



Shadows
Over Sol

Heir to Darkness



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Introduction

Heir to Darkness is a complete investigative horror scenario for *Shadows Over Sol*. It should contain enough mystery and excitement to cover between one and three sessions of play, depending on the pacing provided by the GM and on the actions of the players.

This scenario follows up on characters and plot elements introduced in the *Small Mercy* adventure. Playing through the events of *Small Mercy*, however, is not required. *Heir to Darkness* runs just as well as a standalone adventure.

While we recommend running *Small Mercy* for maximum emotional impact, for ease of use this text assumes that players have not participated in that scenario. Instead, we have included small sidebars with recommendations on how to relate this adventure back to the earlier events.

Synopsis

The Segalls are a powerful family who own a significant share of the megacorp Jenseitech. Some time ago, Jim Segall, a younger member and the black sheep of the family, ran off and joined a cult based out of Fururi Station, a derelict mining facility in the Belt. This was the last anyone in the family ever saw their wayward son.

Word has since reached the family that Jim Segall has died, but not before siring a child with Alethy Marzouk, another cultist on the station. With Jim Segall's confirmed death, this child has just unknowingly become the heir to a large stake in the megacorp. Now powerful

elements within the family want the child brought back into their fold.

The problem is that Fururi Station has since been decommissioned, and the cultists forcibly removed. To pay for the cost of their stubborn removal, the surviving members of the cult were sold into indenture and have been scattered across several different outposts as varying corps and their subcontractors have transferred contracts, made deals and shifted their workforce about. The indenture industry being what it is, the records are incomplete and murky at best. Nobody at the top knows exactly where Jim Segall's heir is now.

This scenario begins when Jim Segall's aunt, Edith Segall, contacts the team and hires them to track down and safely return the missing heir. With this background information in hand, the scrappers can begin their investigation.

After calling upon their contacts or doing a bit of poking around on the net, the team will discover that Alethy Marzouk, Jim Segall's wife and the heir's mother, was transferred to Durknow Station. Authorities on the station can confirm her arrival, but there her records end. The team will have to travel to Durknow to investigate further.

Once they arrive at the station, however, things won't be easy. Not only is the station on heightened security due to a terrorist threat, but someone has been killing the cultists, one by one. When the player characters start poking around, asking questions about the same

group, this raises red flags with station security. This will lead the scrappers to be confronted by Detective Marjani, who is investigating the case. Depending on how the characters handle this meeting, he may prove either a potential ally or a potent enemy.

In fact, the cultists are being killed by covert operatives in the employ of a faction within Jenseitech. While on Fururi Station, the cultists came across evidence of a secret Jenseitech bioengineering project located on a nearby asteroid. Now they are a loose end that is being “cleaned up.” The team will need to investigate carefully, otherwise they may draw the ire of either station security or these secret Jenseitech agents.

Eventually the scrappers will track down Alethy Marzouk and her son, Gudrun. From her they may learn about Jim’s death from stumbling into the secret bioengineering project, and learn that the cultists have a cache of documents proving Jenseitech’s involvement. She, however, has her own demands, safeguarding her family and acting on her strange beliefs within the cult.

At this point the investigation will be interrupted. The terrorist threat facing the station has seemingly manifested and everything will be in chaos. The team will need to escape the station with the heir, and likely Alethy, in tow. This will be complicated by her indenture contract, by her link to the other cult members and by the Jenseitech agents who wish to see her silenced. The team may even have to fight their way out in both personal combat and possibly a ship-to-ship battle.

Finally, as the team is heading off to hand the heir over to Edith and secure their pay, they will be contacted by another Segall—Mallory, Jim’s mother. She will make them her own offer to bring her the heir instead of Edith. If the scrappers have done their homework, they may have uncovered evidence linking her to the faction within Jenseitech who wishes to see the cultists dead. In the end, the players will have to decide to whom they deliver the child.

Modes of Horror

Heir to Darkness is written with the investigative horror mode of play in mind (see the *Shadows Over Sol* core rulebook, page 164). Throughout the events of this adventure, the team will run up against hostile security forces,

Ready-Made Heroes

The nine player characters presented in *Shadows Over Sol: Ready-Made Heroes* are ideal for use with *Heir to Darkness*. Simply print out the character sheets, give them their listed “Investigative Horror” loadouts and they are good to go!

Of particular interest are: Alex Pryce, who has past experience dealing with corps; Sam Wong, who has skills from a shady past; and Viveka Wadhwa, who may have some insight into the bioengineering secrets that Jenseitech wishes to keep.

Other Adventures

Heir to Darkness can be used alone or in conjunction with other published *Shadows Over Sol* adventures. Its connection to *Small Mercy* has already been mentioned. Below are some notes on how to combine this scenario with others.

- **Dreams and Dust:** While this adventure also starts as Investigative Horror, it assumes that the player characters have already developed a reputation for themselves. As such, it may be best ran after the events of *Heir to Darkness*, with the team's performance here being part of that reputation.
- **Eviction Notice:** As *Eviction Notice* assumes the Action Horror mode of play, it is also best set after the events of *Heir to Darkness*. Perhaps the team picks up new weapons and armaments as their reward for rescuing the heir. This might also give them the reputation they need to get hired.
- **Ghost Ship:** Found in the *Shadows Over Sol* core rulebook, the entire *Ghost Ship* adventure could be set during the events of *Heir to Darkness*, while the team is in transit either to or from Durknow Station.

corp agents, desperate cultists, bounty hunters and powerful family politics.

This scenario can be ran as a survival horror adventure with very few changes. The GM simply needs to keep in mind that players will have fewer pieces of useful equipment to get them through the investigation, and will need to ensure that players have the opportunity to survive or avoid the bounty hunters that come for them near the climax of the scenario.

Running this adventure with the action horror mode of play is more

difficult. Players will likely have gear at their disposal that will either solve or circumvent many of the challenges. To adapt the adventure, GMs are advised to have the Durknow Station security forces crack down on such equipment. ("We're sorry, but these items are contraband on Durknow Station. We will have to confiscate them and you can pick them up when you leave port.") Additionally, GMs might add new challenges as appropriate for the player characters and their capabilities.





The Family

The adventure begins when the team receives a message from Edith Segall of the influential Segall family. She will ask them to track down the son of her missing nephew and family heir, the late Jim Segall. This will lead the players to research the whereabouts of the missing heir and his mother, a task that will eventually bring them to Durknow Station in the Belt.

Message

One of the players will receive a message on her hand terminal. This message will be encrypted and its metadata will read simply that it is from Privacorp. Opening the message will play a video in which an older woman looks at the camera and addresses the player characters: "Hello. My name is Edith Segall. I am contacting you with a potential job offer. If you are interested, I would like to arrange a meeting in simspace at your earliest possible convenience." This is followed by the address of

a particular simspace node and instructions on how to set up a meeting there.

- An Int-8 flip will reveal that Edith Segall is a member of the powerful Segall family, which owns a significant share in Jenseitech. They are also associated with the Former subculture.
- A successful Int/conspiracy-8 or Int/comp-ops-10 flip will reveal that Privacorp is a small firm which specializes in offering discrete communications for the rich and famous, allowing them to speak outside the gaze of the paparazzi. The simspace node spoken of in the message is also one of theirs.
- Examining the message and succeeding on an Int/program-10 flip will reveal that the message has the highest level of encryption that Privacorp offers. Edith can certainly afford it, but it is perhaps an unusual choice for a message so lacking in compromising information.

Following Up Small Mercy

If the players have played through the events of *Small Mercy*, they will come to this adventure already being familiar with the late Jim Segall, the Harbingers of the Divine Form cult and may even know of the existence of Alethy and their son Gudrun. This is excellent background knowledge for the scenario, and may give the players additional insight into, and emotional impact, in the events to come.

If this is the case, Edith Segall will approach the team, having received their recommendation from Mr. Alessio West of the Jenseitech Investor Relations Department. She will count on the scrappers being knowledgeable about the situation, since they were, after all, the ones who discovered Jim Segall's death.

Furthermore, when doing the research to track down Alethy and Gudrun, players who have played through the events of *Small Mercy* may be on good terms with Mr. West and will have him to call upon as a contact.

Simspace

Meeting

Once the players arrange a simspace meeting with Edith and log onto the specified node, they will find themselves in a virtual environment resembling an Earth garden at night. It is a high end and expertly crafted simspace, albeit one which is off-the-shelf and lacking in personalized details. Similarly, Edith's choice of avatar is a high end, off-the-shelf choice. It appears as a highly-detailed middle aged woman with indistinctive, albeit attractive, features.

Let the players describe their own avatars as they wish.

Job Offer

Before Edith Segall launches into her job pitch, she first lets the team know that everything she is about to say is confidential "family business." She asks their discretion in keeping the details to themselves, whether or not they accept the job. She then launches into the details:

- The late Jim Segall is her nephew. He was always the black sheep of the family, but a couple years ago he had a particularly bad fight with his mother, Mallory, and stormed off. This was the last anyone in the family ever heard from him.
- A while back, the family received news from Jenseitech that Jim was dead. It turns out that Jenseitech had purchased a derelict mining station in the belt, and as the corp was

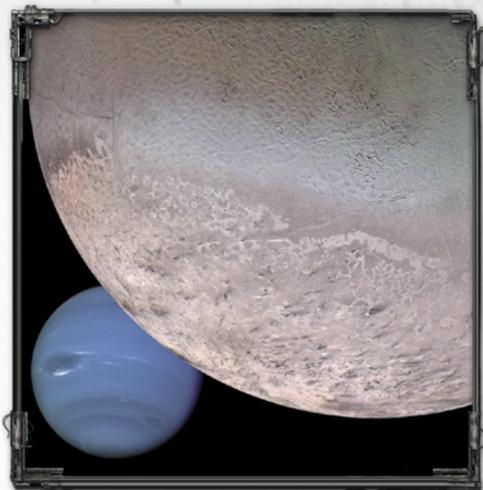
decommissioning the station, they located Jim's body.

- Before the decommission, the mining station had been home to a group of squatters who were also a bizarre cult calling themselves the Harbingers of the Divine Form. At first the family thought the cult had killed Jim, but upon further investigation it appears that after the fight with Mallory, he somehow met up with the cult and eventually became a member.
- This investigation also revealed that while with the cult Jim had married a fellow member and sired a child. His wife's name is Alethy. The family doesn't know her last name, nor does it know the name or gender of the child.
- This child is important to the family, as it is Jim's legal heir. Edith would like the team to track the kid down and bring it back to her. She wants to provide for the safety of the child, and secure the legacy of the family. She believes that she can provide a better life for the child than the one it currently faces.
- She knows that the cultists were removed from the derelict station by force when Jenseitech decommissioned it. She also knows that they were later each charged a fee to cover the cost of their removal. Having no credit to pay the fee, the cultists were then forced into indenture to pay the bill. She doesn't know what happened to them after that—after all, that's what she wants to pay the team to find out.

Payment

Edith is willing to offer an Income 7 payment to each team member if they bring her the location of the child. She will up this to Income 8 if they bring her the child alive and well. She would prefer that this whole affair be handled quietly.

- Players who wish to negotiate can have one of their number make a Chr/persuade-12 flip. On a success, she will also cover the cost of transport between stations while working the job, and their lifestyle payments this month.



Edith Segall

Geneline Modern Superman, **Subculture** Former

Str 5, **Dex** 5, **Spd** 7, **End** 5, **Int** 6, **Per** 7, **Chr** 5, **Det** 7

Defense 9/19, **DR** 0, **Shock** 12, **Wound** 5, **Wealth** 10, **Lifestyle** 10

Skills: Awareness 2, Bureaucrat 3, Comp-Ops 2, Conspiracy 4, Deception 2, Empathy 2, Lib-Arts 3, Persuade 2, Socialize 3, Vehicles 2

Shockstick: +2 (♠23L/♥17L/♦11L/♣8L), Stun

Gear: AR Implant, Biomonitor, Hand Terminal, Voice Mask

Edith is one of the three elder members of the Segall clan. She is a veteran of family squabbling and has become jaded to these sort of affairs. She rather liked Jim, but was not overly close to him, as she detests his mother, Mallory.

Her interest in this matter is severalfold: Having Jim's heir close at hand helps ensure the kid's physical wellbeing and survival, protects the family from kidnapers seeking ransom, and gives her leverage to speak for the kid's shares of Jensei-tech at the Board of Directors meetings—something in which she is in fierce competition with Mallory.

Edith really does want to see Gudrun cared for and educated, but is afraid that she is too emotionally damaged by the family to do the necessary caring. Instead, in her charge, the best education money can buy will have to suffice for any emotional deficiencies on her part.

Notably absent is any regard for Gudrun's mother, Alethy. As far as Edith is concerned, Alethy is beneath the status of the family, and quite possibly insane.

Research

Assuming the players accept Edith offer, they will have their work cut out for them. They have a starting point—the cultists' transfer from Fururi Station and Alethy's first name—but they're going to need to do some research to find out where to head next. Thankfully, they have a number of leads at their disposal. If the players aren't coming up with anything on their own, the GM should gently nudge them in the right direction.

The Cultists

The most obvious place to start looking is to dig up information on the cultists. The players could turn to any number of sources, including net nodes, news feeds, Jenseitech contacts, transport logs or even members of the cult itself.

- Success on an Int/conspiracy-8 flip will turn up any of the public knowledge about the cult found in the *Shadows Over Sol* core rulebook (see page 66). Any research will automatically reveal the name of the cult: the Harbingers of the Divine Form.
- Players may already have a contact to turn to. Alternatively, success on a Det/comp-ops-10 flip will allow them to find someone to speak to about what happened to the cult after

they were removed from Fururi Station. Failure means that the contact they find will also tip off hostile Jenseitech agents, giving those agents an advantage against the team later in the scenario.

- Success on a Chr/persuade-10 flip will convince a knowledgeable contact to spill the beans on the cult's current whereabouts. On a failure, a character will have to cough up a Cost 7 payment to get this information.
- Eventually all investigation will point at Durknow Station. Apparently after the cultists were taken and entered into indenture, their contracts were sold to Unitech and they were transferred there to work in the ore processing facility. Durknow Station authorities can verify their arrival on the station, but haven't kept tabs after that, meaning that the characters will need to travel to Durknow to investigate.

The Segall Family

The players might also want to investigate further into the Segall family. The available information confirms that they are a rich and powerful family who own a significant stake of Jenseitech, as well as a number of smaller corps. The two major players in the family are Edith Segall and her sister Mallory.

Further Reading

GMs running this adventure may want to brush up on background knowledge. Further reading is available regarding Fururi Station (see the *Shadows Over Sol* core rulebook, page 88), the Harbingers of the Divine Form (see the *Shadows Over Sol* core rulebook, page 66) and Jenseitech (see the *Shadows Over Sol* core rulebook, page 55).

Behind the Scenes

The players won't know it yet, but there is a power struggle going on inside Jenseitech's board of directors. Two factions have formed—one led by the group's new patron, Edith Segall, and the other led by her sister and Jim's mother, Mallory Segall. With news of Jim's untimely death, these two are both well aware that his shares of the company—long held in absentia—are now legally the property of his child and heir. These shares total enough voting power to sway the balance of power on the board of directors towards one faction or the other. This means that whomever controls the child, controls the future of the megacorp.

The Kronos Initiative

The two factions on the board have existed for some years now, and have been building towards a climactic confrontation. Both factions are doing whatever they can to gain a leg up on the other.

A couple years back, Mallory ordered that old project be unarchived and reopened. Known as the Kronos Initiative, this project had focused on the study of a novel protein of unknown, but extraterrestrial origin. The project had originally been shuttered as being too dangerous even for Jenseitech's lax ethics, after the protein escaped containment and killed researchers multiple times. "Without risk there is no reward," Mallory argued, and so work began anew at a secret Jenseitech research facility near Fururi Station. For more information on the Kronos Protein see *Fatal Frontier*, page 30.

Research having been restarted on the initiative, Jenseitech moved to purchase Fururi, the derelict mining station, as it was too close for comfort to the secret research center. Unfortunately, the station was inhabited by a group of squatters.

Jenseitech had the squatters removed, but not before a group of them, including Jim Segall, detected and broke into the secret facility. This was possibly aided by Jim's foreknowledge of the facility due to his family connections.

And as in the past, the study of the protein did not go without incident. During the break in, the protein escaped containment and killed the staff of the facility, as well as Jim and two other cultists. For more information see *Small Mercy*, page 29.

Meanwhile, all this has left a mess for Mallory's faction to clean up. They need to cover their tracks, and this begins with leaving no witnesses alive to repeat the story. If these witnesses happen to be an insane fringe cult, then so much the better. This faction has hired agents to track down and eliminate the cult members.



Durknow Station

Eventually the scrappers should track Alethy and Gudrun to Durknow Station, then head there to retrieve them. Their investigations on Durknow, and the trouble they run into with Jenseitech agents, station security, deranged cultists and illusory terrorists, should compromise the bulk of the adventure, leading up to the team's climactic escape in the next section.

During this part of the adventure, the GM should strive to impress upon the players the importance of pursuing a balance between covert actions and overt actions. If the team is too overt, they will attract the attention of the Jenseitech agents on the station. On the other hand, if they're too covert, they will attract the suspicious of station security.

Durknow Station

For more on the active and industrious Durknow Station, see page 87 of the *Shadows Over Sol* core rulebook.

En Route

Assuming that the team is in a station or colony of any significant population, getting to Durknow Station is as easy as booking a ticket on one of the regular passenger ships. These depart from most ports once or twice a week. On the other hand, if the players are lucky enough to possess their own ship, they can travel there at will. Regardless, unless the PCs are already on Durknow, the trip is likely to mean several months in stasis.

- Booking a passenger ticket is a Cost 5 expense or covered by Lifestyle 7 and up.



During the Trip

The trip to Durknow may be just a few moments at the game table, but in the game world months will have passed with the characters in stasis. During their time in transit, the situation between the two Jenseitech factions has continued to evolve.

Mallory has instructed her elements within Jenseitech to “eliminate” the cultist problem. These agents are already on Durknow and have been killing the indentured cultists one-by-one, arranging the murders to look like accidents.

Meanwhile, she has also learned of the existence of Jim Segall's heir, and her agents have been instructed to find both the heir and Alethy. Knowing that her fellow believers have been dropping dead one-by-one and tipped off that people are looking for her, Alethy has gone into hiding, along with her son, Gudrun.

So far, however, unless the Jenseitech agents were tipped off by the team's earlier investigations, they aren't aware that the PCs are involved.

Initial Investigation

The team's arrival on Durknow Station should be uneventful. As most long distance space travel involves a day or so to recover from stasis sickness, they will have a bit of time after their arrival to catch up on the latest news or make a few inquiries using the net. After this, the team will likely begin tracking down possible leads. With some effort, the players should be able to turn up the following information:

- A successful Int/bureaucrat-12 or Per/investigate-10 flip uncovers that Unitech doesn't maintain a public list of personnel for whom they hold an indenture contract. However, they do maintain a public bulletin of indentures who have abandoned their work assignment in the off chance that anyone can provide information leading to their whereabouts. This list includes the name "Alethy Marzouk," as well as her photo. This might be the first the PCs learn of Alethy's surname.
- Asking around on the station and succeeding on a Chr/socialize-8 flip will allow one of the local workers to point the character to the part of the station where the indentures are housed. This section is somewhat separated from the rest of the station, as the indentures tend to keep to themselves. Similarly, the transplanted cult members are an even smaller tight-knit community within the indenture community.
- A successful Chr/conspiracy or comp-ops-10 flip will turn up the information that Unitech largely uses its indentures for dangerous mining and industrial manufacturing work. Accidents are not uncommon in this line of work, and there have been several recently, although none of the fatalities have been named "Alethy." In actuality, the recent "industrial accidents" are Mallory's agents eliminating cult members, but this isn't yet known.
- Any failure on the above flips will result in the character being stymied by restricted access. The character will learn that the station is currently in a "code yellow" state of heightened security due to terrorist threats made by the Sovereign Liberation Front against Unitech, the corp which owns the station. For more on the SLF, see page 72 of the *Shadows Over Sol* core rulebook.

Security Concern

So far Mallory's agents on the station have killed four members of the cult. While these deaths have largely been chalked up to "industrial accidents," themselves not uncommon among the indentures, Detective Marjani of station security has started to become suspicious. While he has not yet alerted the media, he has begun monitoring the local net for those inquiring about the cult members or their whereabouts.

As the team has arrived and started their investigations, their inquiries have drawn the detective's attention. He doesn't know where they fit into the puzzle, but he does know that the people the PCs are asking about keep dropping dead, and that initially puts him in a foul mood regarding the team.

Come With Us

At some point while the team is on Durknow, they will be approached by a group of station security guards. These guards will ask the team to come with them for questioning. They will be polite, but firm and will not tell the team what this is regarding until they have been disarmed and have arrived at the security station.

- There are a number of security guards equal to the number of PCs, plus two. Use the Rent-a-Cop stats in the *Shadows Over Sol* core rulebook, page 212.

- If asked, the guards will tell the PCs that they are not under arrest, but refusal to come along peacefully may be grounds to issue a warrant for their arrest.

Security Station

At the security station the scrappers will be led to an interrogation room where they will meet with Detective Marjani. He will be brash and to-the-point, intentionally jumping to accusations, as he hopes to rattle the characters into revealing something incriminating. His questions will include:

- "How long have you been in the employ of the Sovereign Liberation Front?" (*Marjani hasn't yet ruled out that this whole mess is somehow connected to the SLF threats against Unitech and the station.*)
- "Why have you been killing members of the Harbingers of the Divine Form sect? Is this some sort of turf warfare or

Detective Jengo Marjani

Geneline Spacer Standard, Subculture Neoret

Str 5, Dex 4, Spd 5, End 6, Int 6, Per 8, Chr 5, Det 6

Defense 8/17, DR 3, Shock 14, Wound 5, Wealth 5, Lifestyle 5

Skills: Athletics 2, Awareness 4, Bureaucrat 2, Comp-Ops 2, Conspiracy 3, Empathy 4, Guns 2, Investigate 4, Melee 2, Persuade 3, Stealth 2

Light Laspistol: +4 (♠12M/♥8M/♦4M/♣2M), Range 10, Shots 5

Gear: AR Glasses, Hand Terminal, P&W Wide-Trim Designer Coverjack (Conceal 2, Worn)

Detective Jengo Marjani is a bitter and jaded man who is long past his prime and who is slowly losing whatever idealism he once had. He has been with the Durknow Security Corporation for twenty years now, ten of those working homicide investigations. He has seen some of the worst, violent and petty acts that humanity has to offer. Few things surprise him these days. Marjani's main goal here is to prevent any more killings.

are these petty hate crimes?” (*Marjani has verified that the team arrived on the station after the killings started, but he’s not yet telling them that.*)

- “Who do you work for and what is your business on Durknow Station?”

Throughout the questioning, Marjani will try to pry what information he can out of the characters. If the team hasn’t already uncovered information about the murders, the SLF threats against the station or that Alethy Marzouk abandoned her work post and is missing, the detective should let this information slip during the interrogation.

The team stands their best shot of making a good impression if they answer honestly and aren’t obviously concealing anything too shady. They attract the detective’s wrath if they make threats, attempt anything violent or refuse to answer questions. After this encounter, Detective Marjani could end up as either a useful contact or a potent enemy of the team’s.

Further Investigation

After the team has talked to Detective Marjani they, assuming they didn’t do anything too incriminating, will be released to go about their business and continue the investigation. Afterward, security will attempt to keep tabs on their activity. Meanwhile, news of the team’s actions will also leak out to the Jensei-tech agents who have been killing the cult members. As the players continue to investigate, they can learn the following:

- With a Det/comp-ops-10 flip, a character who knows Alethy’s full name can do a search on the local net looking for evidence of associated children. On a success, the character will find artwork posted by a local daycare. One of the children’s names is Gudrun Marzouk. The artwork depicts a human form covered with some sort of spiked tendrils. The eyes are simply large black scribbles.
- A character who wishes to talk to the indentured cult members will find them standoffish and scared. They know that their people keep being killed, and despite their protests, everyone else keeps chalking the deaths up to “industrial accidents” and “insane cultists.” Make no mistake, these cultists may be crazed, but they’re not stupid. A successful Chr/socialize-12 flip convinces one of their number to tell the characters that the “High Visionary” has arrived on the station; he will know how to contact Alethy. On a failure, the cultist will still let this slip, but immediately afterward become suspicious and attempt to forcibly “relieve the character of some of the blood of her flawed form.” This may start a fight when one of the cultists attempts to stick a needle in the character’s arm without warning. Use the Cultist stats on page 210 of the *Shadows Over Sol* core rulebook.
- Characters attempting to track down the culprits behind the murders will have to succeed on a Per/investigate-16 flip. Give them a +2 bonus if they’ve secured Detective Marjani’s

cooperation, and an additional +2 if they've secured the cooperation of the cultists. On a success, the trail of clues will lead the team to a rental hab where the Jenseitech agents have been living since they arrived. This will also reveal two of the aliases the agents have used: Mr. Soto and Mrs. Dubois. If the team decides to confront the agents, this will lead to a variation on the Agents Attack! event below, except that the PCs will have an edge, as they begin the encounter with the agents off-guard. Failure will tip the agents off, leading directly to the Agents Attack! event, only with the agents having the edge.

Agents Attack!

By this point the Jenseitech agents in the employ of Mallory's faction are aware that the team is looking for Alethy Marzouk and the heir. This is a problem for them, because it is their job to ensure that none of the cultists live to spread word of the faction's activities. Furthermore, Mallory has offered them a reward if the heir is delivered to her, and the agents would like to collect. To do this, they will first need to deal with the team. These agents specialize in death.

They are contract killers who are fairly good at their job. They will wait until an opportune moment while the team is out and about, doing their investigation. Ideally, they will strike while the team is distracted, disarmed or split up. They will definitely wait until the team is isolated from possible backup and station security. Possible opportune moments to attack include: breaking into the team's hab or ship and waiting for them to return, sending them a message falsely pretending to be Alethy and then meeting the team in a dark and isolated corridor, or simply waiting until the team has voluntarily gone somewhere isolated to do something shady.

- Use the Contract Killer stats on page 210 of the *Shadows Over Sol* core rulebook. There are a number of agents equal to the number of PCs.

Aftermath

In the aftermath of the attack, the team may have questions about who the people were that attacked them. With some work, the following information can be gleaned:

- Looking over the bodies of the attackers, the PCs can easily find access cards for a local rental hab. A successful Chr/bureaucracy-8 flip will trace these cards back to the specific room and gain the team access.

Small Mercy Veterans

If the team has played through the events of *Small Mercy*, they have been to the secret Jenseitech research base. This is exactly the information that Mallory's faction is trying to quash. This gives her agents extra incentive to see that the player characters don't make it off Durknow Station alive.

- Inside the attackers' hab, the team can find hand terminals and identification for the agents' local aliases. An Int/comp-ops-10 flip can use this identification to trace their arrival on the station to a passenger ship that arrived roughly two weeks before the team. The origin of the passenger ship was Earth.
- Characters wanting to break into the hand terminals can spend a few hours and make a Det/program-12 flip. On a success, they will gain access and will notice receipts for four credit transfers from "Mallory Segall" to the attackers.
- A successful Int/investigate-10 flip will note that these credit transfers correspond to the four cultists' deaths on the station.
- The agents on the station answer to their handlers, who have remained on a ship in orbit around Durknow. Any failure investigating the attackers will tip off the handlers, giving them an edge when they confront the team during their departure from the station.

The High Visionary

Whetu Ngata, the current High Visionary and the leader of the Harbingers of the Divine Form cult, has recently arrived on Durknow Station. Having learned that his people on Fururi were forcibly relocated here, he has made the long trip to ensure that they remain within the cult's fold and to attend to their situation.

Having arrived, recovered from stasis sickness and learned of the murders, he is currently hiding Alethy Marzouk and her son Gudrun, protecting them from the agents looking to kill the cultists, and reinforcing their cult indoctrination.

From Alethy and the other cultists, the High Visionary has learned that they have in their possession a data cache they took with them from Fururi Station. This data cache includes sensor readings and other information provably linking Jenseitech to the secret research facility in which Jim Segall died.

This is exactly the information that Mallory's faction is trying to silence. It is also information, Whetu realizes, that would be worth a lot of credit if sold to one of Jenseitech's competitors. He is currently planning to obtain this information, sell it and use the profit to buy back the indenture contracts of his people.

Unfortunately for the cultists, this data cache was in the possession of Haza Burns, one of the first cultists killed by the Jenseitech agents. The cache was located on a physical data stick hidden in Burns' hab here on the station. Since his death, the cultists haven't been able to retrieve it.

Meeting the Cult Leader

By this point the team may have discovered that the High Visionary is on the station and would be able to put them in touch with Alethy Marzouk. If this is the case, they may arrange a meeting with Whetu themselves. If this is not the case, after the team fights the Jenseitech agents, Whetu will approach

High Visionary Whetu Ngata

Geneline Budget Upgrade, **Subculture** Serv

Str 4, **Dex** 4, **Spd** 5, **End** 4, **Int** 7, **Per** 5, **Chr** 8, **Det** 6

Defense 7/14, **DR** 0, **Shock** 10, **Wound** 4, **Wealth** 4, **Lifestyle** 7

Skills: Awareness 3, Bio-Sci 3, Bureaucrat 2, Conspiracy 4, Deception 3, Lib-Arts 2, Medic 3, Persuade 5, Socialize 2, Stealth 2

Shockstick: +2 (♠23L/♥17L/♦11L/♣8L), Stun

Gear: AR Glasses, Hand Terminal

Whetu Ngata has been a member of the Harbingers of the Divine Form for decades. He was recruited by Iokina Kamaka, the cult's original founder, almost forty years ago. Since then he has moved with the cult from Australia, to Luna and then to their current diaspora in the Belt. Iokina was gunned down by station security right here in Durknow over a decade ago, and since that time Whetu has been the cult's High Visionary.

Whetu believes in the cult's central tenant that the human form is an evolutionary prison that must be overcome and transcended through radical genetic manipulation. His overarching goal at this point is to hold the cult together long enough for their investment in Mandala Station to pay off, and for them to be able to establish a new home there. Afterward they may be left in peace to pursue their questionable experiments.

them, asking to meet and discuss their business on the station.

The High Visionary's first goal when meeting with the team is to size them up, estimating their capabilities and level of threat. He knows that they're looking for Alethy, and depending on the circumstances of the meeting, he may know that that they've defeated the agents preying on the cult members. His second goal is to get the team to acquire the data cache for him.

Mother and Heir

If Whetu decides that the team doesn't represent an immediate threat to Alethy or himself, he will call her and

Gudrun into the room, from where they are hiding in a different part of the hab. He will introduce them and allow them to talk to the scrappers while he remains in the room to observe. Questions the PCs might ask and answers they might get from Alethy include:

- *Why are you in hiding?* "Four fellow believers have died recently. The station officials say they all died in industrial accidents, but we know better. We know it was murder. I've been hiding because I'm afraid that I am next."
- *Why are cultists being killed?* "Those who have not accepted the divinity of the ultimate form of ascended humanity often fear the light of truth."

Alethy Marzouk

GeneLine Groundside Standard, **Subculture** Serv

Str 5, **Dex** 5, **Spd** 4, **End** 6, **Int** 5, **Per** 4, **Chr** 4, **Det** 7

Defense 6/13, **DR** 0, **Shock** 13, **Wound** 5, **Wealth** 0, **Lifestyle** 1

Skills: Awareness 2, Bio-Sci 3, Bureaucrat 2, Conspiracy 2, Empathy 3, Mechanic 2, Melee 2, Stealth 3

Shockstick: +2 (♠24L/♥18L/♦12L/♣9L), Stun

Gear: Hand Terminal

Alethy is a true believer in the cult. She fled Earth when she was a young biologist, and since has found a home performing experiments for the Harbingers. Later, finding a kindred spirit in Jim Segall, the two had a whirlwind romance and Gudrun is the result.

If it were up to her, Alethy would take Gudrun, and once the station is operational, run away with the cult to their new home on Mandala Station. There she hopes to take over operation of one of the labs and help Gudrun to “reach his genetic potential.”

Gudrun Marzouk

Gudrun Marzouk is the son of Alethy and Jim. To all outward appearances he is a typical toddler, going on young child. He is about three years old, and most of what’s going on around him is beyond his comprehension at this age. He loves his mother and retains only vague memories of his father or Fururi Station. Being in hiding seemed a game to him at first, but now he’s grown hungry and tired of the game. Stats have not been included for Gudrun due to his young age.

Genetic dead weight needs to be stripped from the tree of life.”

- *Do you want to go with us to meet Jim’s family?* “Jim never had a kind word to say about him family. ‘A pit of vipers, every one,’ he would often say. No, I do not wish to go. But I will consent to go, if first you help me to provide for my people.”
- *Can we take Gudrun [without you]?* “Absolutely not. I would sooner have my life torn from its physical form than to have my son taken from me.”



Conditions

Both cultists will make it clear to the team that Alethy may be willing to accompany them back to Edith with her son in tow, but she has several conditions that must be met before she consents to do so:

- First, the characters must agree to take both Alethy and Gudrun. Alethy refuses to be separated from her son under any condition.
- Second, the team must promise their safety. They're in hiding for a reason, and they're not going to jeopardize their lives coming out of hiding, unless their safety is assured.
- Third, the team must first retrieve and bring back to the High Visionary the data cache that was lost after the cultist, Haza Burns, was murdered.
- If the team refuses any of these conditions then Alethy refuses to cooperate. The team must either agree or resort to kidnapping Gudrun, or some other questionable means (see The Kidnapping Route below).

The Kidnapping Route

It's possible that the team will decide to ignore the High Visionary's and Alethy's conditions and instead opt to kidnap Gudrun. If the players choose this route they will miss out on the information the data cache has to offer, but will more than have their work cut out for them.

Remember that Detective Marjani is keeping an eye a close eye on the characters. This sort of act is likely to attract his attention in a bad way—particularly if the team is trying to abduct a child, tearing him away from the arms of his loving mother. Furthermore, Unitech holds Alethy's indenture contract, which is a significant investment and one they're not going to give up lightly. Finally, should the team take the kidnapping route, the cultists themselves will act to defend their own, and will take dire action against the scappers.

The Purchase Route

Another avenue the team may attempt is to purchase Gudrun's indenture contract from Unitech, then legally transport him back to Edith without Alethy's cooperation. This route has its own complications.

First, it's Unitech's corporate policy not to separate mother and child, meaning the team must purchase both of their contracts together. This requires a Cost 11 payment, which the team is unlikely to be able to afford. Even then, Alethy and Gudrun must first be returned to Unitech to have her "missing from work assignment" status removed before the legal transfer can take place. This will be resisted by Alethy and the other cultists. Acquiring the data cache can be skipped, but the next section, The Delivery, will take place almost exactly as written, just with Alethy's lack of cooperation making everything more difficult.

Data Cache

Before the cult was entered into indenture and sent to Durknow Station, they lived for some years as squatters on a derelict mining station known as Fururi. While there, they eked out an existence selling residual ore, repairing the station's failing facilities and pursuing their strange biological experiments.

Objects in the Belt orbit at different velocities. Over time different objects will come into alignment, growing closer together, and then one will overtake the other and they will again drift further apart. Through a quirk of stellar geography, this derelict station happened to be in a period of alignment with a secret Jenseitech research facility located inside a nearby asteroid.

This secret facility had been home to a covert Jenseitech project known as the Kronos Initiative. The project had been shut down two decades earlier, but now due to the machinations of Mallory's faction within the megacorp, the project and the facility were to be reopened.

The administrators in charge of reopening the Kronos Initiative were concerned about the facility's current proximity to Fururi Station, and they couldn't afford to wait another couple decades for the two objects to again grow distant. So once the secret research facility was back up and running, they insisted that Jenseitech purchase Fururi Station, forcibly removing the squatters and recycling the station's material.

Meanwhile, however, the squatting cultists had repaired the station's sensors. They took data readings and record-

ings of ships coming and going from the secret facility. They matched these ships to known Jenseitech vessels. Then they sent a shuttle to investigate the facility itself.

Jim Segall led this mission along with two other cultists. All three would die in the secret research facility, but not before they would broadcast data back to the cult amounting to verification of Jenseitech's involvement, video of some of the research being conducted and other secret information gleaned from the computers in the facility.

This information would make it into a data chip, which the cultist Haza Burns would take with him through the forced removal. He would hide the chip in his new hab on Durknow Station, and there it would remain until his death at the hands of Jenseitech's agents.

Haza's Hab

The small habs that the indentures live in are not very nice. They are crammed in four people to a room. Each room has two bunks, meaning the residents have to sleep in shifts. Each resident, however, gets a small private lockbox located at the end of their bunk. Shared toilet facilities are located down the hall.

When the cultists were moved to Durknow Station, Unitech intentionally split them up in an effort to prevent them from organizing as a block. Haza Burns was assigned to a hab with three strangers, indentures from elsewhere.

These strangers were involved in brewing contraband street Torpestat, a risky and illegal endeavor. Eventually, they decided that Haza was unlikely



Obtaining the Data Chip

The team can attempt to acquire the data chip with the cache in many different ways; let the players plan, and roll with whatever they decide. The chip itself is wedged in the slats beneath Haza's old bunk. He didn't trust his assigned lockbox as "it is the first place people would look." Some avenues that the team might try include:

to turn them in to the authorities and accepted his presence. His sudden death, however, has put them on edge. Sudden deaths mean that station security starts poking around, and none of them want to be caught. They were more than happy to agree that his death must have been an industrial accident.

The three are now particularly paranoid. They worry constantly that security is going to investigate where Haza lived and uncover their illegal brew. Making them even more jumpy is the fact that after Haza's death, other cult members started lurking around the hab. (They were looking for an opening to retrieve Haza's stashed data cache, but since have given up.)

The three have stashed makeshift weapons in the hab. They're paranoid and just waiting for everything to blow up in their faces. Meanwhile, a replacement for Haza hasn't yet been assigned to the hab. They're not sure what they're going to do when that happens. Something is bound to go wrong soon.

- Breaking into the hab requires a successful Dex/thievery-10 flip. The team is unlikely to find it unoccupied, however, due to the way the residents sleep in shifts.
- If the characters have won Detective Marjani over, they might be able to convince him to open the hab for investigation. This requires a successful Chr/persuade-12 flip. He, however, will want to take the chip as evidence unless a character either hides it with sleight of hand—a Dex/thievery-10 flip—or convinces him otherwise.
- Searching the room for the data chip requires a Per/investigate-10 flip. On a success, the character finds the chip. On a failure, she finds the chip, but not before springing a makeshift trap one of the hab's inhabitants left to foil snoopers. This deals the character a light wound and makes a lot of noise.
- If the residents catch the characters breaking in, they will attack. Use the Thug stats on page 213 of the *Shadows Over Sol* core rulebook.



Delivery

This section begins as soon as either the characters acquire the data cache at the behest of Alethy, or they try to force Gudrun to come out of hiding. It represents the climax of the scenario.

During this part of the adventure the team will need to deliver the data cache and then make it off Durknow Station alive, with Alethy and Gudrun in tow. After the escape, they will be approached by Mallory Segall with a competing offer, and in the end they must decide where to bring the heir.

"Terrorist"

Lockdown

The Jenseitech agents that the scrappers fought in the last section were not working alone. They answered to handlers that have remained off station on a ship orbiting nearby. By now these handlers have ascertained that their agents have encountered difficulties with the PCs, and that the team is on the move. If the players have been particularly overt in their inquiries regarding Alethy and Gudrun, the handlers will likely even have a good idea of the team's goal.

To hinder the PCs' attempts to make it off the station with Gudrun, these handlers have called in a false terrorist threat, claiming to be the Sovereign Liberation Front. In the message they claim to have operatives on the station with an explosive device capable of blowing up an entire sector unless their

demands are met. The aim of this false terrorist threat is to force station security to lock everything down—particularly reducing incoming and outgoing traffic to a trickle. This should both delay the team's efforts and make it easier for the operatives to secure information on outgoing vessels, allowing them to determine if the team is on board.

This event should kick off as soon as the players either secure the data cache or make an attempt to force Gudrun out of hiding. Ideally it should occur at the most inconvenient moment for the team.

It begins with the alarms on the station blaring and a monotone voice on all station speakers asking residents to immediately return to their habs due to a security concern. Within half an hour the hallways of the station will be empty of civilian traffic, with only a few security teams making the rounds. This will have a number of effects on the team's efforts.

- From this point forward any attempts to sneak around the station will be significantly more difficult, requiring at least a successful Dex/stealth-14 flip.
- Characters who are caught wandering the halls will be approached by a security team demanding they return to their hab. This team will then escort them to their destination. Attempts to flee will be met with force. Use the Rent-a-Cop stats on page 212 of the *Shadows Over Sol* core rulebook.
- If the characters have made an ally of Detective Marjani, he will be unable to help them out, as station security

has called “all hands on deck” and he can’t leave his assigned patrol.

- Characters looking to understand what’s going on can read all about the terrorist threat simply by checking the local net. No flip is required.

Electronic Intrusion

The Jenseitech handlers will use the time the terrorist lockdown buys them to try to break into the characters’ computers or hand terminals. Their goal is to download any information they can on the characters, particularly anything they can use to turn security against them or to intercept them when they leave the station.

While the team is either sneaking around or waiting out the security lockdown, one of their hand terminals will chime, indicating that an external access attempt is being made on the device.

- A character may attempt counter-intrusion measures against the hacking attempt if this is done immediately. This is an opposed and extended action: Spd/program vs. the hacker’s Spd/program of +6. After three intervals, the side with the highest tally wins. If this was the PC, she has locked the hackers out. If the hackers won, they have gotten away with all the character’s data. If the hackers come out ahead in any single flip of the extended action, they have gotten some sort of data from the attempt.

- Alternatively, a character may forgo a flip in the extended action and attempt to trace the hacking attempt. This is an Int/program-12 flip. A success yields that the hacking attempt is coming from nearby space outside the station, likely a close ship of some kind. Success with Mag 5+ yields the name of the ship as well, The Cutter.

Waiting It Out

Characters may want to simply wait out the terrorist threat. This is viable course of action, but it does allow the Jenseitech handlers to get things in place behind the scenes. The lockdown will last roughly 20 hours from start to finish, while security teams search the station from top to bottom for possible explosives. This will include a search of the team’s hab on the station if they have one, or a search of the team’s shuttle should they have one docked.

- Hiding someone from the security teams during this search requires a successful Per/thievery-12 flip.

By the time the security threat is over, the Jenseitech handlers will have identified the team’s ship if they have one, or they will have breached the reservation computers for the passenger ship lines, meaning they will have an idea if and when the characters book tickets off the station. Finally, if they were successful in their hacking attempt on the team, they will know the team’s cover identities, employer and other information.

Leaving the Station

Before the team can leave the station with Gudrun, there are still a number of hoops they must jump through. First, they may need to hand the data cache over to Alethy or the High Visionary to secure Alethy's cooperation. Second, they still need to resolve the matter of Alethy and Gudrun's indenture contracts. Finally, the Jenseitech handlers have another surprise in store for the scrappers.

Data Cache Transfer

Whetu, the High Visionary, will be waiting for the team when they return with the data cache. Once they hand it over, he will insert it into his hand terminal, verifying that the chip is the correct one and contains Haza's encrypted information. If it's good, he will give the PCs his best maniacal smile and offer a handshake.

Once this transfer has been made, he will tell the team that they have "the blessing of humanity's final form" behind them. He says that he will spread

word to his fellow believers to cooperate. Alethy will agree to take Gudrun and come with the team. While Whetu doesn't like to see Alethy and Gudrun leave the bosom of the cult, having a true believer and her son embedded with a rich and powerful family, like the Segalls, is far from the worst thing in the world as far as he is concerned.

The Cult Strikes Back

If the team hasn't secured Alethy's cooperation by delivering the data cache, the cult will act to protect their own, striking back at the characters as best they are able. When the team is transporting Gudrun down an isolated corridor to a ship or elsewhere, cult members armed with scavenged knives will swarm out of nearby doors and will attempt to overwhelm them. If Alethy is there, she will join them in fighting back.

- Use the Cultist stats on page 210 of the *Shadows Over Sol* core rulebook. There are two more cultists than there are player characters.
- One of the cultists has a knife coated with a cyanide mixture (see page 155 of the *Shadows Over Sol* core rulebook).

Betrayal

It's possible that the team will decide to keep the data cache for themselves instead of handing it over to Alethy or Whetu. This will obviously be a betrayal in the eyes of the cult, who will then refuse to cooperate. Similarly, if the team makes a copy of the cache for themselves and attempts to sell it before Whetu gets a chance to do the same, this will be seen as a betrayal, as it undermines the value of the data. For information on the cache contents see page 29.

Indenture Contracts

Even if Alethy agrees to leave with the team, both her and Gudrun still have indenture contracts with Unitech. As long as these contracts hold, they aren't legally allowed to leave. There are several ways that the players might decide to deal with this.

- Unitech will only sell Alethy's and Gudrun's contracts together. It is a Cost 11 payment for the pair. The team will likely be unable to afford this, but if they contact Edith she will foot the bill. Regardless, they will need to convince station security not to hold Alethy for punishment due to leaving her work assignment. This requires a successful Chr/persuade-10 flip. On a failure, security will demand a Cost 7 bribe to overlook her punishment.
- Alternatively, the team may attempt to sneak Alethy and Gudrun off of the station. This will be easier if they have their own ship to transport her afterward, rather than buying tickets for everyone on a passenger transport. Run with whatever plan the team comes up with. However, they will encounter Detective Marjani on the way out (see below).

Detective Redux

If the team tries to depart the station with Gudrun without first acquiring his indenture contract, Detective Marjani and a security team will confront the scrappers just as they are about to leave. Kidnapping is a serious offense, as is breaking an indenture contract.

- If the team has both made an ally of the detective and secured Alethy's cooperation, the detective will pull the team aside to speak privately. Let the players make their case. With a good argument and a successful Chr/persuade-10 flip, Marjani will "look the other way," letting them escape.
- On the other hand, if the team doesn't meet both of these qualifications, they will need to deal with security, either through physical confrontation, running or handling the legal charges.
- Detective Marjani's stats are on page 15. For the security team, use the Rent-a-Cop stats on page 212 of the *Shadows Over Sol* core rulebook. There are four security agents.

Bounty Hunters

If the team waited out the entire lockdown, the Jenseitech handlers will have had time to hire a pair of local bounty hunters to capture the characters. These bounty hunters will strike as the team is preparing to leave the station. Their goal will be to capture the weakest looking team member, they will then attempt to trade that team member's life for Gudrun.

- For the bounty hunters, use the Scrapper stats on page 212 of the *Shadows Over Sol* core rulebook.



Data Cache Contents

The data cache that the team is asked to retrieve for Whetu and Alethy has basic encryption (see page 139 of the *Shadows Over Sol* core rulebook). If the team tries to break the encryption, they can receive exploits through the following means:

- Investigating data chip standards, an Int/comp-ops-10 flip.
- Questioning cult members about Haza, a Chr/empathy-10 flip.
- Delving into the cult's beliefs, a Per/conspiracy-10 flip.

If the characters manage to break the encryption, they will have at their fingertips a treasure trove of information regarding the activity of Jenseitech at their secret research base.

If the team is the first to sell this information, to the right buyers it is easily worth an Income 12 payment, but if the sale is traced back to them it will make Jenseitech into a mortal enemy. If the cult beats them to the punch, however, with the right salesmanship the team might still glean an Income 7 payment for the data.

Contained in the data cache is the following information:

- Jenseitech is operating a secret research facility near the former location of Fururi Station. This facility is performing experimentation on live human subjects with possible weaponized applications.
- The subject of the experimentation is a heretofore unknown biological agent, dubbed the Kronos Protein. This protein is extraterrestrial in origin, having been retrieved from an anomalous site on Saturn's moon Titan in the early 2190's.
- Previous experiments with the protein have resulted in multiple deaths, and it appears to have found a way to escape quarantine several times. In fact, as experiments with the protein continue, it seems to be exhibiting an emergent complexity, learning new ways to foil Jenseitech's contamination protocols.
- Research on the protein was previously shuttered, but it has started up again under the direction of Mallory Segall, who holds a position of some clout on Jenseitech's corporate board.
- The protein escaping quarantine was the cause of Jim Segall's death. It seems to have hijacked his biology and turned him into some sort of monster. It then appears to have spread throughout the facility at the time of the data's final recording.
- More information on the Kronos Protein can be found on page 30 of the *Fatal Frontier* supplement.

Interception

The Jenseitech handlers have one final trick up their sleeves. Once the team leaves Durknow Station, they will maneuver their own ship, the Cutter, into an intercept course. They plan to board the ship that the team is on, and seize Gudrun by force.

If the team is on a passenger ship, the attack will occur shortly before the characters are put into stasis. Suddenly an alarm starts blaring that the ship is about to be boarded. A few moments later there is a loud clank from the hull, as the Cutter magnetically latches onto the ship. The scrappers will have only a few minutes to prepare themselves before the Jenseitech forces makes their way on board and personal combat begins.

On the other hand, if the team is on their own ship, right before they put themselves into stasis, the computer will that note the Cutter is on an intercept course. The players can then react as they see fit. If the GM has access to the *Shiny New Toys* supplement, this can be ran as a full-fledged

vehicular combat. Stats for the Cutter have been included below.

Boarding Party

The goal of the Cutter will be to board the ship the team is on. Unfortunately for the Jenseitech handlers, they are short on personnel; but those few they do have are very well equipped. If they manage to board, they will send in one soldier in full power armor. This soldier will attempt to seize Gudrun and retreat with him back to their ship. Two other combatants will remain in the dock between the two ships, guarding the entry point. The final two crew members of the Cutter will remain on their ship, ready to maneuver it away, or blow it up in the event that the team tries to seize the vessel for themselves.

- For the soldier in power armor, use the Soldier stats on page 213 of the *Shadows Over Sol* core rulebook, but give her power armor (see page 185).
- For the four other combatants, use the Spy stats found on page 213 of the *Shadows Over Sol* core rulebook.

The Cutter, Modified Freighter

- **Handling** -2, **Defense** 6/13, **DR** 5, **Shock** 17, **Structure** 7, **Cruise** 7
- **Components:** Armor 5, Attach Point, Cargo Bay 2, Comms Array, Control Room, Freighter (Hull), Habitat (5 people), Heat Sink 2, Missile Turret, Sensor Array, Stasis Pods (5 pods), Thorium Reactor (Small, Power)
- **Properties:** Vehicle
- **Missiles:** +5 (♠24M/♥16M/♦8M/♣4M), Range 100M

The Cutter is a heavily-modified freighter. While it retains the civilian hull, giving it ample disguise, inside it serves as a covert command-and-control vessel for Jenseitech's corporate interests. The ship itself is not registered in Jenseitech's name, but to Outsystem Industries, an obscure holding corp.

Mallory's Offer

When the team overcomes even the Cutter's last ditch attempt to stop them, the operatives on the ship will send a final message to Mallory Segall. This message will travel at the speed of light for roughly nine minutes, whereupon it will reach Earth and will be received by Mallory on her penthouse veranda.

At this point, Mallory will know that she cannot stop the team, but she may be able to appeal to their wallets. She will hastily send them a personal message introducing herself, congratulating them on their discovery of Gudrun Marzouk and stating quite bluntly she is willing to pay twice what Edith is for the delivery of the heir. This would mean an Income 9 payment for each team member.

The players are free to send messages back asking questions, but keep in mind that there is an 18 minute round trip delay. If asked, Mallory will not deny that the Jenseitech agents were in her employ, although she will hedge and say "they may have acted overzealously." She will repeat her offer and state that it is in their best financial interest. They outmaneuvered some of her best people, and she would have many more future contracts for a team of their talents.

At this point, the team may want to contact Edith for a competing offer. Edith will be upset, stating that they already had an agreement. If she's already footed the bill to purchase Alethy and Gudrun's indenture contracts, she will point this out as well. However, if the team keeps pressing, they have her in a corner. She

will reluctantly agree to meet Mallory's offer, but they have made an enemy of her in the process.

Making the Handoff

In the end, it is possible that the players will decide to bring Gudrun to Edith, to Mallory or even help Alethy and Gudrun escape to be with the cult on Mandala Station. What they choose is up to them.

Regardless of what the players choose, however, there will be consequences. If they bring the heir to Edith, they will have made Mallory's list as enemies number one. If they double-cross Edith and bring the heir to Mallory, she is sure to seek retribution, taking it out on their professional reputation, if nothing else. Both factions control a good number of unscrupulous scientists that specialize in biological experimentation.

If the players took Gudrun without Alethy's cooperation, they have made an enemy of the Harbingers of the Divine Form, yet another group with their own bio-labs. If they took Gudrun without purchasing the indenture contract, they may have made an enemy of Unitech. If they gave the Harbingers the data cache, the information in it will be released and will be a blow to Jenseitech itself, which affects both factions.

Whatever the players choose, there is bound to be fallout, and these consequences may provide fodder for many more adventures to come.



Shadows Over Sol

When the child heir to a powerful family has been “misplaced” and sold into indenture in the Belt, the team is hired to look into the whereabouts of the missing kid. But there is more in motion than meets the eye, as the team will soon to run afoul of corporate spies, bounty hunters and a bizarre cult.

In the process the team will be led on a race against time across the Main Belt, and will uncover a secret that some would kill to see buried. In the end, the team may need to ensure that they are not the next targets.

Shadows Over Sol: Heir to Darkness is an adventure supplement for *Shadows Over Sol*. It can be ran as either a standalone scenario or as a direct follow-up to the *Shadows Over Sol: Small Mercy* adventure. It features a labyrinthine investigative horror scenario that is designed to run between one and three gaming sessions.



Tab Creations

