PCs can get him to drop his facade and talk about the White Khan's. Hardened gangster he may be, but like many people, he suffers from the longing for Earth. Among the effects he left on the *Song Cai Flower* were his father's cufflinks, which he can and will describe down to the tiniest scratch. If the PCs reveal that their investigation will take them to the *Flower*, Li will share everything he knows, provided the PCs attempt to retrieve the cufflinks. He will want to seal the deal by having the PCs agree to a

fairly standard salvage and retrieval contract administered by Nomic, the Mutualist contract law AI on Extropia. If PCs won't agree to this and won't give him some other convincing assurance, he'll refuse to speak with them any further.

If the sentinels get Zheng talking, though, their efforts will be rewarded. Sammy Li actually spent time aboard the *Song Cai Flower* a few months prior to the outbreak of Glory. He can describe the security procedures on board and give the PCs a rough idea of how many gang members were present when he was there (8). His description of the station personnel includes Dexter Vo, Phuong Lê, and six other White Khan's members, four of whom are dangerous in a fight. Best of all, he can provide a schematic of the station, including the likely location of the cufflinks, which he left in a duffel bag in the crew quarters with a few other personal effects. Unlike most of the White Khan's aboard, he arrived by ship, rendezvousing with the *Flower* while it was still en route. He assures the PCs that the station itself is not armed, though the inhabitants definitely are. He doesn't know about the engines the White Khan's are adding to the station.

PATRONA VASQUEZ

Vasquez is a freelance magistrate who takes contract work from Nomic, the pre-sapient contract law AI based on Extropia (p. 97, *EP*). Vasquez became involved with the White Khan's during a routine collections operation. The gang had failed to deliver on a promised lot of kidnapped personality forks. Vasquez and her team went to Olympus on Mars to enforce the contract and found themselves in a fight to the death with a group of (Glory-infected) gang members. Of her team, three were captured and eaten. She now has a special grudge against the gang and has made a hobby of monitoring their activity.

Vasquez has an open request within her social networking to be informed of anyone asking about the White Khan's. She will contact the sentinels if she finds out about their inquiries (see p. 7). She has no interest in meeting them in person but offers to exchange information. She is currently located on Extropia and will either exchange text messages or agree to a simulspace meet-up via beta fork. Vasquez is a tad theatrical; her simulspace avatar looks like a dominatrix kitted out for house-to-house urban warfare.

Use Vasquez to narrow the characters' search if they seem lost or have cast too wide a net. She knows about the *Song Cai Flower*, and while she's unsure of its exact location—somewhere in the Greeks, she believes—she's sure it is their center of operations. She hasn't gone after it herself because she has more profitable work, but helping other people out will help settle her score with the White Khan's. She warns the agents that the White Khan's are savage and dangerous combatants, but she doesn't know about Glory. Rather, she believes that White Khan's have turned into a narcoalgorithm cult or are possibly taking part in some form of singularity-seeking

experiment gone bad—perhaps an attempt to form a group mind. She can drop a few names, including Dexter Vo and Sammy Li.

In return, Vasquez will want to know how the PCs' mission goes down, which might not sit well with Firewall's information containment protocols. She will want to know which gang members they encounter, whether the White Khanhs is still functional as a group, what kind of fighting strength they still have, and in particular what happened to turn them from a successful underworld organization to a wacko cult. She will expect an update from the PCs within a reasonable period of time after they complete their mission (see *Debriefing*, p. 20).

STAGE 3: INVESTIGATING THE SONG CAI FLOWER

Yu's trail should eventually point the sentinels to the *Song Cai Flower*. The *Flower* is not in the habit of accepting farcast links from anyone any more, not even White Khanhs members, and no longer establishes mesh connections with other habitats. The characters' only real choice is to investigate it physically, and the best launching point for that is Casa Arturo—the same station from which Yu initiated her operation.

CASA ARTURO

The Casa Arturo cluster hab is the most likely jumping off point for an expedition to the *Song Cai Flower*, which trails it by about 100,000 km in the sparsely-inhabited Paloma Negra neighborhood of the Jovian Greeks. Casa Arturo is anchored to the asteroid from which the neighborhood takes its name, a rare, dark, metal-rich body. The hab has a similar plan to Lot 49 (p. 102, *EP*) but is somewhat larger, with a population of about 1200, most of whom are fanatical rocket geeks. Most Arturistas speak Spanish, English, and Mandarin. The mining, foundry, and shipbuilding facilities here are very well-developed for a population of this size. Full egocasting and resleeving facilities are available—many visitors come to see rocket designs firsthand and participate in races—and bouncer morphs are very common here (+20 on Networking Tests; see *Morph Acquisition*, p. 277, *EP*).

GETTING TO THE FLOWER

Characters with solid @-rep should be able to borrow or hire a small spacecraft at Casa Arturo (requiring a successful Networking Test and a Level 4 favor). If the characters fail here and call upon Firewall for help, Ming will pull some strings to find them transportation out to the *Flower*. The characters are most likely to acquire a SLOTV (p. 349, *EP*). This is also a good opportunity for the gamemaster to introduce other NPCs here who can serve as potential backup, under the guise of ship crew the PCs have hired.

THE KESYRAH

On the approach to the *Flower*, the characters may discover the *Kesyrah*, the SLOTV Yu and Bey hired from the Arturistas for their mission. The ship is anchored to a small, dust-blackened ice asteroid, where it blends in so well that it would never be visible from more than a kilometer away, and its power systems are still active. The gamemaster may make this discovery automatic or may instead allow any PC watching the ship's sensors to make an Interfacing or Perception Test to detect power emissions from the shuttle.

On the outside, the *Kesyrah* is a sleek, stealthy ship with larger than normal engines for its class. The fuselage is matte black, with some strange angles thrown in to foil radar. Ship geeks notice unusually powerful cold gas maneuvering jets on a successful Hardware: Aerospace Test. The only markings are double Xs in dark gray on the port and starboard engine pods. The starboard airlock has been blown, probably cut open from the outside with a plasma torch.

Inside, the ship is cramped, interior space having been sacrificed for larger engines, powerful cold gas thrusters, and more fuel. Yu and Bey's gear floats everywhere; the ship has been ransacked. In the cockpit is the wreckage of Morteza Bey's flexbot morph. It's been shot, and the synthemorph equivalent of the cortical stack has been popped.

The ship is otherwise functional. PCs may return it to the Arturistas for a reward of @-rep (+5). They may also claim/keep it, but if the Arturistas ever find out, they will most certainly lose @-rep (-5 or more). The engines are standard hydrogen-oxygen rockets, but the innovative nozzle design gives them a higher specific impulse, generating about 0.2 g more acceleration than a standard SLOTV. The ship is also difficult to detect when maneuvering on cold thrusters only (-20 on Interfacing or Perception Tests to spot).

The *Kesyrah* is a nice prize. That the White Khanhs simply left it out here should tell the PCs something about their state of mind.

THE SONG CAI FLOWER

Except for its rotating toroid habitation ring, the *Flower* is typical of pre-Fall-era freighters. At the rotating section's axis is a chain of long, cylindrical modules, from a windowed greenhouse on one end to the ops center on the other. In the center is a big, blocky utility module, from which extend a long docking spar, solar panels, and a reactor. The torus is painted red and the modules forming the axle green, both colors dulled by vacuum ablation, and scarred here and there by microasteroid impacts. The overall effect is gaudy gone sinister. The entire station except for the torus is in microgravity.

Anyone who succeeds in an appropriate Knowledge or Technical skill can tell that several additional fusion rockets have been attached to the ship's frame. Close examination will reveal that these additions are recent and are not yet complete (though they will be soon).

There are three sizes of airlocks in the hab, rated by how many people they can hold while the lock is

cycling: small (one person), standard (four people), and service (up to ten people or a small vehicle). Airlocks take four Action Turns to open, close, cycle, and open again on the other side. (A character may move into the airlock on the first turn and out on the last.) Airlocks leading to and from pressurized areas on the ship work as normal doors unless a module is depressurized, in which case they kick in as airlocks. All have safety features to prevent them closing on people or objects passing through, though these can be disabled with a Hardware: Industrial Test at -10.

SHIP SECURITY

Luckily for the sentinels, the Flower's various security measures are operating below standard efficiency due to the effects of the Glory virus on the crew. Some systems—including most of the ship's exterior hull sensor systems—have simply fallen into disrepair or are not monitored because the exsurgents are preoccupied with reproduction and uniformly deranged. Any characters who exercise stealth in approaching the *Song Cai Flower* from a distance are certain to succeed—the exsurgents simply aren't watching. Exterior airlocks are electronically locked, but may be opened using any of the methods described under *Electronic Locks*, pp. 291-293, *EP*. They may also be cut through with appropriate tools (DUR 100, Armor 50, WT 25).

The ship's local wireless mesh network may be infiltrated by anyone who comes within close proximity

(using the rules for hacking and subversion given on pp. 254-261, *EP*). The mesh is actively monitored by Wei, Dexter Vo's muse.

Wei was a fairly expensive custom security muse who doubled as a simulspace lovedoll, but Vo's exposure to Glory warped her as well. Her heuristics for dealing with security threats are seriously out of whack, overestimating the dangers of some situations while occasionally ignoring clear threats. Her personal interaction agents also react inappropriately. When making threats, delivering warnings, or reacting to crises, she behaves as if she's on an exceptionally large dose of hither (p. 321, *EP*). Use the stats for a security AI (p. 332, *EP*), but apply a -10 penalty on all attempts to detect intruders and ignore critical successes. Her avatar in AR or simulspace is a tall, sultry Chinese woman.

Electronic infiltration of the ship is a risky endeavor as the hacker risks exposure to the Glory virus. Any intruder who obtains Locked status immediate is exposed to the AOK hack (see *Glory Infection*, p. 19).

Wei's job is also to monitor the ship's internal surveillance and spine sensor feeds, alerting Vo to anything unusual, but the AI is distracted and careless and many of the feeds are disabled. The gamemaster should roll Perception Tests for the AI (with the -10 modifier noted above) whenever the characters act without subtlety inside the ship or if they enter the ops center (Area 7), which Wei watches closely. Alternately



the gamemaster can simply have the AI roll to discover the sentinels whenever it is most advantageous for the plot. Note that Wei is unlikely to alert the intruders to their discovery, giving Vo enough time to coordinate a response—most likely an ambush in either the greenhouse (Area 6) or machine shop (Area 8).

SONG CAI FLOWER MAP KEY

Area descriptions use the side of the ship from which the solar panel extends as the arbitrary “up” direction. “Left” and “right” directions are relative to a character looking into the area from a given entrance.

1. DOCKING SPAR

The spar is an open truss with a standard docking ring on one end attached to a heavy plastic umbilicus two meters wide. It’s a cheap solution that hasn’t stood up well to extended exposure to space. The docking ring itself is functional, but the umbilicus has been holed by micro-asteroids in many places along its length and won’t pressurize. Characters trying to enter this way will need to stay in their suits. A standard airlock leads from here to the utility bay (Area 2).

Two LLOTVs are docked along the length of the spar. Both have been recently gutted, with engines and power supplies hastily (and sloppily) removed.

2. UTILITY BAY

This section houses a well-equipped but poorly-kept utility shop. On the “up” wall above, where the solar panel connects, are banks of power storage and monitoring gear. A small airlock on this wall gives easy access to the solar panel spar (Area 5). Characters with Profession skills relating to space-ship or station administration or maintenance who check the power readings realize on an Easy Test (+10) that the trickle of power from the solar array is totally insufficient to operate a ship this size this far out from the sun; therefore, one or more reactors must still be online.

Two standard airlocks on opposite sides of the bay lead to the docking spar (Area 1) and reactor module (Area 3). Left and right of the docking airlock are service airlocks to the greenhouse (Area 6) and machine shop (Area 8). The wall below has a deeply recessed service airlock (about 3 meters) that opens to space and a service crawlway leading to the life support pods (Area 4).

Just inside the bottom service lock are three large fuel tanks. Fuel lines run from these to attitudinal thrusters on the outside of the utility bay and Area 4. These are linked to the thrusters in the ops center (Area 7), but the ops center has its own fuel supply, as well as the manual controls for all of the station’s thrusters. The attitudinal thrusters are sufficient for station keeping and spinning or stopping the torus, but not to move the ship any significant distance. (This was originally done with boosters that have long since been broken down for parts).

The drone Sit is often working here.

3. REACTOR MODULE

From outside, the reactor module looks like a wide, flattened donut with no hole in the middle. For characters who have spent a lot of time on or around spaceships, it’s easily recognizable. A standard airlock connects it to the utility bay (Area 2). The door to the reactor is locked, but can be overcome with any of the methods described on pp. 291-292, *EP*, with a -10 difficulty modifier.

Inside, the donut contains the toroidal magnetic containment chamber common to most fusion reactor designs, monitoring equipment, a fuel processor, and conduits for venting spent fuel and waste heat into space. The space inside is cramped, with lots of handholds, and the air is hot. This is one of the better maintained modules on the *Flower*, but even it looks seriously overdue for a visit from maintenance personnel. Two small airlocks on the flat sides (above and below from the viewpoint of the door to Area 2) would give access to space but have been welded shut.

Damage to the reactor walls can temporarily disrupt the magnetic containment field, with dangerous results. If a character discharges any kind of firearm or seeker in this area and misses their target with a Severe Failure (MoF 30+), their attack has struck and possibly damaged the reactor wall (see stats below). The containment torus is self-healing (p. 292, *EP*). If the donut takes enough damage to exceed its Durability or suffers a wound, a superheated jet of plasma escapes the magnetic containment and burns anyone within 10 meters who fails a Fray Test (3d10 + 12 [28] DV, AP -10, resisted with Energy armor). The entire module is also flooded with heavy radiation (exact effects to be determined by gamemaster; see p. 201, *EP*).

REACTOR STATS

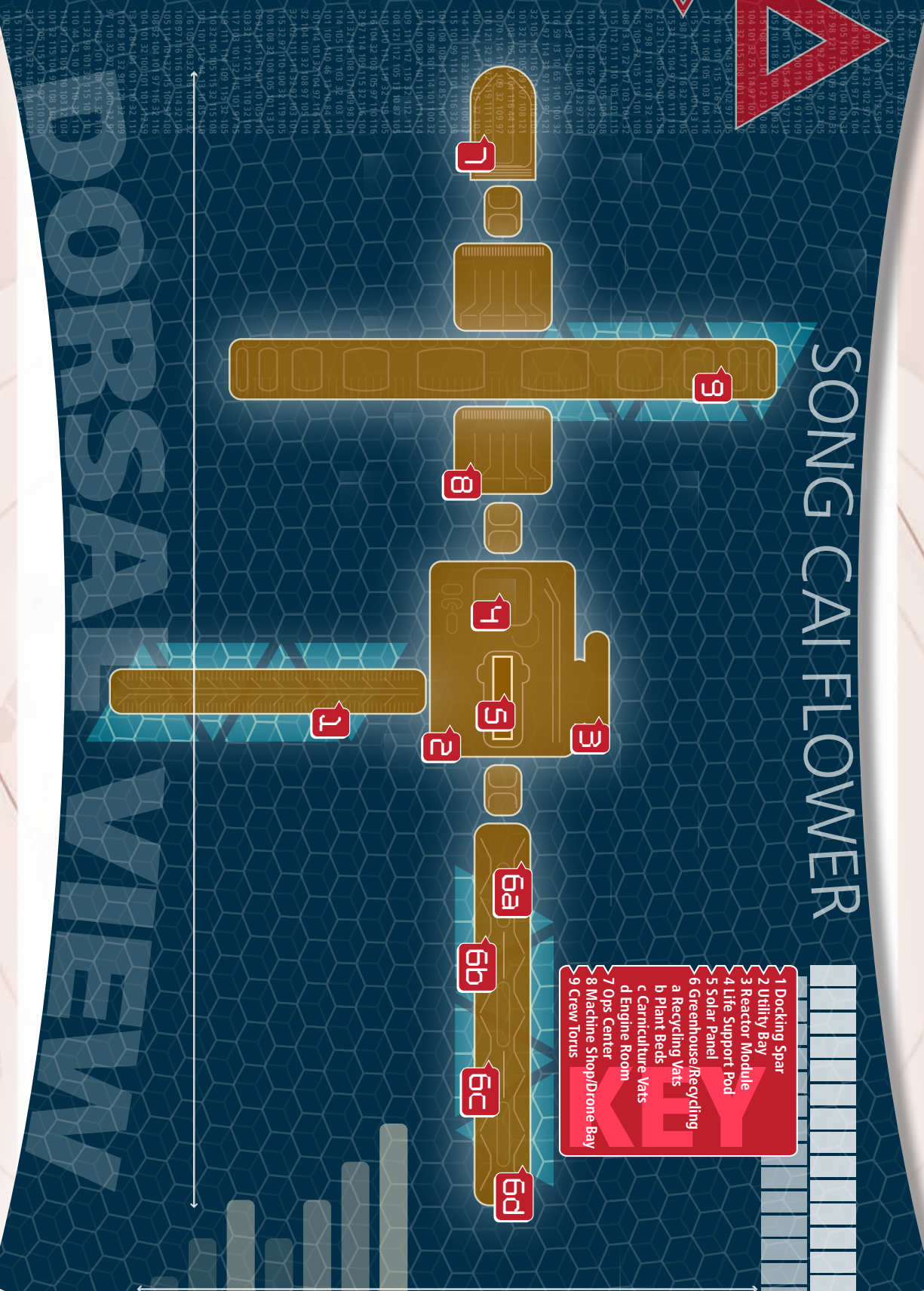
CONTAINMENT WALL		
ARMOR	DURABILITY	WOUND THRESHOLD
50	200	50

4. LIFE SUPPORT POD

From outside, the life support pod is a blocky, heavily shielded box. Some of the planes along its surface are recessed, while along the top side there is a row of four outward-curving surfaces that suggest cylindrical shapes continuing inside the module, possibly storage tanks of some sort. The part-cylindrical surfaces run the width of the module and are capped at its edge by four heavy, circular service hatches. Inside, it’s an orderly but tightly packed maze of condensers, filtration equipment, and algal oxygen vats. The lights in the room are purple UV tubes (to characters who can only see in the visible spectrum) for the algae.

SONG CAI FLOWER

- 1 Docking Spar
- 2 Utility Bay
- 3 Reactor Module
- 4 Life Support Pod
- 5 Solar Panel
- 6 Greenhouse/Recycling
- a Plant Beds
- b Carniculture Vats
- c Carniculture Vats
- d Engine Room
- 7 Ops Center
- 8 Machine Shop/Drone Bay
- 9 Crew Torus



5. SOLAR PANEL

The *Flower's* solar panel is a single array about 80 meters long and 7.5 meters wide, projecting from the top of the utility bay (Area 2). Adjacent to it is a small airlock. Though the solar panel provides a nearly negligible amount of power to the station, close examination reveals that it has been put to another purpose. Conductive materials in the panel have been wired to the station's communication systems, transforming it into a massive antenna array with enough bandwidth for egocasting.

Anyone entering or checking the airlock between the solar panel and the utility bay will find the broken (but not destroyed) remains of Achilles, the custom bot that accompanied Tara Yu. The exsurgents dumped it here for spacing, but never got around to cycling the airlock. Though heavily damaged, the bot may be repaired. It is still carrying the Tortoise AI in a ghostrider module, which is also carrying a copy of the Myrmidon data—and the Glory virus. Careless techs may find themselves exposed to the AOK hack if they fail to take precautions.

6. GREENHOUSE/RECYCLING

This is a huge, cylindrical module nearly 100 meters long and 20 meters in diameter, separated into four separate areas (see below). Close inspection reveals that it was once the passenger module on one of the immense, heavy-lift rockets used for evacuations during the Fall. Fittings for acceleration couches and the like are still present, as well as the pre-Fall equivalent of airplane safety equipment. At some point, great windows were cut into the module walls, transforming it into a greenhouse. Running along the center of the module from the hatch to the utility bay (Area 2) back to the new engineering section (Area 6d) is a one-meter diameter utility conduit with recycling, water, and nutrient feeds. This conduit connects the recycling vats (Area 6a) to the plant beds (Area 6b) and meat vats (Area 6c).

6A. RECYCLING VATS

The first 20 meters of the module are walled off from the rest and have a foul, septic reek (apply a -10 modifier to all physical and social tests for characters who spend more than a minute in this room without breathing equipment). PCs with any ship or habitat operations-related Knowledge skill immediately realize that the recycling system here, while still functional, is working below capacity and suffers from a lack of basic maintenance.

The walls here are crammed with a maze of pipes and conduits connecting recycling equipment (large vats, catalyzer units, and the like) to the life support system, utility bay, machine shop, station plumbing, and the rest of the greenhouse. This system converts biological waste, condensation, and meat growth byproducts from a foul slurry into drinkable water, fertilizer, and trace elements for the fabricators.

6B. PLANT BEDS

The plant beds occupy the next 50 meters of the module, moving outward from the hatch to the utility bay (Area 2). They end in a translucent wall of heavy plastic, separating them from the carniculture vats (Area 6c). This wall has two hatches giving access to the vats on opposite sides of the axial utility conduit.

Originally designed for use in stronger sunlight, the outer walls of this module are mostly window, though the windows are dingy and in many places completely dirt-caked, letting in only faint starlight from outside. Most of the illumination comes from stacks of hydroponic plant trays radiating out in three or four tiers from the axial utility conduit. Each tier of plants has its own lighting, and the vegetation averages three meters “deep,” moving from the windows toward the utility conduit. The plants grow in tangles, with only a fleet of five or six small flying drones maintaining them. PCs familiar with growing food on space stations will notice that almost the entire crop here is high-yield cereal grains and soy, with virtually no fruits or vegetables. Most of the crop is being auto-harvested and fed into a processor connected to the utility conduit. The processor feeds a thick nutrient line that runs beyond the hatch at the far end of the plant beds, into the next section of the module.

The tangles of vegetation afford good concealment; treat targets hiding among them as having moderate cover (-20). The exsurgents may choose this as an ambush spot due to the ample cover.

Diên, one of the exsurgent drones, is usually here tending to the plants.

6C. CARNICULTURE VATS

The equipment here is the best maintained that the PCs have encountered so far. The walls are lined with massive, green-lit vats designed to grow cultured meat and extrude it in an edible form. Examining the contents confirms what the PCs may already have realized; all of the vats are growing cultured human flesh—mostly thigh muscle tissue, with a few organ meats thrown in for variety.

6D. ENGINE ROOM

Separated from the vats (Area 6c) by a hastily-constructed metal bulkhead with a single large hatch in it, the engine room occupies the last 10 meters of the module—what will be the rear of the ship should the White Khans manage to get it under acceleration. The builders didn't put much effort into radiation shielding. Any character sleeved in an unprotected biomorph who spends more than five minutes in this room loses 5 SOM and other radiation effects the gamemaster desires (p. 201, *EP*) until they receive medical attention in a healing vat.

Unlike the attitudinal drives elsewhere on the ship, the rockets cannibalized from the other spacecraft and attached outside here are nuclear, so there are no fuel tanks. Instead, thrust mass comes from two large water



pipes running from the utility conduit in 6c. Apparently the designer's plan was to pull thruster mass directly from the station's water supply—a suicidal plan, on the face of it, as it would exhaust all of the station's water, as a Hardware: Aerospace or appropriate Knowledge skill will discern. The dormant Mother, however, would survive long enough to be immolated by the sun.

7. OPS CENTER

From the outside, ops resembles the bridge module found on any bulk freighter, implying that it probably contains sensor systems, emergency thrusters and life support, and a lot of computing power. The inside, however, is far different than expected. The walls, windows, and equipment here are all covered in a 40 centimeter-thick layer of pinkish-gray human flesh—the transmogrified form of Phuong Lê, the exsurgent Mother (discovering this fact inflicts mental stress; see p. 24). The flesh is thicker in some places where Phuong Lê's many wombs swell with embryos. Every surface moves gently to the slow rhythm of respiration and the flesh occasionally shifts from the pre-natal stirrings of exsurgent brood. Here and there, manual instrument banks, designed to operate the station in case the ship's mesh fails, protrude from the flesh. The room is lit only by instrument panels. Lê's bloated face peers up from a hump of flesh, surrounded by six spiky maws opening on what used to be her throat. When not chomping on raw meat fed to them by Sit, all seven mouths incessantly sing a soft lullaby. Drifting slightly above and behind Lê's face are her arms, which have metamorphosed into a pair of 3 meter-long prehensile tentacles with stubby grasping digits at their tips.

Wei, Dexter Vo's muse, pays close attention to surveillance feeds coming from this module, and any detected intruders will be attacked soon after. Characters exposed to Lê's body fluids (which could easily happen in a firefight) have the standard chance of contracting Glory (p. 19). Lê will initially ignore PCs, but if they try to damage her, she will lash out with her tentacles and psi sleights.

Lê's breeder mate, Bian, is usually found here, inseminating the Mother. One of the drones, Wu, is typically here as well, feeding and caring for Phuong Lê.

8. MACHINE SHOP/DRONE BAY

The station's fleet of harvester drones are still operational, and PCs may occasionally see them entering or leaving the station alone or in small groups. There are ten drones in all, and at any time half of them will be away from the ship harvesting water and other materials from nearby rocks.

The machine shop contains a large-format cornucopia machine, a number of smaller makers, materials storage, tools, and a pair of repair tender rocket sleds designed to move heavy equipment out to docked shuttles. Two flexbots (p. 144, *EP*) are racked on one wall; neither is occupied, but they're in working condition. There are two large service airlocks, one of which is occupied by a rocket sled, and a bank of



vacuits. In the center of the room is the immense joint around which the station's crew torus rotates. Two of the torus's four spokes contain lift shafts, while the other two have dimly lit open floatways with ladder rungs running along their sides.

The Myrmidon hardware fragments are here, haphazardly stacked in a series of bins shoved under a workbench. They are relatively easy to find, as they look like large chunks of slightly-charred military satellite. The smallest piece is about 20 centimeters long, while the largest is over 2 meters. The very size of them should make PCs nervous, as the amount of computing power in a 2 meter-long processing block is almost sufficient to birth a seed AI—like the TITANs. Such systems are illegal in most places. The pieces are self-documenting, and connecting a power supply to them is a simple matter for any character with Hardware skill. If any character powers the fragments up and examines their documentation, they are subject to the AOK hack effect of the Glory virus (p. 19).

Sitting innocuously on the workbench above the Myrmidon fragments is the Glory nanobot hive built by Phuong Lê. From the outside, it doesn't look like exsurgent tech; Lê built the alien-looking part inside of an old perimeter defense drone fuselage. If powered up, it releases a mist of Glory nanobots that expands in a sphere at a rate of 1 meter per Action Turn to a maximum volume of 5 meters across. Characters standing in the area of effect as the swarm expands must make a Fray Test to get out of the way. Failure means the character has the standard chance of contracting Glory from physical exposure (p. 19).

Because the machinery in this room provides a lot of hard cover (-10 to -30 modifiers), this is another likely location for the exsurgents to set up an ambush.

9. CREW TORUS

The rotating crew torus is 250 meters in diameter, with over 750 meters of floor space. Gravity at floor level is Mars standard (0.36 g). Large portions of the torus are unused space, filled with junk or simply empty. Access is obtained via spokes leading to the machine shop (Area 8), or by two small airlocks on opposite ends of the torus.

9A. MED BAY/RESLEEING CENTER

This area includes four healing vats (p. 326, *EP*), ten morph storage tanks (half of which are occupied by morphs transformed into immolator exsurgents), an ego bridge (p. 328, *EP*), a fabber (p. 327, *EP*) for making and disposing of medical supplies, and a fully operational examination and surgical setup.

9B. REC AREA/KITCHEN

The rec area is a maze of couches and padded chairs, most of which face a huge holovid screen. Also present are the smashed wreckage of a three-dimensional foosball table, a board game table, a sound-proofed chamber containing a well-equipped S&M dungeon, and a racquetball court. The kitchen has two huge

walk-in refrigeration units, food makers, traditional cooking equipment, and a huge, gleaming meat grinder designed to combine flesh with a glutinous rice-derived paste to extrude udon noodles. Almost all of the food in the refrigeration unit is meat, some of it recognizably human. In contrast to many of the other rooms on the station, the kitchen is curiously—almost clinically—clean and tidy.

Four of the breeders—Bui, Quang, Sang, and Thanh—are usually here, along with Dexter Vo and Ji.

9C. CREW QUARTERS

The crew quarters contain twenty rooms of various sizes. The drones share small rooms with a bunk beds, except for Dexter Vo and Ji, who sleep in a sumptuous but rather tacky crime lord pimp den with an immense circular bed, mirrored ceiling, and lots of bad erotic art. The breeders don't sleep anymore, but anyone searching these rooms will find personal effects of theirs from before their transformations. The remaining rooms are either unoccupied or belong to people who were long ago eaten. Sammy Li's personal effects, including the cufflinks, can be found in a duffel bag in an otherwise empty room here, just as he described.

The remaining 3 drones—Quy, Smith, and Nong—are here when not attending to various tasks.

THE EXSURGENTS

The remaining crew of the *Song Cai Flower* are the primary threat aboard the ship. As a group, they're extremely dangerous, but the sentinels should have numerous opportunities to divide and conquer. Aside from the Mother, Phuong Lê, the exsurgents come in two forms: breeders and drones. All are mutated from standard transhuman morphs with southeast Asian ethnic characteristics (when they look human enough to tell). See p. 22 for exsurgent stats and descriptions.

BREEDERS (5)

Breeders have undergone the most extensive somatic transformations, essentially turning alien, but fortunately for the agents there are only five aboard the ship (two mated pairs and Phuong Lê's mate), as the population was not large enough to sustain more. When not on alert, the breeders spend most of their time in the rec area (Area 9b), watching Taiwanese romantic comedies from the 2020s and copulating frantically. If called into action to confront intruders by Dexter Vo, they will attempt to flank the opposition (using airlocks and rocket packs if necessary) while the drones mount a frontal assault.

DRONES (8)

There are 8 drones on board the ship, the rest having been eaten. One of those still present is Dexter Vo, who remains the de facto leader. Another is Ji, who is sleeved in Tara Yu's old morph (a fact which may cause confusion among the sentinels). These drones can be found around the ship, tending to various tasks.

The drones' primary purpose is to serve and protect the breeders, meaning that they do all the work to maintain and prepare the ship. They will generally avoid confrontation and only fight if cornered, but they will throw themselves into action to protect the breeders or Mother, or if ordered by Vo. Sit will never be sent into a confrontation, however, as his expertise is needed to ready the ship for its journey to the sun.

STAGE 4: RESOLUTION

How the characters choose to resolve the scenario is entirely up to them. Several possible courses of action are outlined below. Additionally, information on the Glory virus is provided here should the characters risk infection.

POSSIBLE APPROACHES

The sentinels have a choice in how to approach the White Khanhs and the *Song Cai Flower*. A few of the more likely options are detailed below, but the game-master will need to improvise any other courses of action given the information provided.

ASSAULT

An all-out attack against the White Khanhs is a dangerous proposition, as the gang is heavily armed, ruthless, and will probably smash the agents' cortical stacks with a pneumatic hammer before cooking their morphs for supper should they go down in a fight. However, for a combat-oriented group, success is possible with careful planning and preparation. PCs who simply pick a fight upon contact with the gang should probably end up in new morphs for their trouble. Charitable gamemasters will make this evident from the start.

BARGAINING

Socially-oriented groups may simply try to open negotiations with the White Khanhs to buy the Myrmidon hardware and Tara Yu's cortical stack. If consulted, Ming will caution against this, but it might actually work. Having already been infected, the White Khanhs no longer care about the TITAN fragments, and would actually see selling it as a way to spread the virus. While Dexter Vo is still lucid enough to carry on negotiations, the gang as a whole will be very erratic when dealing with outsiders. Vo will make a good show of driving a hard bargain for the memory modules, demanding nanofabricator plans to improve the ship's fusion rockets or cold, hard credits, depending upon what he thinks he can get out of the PCs. They will seek to conceal the Glory virus and its effects, and will keep all physically transformed exsurgents out of sight. If the PCs can be lured aboard or into some sort of physical meeting, the White Khanhs will attempt to infect them by triggering the Glory nanobot hive in their presence. Where negotiations may fail, however, is over Yu's stack. The White Khanhs simply no longer

have it, and they will offer no explanation for this. The best they can do acknowledge her death, though they will offer no proof or confirmation.

INFILTRATION

A combination of electronic and physical infiltration might allow the characters to locate the hardware and information they need. Details for both are listed under *Ship Security*, p. 12. Characters who successfully hack the ship's network can locate the Myrmidon fragments through internal surveillance/spime feeds, uncover the *Flower's* future trajectory (into the sun), spy on the exsurgents, and discover the video clip that details Tara Yu's final moments (p. 19). A quiet and focused physical intrusion offers the best chance for retrieving the Myrmidon modules with minimal confrontations with the exsurgents.

SABOTAGE

The team may decide that the best way of dealing with the White Khanhs is to sabotage critical systems on the ship and then either let them die or force them to negotiate. A determined group with a good plan should be able to succeed at this, but the GM should not make it easy. The obvious targets are the life support system and the reactor, both of which are adjacent to the utility bay (Area 2) and the fuel storage tanks, which are on the outside of the machine shop (Area 8). Characters who make appropriate Knowledge skill tests can determine that all three of these weak points are milspec hardware, heavily shielded against kinetic attacks and radiation. All three were acquired during the Oxygen Deck Riots and bolted on to the ship when the White Khanhs assembled it.

Getting the reactor to melt down is almost impossible, but determined hackers can take it offline, leaving the station with about eight hours of reserve power (the trickle coming in from the solar panel is negligible). Doing so requires an Infosec Test with a difficulty of -30. Once initiated, the shutdown process takes 10 minutes. During this time, Wei receives an Infosec Test every two minutes to notice the process, unless the hacker intentionally seeks to disable the alerts (requiring a separate Infosec Test at -30).

If she succeeds, Wei will first attempt to reverse the process. This will succeed automatically unless the hacker is actively guiding the shutdown; in this case make an Opposed Infosec Test between the hacker and Wei. If the hacker succeeds, Wei cannot stop the reactor going offline, but the intruder is immediately upgraded to Spotted status.

Even if Wei successfully keeps the reactor from going offline, she will suspect an infiltration attempt, inform Dexter Vo (who will initiate a physical search of the ship), and trigger a Passive Alert (p. 257, *EP*). Upgrade the hacker to Spotted status and make an Opposed Infosec Test as Wei attempts to zero in on the intruder (see *Zeroing In*, p. 256, *EP*). If she succeeds, the hacker is elevated to Locked status (p. 256,

EP), the system goes on Active Alert (p. 257, EP), and Wei will attempt first to infect them with the Glory virus AOK hack and then, failing that, to lock them out (see *Lockout*, p. 257, EP).

Sabotaging the life support (Area 4) demands physical infiltration and is slower but otherwise simpler. If the sentinels can do enough damage to punch through the station's hull at one spot along each of the algae tanks, the medium inside vents into space, freeze drying the algae. Within eight hours of a breach, the atmosphere in the station will be unbreathable and remain so for 48 hours, until the system recovers with intake of recycled material from the greenhouse. Phuong and the breeders are the only White Khanhs who can survive this long without breathable air, though Dexter Vo and the drones can buy some time by donning vacsuits.

Attacking the fuel tanks is a mistake, as it will serve primarily to enrage the ship's occupants without doing any real damage. The tanks have the same stats as the reactor containment wall (p. 13). If pierced, they explode, but the explosion is directed outward, doing only superficial damage to the station.

FOOTAGE OF TARA YU

Should a hacker infiltrate the ship's mesh and perform an image recognition search using Tara Yu's last known morph, in addition to locating Ji (in Tara Yu's old morph), they will find only a single video clip with a successful Research Test. The clip presents the following scene:

Three White Khanhs thugs—two breeders and a drone (Diên)—hold a naked, hairless man wrapped from neck to toe in sheets of a translucent, organic material that looks like a cross between a sausage casing and cling film over the mouth of a gleaming, bladed apparatus on a stainless steel kitchen counter. Dexter Vo sits on a kitchen stool just out of splatter distance. Tara Yu's morph (actually Ji) stands behind him, hands on his shoulders and leaning slightly against him. Anyone who makes a successful Kinesics Test can guess from the woman's carriage and accent that she is not actually Yu, and that Yu is likely sleeved in the naked man's body, judging from the look on the prisoner's face.

Without further ado, the thugs begin feeding Yu into the grinder. Yu screams herself raw as droplets of blood spatter the counter. At the other end of the grinder, the machine extrudes perfect, smooth noodles. Anyone who has seen the surveillance clip of Dexter Vo (p. 9) can make a COG x 3 Test to recognize these as the same type of noodles he was eating (characters with eidetic memory or mnemonic augmentation automatically make the connection). There is a pause in the carnage while Vo flash fries some of the noodles in oil, then seasons them with fish sauce and passes a bowl to his moll, who begins eating them with chopsticks while the thugs force Yu, who has been temporarily anesthetized, to watch. The footage fades out as the grinding and screams begin anew.

Watching this clip of torture and cannibalism inflicts 1d10 SV on the viewer if they fail a Willpower Stress Test (p. 214, EP).

GLORY INFECTION

Characters may be exposed to the Glory virus via two vectors: an AOK hack or physical infection.

AOK HACK

Any character who meshes with the Myrmidon modules (or the copies held by Tortoise and Wang), an exsurgent's cortical stack, or any other infected system risks exposure to this variant basilisk hack. Wei may also deploy this hack on any Locked intruders.

This hack is experienced as a prolonged burst of AR, VR, or other sensory data feeds. If the exposed character possesses Hardware: Electronics or Programming skill at 60 or more, they must immediately make a COG + INT + SAV Test. Apply a -10 modifier for every 10 full points their skill(s) exceeds 60. If this test fails, they become catatonic and paralyzed for a period of 5 minutes, minus 1 minute per 10 full points of MoF. At the end of this period, they are mentally reprogrammed and "infected" with the virus, which in this phase manifests as an overpowering obsession to build a Glory nanobot hive and start a new immolator colony. Constructing such a hive requires a Hardware: Electronics (with access to materials) or Programming Test (and access to a fabber); this is a Task Action with a 1 week timeframe. The infected character will literally ignore everything else, including basic hygiene and anything beyond basic sustenance, until the hive is built.

If an exposed character is broken off from the AOK hack sensory feed before its duration completes, the victim still suffers 1d10 mental stress +1 per minute they were exposed, and they remain mentally shaken, suffering a -30 modifier to all actions. This modifier reduces at the rate of 10 per minute. Similarly, an infected character who is treated with successful psychosurgery within 3 days can be cured of the compulsion to build a hive, at the cost of 1d10 SV.

PHYSICAL INFECTION

Characters exposed to bodily fluids (for example, via sexual contact or swapping spit) from an infected character/exsurgent or exposed to nanobots from a Glory hive are considered infected. If the gamemaster permits, a Fray Test may be made to avoid infection, but this should only be allowed in cases where exposure is not certain (for example, the character is spattered in blood or briefly caught within a cloud of nanobots). Once a character is physically infected, there is very little that can be done for them. Merciful friends will put them out of their misery so they can resleeve from a backup.

Glory transforms the victim in stages, just like the xenomorph virus (p. 368, EP) in terms of mental stress, acquiring psi, and undergoing physical and mental alterations. There is a 50/50 chance of

becoming a breeder or drone, unless the colony has already reached its capacity on breeders (if no colony yet exists, the victim will become the Mother and start one). Breeders eventually transform into full im-molator exsurgents, whereas drones do not physically transform beyond stage 2, and never acquire the Psi trait. At stage 1, both types acquire sociopathic, cal-lous, and nesting tendencies and become devoted to the colony; at stage 2, the urge to engage in cannibal-ism is overwhelming (WIL Test to resist).

RESLEEING AND BACKUPS

Resleeing does nothing to reverse the psychological changes inflicted by Glory, but it does stop the char-acter from physically infecting anyone else (unless the new morph also becomes nanobot-infested). Resleeved Glory carriers seek to fabricate a Glory hive and rein-fect themselves physically as soon as possible.

If a character is allowed to back up after being in-fected, their backups become compromised as well.

STAGE 5: DEBRIEFING

This section deals with various matters that arise when the mission is completed (or failed).

AFTERMATH

If the characters successfully complete the mission (that is, they retrieve the Myrmidon modules), they will be complimented by Ming and Firewall for neu-tralizing a dangerous threat. Ming is likely to seek out the characters for future Firewall ops. Firewall is likely to give the characters' egos a thorough scanning and psychosurgery check to ensure none of them were infected by Glory before egocasting them to wher-ever they like for resleeing. Any characters who were killed will be restored from their stack (if retrieved and uninfected) or backup storage.

Tara Yu will also be revived from storage, though she will remember nothing of her fate, having been re-vised from storage. Ming will fill her in on the basics, and she will thank the sentinels for investigating what happened to her and finishing the mission.

IF THE MISSION FAILS

If the Firewall agents fail the mission (presumably captured/killed by the White Khanhs), all is not lost. After 6 months of being missing with no check-in, they will be declared dead and resleeved according to their backup insurance policy. Firewall will have attempted to pick up their trail, but by the time they go look-ing for the *Song Cai Flower*, the ship is already on its way toward the sun. In five years it will dive into the corona and be consumed, leaving the Mother's nano-crystal seeds to be dispersed by the solar winds across the solar system, perhaps leading to new outbreaks in years to come.

If the sentinels left important information with Fire-wall before their disappearance, however (such as the involvement of the White Khanhs and the location of

the *Flower*), Firewall's response will be more effective. In this case, another Firewall team will succeed where the characters failed, destroying the White Khanhs and capturing the Myrmidon fragments. If the game-master is feeling generous, the players may be given a second shot to finish the mission as the characters in this new Firewall team.

DEALING WITH VASQUEZ

If the characters made a deal with Vasquez (p. 10), she will expect an update within a reasonable period of time after they complete the mission. Vasquez will send a beta fork in a bot shell for the exchange of information. Allow her Kinesics Tests on each PC to whom she speaks. If she thinks any of them are lying or holding out on her, she will not award them @-rep as noted below (but the characters will still lose -1 i-rep if they divulge too much).

REZ AND REP AWARDS

Depending on how well the characters did, they will walk away with some Rez Points and Reputation awards:

REZ & REP	
OUTCOME	AWARD
Character participated in mission	1 RP, + 2 i-rep
Tara Yu's fate was uncovered	1 RP, + 5 @-rep or i-rep
The Myrmidon hardware was retrieved or destroyed	1 RP, +10 i-rep
Team failed but Firewall was alerted to <i>Song Cai Flower</i> and/or Glory virus	1 RP, +2 i-rep
Team failed without finding Glory virus	1 RP, -2 i-rep
Xiu's Greenhouse alerted that their attackers were found and eliminated	+5 @-rep
<i>Kesyrah</i> returned to Casa Arturo	+5 @-rep
<i>Kesyrah</i> kept and Casa Arturo finds out	-5 @-rep
Team shares info on White Khanhs with Patrona Vasquez	+2 @-rep, -1 i-rep
Character contributed to achieving success in a significant way	1 RP
The character achieved a motivational goal (p. 121, <i>EP</i>)	1 RP
The player engaged in good roleplaying	1RP
The player significantly contributed to the session's drama, humor or fun with roleplaying	1 RP

FOLLOW-UP

There are several follow-up plots that the characters may become entangled in:

WANG'S VIRUS

As noted on p. 8, Wang has a quarantined copy of the Myrmidon data—and the Glory virus. Eventually he

will either investigate it and become infected, starting a new outbreak on Locus, or he will sell it the highest bidder. The characters may be sent to check Wang out (on suspicion that he has these copies), to stop the deal, or contain a new outbreak before it gets out of hand.

INTEREST IN MYRMIDON

The investigations made by Yu and the sentinels may bring Myrmidon to the attention of other interested parties—hypercorps or singularity seekers who want the tech, reclaimers who are looking for TITAN weaknesses, or the mysterious and dangerous Project Ozma. These groups may pursue the player characters to find out what they know and what their interest was. Alternately, one of these groups may acquire the Myrmidon data from Firewall, prompting Ming to send the sentinels to retrieve it.

CHARACTERS

This section lists game stats and short details on major NPCs.

ACHILLES & TORTOISE

Infiltration Bot and AI Team

This bot AI and rider AI pair was created by Mason Wang to assist Tara Yu on her mission (see *Contacting Wang*, p. 7).

Achilles is a synth (p. 143, *EP*) variant with Durability 30 and Wound Threshold of 7. It is equipped with a chameleon coating and ghostrider module and piloted by a standard muse (p. 332, *EP*) that also possesses Infiltration skill at 40. When found in the *Flower*, it has suffered 2 wounds and 40 points of damage.

Tortoise uses the stats for security AIs (p. 332, *EP*), and also carries a set of customized software tools (exploit, sniffer, spoof) that apply a +10 bonus to appropriate tests. Tortoise also receives a +20 modifier for filtering the effects of AOK or basilisk hacks, though these defenses are imperfect and do not always work effectively (GM discretion).

MORTEZA BEV

Anarchist Hacker and Horticulturist

Morph: Bouncer

Motivation: +Horticulture +Reclaiming Earth +Hacking

COG	COO	INT	REF	SAV	SOM	WIL	MOX
20	15	20	20	15	10	15	3
INIT	SPD	LUC	TT	IR	DUR	WT	DR
80	1	30	6	60	35	7	53

Active Skills: Beam Weapons 30, Fray 25, Freefall 70, Hardware: Electronics 70, Infiltration 30, Infosec 90, Interfacing 80, Investigation 40, Kinesics 20, Navigation: 60, Networking: Autonomist 60, Networking: Ecologist 40, Perception 30, Pilot: Spacecraft 60, Programming 80, Research 60, Scrounging 30

Knowledge Skills: Language: Arabic 60, Language: Farsi 80, Language: Mandarin 70, Profession:

Horticulture (Broccoli) 80, Profession: Profession: Security Ops 70

Reputation: @-rep 40, e-rep 20

Traits: Expert (Infosec), Limber, Oblivious, Timid

Implants: Access Jacks, Basic Biomods, Basic Mesh Inserts, Cortical Stack, Grip Pads, Multitasking, Oxygen Reserve, Prehensile Feet, Skinlink, Vacuum Sealing

Gear: Light Vacsuit, Quantum Computer (Software: Exploit, Sniffer, Spoof, Tracking), Utilitool

Roleplaying: Bey speaks with an Arab accent, favors earth tones, and comes off as a gentle, earthy-crunchy type—not your typical elite infosec hacker persona.

PROFESSOR MAGNUS QIAO-SEN MING

Argonaut; Chair of Computational Archeology, Titan Autonomous University; Firewall Router

Morph: Menton

Motivation: +Firewall +TITANs Research +Techno-Progressivism

COG	COO	INT	REF	SAV	SOM	WIL	MOX
30	15	25	15	20	10	25	5
INIT	SPD	LUC	TT	IR	DUR	WT	DR
80	1	50	10	100	35	7	53

Active Skills: Deception 60, Infosec 80, Interfacing 80, Investigation 70, Kinesics 70, Networking: Autonomists 80, Networking: Ecologists 60, Networking: Firewall 80, Networking: Scientists 80, Perception 60, Persuasion 70, Profession: Educator 70, Programming 90, Protocol: Firewall 70, Research 80

Knowledge Skills: Academics: Computational Archeology 80, Academics: Computer Science 80, Interest: TITAN Rumors 60, Interest: Firewall Scuttlebutt 70, Interest: Titanian Wilderness 70, Language: English 60, Language: French 60, Language: Mandarin 80, Language: Norwegian 80

Reputation: @-rep 50, e-rep 30, i-rep 70, r-rep 80

Traits: Allies (Titanian Founders), Expert (Programming), Hyper-Linguist, Math Wiz, Psi Defense 1

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Eidetic Memory, Math Boost, Mnemonic Augmentation, Multitasking

Gear: Quantum Computer

Roleplaying: Ming is a respected older figure in the Titanian Commonwealth and has a fatherly figure demeanor. He frequently tosses out bad puns.

MASON WANG

Anarchist Hacker

Morph: Hibernoid

Motivation: +Horticulture +Reclaiming Earth +Hacking

COG	COO	INT	REF	SAV	SOM	WIL	MOX
25	15	20	15	20	10	10	1
INIT	SPD	LUC	TT	IR	DUR	WT	DR
70	1	20	4	40	35	7	53

Active Skills: Deception 70, Fray 60, Freefall 60, Gunnery 30, Hardware: Robotics 70, Infosec 70, Interfacing 70, Kinesics 40, Networking: Autonomists 60,

Networking: Hypercorps 50, Networking: Scientists 80, Perception 50, Pilot: Groundcraft 25, Programming 80, Unarmed Combat 40

Knowledge Skills: Academics: Computer Science 70, Interest: Locus Society 60, Language: English 70, Language: Mandarin 80, Profession: Engineering 70, Profession: Viral Marketing 40

Reputation: @-rep 50, c-rep 30, r-rep 60

Traits: Addiction (Sex, Minor), First Impression, Math Wiz, Striking Looks

Implants: Basic Biomods, Basic Mesh Inserts, Circadian Regulation, Cortical Stack, Electrical Sense, Emergency Farcaster, Enhanced Pheromones, Hibernation, Mnemonic Augmentation, Multitasking, Skinlink

Gear: Nanodetectors, Quantum Computer (Software: AR Illusions, Exploit, Facial/Image Recognition, Tracking), Smart Vac Clothing, Specs, Wrist-mounted Tools

Roleplaying: Wang is doing the outer system anarchist lifestyle like he just invented it, which can make him come off as an insufferable douchebag to real anarchists, scumborn, and others born outsystem. Nonetheless, he's a hot commodity in Locus at present, with substantial rep; his prodigious programming skills and apparent sincerity are sufficient to redeem him in some quarters. He is an extremely sharp and ambitious businessman, but will often ask disarmingly naive and seemingly irrelevant questions. Some of his naiveté is calculated, and some is genuine, born of deep immaturity and insecurity. Wang is essentially selfish, ruthless, and calculating, but desperately wants to believe otherwise of himself.

PATRONA VASQUEZ

Freelance Magistrate, Agent of Nomic

Morph: Exalt

Motivation: -Crime +Justice +Libertarianism

COG 25	COO 15	INT 20	REF 15	SAV 30	SOM 15	WIL 25	MOX 4
INIT 70	SPD 1	LUC 50	TT 10	IR 100	DUR 35	WT 7	DR 53

Active Skills: Beam Weapons 80, Clubs 60, Fray 80, Freerunning 60, Gunnery 60, Infiltration 70, Infosec 80, Intimidation 70, Investigation 80, Kinesics 90, Kinetic Weapons 60, Navigation 30, Networking: Autonomists 80, Networking: Guanxi 80, Networking: Hypercorps 60, Perception 60, Persuasion 40, Pilot: Groundcraft 40, Pilot: Spacecraft 60, Programming 35, Protocol 60, Research 80, Unarmed Combat 70

Knowledge Skills: Academics: Jurisprudence 80, Interest: Criminal Syndicates 80, Language: Arabic 60, Language: English: 60, Language: French 60, Language: Italian 95, Language: German 40, Language: Mandarin 70, Language: Portuguese: 40, Language: Spanish 80, Language: Thai 40, Profession: Lawyer 80, Profession: Police Procedures 80, Profession: Squad Tactics 60

Reputation: @-rep 90, c-rep 60, g-rep 40

Traits: Expert (Kinesics)

Implants: Basic Biomods, Basic Mesh Inserts (Software: Facial Recognition, Security AI, Tactical Network), Cortical Stack, Endocrine Control, Hyper-Linguist, Mnemonic Augmentation, Multitasking, Oracles

Roleplaying: Patrona is all business, with a stark lack of any sense of humor. She is very, very sharp at reading people, and will not hesitate to point out anything she discerns about a person's actions or personality.

NIA ZHENG/SAMMY LI

Former White Khanhs Criminal

Morph: Pleasure Pod

Motivation: +Hedonism +Technology +Wealth

COG 15	COO 15	INT 20	REF 20	SAV 30	SOM 20	WIL 20	MOX 2
INIT 80	SPD 1	LUC 40	TT 8	IR 80	DUR 35	WT 7	DR 53

Active Skills: Beam Weapons 70, Blades 80, Clubs 60, Deception 60, Fray 70, Free Fall 60, Impersonation 70, Infiltration 60, Infosec 30, Intimidation 35, Investigation 40, Kinesics 60, Kinetic Weapons 60, Networking: Guanxi 65, Perception 60, Persuasion 60, Pilot: Groundcraft 30, Research 50, Unarmed Combat 80

Knowledge Skills: Interest: Locus Syndicates 60, Interest: Martian Triads 40, Language: English 50, Language: Cantonese 85, Language Russian: 65, Language: Vietnamese 70, Profession: Cool Hunter 60, Profession: Tech Trader 60

Reputation: @-rep 20, g-rep 40

Traits: Social Stigma (Pleasure Pod) trait

Implants: Basic Biomods, Basic Mesh Inserts, Clean Metabolism, Cortical Stack, Cyber Brain, Enhanced Pheromones, Mnemonic Augmentation, Puppet Sock, Sex Switch

Roleplaying: Sammy is quite fearful that the Khanhs will track him down. He's a tough guy, though, and an experienced thug, so he'll face any threats head on. In the meantime, however, he's quite enjoying his new sex and lifestyle and won't be afraid to flaunt it.

THE WHITE KHANHs

These are the exsurgent gang members and crew of the *Song Cai Flower*. Many of them wear disturbingly incongruous knit items that Lê made for them before she went completely mad and transformed into a many-wombed growth of wall meat.

BREEDERS

The five immolator exsurgent breeders (Bian, Bui, Quang, Sang, and Thanh) are obviously alien and only barely resemble their original human forms. Though bipedal and roughly anthropomorphic, their skin is dull gray in color and obviously thicker and more leathery. Their jaws and teeth are enlarged and extended, with jagged protruding canines, and powerful muscles to allow for dangerous bites. They have lost all hair but possess patches of short, conical spines that protrude through the skin (often ripping their clothing, if they're bothering to wear any). Their

eyes are wider apart and cat-like, with a horizontal rather than vertical slit. Their fingers and toes have fused together into hands/feet with three digits. Their nails have hardened and elongated so that they possess dangerous claws on both hands and feet. They are limber like bouncers, able to use their prehensile feet much like hands. Females exhibit an ovipositor, growing from their stomach, that is used to deposit embryos within the immolator Mother. Gamemasters are encouraged to give them any other alien characteristics they desire and to add more psi sleights to make them more challenging if necessary.

Characters who encounter these exsurgents must make a Willpower Stress Test (p. 214, *EP*) or suffer 1d10 + 3 SV.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	25	15	25	10	25	20	—

INIT	SPD	LUC	TT	IR	DUR	WT	DR
80	2	—	—	—	40	8	60

Active Skills: Beam Weapons 80, Blades 70, Control 50, Deception 20, Demolitions 45, Fray 80, Free Fall 80, Infiltration 80, Infosec 35 (Security 45), Interfacing 45 (Jamming 55), Intimidation 20, Kinetic Weapons 35, Navigation 35 (Astrogation 45), Perception 60, Pilot: Spacecraft 60, Psi Assault 60, Research 50, Sense 50, Unarmed Combat 55

Knowledge Skills: Language: Cantonese 40, Language: Vietnamese 70

Traits: Limber (Level 1), Mental Disorder (Cannibalism, OCD: breeding, nesting), Psi (Level 2), Psi Defense

Psi Sleights: Deep Scan, Ego Sense, Psi Shield, Psychic Stab, Sense Block

Implants: Basic BioMods, Basic Mesh Inserts, Bioweave Armor (Light), Chameleon Skin (+20 Infiltration), Claws (1d10 + 3 DV, AP -1), Endocrine Control, Grip Pads, Medichines, Neurachem (Rating 1), Oxygen Reserve, Prehensile Feet, Vacuum Sealing

Gear: Armor Clothing (6/7, with Chameleon Coating), Light Vac Suit (Chameleon Coating), Liquid Thermite, Plasma Gun (AP -10, DV 3d10 + 12, Mode SS), Rocket Pack, Utilitool

Roleplaying: Breeders are primarily concerned with breeding, though they will attack and eat any non-exsurgents on sight.

DRONES

Six of the drones (Diên, Nong, Quy, Sit, Smith, and Wu) are sleeved in standard bouncer morphs (the other two being Dexter and Ji; see below). Though exsurgents, the Glory virus has only modified their physical appearances in slight but unnerving ways. They have given up to tending to their personal hygiene, however, having descended into madness and focusing their efforts on the immolator breeding regime.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	15	15	25	15	15	10	—

INIT	SPD	LUC	TT	IR	DUR	WT	DR
60	1	—	—	—	35	7	53

Active Skills: Fray 60, Free Fall 60, Infosec 30, Kinetic Weapons 50, Perception 40

Knowledge Skills: Language: Cantonese 40, Language: Vietnamese 70

Sit's Additional Skills: Academics: Engineering 40, Academics: Nanotechnology 60, Hardware: Aerospace 60, Hardware: Electronics 60, Hardware: Industrial 70, Language: Thai 80, Navigation 50 (Astrogation 60), Profession: Station Ops 70, Programming 50 (Nanofabrication 60), Research 60

Wu's Additional Skills: Deception 70, Language: Cantonese 70, Medicine: General Medicine 35, Pilot: Spacecraft 45, Profession: Station Ops 30, Programming 60 (Nanofabrication 70)

Traits: Limber (1), Mental Disorder (Cannibalism, OCD), Uncanny Valley

Implants: Basic BioMods, Basic Mesh Inserts, Prehensile Feet

Gear: Armor Clothing (6/7), Light Vac Suit, Specs, Utilitool

Sit's Additional Gear: Guardian Nanoswarm, Quantum Computer (Software: Exploit, Facial/Image Recognition, Tracking), Repair Spray, Skinlink, Tools

Roleplaying: Drones are for the most part no longer capable of functional interaction or socializing with transhumans, and will follow any instructions coming from Dexter, Mother, or the breeders.

Ji

The drone formerly known as Ji has been resleeved in the striking ghost morph Tara Yu used to infiltrate the station.

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	25	20	20	15	20	15	—

INIT	SPD	LUC	TT	IR	DUR	WT	DR
80	1	15	5	30	45	9	68

Active Skills: Deception 60, Fray 60, Free Fall 60, Impersonation 70, Infosec 30, Investigation 60 (Logical Deduction 70), Kinesics 70, Kinetic Weapons 50, Networking: Guanxi 70, Perception 40, Persuasion 50 (Seduction 60), Protocol 50

Knowledge Skills: Language: Cantonese 40, Language: Mandarin 60, Language: Vietnamese 70

Traits: Striking Looks (Level 2), Uncanny Valley

Implants: Adrenal Boost, Basic BioMods, Basic Mesh Inserts, Chameleon Skin, Clean Metabolism, Cortical Stack, Enhanced Vision, Grip Pads

Gear: Armor Clothing (6/7), Light Vac Suit, Specs, Spray Armor (Armor 2/2), Utilitool

Roleplaying: Ji generally plays the role of Vo's moll, accompanying him everywhere.

DEXTER VO

Though the Glory virus transformed Vo into a drone, he remains the functional boss of the gang and is the only one who still retains a semblance of sanity and lucidity. Vo is 114 years old, an Earth survivor who brought his syndicate to space through clever deal-making and ruthless brutality.

Vo was the second-ranked boss in the White Khanhs before he became infected with Glory and orchestrated a series of bloody betrayals that eliminated all of the other significant bosses. Vo is one of the few exsurgent Khanhs retaining a cortical stack and maintaining regular backups. Gamemasters who wish to use him as a recurring villain can equip him with an emergency farcaster system (p. 306, *EP*). Dexter's teeth have been filed sharper to better accommodate his cannibalistic diet.

COG 20	COO 15	INT 20	REF 15	SAV 25	SOM 10	WIL 30	MOX 5
INIT 70	SPD 1	LUC 30	TT 6	IR 60	DUR 40	WT 8	DR 60

Active Skills: Beam Weapons 60, Blades 30, Deception 80, Fray 80, Free Fall 70, Impersonation 80, Infiltration 40, Infosec 70, Intimidation 70, Investigation 70 (Logical Deduction), Kinesics 80, Kinetic Weapons 70, Networking: Guanxi 50, Perception 70, Persuasion 80, Pilot: Spacecraft 65, Protocol 60, Research 40, Unarmed Combat 60

Knowledge Skills: Language: Cantonese 50, Language: Thai 60, Language: Vietnamese 80

Traits: Eidetic Memory, Mental Disorder (Cannibalism), Uncanny Valley

Implants: Basic BioMods, Basic Mesh Inserts, Bioweave Armor (Light), Cortical Stack, Medichines, Oxygen Reserve

Gear: Armor Clothing (6/7), Light Vac Suit, Plasma Gun (AP -10, DV 3d10 + 12, Mode SS), Specs

Roleplaying: Vo is ruthless, bloodthirsty, and psychopathic. He will use any means at his disposal to eliminate the characters, even sacrificing drones.

PHUONG LÊ ("MOTHER")

Lê was the ship's primary tech. Now she's a bloated mass of uterus and mouths, the incubator in which the other female White Khanhs implant fertilized zygotes. Lê's body now covers most of the inside of the Ops Center (Area 7), except in spots where it has been trimmed back to expose display terminals or other equipment.

Lê is no longer lucid, nor is she able to communicate in any normal fashion. If attacked, she will lash out with a Psychic Stab against any character touching her, bludgeon or grapple characters with tentacles, or deliver a nasty bite to grappled characters or anyone foolish enough to come within 30 centimeters of her mouth.

Lê's exsurgent form is able to survive for decades in hibernation if life support is lost—even in vacuum.

Characters who encounter Lê must make a Willpower Stress Test (p. 214, *EP*) or suffer 1d10 + 5 SV.

COG 5	COO 5	INT 5	REF 5	SAV 5	SOM 30	WIL 30	MOX 1
INIT 20	SPD 1	LUC —	TT —	IR —	DUR 100	WT 20	DR 150

Active Skills: Psi Assault 60, Sense 40, Unarmed Combat 70

Traits: Psi Defense 2

Psi Sleights: Ego Sense, Psi Shield, Psychic Stab

Implants: Medichines

Attacks: Bite (DV 2d10+3, AP -1), Tentacles (1d10+3, AP 0)

CREDITS:

Glory Writing: Jack Graham

Editing: Rob Boyle, Michelle Lyons

Development: Rob Boyle

Art Direction: Brent Evans

Layout and Maps: Matt Heerdt

Glory Interior Artwork: Bruno Werneck, Mark Winters

GM Screen Art: Stephen Martinieri

Playtesters and Proofreaders: Laura Bienz, Phil Bordelon, Echo Boyle, Berianne Bramman, C. Byrne, Davidson Cole, Nathaniel Dean, Jason Freese, Aaron Grossman, Matthew Hare, Earl Hollar, Paul Jensen, Kendall Jung, Joanna Keseberg, Tony Lee, Melissa Rapp, Richard Riessen, Zak Strassberg, Kevin Tyska, Leland Zavadil

Musical Inspiration: Aphorism, Marching Dynamics, Tonikom

RESOURCES:

<http://eclipsephase.com>

—Eclipse Phase website and blog

<http://del.icio.us/infomorph>

—Eclipse Phase-related news and links

<http://posthumanstudios.com>

—Posthuman Studios website

<http://catalystgamelabs.com>

—Catalyst Game Labs website

<http://eclipsephase.com/store>

—Online Ordering and PDFs

OUTSIDE RESOURCES:

<http://www.humanityplus.org>

—Humanity Plus

First Printing by Catalyst Game Labs,
an imprint of InMediaRes Productions, LLC
PMB 202 • 303 - 91st Ave. NE, G-701
Lake Stevens, WA 98258.

Creative Commons License; Some Rights Reserved.



This work is licensed under the Creative Commons Attribution-NonCommercial-Share Alike 3.0 Unported License.

To view a copy of this license, visit:

<http://creativecommons.org/licenses/by-nc-sa/3.0/>

(What this means is that you are free to copy, share, and remix the text and artwork within this book under the following conditions: 1) you do so only for noncommercial purposes; 2) you attribute Posthuman Studios; 3) you license any derivatives under the same license. For specific details, appropriate credits, and updates/changes to this license, please see: <http://eclipsephase.com/cclicense>)