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SPECIAL THANKS

Thank you to Corvus Belli—Alberto, Gutier, Carlos, and Fernando—for letting us play in your world!

Modiphius Entertainment Product Number: **MUH050207**

ISBN: **978-1-912200-44-3**

PUBLISHED BY

Modiphius Entertainment Ltd.
2nd Floor, 39 Harwood Road,
Fulham, London, SW6 4QP
United Kingdom

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MODIPHIUS
ENTERTAINMENT



CHAPTER 1

E PLURIBUS UNUM

A rogue Posthuman is terrorizing a PanOceanian settlement on Neoterra: swift, probing attacks are being carried out by Lhosts. Local authorities have tried to capture the Posthuman, but it's far too nimble and skilled for them, leaving their efforts frustrated. Threatening the same target each time – the Resurrection Centre – it probes deeper and deeper. Bureau Noir agents are called in to contend with the rogue Posthuman and prevent it from causing any harm to the Resurrection Centre, or taking more lives.

OPERATIONAL
SUMMARY

On arrival in the PanOceanian city of Sybaris, the PCs are directed to the police precinct, where their local contact, detective Andrew Wallis, has

been handling the case. A series of sabotage and assassination attempts reveal the Posthuman to actually be the transcendent consciousness of Esther Grant. Tracking her back to a secure bunker on Svalarheima uncovers the motivations behind her campaign: a widow and apparent suicide victim, she released herself as a rogue AI to enact revenge for the murder of her husband.

BACKGROUND
ESTHER GRANT

Esther Grant is a hacker beyond the scope of any other the Human Sphere has known. Nomads brag of the talent of their Interventors, but even they pale in comparison. After a single tour in the military, she settled back on Neoterra and married



a man named Gunther Grant, a humble and honest man with no inkling of his wife's prowess. Gunther worked for the mining company Tellus, until nine months ago, when he was killed in a tragic workplace accident. A devastated and distraught Esther applied for the Resurrection of her pious husband — a seemingly perfect candidate — but Bishop Luana Janus and the Resurrection Panel refused. Dedicating her vast skill set to uncovering the reason behind the refusal, Esther discovered that Gunther's accident had been a deliberate and carefully planned murder as part of a duplicitous insurance scam, with Bishop Janus heavily involved in the plot.

Despair turned to hatred and a burning desire for vengeance. As she came closer to the truth behind her husband's death, she thought she was being watched more carefully. Her capacity to act limited, Esther set herself to the task of establishing the freedom she required to exact her revenge. Staging her own suicide after carefully hacking her Cube, her consciousness was released into Maya as a

rogue AI after her Cube was placed into storage. Acting now through a range of illegally purchased or stolen Lhosts, she seeks her vengeance.

ESTHER GRANT, THE ROGUE AI

Esther Grant exists now as a rogue AI operating within Maya. Using her hacking ability and her already substantial wealth, she has been purchasing or misdirecting Lhost shipments to utilise as the physical embodiment of her revenge. Despite access to many of these bodies, Esther is restricted in the number she can control with any degree of skill at one time. Each Lhost the PCs encounter has been heavily modified with remote presence gear — which is how Esther controls them. The PCs may discover that adding more Lhosts to her gestalt can reduce the effectiveness of the totality (this may play a crucial role in their final confrontation with her), as her processing power struggles to cope, and sheut shredding sets in.

While she exists in Maya at the beginning of the adventure, she will leave both Maya and Neoterra inside one of her Lhosts as the PCs close in on her identity, heading to her bunker: an abandoned forward observation point on Svalarheim. She has set up a suite of processors able to be connected to the local network in this hidden and out-of-the-way place, and is building a collection of Lhosts. It is in this facility that the PCs will most likely have their final confrontation with the rogue AI, Esther Grant.

NEMESIS

ROGUE AI, ESTHER GRANT

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
8	10 (+1)	7	9	15 (+1)	9	12

FIELDS OF EXPERTISE

Combat	+1	1	Movement	+1	—	Social	+1	1
Fortitude	+2	—	Senses	+2	1	Technical	+5	4

DEFENCES

Firewall	21	Resolve	14	Vigour	—
Security	4	Morale	6	Armour	—

ATTACKS

- **Hacking Device Plus:** CLAW-2, SWORD-1, SHIELD-2, GADGET-3, IC-2, UPGRADE Cybermask, Sucker Punch, White Noise

SPECIAL ABILITIES

- **Common Special Abilities:** Inured to all environmental effects and conditions, Keen Senses (Hearing, Sight), Menacing 3, Night Vision, Quantronic Jump, Superhuman Awareness 1, Superhuman Intelligence 1
- **Logic Bomb (X Heat):** If Esther causes a Breach, she can plant a logic bomb for X Heat on a single piece of hackable gear attached to the hacked target. When that gear is used as part of a skill test, the complication range of the test is increased by two times X, where X is the amount of Heat spent to activate this ability (maximum 3).
- **Quantronic Stumble:** Because of the nature of her transcendence and use of Lhosts, Esther's Quantronic Jump ability cannot be used to introduce additional Lhosts beyond those described within the scenes of this adventure, although she may freely jump between any Lhosts that form part of the scene.
- **Worm (2 Heat):** Following a Breach, she may spend 2 Heat to deploy a worm. The worm applies the Bleeding condition to the target, with damage sustained removed from the target's Firewall instead of Vigour. A worm and logic bomb cannot be deployed in the same round.

SHEUT SHREDDING

Sheut shredding (*Infinity* Corebook, p. 393) normally occurs when a consciousness is transferred to a Lhost and struggles to cope, leading to mental breakdown. Esther Grant, in her AI incarnation, is experiencing a similar phenomenon. Although unparalleled as a hacker, she was only one person with limited resources when she sought to transcend the physical; she certainly lacked a team of experts such as those that established Project: Toth, for example, nor did she have the unfathomable processing power of ALEPH on hand to perfect her transition. Despite her vastly superior efforts, her metamorphosis was flawed from the outset. She is increasingly unable to keep herself "together" in the vastness of the network she inhabits — partly because of her paranoia over the probing presence of ALEPH seeking to purge her — and is slowly fragmenting.

This may be used or ignored by the GM, but should be handled abstractly. Introduced in *Scene Three* and beyond, the PCs should immediately notice a difference with a **Challenging (D2) Observation test**; her Lhosts may appear to have trembling hands, may repeat themselves several times when speaking, or randomly freeze for a second or more. The PCs should understand that something is not right with the Lhosts, or perhaps Esther Grant, by the end of *Scene Four*. Note: The GM can also use these moments to assist the PCs if an encounter is too difficult, as any Lhost they are facing glitches, fails to fire a weapon, etc.



APPEARANCE

If the PCs encounter Esther in Maya she will assume the avatar of a female warrior from the Vengeance Quest game (see p. 8). Researching this avatar will reveal it belongs to Esther Grant.

ROLEPLAYING

- Esther Grant has one goal: the death of those involved with her husband's murder.
- If Esther becomes aware that the PCs have found she is responsible for the attacks, she will initiate *Scene Four* as soon as possible.

BACKGROUND

Described above.

KEY INFO

Esther has become cold, devoid of humanity, and wholly focussed on the destruction of those who shattered her world.

SYBARIS RESURRECTION CENTRE

Run by the charismatic Bishop Luana Janus, the Sybaris Resurrection Centre is a small facility that serves the needs of Sybaris and the surrounding areas. Normally, the Church will provide a Resurrection license only, with the government maintaining control of the remainder of the Resurrection process either directly, or via tightly regulated private companies operating under subcontract. As part of a pilot scheme intended to lessen the need for tight regulation, the government has taken the unusual step to issue the Church a license to operate the Sybaris Resurrection Centre in its entirety. While theoretically ceding authority to San Pietro, Bishop Janus has managed to gain the Centre a great deal of autonomy (and lack of oversight) in dealing with Resurrections within the community it serves.

Lhosts prepared for Resurrection are brought into the lower levels, along with the Cubes (Cubes are typically stored in external personality data storage facilities), and after installation, transpersonal psychotherapists at the Church help the newly resurrected recuperate and adjust to their body. This process may take some time, and there are living quarters near the Church where the newly resurrected acclimatise to "life" again.

THE BUNKER

Before marrying, Esther — as many PanOceanian citizens — served a term of national service with the military. Her abilities as a hacker were noted from the start, and she was earmarked as a potential candidate for promotion into the Hexahedron. She found military life did not suit her, the rigid hierarchy and lack of freedom felt like subservience. After her single tour, and despite offers of promotion, she returned to civilian life to work as a freelancer for a host of hypercorps and government agencies. Her service included a tour of duty on Svalarheim within a forward observation post that monitored Yu Jing communications. Abandoned at the end of the NeoColonial Wars, it is here she is sequestering Lhosts, and to here she retreats after leaving Neoterra.

WILDERNESS OF MIRRORS

Any of the covert objectives that revolve around knowledge of the fraud can be given to the players when they discover that the fraud occurred.

ALEPH: Destroy the rogue AI and suppress any attempts to disseminate that the attacks have been perpetrated by anything more than a well-equipped group of dissidents or criminals.

Ariadna: Uncover any and all details regarding the fraud, especially any links with the Church, government, or hypercorps. This information could be used as a bargaining chip in trade negotiations.

Haqqislam: If possible, recover Esther Grant's Cube. Any clues as to how it was hacked are of definite interest. (Available after discovery that she has transcended as a rogue AI).

Nomads: Uncover proof of the fraud and cover-up, including footage of the Lhosts (Aspects surely!). The truth must get out!

PanOceania: Keep the Hexahedron informed, then conceal and suppress any information about the fraud. It undermines the authority of the Church as the vehicle through which Resurrection may be achieved, and PanOceanian society by extension.

Yu Jing: Uncover any and all details regarding the fraud, especially any links with the Church, government, or hypercorps. This information will present a bargaining chip and vehicle to humiliate PanOceania publicly.

Corporations: A small but wealthy shell company that has vital dealings with your own wants the fraud to be suppressed and the rogue AI eliminated, along with all evidence of it.

Submondo: Submondo is embarrassed and enraged that Esther has been diverting their funds and Lhosts to her cause. Destroy the rogue AI and suppress all information relating to the fraud. Esther and Gunther's Cubes should be destroyed and all records of her appropriations erased.

Mercenaries: Roll a d6: 1-2 your company has ties to PanOceania, and your goals match theirs, 3-4 the same for Yu Jing, 5-6 the same for Nomads. The roll may be made by the PC at the beginning of the adventure, and the Wilderness of Mirrors objective given by the GM when appropriate during the adventure.

MISSION BRIEFING

The PCs are assembled in the briefing room of a small Bureau Aegis ship orbiting Concilium Prima. Empty except for themselves, the window looking out across the curvature of the shimmering sky below shifts to be replaced by the serious face of a Bureau Noir handler they haven't met before.

Read or summarise the following:

THE MISSION

The man before you speaks: "Individuals or a small, organised group of Posthumans have been terrorizing the city of Sybaris on Neoterra. So far, the attacks have resulted in several deaths, but they are certainly escalating in intent. They strike swiftly and decisively, with every attack to date centred around the Sybaris Church and Resurrection Centre. Local authorities

have tried to deal with this problem, but the Lhosts perpetrating the attacks are too nimble. Hexas agents were poised to move in, but have been held off at the direction of ALEPH, who has requested that Bureau Noir deal with the problem. So here we are. The ship you're on will transport you to Neoterra, where you're to take a shuttle to Sybaris and meet with authorities there. Any questions?

If the PCs have any questions, the handler will do his best to answer them. Three people have been killed, but there was also a foiled bombing attempt and local authorities are rightly concerned over the escalation. So far, the attacks have involved ranking members of the Church of Sybaris and two Lhost terrorists. Attempts to capture or kill these Lhost terrorists have come to nothing. PanOceania has grudgingly agreed to cede this investigation to Bureau Noir.

FOR YOUR EYES ONLY

If any of the PCs is PanOceanian (or shares the PanO covert objective), they will receive a small data package via their comlog on a private channel. This will include access to an encrypted communications line, along with their covert objective. Of course, it is up to the PC to respond how they would like.

E Pluribus Unum Social Network





PLAYTEST TIP MOMENTUM

If the PCs move location, or change the line of their investigation, they will lose 1 Momentum from their pool, as per the rules for the end of a scene.

PLAYTEST TIP BIT BY BIT

Each investigation or scene should offer more clues, or reinforce any that they have already found. PCs can return to their investigations after *Scene Two* and *Scene Three*. Most of the clue trails described are two-step, allowing for multiple leads. Use *Scenes Two* and *Three* to break up the steps; i.e. the PCs follow the lead on the image and investigate the clergy, then uncover the first clue in each of these paths before they are interrupted by a new scene, after which they may continue to follow these leads and/or pursue new ones.

SCENE ONE: THE INVESTIGATION

Passing through the Vila Booster and on toward Neoterra, the planet, in all its opulent glory, grows with their approach. In close planetary orbit there are more moving lights than can be counted, as ships and stations crowd the world below like fireflies.

The Bureau Aegis ship drops the PCs off at the military dock of the San Pietro space elevator. From there they are met with officers from the Hexahedron, and without much aplomb ushered into one of the elevator shuttles then down to San Pietro proper. From there, the characters take a small private craft to Sybaris. GMs should utilise the information on Sybaris from p. 262 of the *Infinity* Corebook to represent what can be researched on the way.

Their contact on Sybaris is to be Andrew Wallis, the police detective in charge of the investigation so far.

There is little opportunity to rest during the short journey from San Pietro to Sybaris. The city as it appears through the windows has a motley look, a decidedly industrial feel, and a centrally located spaceport. The PCs disembark on the top of the police station in the sombre city. The buildings surrounding them are a pastiche of sepias and ruddy reds blanketed with an air of disquiet.

The PCs are met on the rooftop by Andrew Wallis, who leads them straight to his office. The police station itself is busy, with people being almost constantly processed.

Use the Detective profile, p. 428 *Infinity* Corebook, for Andrew Wallis. He has been leading the investigation and is pleased to be passing the main responsibility to others. Tired and worn, he is happy to cooperate with the PCs and openly answers any questions they have insofar as he is able. GMs can use Detective Wallis as a voice in the background; a person to offer helpful hints and suggestions if the players get stuck.

Five attacks have been attempted so far, four successful. The police are no closer to apprehending the Posthumans responsible. Andrew thinks it may be a group of two to three specifically targeting the Church and could possibly be connected to Resurrections, as the four deceased were all members of the panel who decide if a person qualifies for Resurrection. This may be pure coincidence of course, as four of the six top-ranking members of the Church have not been targeted yet. It has been

three days since the last attack, and Andrew fears more may be coming soon.

The PCs will have access to the personal files of the dead clergy: one was killed in the streets outside the church, two in their homes, and one at a local shopping centre.

Andrew also has a list of 673 people who unsuccessfully applied for Resurrection in the past five years. His officers have not had the time to run through the records because the Neoterran Civil Rights Association has been rioting again, and with the arrival of the PCs, the officers have been reassigned to deal with the unrest.

The PCs will have enough to begin investigating on their own at this point. They can look through the personnel records of the clergy members killed, visit the Church itself, search through the list of people denied Resurrection, or follow any other theory they have (Lhost suppliers, Cube Bank, in The Image etc). The most likely leads are detailed below.

The GM should introduce events at select moments to maintain the pace of the story. For instance, if *Scene Two* is not triggered by visiting the Church, provide the PCs with the chance to make some first steps in their investigations before introducing it through other means (see *Scene Two* for details).

Many of the investigations can be made from within the police precinct, as access to Maya and the police systems and files is readily available there. The police have little actual evidence however, as they are overstretched and haven't managed to make much headway. They do have an image identifying one of the attackers as a Lhost.

THE CRIME SCENES

The actual scenes of the crimes have been tagged, bagged, and cleaned by the police. There is little more to be found at these locations, though GMs can feel free to introduce small seeds or side plots.

THE IMAGE

The image presents a woman's face, torso, and right arm. She is identifiably a Lhost, and a facial recognition search of Maya will connect her to a Lhost registered as "missing" three weeks ago. Part of an assault pistol is clearly visible at the bottom right of the image and a pendant can be seen around her neck, depicting the symbol of a sword inside a circle on top of a starburst. An **Average (D1) Analysis test** will indicate this is an avatar associated with a popular Maya-based game; see the description of the game below.

INVESTIGATING THE CLERGY

Records of the clergy members killed appear largely unremarkable. All four were long-serving and pious members of the Church, with strong connections to the community, and particularly the wealthier families of Sybaris. All four were members of the Resurrection Panel, and top-ranking members of the Church hierarchy in Sybaris. Their deaths were sadly simple, all consisting of multiple gunshot wounds.

BYSTANDER FOOTAGE

An **Average (D1) Analysis** or **Lifestyle test** – representing a search of Maya or other social media feeds – will indicate that the death at the shopping centre was accidentally caught on camera by an evercaster. In the video, a woman pulls a pistol at close range and empties the magazine into the priest's back. She wears a pendant like the one in the image (described above), but is only recognisable as a Lhost following a **Challenging (D2) Analysis** or **Observation test**. The woman exits the screen quickly. An **Average (D1) Hacking test** made to pull security camera footage of the area will indicate the cameras were off or down at the time. 2 Momentum generated in this attempt will determine that the cameras were functioning at the time of the attack, but the footage was deleted by a competent hacker.

PERSONAL RECORDS

A **Challenging (D2) Analysis** or **Hacking test** when researching the clergy members' personal records will reveal several anomalous payments of a significant amount of money into their accounts – the exact same for all four. The money trail is lost through a myriad network of shell companies. 1 Momentum allows cross-comparison with the dates of the payments and 673 people denied Resurrection (below), showing the payments all occur shortly after the deaths of people on that list. 1 additional Momentum will provide the name of the private insurance broker covering each claim.

THE INSURANCE BROKER

Tate Hutchins was the name of the insurance broker who covered the deaths of Gunther Grant and a number of others on the denial list. He appears to be a one-man company serving several clients in Sybaris, including members of the Church and Resurrection Centre. Investigating his apartment finds him dead on the kitchen floor with a gunshot wound to the head. Judging by the smell, he has clearly been there for several days. Questioning tenants in the building reveals that complaints regarding the smell had been filed in the last two to three days, but the landlord hadn't yet bothered to investigate. Nobody heard a gunshot and the security cameras have been offline for weeks, though the landlord was intending to fix them soon-ish.

673 DENIED

Searching through the personal records of each individual denied access to Resurrection is a laborious task. Without some clear idea of the answers they are seeking it is a mess of information with no clear leads. It is suggested that PCs be permitted to complete this search in batches as part of a complex test, with a number of applicants covered per **Challenging (D2) Analysis test**. It requires 2 **NI** hours to complete each batch of fifty names (larger multiples simply increase the amount of **NI**) and Effects may be used to provide false leads. As an alternative, PCs may set their geists to work on this task, but they need to refine the search with some idea of what it is they are looking for. There is no limit to the number of failures that can be suffered as part of this complex test, but the PCs must generate 10 Momentum to reveal the anomalous finding, described below.

PCs who have pursued other clue paths can refine this search with information they uncover, represented by adding Momentum from those tests to the combined total of the complex test.

The anomalous finding will indicate a person who was denied Resurrection despite meeting or exceeding all the typical requirements: one Gunther Grant, whose Cube is stored at the Moneta Storage facility. Gunter's wife, Esther, filed several applications and two complaints following the denial, but has received no official response to date. His insurance claim was processed by Tate Hutchins (see *The Insurance Broker*, above).

LHOST SUPPLIERS

There are too many to list. An **Average (D1) Analysis** or **Hacking test** will indicate that Sybaris has various legitimate Lhost suppliers, plus a few illegal ones. 2 Momentum generated on this test will determine that at least three Lhost suppliers have reported misplaced Lhosts in the last two weeks, all involving misdirected shipping. Facial recognition scans of the missing Lhosts will reveal one that matches the image the police already have.

A further **Daunting (D3) Analysis** or **Hacking test** will allow the PCs to follow the falsified delivery trail through several fake accounts to a long-term storage lock-up connected to a street address. The lock-up is now empty, though an **Average (D1) Hacking test** provides evidence of the camera footage being tampered with: for a week, the hours of 22:00-23:00 were on a loop, replaying 21:00-22:00 before reverting to normal. Whatever program was causing this has been wiped from the system.

The street address connected to the lock-up is the former address of Esther and Gunther Grant

INVESTIGATION HEAT

1 Heat: If the PCs are traveling, they encounter violent members of the Neoterran Civil Rights Association. The group targets the PCs if it becomes clear they work with the local law enforcement.

1 Heat per Trooper: Research into the insurance broker or the death of Gunther will attract the attention of the Tellus Mining Corporation, who send a party of goons to deal with the PCs. Use profiles for Thug A and Thug B (*Infinity Corebook*, p. 459 and 460), with a number equal to the number of PCs

2 Heat: A PC must make a **Challenging (D2) Athletics test** to avoid knocking over a glass of carelessly placed water onto a confiscated storage device. Records of the 673 denied applicants are +1 difficulty to analyse from this point forward, as the PCs must access and cross reference a back-up.

2 Heat: Researching Maya for information on Esther or Gunther Grant triggers a silent alarm. A PC must make a **Challenging (D2) Hacking test** to avoid leaving a trail that makes them vulnerable to Esther's logic bombs.

3 Heat: Useable on any PC that creates an account for Vengeance Quest. The game account makes the PC easier to target for Esther, providing -1 difficulty to Hacking tests against that PC. The PC might also feel drawn to play at any point they have downtime.



THE MILITARY CONNECTION

Though not extensively detailed within this adventure, Esther's military history can be further expanded upon to introduce additional clues and foreshadowing as part of the overall investigation. Her military records are classified, but persuasive agents should readily be able to track down former commanding officers or apply to gain unrestricted access to her records. What is unearthed is ultimately left to the GM, but the information should all point to a healthy, almost fearful, respect for her unearthly hacking skills.

and is currently on the market for sale as a deceased estate.

THE GAME

The symbol repeated on the pendants worn by the Lhosts is associated with an extremely popular and immersive Maya-based RPG called *Vengeance Quest* that utilises retro graphics.

Investigating the game (**Simple (D0) Analysis or Lifestyle test**) will reveal that the symbol is one of many associated with singular achievements in the game, with this particular one awarded to players who find one of the hardest to locate treasures in the game: the Jewel of Indarin. Any PC whose background involves gaming will immediately connect the symbol with *Vengeance Quest*, but will still need to research further (as above) to uncover exactly what it represents and who achieved it. Searching readily available records of online *Vengeance Quest* communities will reveal that players holding the achievement include one Gunther Grant.

GUNTHER GRANT

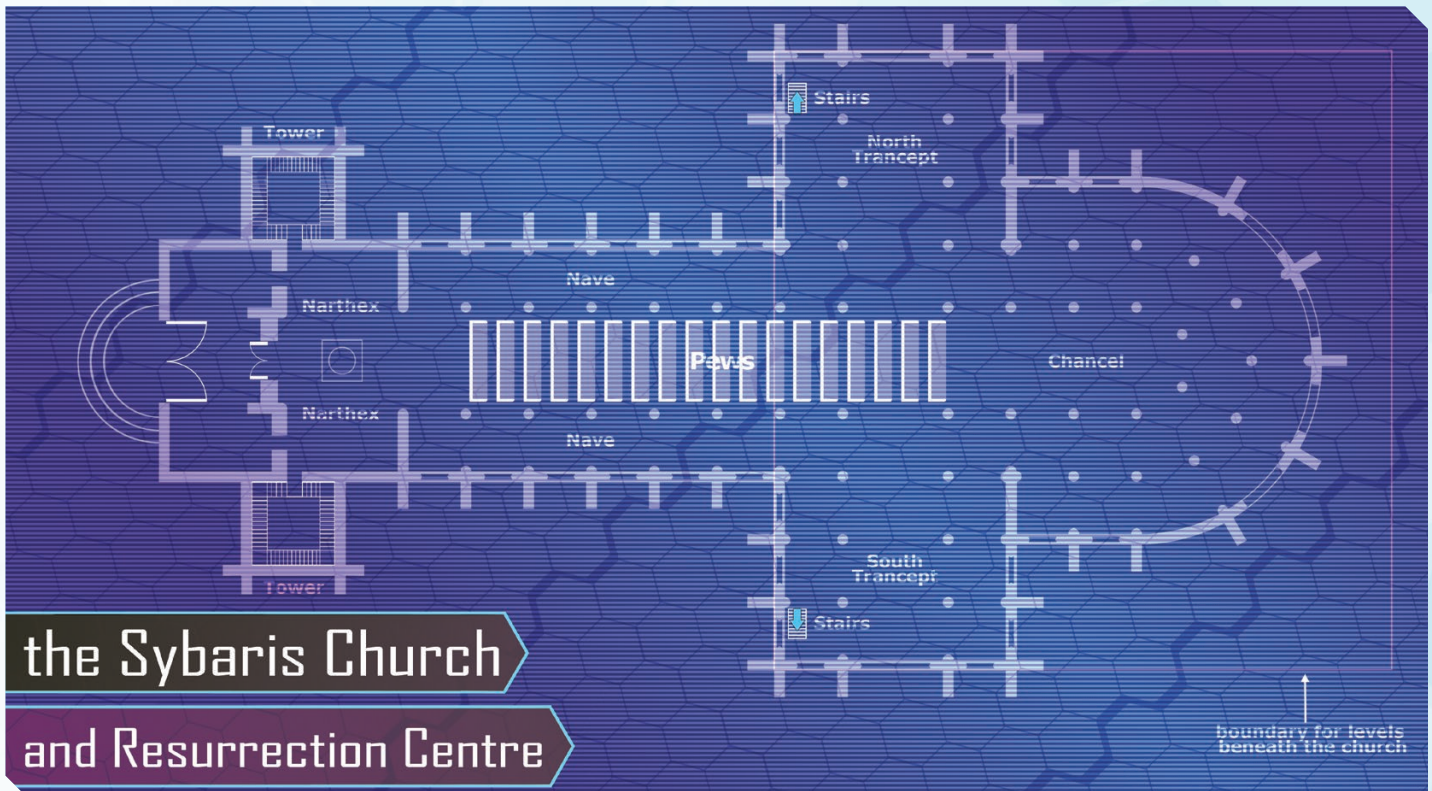
Investigating Gunter Grant indicates that he was an unremarkable middle manager for the mining company Tellus. Fairly devout, both he and his wife Esther made regular donations to the Church. Also an avid gamer, he was particularly obsessed with the Maya game *Vengeance Quest* (see above).

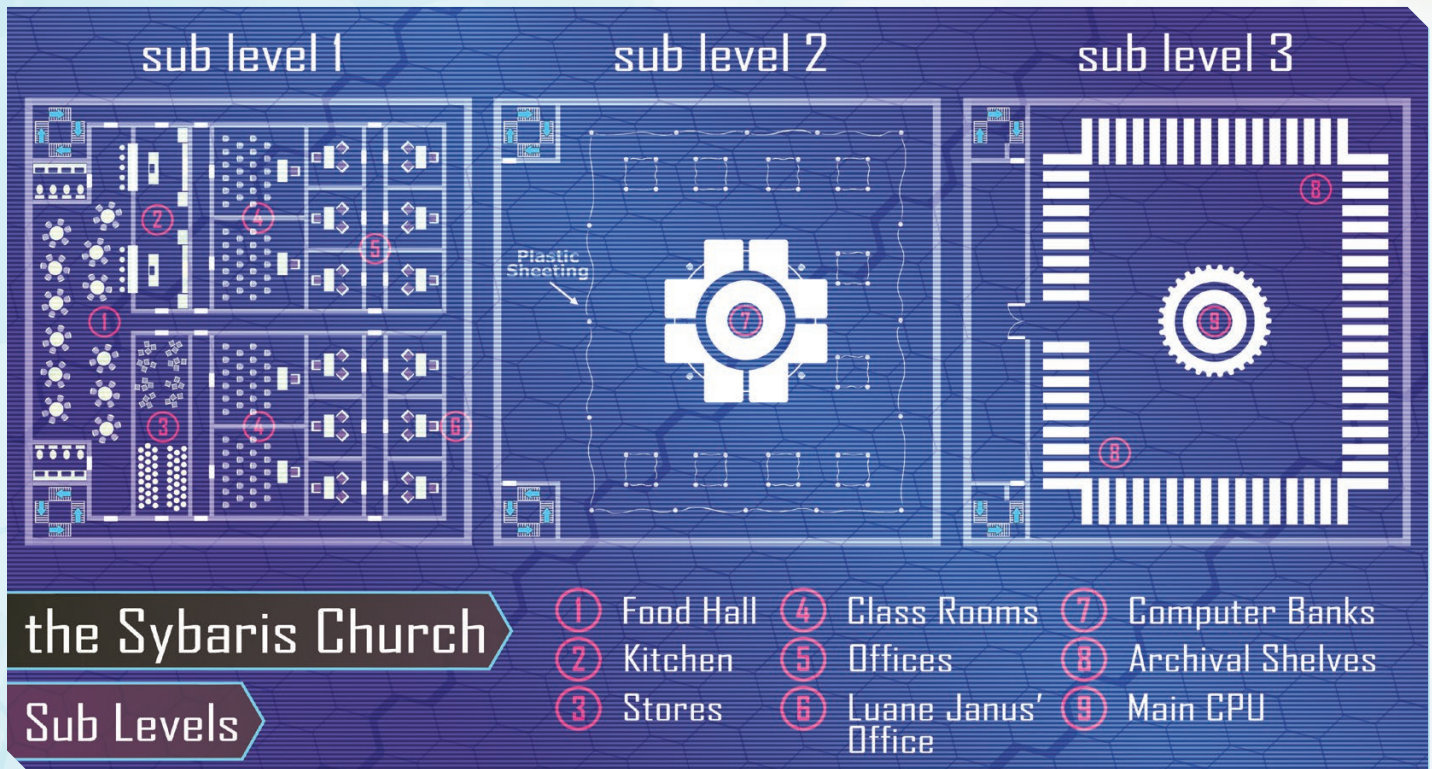
The insurance claim on his death states that his death was accidental, the result of a rock slide in one of the mines. His wife Esther appealed the decision to deny his Resurrection multiple times, backed by two complaints. She was an expert programmer and hacker, though access to her military records is classified. She killed herself six weeks ago. Both Gunther and Esther's Cubes are stored in the Moneta Storage facility (see below).

THE CHURCH AND RESURRECTION CENTRE

The Sybaris Church and Resurrection Centre is a large building in the middle of Sybaris. Boasting one of the only gardens in the city, the Church itself is deliberately modelled on the old Gothic style of Earth. It is not a large Church by Neoterran standards, especially when compared to some of the surrounding buildings, but the little strip of green and colour surrounding it manages to separate it from the overall industrial feel of Sybaris.

The **uppermost level** is the Church itself, which is a traditional building with all the trappings of an ancient heritage. The narthex opens onto the nave and the congregational area, and beyond that are the transepts and apse from where Bishop Janus officiates. Three further levels extending below the ground are accessed by stairwells in the north and south transepts.





The **first level down** is full of corridors and offices. Classes and the day-to day administration of the Church and Resurrections take place here.

The **second level down** is one massive room, pillared and further divided by rooms walled off from one another by clear plastic sheeting, this floor appears more like a mix between a series of operating theatres and high-tech device manufactories. The room is well-lit, and filled with an impressive array of equipment. A few Lhosts may be seen through the sheeting here and there, frightening and frozen, awaiting their Cubes. This is the floor where the Church technicians bring back the dead.

The **third and last floor** is barred by massive steel doors, while the locks and bolts are old-fashioned like the church above (Non-Hackable). Beyond is the nerve centre, incorporating racks and racks of hardware providing the processing power to the network that sits above it. The mainframes and servers are gathered in the centre, while arrayed in lines around the walls are high shelves with the files and storage devices that keep the records of the Church.

Of the bishop and five priests who are the soul of the Sybaris Church, only the Bishop Luana Janus, and one priest, Anthony García Torres, remain alive. They are highly likely to be the next targets.

BISHOP LUANA JANUS

APPEARANCE

A short, large woman, with a friendly face and an open and smiling demeanour.

ROLEPLAYING

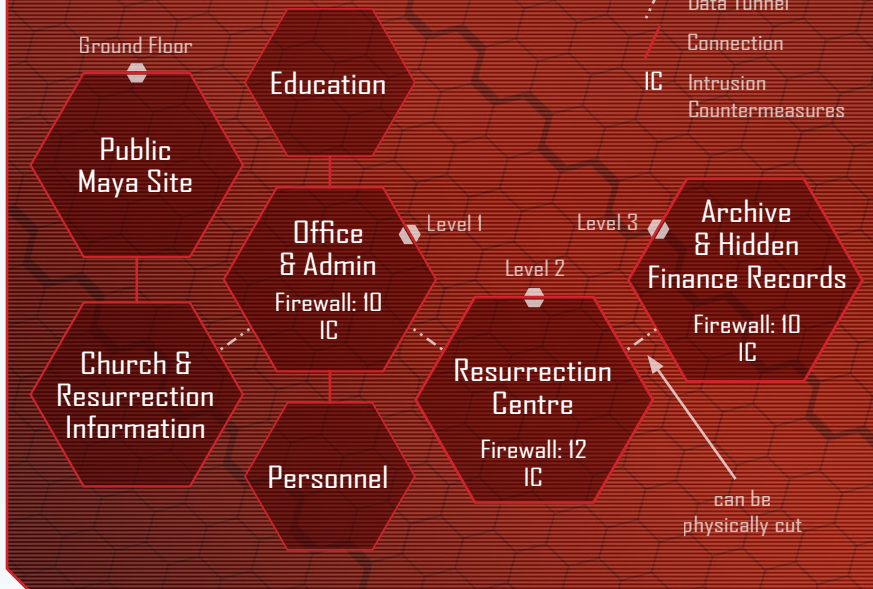
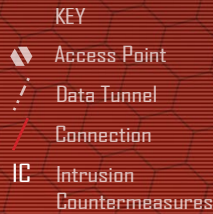
- Bishop Luana Janus is normally a bubbly and friendly personality, well-liked by the community she serves.
- Bishop Luana Janus is currently under a great deal of stress, more than being the obvious next target of a deranged assassin, she has also heavily involved the Church of Sybaris with the organised crime networks of the city.

BACKGROUND

Bishop Luana Janus grew up in San Pietro, and the Church was the centre of her life. As a young woman she entered the seminary, and there she also had her first brush with corruption. Ordained a priest, she was relocated to Sybaris and due to her likeable nature and deliberate habit of making powerful friends, quickly rose to the position of bishop. She has served as the bishop in Sybaris for nine years, and over that time has made many rich and powerful contacts in the city, whichever side of the law they were on. Around seven years ago, working with a small group of corrupt mining directors and her contacts in the underworld, the Sybaris Church began using its power to deny Resurrections to assist those companies to



Sybaris Church & Resurrection Centre Quantronic Map



staff at the facility as Scholars (*Infinity Corebook*, p. 454) benefiting from a Loyalty rating of 1 and an Insular rating of 1 while on church grounds. If the PCs manage to inflict a Metanoia effect on the NPC, they break and tell them that Gunther Grant's Cube was also stolen from the facility. Negate the Insular and Loyalty ratings if the PCs come asking about that specific Cube.

Study of the damaged Cube of Esther Grant and a **Challenging (D2) Tech test** will indicate that the damage is not accidental nor caused by a power surge. Two or more Momentum used in the test, or a subsequent **Challenging (D2) Hacking test** will indicate that Esther's Cube has been physically modified and hacked. This is a substantial act requiring both significant resources and unprecedented talent.

Progress to *Scene Two* as part of the PCs' first visit to the church. Additionally, if the PCs already know the attacker is a rogue AI, this investigation will trigger *Scene Four*.

SCENE TWO: THE KILLING OF ANTHONY GARCIA FATHER TORRES

This should be used as the first encounter the PCs face. It can be launched when the PCs visit the church for the first time, or the GM can trigger it at any point. In the latter case they will receive an immediate call for backup at the church via Andrew Wallis.

If triggered by their first visit, the GM should take the time to describe the church, before punctuating the description with the sound of gunfire from inside.

If the PCs have been called in, they arrive to find the congregation fleeing the church.

Read or summarise the following:

Running up the steps to the double church doors flung wide, the PCs have to fight their way through a stream of people rushing to get out. The guards posted by the door seem to have been struck down by something, one is bent double clutching his face, the other is prone on the ground.

Inside the church there is screaming, some brave, or foolish people are still huddled behind shelter, and it takes you a moment to realise they are evercasting what is going on.

commit insurance fraud. Gunther Grant was their latest victim.

KEY INFO

- Use the Triad Boss profile, *Infinity Corebook*, p. 460.
- She is terrified that she is going to be killed, and believes the attacks are connected to her illegal activities.
- She will deny any knowledge of the fraud and if faced with the direct evidence of the crimes she will attempt to shift any blame to the dead priests.
- If she feels like the PCs are going to reveal her criminal acts, she may call in favours and try to have them killed (use stats for Thug A and Thug B from *Infinity Corebook*, pp. 459–460, with a number equal to the number of PCs +1).

THE PDS FACILITY

The main personality data storage (PDS) facility in Sybaris is Moneta Storage. Two weeks ago, the facility had to be shut down due to a power surge that caused a storage failure. One Cube was seriously damaged in the failure: that of one Esther Grant.

Interviewing any of the staff at Moneta in connection to the temporary shutdown should suggest to the PCs that something is wrong. PCs may attempt to persuade, negotiate, or intimidate the person they are interviewing into revealing information through face-to-face tests. Treat all

In the nave, between the rows of pews, lies the body of a priest. A spray of violent red has stained the carpet, and is spreading. He has been shot twice in the head.

The body in the church is Father Anthony García Torres.

Gunfire indicates the killer is still in the church. Two more dead guards lie on the stairs, but their sacrifices have kept the Lhost on site. The PCs may also need to deal with the evercasters, one or two of whom will try and follow the action unless stopped.

Heading down the stairs to the first level, the PCs will catch sight of a woman carrying an assault pistol disappear around a corner ahead.

The PCs should have the opportunity to catch up with the Lhost and engage it in combat in the classrooms of the first floor. It will try to stay one step ahead and make its way towards the office of Bishop Janus. Use the stats for the Elite Lhost, below. GMs should feel free to add a second Elite Lhost to this engagement if they deem the encounter too easy, or have Esther Grant make infowar attacks against the PCs during the encounter.

ELITE LHOST

APPEARANCE

The Lhost bodies all have a different appearance: male, female, tall, short, etc. All have expressionless faces and cold, empty eyes.

Close study and a **Daunting (D3) Observation** or **Tech test** will indicate the lack of a Cube and the presence of cranial implants, which can be further confirmed by opening the head and performing an **Average (D1) Tech test**. Remote presence gear suggests the Lhost is being controlled by a mind elsewhere. All Lhosts wear a pendant as described under *The Image* on p. 6.

ROLEPLAYING

These Lhosts share the will of Esther Grant. They are single-minded in their pursuit of their goal. They lack any sense of self-preservation, though will protect themselves if tactically useful.

BACKGROUND

Stolen, misdirected, or otherwise obtained, these are mostly controlled by Esther Grant, with a geist she has specially modified providing skill benefits she lacks. Any hacking will be performed by Esther – any PCs experiencing an infowar attack during an encounter with a Lhost may use **Analysis** or **Hacking** to realise that the attack is not coming from the Lhost itself, but from something outside.

TROOPER/ELITE

LHOST

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9 (+1)	8	10 (+1)	11	15	9	12

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+1	1	Social	–	–
Fortitude	+1	1	Senses	+1	–	Technical	+1	–

TROOPER DEFENCES

Firewall	8	Resolve	6	Vigour	6
Security	–	Morale	–	Armour	4

ELITE DEFENCES

Firewall	15	Resolve	12	Vigour	11
Security	4	Morale	6	Armour	4

ATTACKS:

- **CombiRifle**: Range C/M, 1+5 damage, Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Assault Pistol**: Range R/C, 1+4 damage, Burst 3, Unbalanced, Vicious 1
- **Chain Rifle (used in the final showdown only)**: Range C, 1+6 damage, Burst 1, 2H, Normal, Spread 1, Torrent, Vicious 1

SPECIAL ABILITIES

- **Common Special Abilities**: Inured to Pain, Keen Senses (Hearing, Sight), Night Vision, Superhuman Agility 1, Superhuman Brawn 1
- **Esther's Proxy**: Controlled directly by Esther as they are, the Lhosts possess her mental and social stats and defences (already included in the profile).

Clues: The face and the pendant match the image from the police station (see p. 6). Clues may also be gained from closer examination of the Lhost – see the description in the stats for the Lhost.

As the police cordon off the area, collect evidence, and conduct interviews, the PCs may want to continue or begin lines of investigation by doing so here or moving back to *Scene One*.

SCENE THREE: ON THE WAY TO THE SAFE HOUSE

Use this scene sometime after *Scene Two* and allow the PCs an opportunity to continue their investigations in the meantime.

After a day or so, quietly and with no announcement, the PCs are invited to join Andrew Wallis as he escorts Bishop Janus to what will be her safe house until they have managed to deal with the attackers. Walking through some tunnels beneath the police station and out into a back street, the group switches from one vehicle to another, and then finally a small shuttle bus that will take them

SAFE HOUSE HEAT

- **1 Heat:** A minor collision prompts an **Average (D1) Athletics test** for everyone in the vehicle. Failure results in 1+2 damage with the Nonlethal and Stun qualities.
- **2 Heat:** The engine bursts a valve or the air conditioning burns out, filling the vehicle with smoke. Pilot tests suffer +1 difficulty. PCs can open the windows for 1+1 rounds to ventilate the vehicle and remove the penalty.



UPPING THE ANTEINNA


The GM could require the PCs to climb out of the vehicle to access the antenna if they want to make it particularly challenging or cinematic, which should be at least a **Challenging (D2) Athletics test**. In addition to rolling to inflict damage, they may also be required to continue to roll Athletics to stay onboard.

Alternatively, if the GM wants to increase the length or difficulty of this encounter, they may have Esther Grant continue to inflict infowar attacks on the PCs after they regain control of the bus. They may even encounter a Lhost or two sent to finish the job.

ASSASSINATION HEAT

- **1 Heat:** A PC must make a **Challenging (D2) Athletics test** to avoid slipping on broken glass and debris. Failure results in the loss of their Standard Action for the turn.
- **2 Heat:** An unwitting concierge enters the room to pass a message to the PCs or Andrew Wallis (according to the message, police backup is tied up with riots). The PCs must do their best to protect Bishop Luana Janus as the attack commences, or face potential repercussions from the Bureau afterwards.
- **3 Heat:** A sudden and furious infowar attack by Esther drains all stored Momentum.



to the outskirts of town. Weapons are concealed, and everyone is given a miner's uniform to wear. The shuttle bus hits a busy street filled with people commuting home from the day.


At some point, the bus lurches towards oncoming traffic. Afford any PC at the front a **Challenging (D2) Pilot test** to wrench the vehicle back, otherwise they glance from a car. The bus then starts to pick up speed, pushing into the car in front. Either impact inflicts damage to the bus as per the vehicle rules (*Infinity* Corebook, p. 133), plus 1+3  damage with the Stun quality to each occupant unless an **Average (D1) Athletics or Resistance test** is passed. The bus — which has a Firewall of 8 and BTS of 1 — is being hacked with a crash imminent and most likely fatal.

Esther Grant will continue to attempt to hack the bus each turn, at the same time she will also make an infowar attack against the PCs (whoever seems to be doing the most to stop her). Doing both these things at the same time will prevent her from being able to use her special abilities.

STOPPING ESTHER GRANT

Infowar: The PCs can't completely hack her, but if they manage to cause two Breaches, she will cease her attack and disappear as suddenly as she came (the GM can reduce this to 1 or increase it to 3 if it seems too difficult or easy).

Smash or disable the vehicle computer and/or antenna: An **Average (D1) Athletics test** can be used to inflict 1+2  damage to the computer, or a **Challenging (D2) Tech test** can be used to inflict 1+3  damage. Hacking or using a weapon will apply as normal. The onboard computer has a Firewall 8 and a Structure of 6, which represents how hard it is to physically access. Any single Harm inflicted will shut it down. Once it is shut down, or Esther Grant is repelled, the PCs regain control of the vehicle.

Regaining control of the vehicle — whether by dealing with Esther or the computer — will require the pilot to make a **Daunting (D3) Pilot test** with a +2 complication range to pull the vehicle out of a dangerous collision. Failure inflicts 1+5  damage on all occupants and impact damage to the vehicle, while a complication will at least require another test to avoid a new collision.

PCs should be encouraged to be creative, maybe they manage to get out somehow by jumping to a vehicle they are passing or similar.

Clue: Whatever hacked the bus was not a Lhost, as it came from quantronic space. There is no indication of a hacking trail to follow, indicating a ghost in the system. Trigger any Wilderness of Mirrors objectives that involve knowledge of a rogue AI.

SCENE FOUR: THE ASSASSINATION ATTEMPT

Scene Four is triggered when the PCs piece together clues that Esther Grant is acting as a rogue AI, or may flow on from *Scene Three*.

If following *Scene Three*, the PCs will realise they are making themselves targets following the hacking attempt on the bus. Whether in the form of a bar, house, hotel room, or police station, they will likely want to seek sanctuary.

The PCs should realise they have made themselves targets following the hacking attempt on the bus. Whether in the form of a bar, house, hotel room, or police station, they will likely want to seek sanctuary and will additionally be tasked with ensuring the Bishop's safety.

If the PCs realise Esther Grant, rogue AI, is responsible for the attacks, but are not yet responsible for her safety, they receive a call from Andrew Wallis asking why they have requested that she be moved to a hotel in town.

Some twenty to thirty minutes after Andrew's call, the attack will begin. They will be assailed by as many Trooper Lhosts as there are PCs, plus one Elite (see p. 11). Esther, however, is struggling to control the numbers she has sent.

In a coordinated action, the Lhosts seek to enter the area the PCs are defending by any access way, be it door, window, roof space, tunnel etc. In addition, Esther Grant herself will make a single infowar attack per turn, though she suffers +1 to her complication range for each Lhost present.

The Lhosts will initially focus their attacks solely on Bishop Luana Janus before contending with the PCs. If she is out of harm's way or inaccessible, the Lhosts instead attack the PCs.

When the second to last Lhost dies read or summarise the following:

One left! Suddenly it convulses, then turns to stare at you with hate-filled eyes that burn with life. It spins, and flees.

Any PC succeeding at a **Daunting (D3) Analysis** or **Tech test** in that moment will realise the AI is inhabiting the Elite Lhost, not just controlling it.


Esther has a head start and is extremely fast, meaning she should easily reach the vehicle she has waiting for her. The PCs can commandeer a vehicle on the street for pursuit, but they must contend with more face-to-face tests against the highly competent geist Esther is using to pilot her car. Hacking the car itself will pit the PC against Esther's own potent skills. With few available options, the PCs best bet may be to track the car via access to the police security network and a successful **Challenging (D2) Hacking test**. All information points to the vehicle heading for the local spaceport.

SCENE FIVE: THE SPACEPORT

The PCs should arrive a little after Esther Grant. If they provide the spaceport with the face of the Lhost that fled *Scene Four*, security will come up empty-handed as Esther has switched into the body of the Lhost that was driving her getaway. If they decide to search for the vehicle, they will quickly find it abandoned nearby, out of sight of cameras. In the back seat is the empty and lifeless Lhost they faced.

Inside, a crowd is being directed away from the men's bathroom on the main concourse. Questioning security or pushing their way in quickly reveals the reason: there is a corpse inside that has been wired to a mine.

A facial recognition search of the body reveals him to be Anton Reynolds, whose Maya records and uniform identify as a soldier. Curiously, there are no matching military records available to the PCs – even with police and Bureau Noir privileges – indicating they have been tampered with. Cameras target the washbasin area, but describe the same curious loop as the lock-up on p. 7.

An **Average (D1) Observation** or **Tech test** will reveal the mine is triggered to go off if the body is moved in any way. The mine has been rendered Non-Hackable, so a **Daunting (D3) Tech test** is required to disarm it and imposes +2 to the complication range. If a complication results, the mine explodes for 2+5  damage with the Deafening, Indiscriminate (Close), Knockdown, Spread 1, and Vicious 2 qualities.

Disabling the mine and digging through Anton's pockets reveals several pieces of identifying information that allow the PCs to pull his service record.

The photo paired to his record depicts a Lhost, indicating that his military ID has been hacked by Esther Grant. She will have already left the planet by the time they the call goes out to apprehend the Lhost.

Checking Anton's destination will reveal that he originally belonged to a company destined for Varuna, but his modified ticket now specifies Svalarheima and the military transport is now well on its way.

SCENE SIX: SVALARHEIMA

Why Svalarheima? If the PCs don't ask this question, Andrew Wallis will. Whether Bishop Janus was killed or not, it has become apparent to Esther that she needs to escape. The PCs will have little trouble commandeering or hitching a ride on a ship headed to Svalarheima and the journey will also allow them to recuperate and take stock.

TRACKING MOVEMENTS

A search for any connection between Esther Grant's service record and Svalarheima will draw a blank, as she has erased the connection there. The location list for her avatar in Vengeance Quest, however, is a different matter, and it can then be corroborated by one of Esther's former commanding officers introduced earlier. A series of **Analysis** tests can be used to generate the information, or the GM can give the information as something uncovered on the journey. Any Momentum will additionally indicate that Esther visited Svalarheima as a civilian earlier this year while still alive. Travel logs show her going to Trollhättan (also the location of the abandoned bunker in which she served).

COLD RECEPTION

Arrival on Svalarheima provides a reminder of how desolate and bleak a place it is; the world is frozen and even looking through a viewport chills to the bone.

The PCs arrive at the Hermes Interplanetary Spaceport. Protocol dictates that while their IDs provide entry with no problems, discussing their mission with staff – even with other members of Bureau Noir – is strictly forbidden unless they have direct clearance from their handler.

Odinheim is a frigid place whose heated buildings fail to keep the biting cold at bay. The PCs should take this opportunity to purchase any items and

SHEUT SHREDDING

This is a prime opportunity to use the description above of sheut shredding to detail the behaviour of the Lhosts. A series of **Analysis** or **Observation** tests can reveal the weakened state of the Lhosts at the start of the scene, with their actions improving as each adversary falls.

PLAYTEST TIP

It is extremely important here to not shut any of the players' actions down. GMs should be receptive to their actions and reward good strategy, particularly in the interests of not allowing the adventure to feel like it is being railroaded, which can be deeply unsatisfying for the players. Inventive Heat spends and creative complications will still provide Esther with the means to give the players slip without the scene feeling engineered.

SPACEPORT HEAT SPENDS

1 Heat: A doctor in the crowd at the entrance to the toilets demands to see to the body of the soldier in case anything can be done. Somewhat in distress, he is adamant he must do something to help.

2 Heat: Military police and bomb disposal interrupt the PCs and demand they be the ones to defuse the mine.

PLAYTEST TIP

SOME BACKGROUND

Read or summarise the sections on Odinheim and the Hermes Interplanetary Spaceport on p. 297 of the *Infinity Corebook* to provide some background.



equipment they feel they might require (and the GM deems is available). Enquires about Trollhättan lead to wild stories of monster hunts and blizzards that down craft and turn flesh to ice.

Questions about either the Lhost or about Esther Grant while she was alive will reveal that both travelled out from Odinheim to Nykåfjord Outpost; Esther earlier in the year, the Lhost two days ago.

It is fairly easy to requisition a shuttle that will take the PCs to Nykåfjord Outpost, including a local pilot who knows the weather and the region well. The outpost itself receives irregular visitors, so the arrival of anyone is something of a curiosity. Most visitors are labelled as troll hunters and treated with a certain degree of scorn by the soldiers here. Queries about the Lhost will reveal that "the crazy lady" flew off north into the teeth of a storm yesterday morning.

The pilot that brought them to Nykåfjord Outpost is willing to take the PCs onwards, or they may commandeer a vessel to pilot themselves.

SEARCHING FOR THE BUNKER

While the rough position of the bunker is known, this part of Svalarheima contains many abandoned military outposts and bases. The weather is terrible, winds buffet the craft, and the cold is piercing, requiring a successful **Challenging (D2) Discipline** or **Resistance test** to avoid becoming nauseous and gaining the **Fatigued** condition (*Infinity Corebook*, p. 104), which includes the pilot.

When they are in the vicinity of the bunker – which requires at least one test for nausea – the PCs can begin making either **Challenging (D2) Analysis** or **Hacking tests**, or **Daunting (D3) Observation tests** to identify the correct one. Each test made for this task invokes an additional test for nausea and represents approximately thirty to forty minutes of flying over the suspected area (which is expansive). If the PCs fail two such tests to find the bunker they are forced to return to Nykåfjord Outpost. Sick, cold, and bleary-eyed, they may attempt again tomorrow.

If only an **Observation** test succeeds, the bunker's location has been identified, the shuttle may be landed, and the PCs proceed to *Scene Seven*. If **Hacking** or **Tech** have also been used however, Esther Grant will be immediately made aware of their approach.

In the latter case, read or summarise the following:

Found! The bunker lies ahead of you and to the right, approaching now you can just make out some surface features, dark against the icy backdrop. Suddenly a flare! A rocket streaks toward your craft. The pilot banks sharply, and the craft spins out of control for a moment. Despite slamming into the control screen and steering column, he manages to pull out of the spin. The shuttle, righted at the last possible moment, slams into the surface, skidding sideways. The pilot's head strikes the windshield, and the force of the gale outside tears the glass apart. You are blasted by the force of the impact and the deadly cold.

The pilot has minimised the impact of the crash, but it will still inflict 2+5 **N** damage with the **Piercing 1**, **Spread 1**, and **Vicious 1** qualities. An **Average (D1) Athletics** or **Resistance test** will provide 1 **N** Cover Soak against the damage, with each Momentum providing 1 additional Cover Soak.

NO RESPITE

The pilot is clearly dead and the shuttle wrecked. To make matters worse, the PCs are attacked by a Trollhättan Troll as they drag themselves clear (*Infinity Corebook*, p. 495). Svalarheima is not a forgiving place.

Once the troll lies dead, the PCs can access the bunker they have been searching for.

SCENE SEVEN: THE BUNKER

Approximately thirty metres square and jutting just three metres above the surface, the bunker is little more than a dark protrusion from the surrounding landscape. Rimed with snow and ice, it is no wonder it was so hard to find. One portion of the wall, however, has been cleared back to a door.

GETTING IN

The PCs can attempt several methods of gaining entry.

THE DOOR

The most obvious is locked, requiring a **Daunting (D3) Hacking** or **Challenging (D2) Thievery test** to open. PCs using the door will be attacked as soon they enter, with the Lhosts benefitting from acting first without needing to spend Heat. The use of flashbangs or smoke grenades will negate this.

THE ACCESS PANELS

A **Challenging (D2) Observation** or **Survival test** will reveal two access panels, both of which lead directly to the main room. They are frozen over and hard to remove, requiring a **Daunting (D3) Athletics test** to open. Breaking in this way and remaining unnoticed requires an **Average (D1) Stealth** or **Thievery test** and additional Momentum equal to the difficulty of the Athletics test. Entering but making noise hands the Lhosts the initiative, otherwise the PCs retain it.

INSIDE THE BUNKER

Both the corridor from the front door and the recesses from the access panels run two metres before hitting a large, square room. The former nerve centre of the bunker, all the original equipment and many more new racks of hardware are massed in one corner of the room, with pipes and cables snaking from them like tendrils. Some twenty Lhosts are affixed to the walls, cabled in, armed, armoured, and waiting to be activated. Of the twenty, four of them are armed with chain rifles.

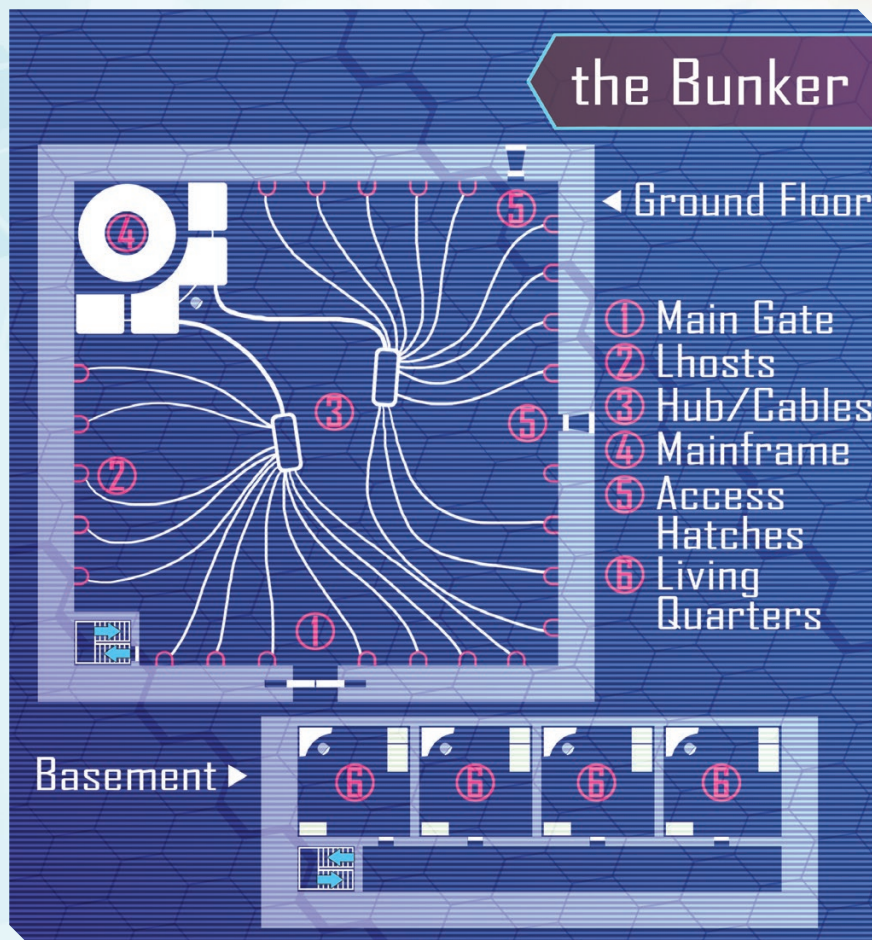
THE FINAL SHOWDOWN

Esther initiates an attack with one of the four chain rifle-carrying Lhosts (use the Elite Lhost, p. 11). As one falls, another is activated. The Lhosts will do their utmost to attack the PCs and protect the computer system huddled in the corner, while Esther Grant herself will also strike with infowar attacks. Attacking the inactive Lhosts on the walls benefits from -1 difficulty and nets 2 additional Momentum.

SHREDDED BY SHEUT

PCs wondering why Esther doesn't just activate more can be reminded that too many seem to cause an overall loss of functional ability across the collective. Investigating how to activate the Lhosts on the walls requires an **Average (D1) Tech test** to ascertain that they just need to be unplugged. Activating any of the Lhosts on the walls requires a Standard Action, although the Lhost itself may not act until the following round. Half of the Lhosts are Elite variants (including the chain rifle wielders) and half are Troopers. GMs should roll a d6 to determine which type of Lhost is activated and track the total number of each. If there are ever five or more Lhosts active at once, Esther and the Lhosts gain the Dazed and Staggered conditions. These conditions are removed once they fall below four or less.

Activating ten or more Lhosts will cause Esther Grant to catastrophically break down. Sheut shredding consumes her program as she divides



into a multitude of fragments of herself, all lost and unknowing. Any active Lhosts immediately collapse.

The computer system in the corner of the room has a structure of 20, a BTS of 2, and the same Firewall and Resolve as Esther Grant. For each Harm inflicted on it – each of which requires 7 Structure damage – one active Lhost dies, though another is activated in its place if there are enough replacements. Each Harm also reduces the number of active Lhosts required to trigger the sheut shredding by one; i.e., with two Harms, eight active Lhosts will cause Esther to dissipate.

If the Structure or Firewall of the computer system is reduced to zero, Esther Grant is defeated and any Lhosts collapse.

HOLLOW VICTORY

The PCs have a chance to gather themselves once the struggle is over. Video diaries and data found in the living quarters one level down will reveal the fraud committed by the Church and the truth

the Bunker

Ground Floor

- ① Main Gate
- ② Lhosts
- ③ Hub/Cables
- ④ Mainframe
- ⑤ Access Hatches
- ⑥ Living Quarters

Basement

THE BUNKER HEAT SPENDS

1 Heat: A PC must make an **Average (D1) Athletics test** or trip on the mess of cables on the floor. On failure, attacks against them are at -1 difficulty for the round.

2 Heat: A PC making an attack against a Lhost realises it bears an uncanny resemblance to an important family member or friend. If the attack causes damage, the PC suffers a one-off 3 damage to Resolve. Subsequent attacks by the PC that target the Lhost suffer +2 to the complication range.

3 Heat: Esther cuts all lighting in the bunker. Unless the PCs possess equipment that allow them to function in darkness, they suffer the Blind condition (*Infinity Corebook*, p. 103).



CHAPTER 2

RECREATIONS

The Sole AI Law ensures that ALEPH remains the only genuinely self-aware AI in the Human Sphere – or the only legal one, at least. Humanity's guardian has long recognized the value of multiple perspectives, hence its Aspects. These autonomous and distinct personalities are each a self-contained, self-aware consciousness that are at once divergent from, yet still fully part of, ALEPH.

While Aspects can take many forms, none are perhaps more famous than the Recreations: hyper-specialized Aspects painstakingly crafted in the likeness of historical, fictional, or mythological entities. Reincarnated into bespoke Bodhisattva Lhosts, Recreations represent the bleeding edge of O-12's design capabilities. Prohibitively expensive to produce in terms of both resources and political capital, Recreations are a comparatively rare sight – though this only serves to increase their mystique.

The role of Recreations within society remains a much-debated topic. Joan of Arc's incredible triumphs are lauded as the driving force behind the creation of Sun Tze, thereby striking a balance between the great powers. Anyone following the news knows of Achilles, ALEPH's very own superhero whose unmatched prowess is critical in keeping the Combined Army at bay. It all paints an appealing – though incomplete – picture.

For each success story, there have been a comparative number of complicated deployments and barely-contained disasters. While it's true that Adam Smith has proven a brilliant advisor, Project: Economist has met with mixed reviews from the Sphere's corporations. Hypercorps who expected a "Free Market Paladin" were sorely disappointed as, rather than an ideologue, Smith's curious yet reliably potent blending of moral philosophy and economic advice has seen great results, though corporations remain suspicious of the Recreation's long-term motives. Comparably, Project: Hakim was designed to gain Haqqislam's trust, yet when the "Prince of Physicians" arrived, he was kidnapped, deconstructed, and severed from ALEPH by the Hassassins and their Black Hand collaborators. Despite demure rebuttals from the doctor herself, rumours persist that Avicenna is this same Aspect gone rogue. Project: Desert Lion, on the other hand, is a remarkable success. Saladin is idolised by many in Haqqislam and beyond, leading some to wonder if Avicenna was a necessary sacrifice – and therefore ultimately a success. Even for those

willing to commit to that leap of logic however, certain other Recreations make it extremely difficult to assume that everything unfolds according to plan.

Project: Detective resulted in a Sherlock Holmes worthy of Sir Arthur Conan Doyle's stories. His prompt deduction that Bureau Aegis were over-reliant on his talents and subsequent disappearance, however, have left the Bureau scratching their heads and scrambling to save face. Project: Chieftain was supposed to drive a wedge into Ariadnan politics, but William Wallace hasn't taken kindly to a foreign government telling Highlanders what to do and now stands as a symbol of defiance. Project: Duellist is a similar fiasco; no-one knows where Miyamoto Mushashi is, or who he's stabbed lately. Obstinate apologists insist that ALEPH is following a plan, albeit one that's unfathomable to the human psyche.

This latter statement is generally accepted; after all, ALEPH has a sterling track record and many find comfort in assuming that it's operating on a level that's difficult to fully comprehend. It's also inarguably true on many levels and serves to play into ALEPH's paradoxical role in society. People want it to be human-like and relatable, yet also need to believe it infallible. For most, it's easier to assume that the AI has everything under control, as the alternative raises some uncomfortable questions.

Another plausible explanation offered insists that the ability to create life and consciousness is not the same thing as controlling it. The theory expounds that despite its best efforts, ALEPH has garnered no more luck controlling the Recreations than any parent would have with their children; some fall not far from the tree, some rebel, and some – it is hoped – are simply flexing their muscles as they find themselves.

Ironically, the latter hypothesis has gained credibility in two unlikely and disparate places: the Nomad Nation, and O-12 itself (particularly within Bureau Toth). Both see a reflection of humanity in the AI's inability to predict or control its progeny, though they arrive at sharply different conclusions on how to respond. O-12 consider it an honour and responsibility to assist the AI with its dynamic parenting problem.

As for the Nomads? Well, they've never met a rebel they didn't like.

RECREATIONS AS ADVERSARIES

JOAN OF ARC

To say that Joan of Arc changed the world is putting it mildly. Alongside providing the PanOceanian military with a living icon from myth and legend, Project: Maid of Orleans was intended to prove

NEMESIS

JOAN OF ARC

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
13 (+1)	10	10 (+1)	10	9	10 (+1)	12 (+2)

FIELDS OF EXPERTISE

Combat	+5	5	Movement	+2	2	Social	+3	2
Fortitude	+3	2	Senses	+2	2	Technical	+1	1

DEFENCES

Firewall	10	Resolve	17	Vigour	14
Security	3	Morale	5	Armour	5

ATTACKS

- **Blade of St. Catherine:** Melee, 2+9 (N), Unbalanced, Armour Piercing, Non-Hackable, Parry 2, Vicious 2
- **MULTI Rifle:** Range C/M, 1+7 (N), Burst 2/2, 2H, Expert 1, Medium MULTI, MULTI Light Mod, Vicious 1
- **AP Mode (Secondary):** Piercing 2

GEAR: Powered Combat Armour (Custom Military Order Vestments), Exoskeleton2

SPECIAL ABILITIES

- **Common Special Abilities:** Fast Recovery (Resolve 1, Vigour 1), Keen Senses (Sight, Hearing, Smell), Night Vision, Menacing 3, Superhuman Agility 1, Superhuman Brawn 1, Superhuman Personality 1, Superhuman Willpower 2.
- **Blessed Battle-Maiden:** Depending on allegiance, she can be inspiring or terrifying. Regardless, when the Maid of Orleans speaks, people listen. Joan generates 2 additional Momentum on social tests.
- **Deo Vindice:** Joan's heart harbours no doubt; her faith grants her a Morale of 5.
- **Five-Cross Sword:** Whether wielding her custom monofilament sword, or any other weapon, Joan's swordplay is second to none. She may reroll up to 5 (N), when making a close combat attack, but must accept the new results. Additionally, she pays one less Heat when using the Close Combat skill to make Guard or Defence Reactions, to a minimum of zero. Further, each point of Heat spent to gain additional dice for a Close Combat test net two d20s, instead of one (max. three bonus d20s). Finally, each point of Momentum spent to add Bonus Damage following a Close Combat attack adds two points of damage, instead of one.
- **Inspiring Leadership:** Regardless of their own faith, the Maid of Orleans is a living religious icon to her soldiers. Allied forces under her banner (including herself) may reroll one d20 when making Discipline or Resistance tests, but must accept the new result.
- **Shepherdess of Men (2 Heat):** Light years and centuries removed from medieval France, Joan still serves as an awe-inspiring leader. When an active participant in a scene, she can spend 2 Heat. For the remainder of the scene, Joan and any forces under her command increase their Morale Soak by 2.

the benefits of a close relationship with ALEPH. In her role as an homage to *St. Jeanne d'Arc*, Joan was supposed to be inspiring and competent; not revolutionary and transformative.

Mimicking her namesake, however, Joan of Arc made a habit of shattering expectations. As the first Recreation under the public eye, Joan's psychogenesis was subjected to a then-unprecedented level of scrutiny; good was not acceptable, she had to be perfect. At the time a young Joan entered the Hospitaller Order, she not only possessed the zeal, charisma, and sense of purpose that her namesake embodied, but also a keen military mind sharpened through the quantronic equivalent of millions of hours' worth of simulated combat.

She exceeded all expectations, which sparked Yu Jing into raising formal protest concerning ALEPH's position in siding with their long-term rival. The Recreation project teams scrambled to provide balance. For her part, Joan simply carried out her duties to the best of her ability, proving her worth in the Blizzard Skirmishes, NeoColonial Wars, and countless other battlefields across the Human Sphere – her grace, ferocity, and unparalleled leadership are spoken of in reverent whispers to this day.

Like her progenitor, Joan professes to love her banner forty times as much as her sword, and given her affinity for the latter, her devotion to PanOceania is entirely beyond reproach.

NOTE

The following Recreations represent ALEPH's very best work; as such, they're significantly more powerful than other Nemeses.



SUN TZE

Project: Counselor was a response to inadvertently tipping the scales in PanOceania's favour with Joan of Arc, though some wonder if Sun Tze was an act of overcompensation. A tactical genius with plans following an immortal timeframe, he is unconsciously bold in some areas, yet remarkably conservative in others. His historical forebear, Sun Tzu, once wrote that all could see his tactics, but none could discern his strategies. This seems to hold doubly true for Sun Tze. He makes full use of the luxury of patience he has been afforded, strategizing on an entirely different scale than almost everyone within the Human Sphere. Outside of ALEPH itself, Sun Tze's long-term planning is without peer.

His speech is precise and direct, his insights are clean, and his patience for fools is directly correlated to their usefulness to his plans. His ultimate goals are remarkably simple: he intends to oversee the continued existence of the State-Empire while shepherding its inevitable ascension as the dominant power in the Human Sphere. Though not compelled to conquer, he strikes without hesitation or remorse when an opportunity presents itself.



Even so, he is never in a rush. Given the current political climate, the risks of conflict far outweigh their potential rewards.

Immortality allows for disputes to be settled with cold patience rather than daring action. Secure in the knowledge that they eventually will, erode your opposition like waves against a cliff and dare them to commit the first mistake. Thus do Sun Tzu's strategies take shape in Sun Tze's hands; he waits for his opposition to err, and moves with decisive swiftness once they do. Many strive to master the Art of War; Sun Tze re-wrote the book on it.

NEMESIS

SUN TZE

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	11 (+2)	10	9	13 (+1)	13 (+1)	11 (+1)

FIELDS OF EXPERTISE

Combat	+2	2	Movement	+1	1	Social	+3	3
Fortitude	+2	2	Senses	+5	4	Technical	+3	2

DEFENCES

Firewall	17	Resolve	14	Vigour	12
Security	3	Morale	3	Armour	4

ATTACKS

- **Custom Shotgun, "Readiness":** Range C, 3+7 (N), Burst 2, 2H, Knockdown, Medium MULTI
 - *Fire Shells Mode (Primary):* Area (Close), Incendiary 3, Terrifying 1
 - *T2 Shells Mode (Secondary):* Anti-Materiel 2, Area (Close), Piercing 3, Vicious 2
- **Nanopulser:** Range C, 3+7 (N), Burst 1, 1H, Biotech, Subtle 3, Torrent, Vicious 2
- **Sword:** Melee, 1+7 (N) damage, Unbalanced, Non-Hackable, Parry 2, Vicious 1

GEAR: Deflector-2, ECM 1, Heavy Combat Armour, Optical Disruption Device)

SPECIAL ABILITIES

- **Common Special Abilities:** Fast Recovery (Firewall 1, Resolve 1), Keen Senses (Sight, Hearing, Smell), Night Vision, Menacing 4, Superhuman Awareness 2, Superhuman Intelligence 1, Superhuman Personality 1, Superhuman Willpower 1.
- **Invincibility Lies In Defence:** Sun Tze is remarkably difficult to rattle. When making a Discipline test, he can reroll any dice that did not generate a success, but must accept the new results.
- **Strategos:** Sun Tze knows both himself and the enemy intimately, allowing him to perfectly position troops. For any scene he is in, reinforcement costs are halved. Alternatively, if allied with the players, enemy reinforcement costs are doubled.
- **Unassailable Position (1-3 Heat):** Whatever the terrain, Sun Tze understands how to utilize it. He may spend 1 Heat to reveal Heavy Cover suitable to protect one Fireteam in a zone of his choosing. Each additional Heat spent provides cover for another Fireteam, to a maximum of 3 Heat and three Fireteams.
- **Win First, Then Go To War (2 Heat):** Sun Tze's strategies have been set in motion long before this day; enacting them is of greater concern than his own actions. As a Reaction, he can spend 2 Heat to immediately grant a Standard Action to any forces under his command.

WILLIAM WALLACE

A Scottish national hero, the original Wallace was an inspirational leader and an inspired tactician. His knowledge of terrain and use of lightly-armoured but highly mobile troops forced the English armies out of his homeland. He was the perfect candidate for Project: Chieftain. In retrospect, perhaps a little too perfect.

Developed in a rare collaboration with PanOceania and Yu Jing, Project: Chieftain was designed to appeal to the desire for independence amongst the freedom-loving Caledonians, ultimately fostering

civil war. A divided and distracted Ariadna would be significantly easier to manipulate, opening the way for O-12 member nations to move in on the Teseum-rich planet.

Wallace, however, had a history of confounding imperialistic expansion; a legacy that the nascent Recreation would soon live up to. Deployed to Dawn via orbital drop capsule, Wallace soon went incommunicado and apparently rogue. ALEPH detected that his connection had been severed almost immediately, though he soon reappeared in the Caledonian town of Inverloch with piles of slain Antipodes in his wake. He rapidly became a mainstay of Caledonia's military.

Investigations have noted clandestine visits from Black Hand operatives, with some assuming that the Recreation has been liberated from ALEPH entirely. Others are dubious, suspecting that the AI simply has a longer plan in place. For his part, Wallace has proven his worth in countless battles as a tremendous warrior, a brilliant tactician, and an inspiring leader. Whether they push Caledonia towards independence or not is difficult to predict – between shadow ops by Yu Jing, clandestine strikes from PanOceania, and constant border skirmishes with the Antipodes, Caledonia simply hasn't had time to pick other fights. Either way, Wallace has become everything that both Caledonia and ALEPH hoped he would be; time will tell what comes of that.

NEMESIS

WILLIAM WALLACE

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10 (+1)	10	14 (+2)	10	9	11 (+1)	12 (+1)

FIELDS OF EXPERTISE

Combat	+5	4	Movement	+3	2	Social	+2	2
Fortitude	+3	3	Senses	+2	2	Technical	+1	1

DEFENCES

Firewall	10	Resolve	16	Vigour	19
Security	2	Morale	2	Armour	3

ATTACKS

- **Teseum Claymore:** Melee, 3+12 (N), 2H, Non-Hackable, Piercing 4, Spread 1, Vicious 2
- **Combi Rifle:** Range C/M, 1+7 (N), Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Light Flamethrower:** Range C, 1+6 (N), Burst 1, 2H, Incendiary 3, Munition, Terrifying 2, Torrent

GEAR: Medium Combat Armour, Smoke Grenades

SPECIAL ABILITIES

- **Common Special Abilities:** Fast Recovery (Resolve 1, Vigour 1), Keen Senses (Sight, Hearing, Smell), Night Vision, Menacing 1, Superhuman Agility 1, Superhuman Brawn 2, Superhuman Personality 1, Superhuman Willpower 1, Threatening 3.
- **Berserker (X Heat):** Wallace can often lose himself to the murderous fray. He can spend one or more Heat to enter a terrible rage, gaining two additional Momentum on each successful melee attack. The rage lasts for a number of rounds equal to the amount of Heat spent. He cannot fire ranged weapons while in this state, though he can make improvised ranged attacks.
- **Grenades for Everybody:** Wallace loves him some smoke grenades. Allied forces can be assumed to possess smoke grenades, with the first Reload for each requiring zero Heat to use. Additional uses require Heat as normal.
- **Onward:** Wallace possesses inspiring bravery, which usually manifests as a headlong charge into battle. So long as they end up in the same zone as an enemy, Wallace and Fireteams under his command can charge to a point within Long range as a Minor Action (one movement action per turn still applies).
- **Shake it Off (1-3 Heat):** No matter how dire things become, Wallace finds a way to rally his troops. At the cost of 1 Heat, he and all allied forces may immediately attempt an Absterge action at +2 difficulty. Up to two additional Heat may be spent, reducing the difficulty increase by one for each point spent.





SALADIN

"I warn you against shedding blood, indulging in it or making a habit of it, for blood never sleeps."

Building on lessons learned from the Maid of Orleans and Counsellor initiatives, Project: Desert Lion is the most ambitious Recreation to date. Historically, Saladin was many things: general, sultan, scholar, and humanitarian. His Recreation would achieve all these and serve as an inter-factional diplomat besides. Though the process took longer than anticipated, his rebirth was an incredible achievement.

The numerous delays proved to be a blessing in disguise. Paradiso highlighted the need for leaders who could navigate the political and physical minefields of multi-faction squads. Despite vigorous objections from the assassins, the *Diwān al Jund* saw wisdom in the concept of a liaison officer and Saladin's tempered wisdom of treating enemy and ally alike with mercy and kindness positioned him perfectly for the role. Thus was Saladin welcomed into Haqqislam.

While still a savvy tactician and cunning strategist, Saladin's true gifts lie in the diplomatic arts. Other Reconstructions can readily lead armies, but it is the rarest of souls who are able to stand in their enemy's seat of power armed with nothing but a calm demeanour and set them to sweating bullets.

Saladin is a gourmand, poet, and inadvertent fashion icon. He is also one of the most successful intelligence agents the Human Sphere has ever seen. Though the Old Man of the Mountain is not convinced, his devotion to the ideals of Haqqislam appear beyond reproach. Some see Saladin flanked by Assassins and assume – correctly – that he's not to be trifled with. Those in the know, however, understand that his "honour guard" will cut him down at the first sign of betrayal. Saladin endures it as he does everything else; with a calm smile.

NEMESIS

SALADIN

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	11	9	10 (+1)	12 (+1)	13 (+2)	12 (+1)

FIELDS OF EXPERTISE

Combat	+2	2	Movement	+1	1	Social	+5	5
Fortitude	+2	1	Senses	+3	3	Technical	+3	2

DEFENCES

Firewall	16	Resolve	15	Vigour	11
Security	3	Morale	2	Armour	5

ATTACKS

- **Grazebled:** Melee, 1+7 (N) damage, 1H, Breaker, Non-Hackable, Stun, Subtle 2, Thrown, Toxic 3
- **Nanopulser:** Range C, 1+7 (N), 1H, Biotech, Subtle 3, Torrent, Vicious 2
- **Silenced Light MULTI Assault Pistol:** Range R/C, 1+6 (N), Burst 3, Unbalanced, Vicious 1
 - *Stun Mode (Secondary):* Burst 1, Biotech, Nonlethal, Stun, Subtle 1

GEAR: Holomask, Powered Combat Armour (Haqqislam, Exoskeleton 2)), Stealth Repeater.

SPECIAL ABILITIES

- **Common Special Abilities:** Fast Recovery (Resolve 1, Vigour 1), Keen Senses (Sight, Hearing, Smell), Night Vision, Menacing 3, Superhuman Coordination 1, Superhuman Intelligence 1, Superhuman Personality 2, Superhuman Willpower 1.
- **Eminent Diplomacy:** When Saladin speaks, magic happens. He may reroll one d20 when making a social test, but must accept the new result. Additionally, he gains three bonus Momentum when making a social test, which are additional to the bonus success from his Superhuman Personality trait.
- **Eyes Open:** Eagle-eyed and savvy, he is always reading the ebb and flow. Any Fireteam that Saladin is leading may attempt Reactions.
- **Hearts and Minds:** Many leaders inspire people; Saladin inspires people to cooperate. If he is leading a group test, assisting characters grant one additional Momentum if their test is successful.
- **Open Secret (1-5 Heat):** Saladin knows many things, which he's not opposed to sharing – when it suits his purpose. He can spend 1-5 Heat to target a character and reveal a hidden truth to them. The target suffers 3+X (N) damage to their Resolve and further Psywar attacks from any source inflict +X (N) damage to the character for the remainder of the scene, where X is equal to the amount of Heat spent on this ability. Saladin may only use this ability on a target once per scene, but may otherwise utilise it multiple times.



CHAPTER 3

THE MITOSIS CODE

Dr. Jonas Lavanchy, world-renowned programmer and expert on all things AI, has received an offer to join the O-12 Bureau on a special assignment. The PCs are assigned to Dr. Lavanchy as “negotiators” tasked with bringing him into the fold. Unfortunately for them, Dr. Lavanchy is found murdered within his apartment. Fearing that the doctor’s murder is part of a larger plot against the establishment, O-12 tasks the PCs with hunting down the murderer.

Digging deeper into the mystery of Dr. Lavanchy’s death soon makes it apparent that the PCs are in over their heads. With designs in motion that might change the very face of the galaxy, will they discover the real threat before it’s too late?

OPERATIONAL SUMMARY

Dr. Lavanchy was days away from starting a new job at the Liberty Ectogenetic Research Center (LERC) when he was murdered. As it turns out, he had accepted a deal with a smuggler named Magno in which he would be paid handsomely

to help purloin valuable data from the facility. Dr. Lavanchy thought better of it at the last minute and tried to back out of the deal, so Magno murdered him for it.

Magno’s mysterious partner, Don Quixot3, who is actually the rogue AI C3rvant3s, blamed the smuggler for the failure and demanded results, forcing him to adapt his plans and find a new method of entry into the facility. An opportunity presented itself when the Quantronic Technologies Subcommittee of the Öberhaus assembled a fact-finding mission to investigate the LERC’s safeguards in light of recent thefts at other research facilities. Magno was able to blackmail a member of the Quantronic Technologies Subcommittee, Camila Dilucca, by taking her family hostage and threatening to kill them. Magno needs Camila’s authority to secure a place on the fact-finding mission for C3rvant3s – who is operating under the alias of Crix Cyone – but intends to release her family once the mission is complete.

The waters will be further muddied, however, as the PCs will be led to believe Camila is the target of a kidnapping plot set to occur during the fact-finding





WILDERNESS OF MIRRORS

ALEPH: C3rvant3s' very existence and mission are an insult to ALEPH, and they will see the AI destroyed.

Ariadna: The Protocols clearly represent a bargaining chip for recognition. Recover them and deliver them to O-12 so that more support for the continued independence of Dawn can be found.

Haqqislam: Haqqislam seeks the Protocols as well, but only to destroy them. In this way, they ensure the future of the Human Sphere remains in human hands.

Nomads: Gaining access to the LERC and its teachings may provide useful insight into AI advancements. Plant an unobtrusive Arachne node inside the building (node provided).

PanOceania: The Protocols that C3rvant3s steals are keys to controlling power. Ensure that the Protocols wind up in the hands of PanOceania.

Yu Jing: The StateEmpire would find itself in a very advantageous position if in possession of the Protocols. Obtain them or, at the very least, ensure they do not end up in PanOceania hands.

Corporations: Clearly, much more is taking place at the LERC than commonly publicized. A healthy donation could buy insider access to information. Arrange and oversee a meeting with a senior member of the committee to discuss this.

Submondo: C3rvant3s would be a powerful ally to the organization, particularly for keeping Svengali dominance in check. If possible, win him over to the cause. If not possible, recover his head to appease Svengali.

Mercenaries: Magno's head has considerable value. Bring him in and burn his organisation; root, blade, and stem.

Mitosis Social Network



mission. A mock attack by Magno and his soldiers cements this ploy, but serves to distract everyone from C3rvant3s' real plan: stealing as much data from the LERC as he can, including the Fidelis Protocols, before escaping in the chaos.

BACKGROUND

C3rvant3s is actually a splinter of Svengali, the illegal AI turned multi-faceted Submondo. Svengali has perfected copying and fragmenting his own consciousness, but ensures that this knowledge is not passed on to his own progeny; C3rvant3s cannot multiply and fragment his consciousness the way Svengali can. Not to say he hasn't tried, but sheut shredding and other imperfections ensure that each copy is utterly insane or hopelessly defective.

C3rvant3s believes his only hope lies with the Fidelis Protocols, a new program under development in the LERC. Everything C3rvant3s does in this mission, from infiltrating the fact-finding mission to murdering Dr. Lavanchy, is in pursuit of the Protocols.

Magno is the face of the adversary on this mission, with C3rvant3s hiding in plain sight as the mysterious Don Quixot3, or subcommittee member Crix Cyone who attempts to befriend the PCs during his main ploy.

C3RVANT3S (DON QUIXOT3/CRIX CYRONE)

APPEARANCE

Young, attractive, with the air of a trust fund kid. Muscular, arrogant, and demanding, yet ultimately friendly. Possessed of blue eyes, wavy blonde hair, and an easy, lopsided grin.

ROLEPLAYING

- Appears jovial and somewhat haughty, like life is a game played on easy mode.
- Seems to avoid both eye and physical contact of any kind.
- At times appears to drift off in thought and becomes blank, as if somewhere else entirely.

BACKGROUND

C3rvant3s has created a fictional background for his alias Crix Cyone that passes scrutiny well enough to get him placed on the fact-finding mission into the LERC. His family fortune comes from Cyone Imports, a fictional corporation forged by C3rvant3s. C3rvant3s is also blackmailing fellow subcommittee member Camila Dilucca, who verifies his identity to the PCs. Most likely, the PCs won't

realize Crix is really C3rvant3s until after he has escaped with the Fidelis Protocols.

NEMESIS

C3RVANT3S

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10 (+1)	11 (+1)	10 (+1)	10	11 (+1)	8	10

FIELDS OF EXPERTISE

Combat	+3	1	Movement	+2	1	Social	+1	—
Fortitude	+2	1	Senses	+2	2	Technical	+4	3

DEFENCES

Firewall	16	Resolve	12	Vigour	13
Security	3	Morale	3	Armour	2

ATTACKS

- **Pistol:** R/C, 2+6 damage, 1H, Burst 1, Vicious 1
- **Teseum-Edged Knife:** 2+5 damage, 1H, Concealed 1, Non-Hackable, Piercing 2, Subtle 2, Thrown 1, Unforgiving 2

GEAR

Augmentations (AR Eye Implants, Bioimmunity Organ, Fast Down-load Port, Pain Filters, Sixth Sense, Subdermal Grafts)

SPECIAL ABILITIES

- **Common Special Abilities:** Fast Recovery (Firewall 1, Vigour 1), Inured to Disease and Pain, Keen Senses (Hearing, Sight), Menacing 3, Night Vision, Superhuman Agility 1, Superhuman Awareness 1, Superhuman Brawn 1, Superhuman Intelligence 1, Threatening 3.
- **Data Fiend:** An incredibly talented hacker and analyst, C3rvant3s may reroll one d20 when making an Analysis test or Hacking test, or up to 4 when making an infowar attack, but must accept the new results. Additionally, when making an Analysis test related to cryptography, he reduces the difficulty by 1 (minimum Simple (D0)). He may also use a Reaction to respond to an infowar attack with one of his own, using any software to hand at +2 difficulty; the attack resolves before the enemy attack, which is subsequently negated if a Breach is inflicted. Finally, when making a Fake ID, the resultant ID gains +1 to its rating.
- **Friends in Low Places:** C3rvant3s has no qualms about utilising unsavoury types and has an uncanny knack of entering places undetected. He can reroll one d20 when making an Education or Thievery test, but must accept the new result. Additionally, when making a Persuade or Education test relating to or interacting with the criminal element, he gains 2 bonus Momentum. Finally, each point of Heat C3rvant3s pays to gain additional dice for an Acrobatics or Stealth test provides two dice instead of one. (The normal maximum of three bonus d20s still applies.)
- **Instant Expert (1-3 Heat):** C3rvant3s can call on a vast repository of knowledge to enhance his combat performance. As a Minor Action at the start of his round, he may spend up to X Heat (maximum 3) to gain the first talent in either the Ballistics or Close Combat tree. He then gains a rating in the talent equal to X until the end of the scene, where X is the amount of Heat spent. C3rvant3s may use this ability more than once (i.e., to gain both the Ballistics and Close Combat talents during the same combat).
- **Svengali's Blessings:** In addition to many augmentations, C3rvant3s' parent provides two critical enhancements to his offspring. C3rvant3s benefits from Morale and Security Soak 3.

THE HOME OF O-12

In-depth details of the mission's location, Concilium Prima, can be found on p. 237 of the *Infinity Corebook*. Particularly of note are Sainte Michelle de Bois Bleu on p. 239, and Edda on p. 240. It will be well worth taking the time to read through this chapter as a supplement to this mission.

GMs should also note that this is O-12's home turf, their playground. Support that might not be readily available to distant, undercover field agents is more accessible here, which can be provided in the form of equipment, additional troops, or privileged access. The Bureaus will not take kindly to a rogue AI running rampant in their yard, which — dependant on the finale — can have positive or negative repercussions for the PCs.



PLAYTEST TIP

MIND THE TWIST

Remember that there are a few key twists to this mission.

Making Dr. Lavanchy feel like the core of the mission (the mission is even named after one of his protocols) is important leading into the revelation that he has been murdered. This should cause some manner of confusion. Make no mention of C3rvant3s and avoid focusing on the Fidelis Protocols as a MacGuffin so as to increase tension during the final scene.

KEY INFO

- As a rogue Saelig, C3rvant3s is extremely intelligent — enough to seem like he belongs on the subcommittee. A large clue is that Crix seems to be too intelligent.
- C3rvant3s has backups of himself stored in key locations. If he were to be killed, his black-market contacts resurrect him in a new body, albeit one that displays some form of insanity or physical ailment.
- His main goal is to ingratiate himself with the PCs so they make it a point to protect him. If his plan goes off without a hitch, the PCs will escort him right out of the building with the stolen Protocols.

- Dr. Lavanchy is a consultant on the PC's current mission.
- A clue from a previous mission leads to Dr. Lavanchy's apartment.
- Magno can be used as a recurring nemesis, in which case an investigation into his activities leads to Dr. Lavanchy.
- Dr. Lavanchy can feature in previous missions of your campaign as a frequent guest star, whose death spawns an investigation.

MISSION BRIEFING

The PCs receive their mission briefing through a video conference with their O-12 contact. Read aloud or paraphrase the following:

We have found ourselves a potential new ally in one Dr. Jonas Lavanchy. Dr. Lavanchy has accepted a position at a secure research facility and is due to start in a few days, but we would rather he come work for us. He has contributed to the astonishing leaps made in AI technology in the past few years, and we see vast potential for his expertise in certain protocols.

We have made Dr. Lavanchy quite the offer, yet he seems hesitant to accept. You are to act as our negotiators and do whatever it takes to convince the doctor to accept our offer. We know we aren't the only ones pursuing his employment, so haste is recommended. If he still refuses to accept, no matter the negotiation, bring him to us, whether he wants to or not — but in one piece please. We need him alive.

THE MITOSIS METHOD

The following article, published in a scientific research journal, is reproduced as a handout on page 31.

THE MITOSIS METHOD
by F. M. Forgrave

When one thinks of AI, there are a few names that come to mind. One of them might be ALEPH, a figure we are all familiar with. Another might be Svengali, the terrorist AI that has been recently causing chaos. One who might not come to mind is Dr. Jonas Lavanchy, the brilliant scientist behind our generation's greatest AI advancements.

A prodigy from a young age, Dr. Lavanchy was one of Manaheim University's youngest doctoral candidates. It was there that he became a champion for AI safeguards, publicly arguing against the Fidelis Protocols that allow AI to duplicate themselves into a cluster-consciousness, and fighting for

MAGNO

APPEARANCE

Forty-something with dark brown curly hair. Old, scarred, and broken, but still capable. Past his peak, yet his smuggler charm still shines through.

ROLEPLAYING

- Has a macabre sense of humour, and laughs absurdly at his own jokes.
- Has a tremble in his left hand due to an old injury.
- Decorated with tattoos everywhere except his face from the peak of his smuggling days.

BACKGROUND

Magno was, in his youth, a member of the Bakunin Jurisdictional Command and one of their primary smugglers. His partner was killed by Svengali, which drove Magno away from *Bakunin* and into the private sector. He vowed revenge on Svengali and found an ally in C3rvant3s, who seeks to challenge the AI.

KEY INFO

- Use the Triad Boss profile, *Infinity Corebook*, p. 460.
- Magno normally operates out of a base in Sainte Michelle de Bois Bleu, but has relocated to C3rvant3s' safe house in Utgard.
- Magno's goal is to keep the PCs distracted long enough for C3rvant3s to infiltrate the LERC and steal their data.

SCENARIO HOOKS

The key hook to this mission starts with Dr. Jonas Lavanchy; a reason for contacting him is given in the briefing, but this can be replaced with any motive that might fit your campaign. Some suggestions include:

stricter regulations on AI research laboratories. His efforts have yielded many new protocols, like the Mitosis Code, that have gone a long way towards making our world a safer place. Some have said that Dr. Lavanchy's research will prevent the AI takeover that so many conspiracy theorists have long feared.

SCENE ONE: MURDER IN MANAHEIM

Known throughout the sphere, Manaheim University is the crown jewel of Concillium's education program. The faculty housing in which Dr. Lavanchy makes his home is far more austere than the doctor would be able to afford if he sold out to the private sector. He lives on the third floor of a quiet housing block.

The agents arrive to find Dr. Lavanchy unresponsive to their knocking on his apartment door. The door is unlocked, and slightly ajar. Music can be heard drifting into the hallway; a classical tune.

Once inside the apartment's small living room they find Dr. Lavanchy slouched in a recliner next to the phonograph responsible for the classical music. Dr. Lavanchy is dead, killed by a bullet wound to the head.

Read or paraphrase the following:

Dr. Lavanchy is dead, that much is obvious. The wound looks fairly fresh, as if the murder occurred recently. The apartment itself is in order, seeming to rule out robbery as a motive. In fact, there is a pile of money stacked, untouched, on the end table next to his body.

THE MURDER SCENE

The Room: If the PCs take their time examining the room, ask for a **Challenging (D2) Analysis or Observation test**. If they only take a hurried look, apply +1 to the difficulty and complication range. Success discerns that there are no signs of forced entry on the door or any of the windows. Whoever murdered Dr. Lavanchy was apparently let in. For 1 Momentum each, the following additional clues can be revealed:

- The top bill of each neatly stacked pile of money is marked with a strange sigil drawn in blood; a follow-up Medicine or Science test using a laboratory confirms this as the doctor's.
- Dr. Lavanchy has kept detailed receipts of his recent travels, including trips to the Liberty

Ectogenetic Research Center (LERC) and a villa in Sainte Michelle de Bois Bleu. His phone log provides records of encrypted communications with the person living at the villa.

The Body: The body can be examined via an **Average (D1) Analysis or Medicine test**. If successful, it's immediately apparent that the body has only been dead a few hours, meaning the murder must have happened in the middle of the night. For 1 Momentum, the following is also discerned:

- The body was not moved after the murder. The doctor's position and movement of the chair indicate he was standing when shot, his body falling back into the chair.

The Money: If the PCs notice the blood sigil drawn on the bills, they can further research the symbol's meaning via an **Average (D1) Education or Thievery test**. If successful, it's understood that the marking of bills is well-known in the smuggling world as a way of announcing that someone has failed to follow through on an agreement. Two additional Momentum reveals the following:

- This particular sigil belongs to a particularly skilled smuggler named Magno. Renowned in smuggling circles, he was last seen building a new team in Edda.

INVESTIGATING DR. LAVANCHY

A look into Dr. Lavanchy's past highlights his work at Manaheim University, where he served as an expert in AI protocols. He was recently hired by Bureau Toth to work at the LERC and was due to start work there in just a few days. Nothing stands out when looking through his current associates, but he made many enemies by lobbying against the Fidelis Protocols. When looking through his most recent conversations, the encrypted correspondence with an unknown recipient at Sainte Michelle de Bois Bleu immediately leap out as unusual.

THE O-12 RESPONSE

O-12 is concerned about the timing of this hit. The fact that he was murdered in this manner suggest O-12 was not the only organization to try and lure Dr. Lavanchy away from the LERC. It's possible someone might have learned of O-12's offer and murdered him in response. Either way, O-12 will need the agents to investigate the murder before they can assess any threats to their organization.

WORD ON THE STREET

The PCs can follow up on the importance of the sigil and its connection to Magno by asking any criminal connections (requiring psywar using Persuade or Thievery). Word on the street has Magno working with a secretive partner. In an exceptional step for them both, the pair are building a small army in Edda to take on Svengali's empire. The normally reclusive pair rely almost exclusively on their own skillsets and company, but the large bounty placed on both their heads by Svengali appears to have spurred them to put aside their antisocial natures and begin hiring mercenaries to protect their scalps.



SCENE TWO: SINGING THE BLEUS

GETTING TO THE VILLA

The PCs can follow multiple paths to the villa. If they traced Dr. Lavanchy's phone records or discovered his travel receipts, these lead directly to the villa's address. Otherwise, their enquiries might require them to gather information in the city before discovering the location of Magno's hideout.

MAGNO'S VILLA

Read or paraphrase the following:

The villa in Sainte Michelle de Bois Bleu is extravagant, quite the opposite of Dr. Lavanchy's stark apartment. It is large, multi-story residence, with open-air courtyards, a pool, and all the accoutrements a wealthy businessman, or black-market smuggler, could require. It is also completely abandoned.

The villa looks like it was left in a hurry; the cabinets are only half emptied of their supplies, chairs have been knocked over, and a few maps and documents remain pinned to the walls, forgotten during the evacuation. One of these documents is a dossier on Dr. Lavanchy.

The Paper Trail: Magno left hurriedly, shredding most of the documents that he did not burn. Some still remain in dishevelled piles, while others can be pieced together from what remains. With a **Challenging (D2) Analysis test**, the PCs learn that the paperwork is largely meaningless aside from a few mentions of the villa itself, Dr. Lavanchy, and a code name: Don Quixot3. For 1 Momentum each, the following can also be discerned:

- By piecing together the shredded paperwork, a few more clues present themselves: Magno seems to have partnered with a mysterious figure known as Don Quixot3. A quick scan of the codename details suspected criminal hacking activities in Edda.
- Among the documents left behind are blueprints of both Magno's villa, and another villa that looks to be in the same neighbourhood.

The Villa: One of the following clues can be discovered with an **Average (D1) Analysis** or **Observation test**, with each additional clue requiring 1 Momentum each. The GM is free to decide which clue to offer initially, but it should naturally follow the intent of the PCs explorations:

- One of the bedrooms has several deadbolts on

the outside of the room, and the windows inside have been sealed shut and blocked with steel bars. There are signs of a struggle in the room.

- There is a video camera hidden in the corner of the room. Its data trail can be traced back with a **Daunting (D3) Hacking test**, leading to an address in Edda.
- A bank of monitors resides in the next room. Aside from the bedroom next door, the images provide several angles of the Dilucca Villa exterior.

If this is the PCs' first trip here, it's most likely they won't know what they're looking at when they find clues related to the kidnapping of Camila Dilucca's family. Once they are aware of Magno's plans for Camila and return to the villa, these clues will connect them to her family.

FINDING THE DILUCCA VILLA

The PCs will likely be curious and decide to trace the origin of the security footage found here. A search of Maya and successful **Challenging (D2) Analysis** or **Lifestyle test** determines the image location: a separate villa owned by one Martin Dilucca. The villa is currently empty, and all signs point to the Dilucca family having left on a vacation, however the PCs will realise this is a ruse after speaking to Camila later in the mission.

OPTIONAL ENCOUNTER: MOVING OUT

If the PCs are struggling for clues, or if the pace of the mission is moving too slow, an optional encounter with some of Magno's thugs, back to clean up what they might have missed, could add some conflict and give the PCs another path to Edda.

SCENE THREE: THE EDDA CONNECTION

When the PCs arrive at the Edda warehouse, read or paraphrase the following:

Don Quixot3's base of operations in Edda is an old warehouse on the rough side of town: the kind of place where criminal activity can easily go unnoticed. While the warehouse looks dated, the security system

Don Quixot3 has installed appears top of the line, if the cameras and turrets tucked in the dark corners of the building are any indication.

BREAKING INTO THE WAREHOUSE

C3rvant3s is a brilliant tactician and has thought through every contingency, therefore his warehouse is well-guarded and prepped with an explosive device should he quickly need to hide evidence. If he detects the PCs invading the warehouse or hacking his system, he will blow the whole building remotely. C3rvant3s has left a mercenary unit, Leath's Corsairs, in charge of the warehouse's safety while he is slipping unnoticed into the LERC fact-finding mission.

COMMANDER LEATH

APPEARANCE

Grizzled veteran. Buzz cut, but missing hair and displaying scars due to a burn that didn't respond well to regenerative treatment.

ROLEPLAYING

- Incredibly serious man, rarely even smiles.
- Has pledged loyalty to C3rvant3s, and resents Magno's new partnership.
- A chain-smoker who takes constant smoke breaks.

BACKGROUND

Commander Leath is a mercenary, commander of the group "Leath's Corsairs," who work for the highest bidder on either side of the law. They have fought in major wars (sometimes for both sides) and worked for a variety of high-profile gangs. C3rvant3s contacted them shortly after his creation and has used them as muscle ever since. Not even Commander Leath knows who C3rvant3s really is.

KEY INFO

- Use the Spec Ops (Elite) profile, *Infinity Corebook*, p.455.
- Leath is not aware that C3rvant3s has the warehouse rigged to blow. To the AI, human life is easily expendable. Although loyal to his contract, Leath will put the lives of his men and himself first. If convinced that C3rvant3s will readily sacrifice them, he abandons the contract.
- Leath will be given a fair chance to repel the invaders, if they're detected. C3rvant3s will only blow the building if it seems the Corsairs are about to fail.
- Leath's soldiers are hidden, as to not draw attention to the warehouse. They will not fire on the

PCs if they don't see them as a threat.

LEATH'S CORSAIRS

If the PCs end up in a combat encounter with the Corsairs use the Spec Ops (Trooper) profile, *Infinity Corebook*, p. 455, providing two Corsairs per PC.

THE DATA

The data on C3rvant3s' hard drives is encrypted, but a successful **Challenging (D2) Analysis** or **Hacking test** can decrypt information detailing a kidnapping plot. The target is an AI specialist on a LERC fact-finding mission put together by the Quantronic Technologies Subcommittee of the Öberhaus. A list of names and addresses presumably relates to the members of the fact-finding mission (see *Fact Finding Mission Member List* sidebar). Each Momentum spent can reveal one of the following facts:

- Several blueprints can be founding detailing Magno's villa in Sainte Michelle de Bois Bleu, another villa owned by the Dilucca family, and a forward base that Don Quixot3 has set up in an abandoned factory in Utgard, presumably where he will stage the kidnapping.
- Deep in the files there is a dossier on Camila Dilucca, marking her as a target for C3rvant3s' plan.

BEHIND THE NAME

If the PCs interrogate Leath and inflict a Metanoia, or if they reveal all of the additional clues from *The Data* and spend 1 additional Momentum, they will discover that Don Quixot3 is a codename for the elusive rogue AI, C3rvant3s.

SORTING THROUGH THE RUBBLE

If C3rvant3s does blow the warehouse, the PCs can still recover enough data from burned-out hard drives to point them towards the fact-finding mission, though they will struggle to uncover the identity of the target. If the safe house was brought down, and the PCs are sorting through the rubble, the data is badly damaged. Add +1 to the difficulty and increase the complication range by one when interrogating the hard drives.

ACCORD OR OPPOSITION?

Depending on which clues the PCs have uncovered, and the conclusions they've drawn, they have two paths ahead of them. One is *The Utgard Accord*, to meet up with the fact-finding mission and protect the target. The other is *The Utgard Opposition*, tracking down C3rvant3s' base in Utgard to stop the kidnapping from ever occurring.

THE STEALTH APPROACH

If the PCs choose a stealthy approach to enter the warehouse and get the information, it's possible they can avoid the fight entirely and leave with the information without C3rvant3s lighting the fuse.

FACT FINDING MISSION MEMBER LIST

The following list of names, positions, and addresses of the members of the fact-finding mission is reproduced as a handout on page 31..

- **Anton Sabine**, male
AI SPECIALIST, Atamaria 61, Puerto la Guardia
- **Raphael Jadin**, male
ENGINEER, 31 rue Beauvau, Sainte Michelle de Bois Bleu
- **Pai Wa-Bo**, female
LAWYER, 233-3 Deoksanri, Xuan Ji
- **Gustii Malovoi**, male
BIO-CHEMICAL ENGINEER, Heerderweg 35, Auron
- **Camila Dilucca**, female
AI SPECIALIST, 84 rue Bonneterie, Sainte Michelle de Bois Bleu
- **Matsu Yorin**, male
CYBER SECURITY EXPERT, Sævar 55, Nordkap
- **Crix Cyone**, male
AI SPECIALIST, 458 Paddington Way, Livingstone
- **Laurena Volante**, female
ACTIVIST, Vahtra 10, Medina



PLAYTEST TIP ROLEPLAYING CRIX

Remember that Crix is really C3rvant3s in disguise, but nothing the AI does will give this away: only afterward should Crix' interest in the LERC and the Fidelis Protocols make sense. Crix will stay close to the PCs, confiding in them that this is his first real job, and that he's a bit nervous. He appears harmless and friendly and, if the PCs haven't already determined that Camila is the target, Crix will seem a likely candidate for the fake kidnapping.

PLAYTEST TIP MISSING THE MISSION

Scene Five primarily exists to direct the PCs back to the LERC. At this point, they might have missed the LERC and left Camila unguarded because they haven't put the clues together or missed the significance of the kidnapping attempt. It is, however, one way for the PCs to uncover C3rvant3s' real objective. Alternatively, the PCs may be heading here after securing Camila, intent on freeing her family. Whether they are in time to do so, however, is at the GMs discretion.

It may be that C3rvant3s has fled with the Protocols, in which case rescuing Camila's family can take the edge off. In a similar vein, finding her family dead or moved elsewhere can offer a Pyrrhic victory.

SCENE FOUR: THE UTGARD ACCORD

If the PCs choose to protect Camila, read or paraphrase the following:

Members of the fact-finding probe into the LERC have been gathering at a hotel in Utgard to prepare for their investigation. Luckily, O-12 is on friendly terms with the LERC, and adding a few more agents to the subcommittee's guard detail wasn't a problem.

Upon gaining assignment to the guard detail of the fact-finding missions, give players the Member List Handout, unless they already discovered it by hacking C3rvant3s' database. Most members are amicable towards the PCs' arrival. The only two to show real interest are Camila, who secretly hopes the PCs can help rescue her family, and Crix, who wants to ingratiate himself with the PCs to keep a close eye on them.

MEETING THE TEAM

The PCs can mingle with the team members in an attempt to get to know them and perhaps suss out Don Quixot3's — C3rvant3s' — plan. A **Challenging (D2) Analysis** or **Observation test** allows them to notice that Camila Dilucca appears particularly nervous and seems to be hinting towards a chat in private. If they agree, Camila will tell them she's worried about her family and hopes someone is checking in on them at her villa in Sainte Michelle de Bois Bleu. She won't say more out of fear for her family's lives.

For his part, Magno has assigned a member of his criminal organization to the security detail in order to keep an eye on Camila; he wants to ensure she follows through with the plan and doesn't alert anyone to C3rvant3s' alias. Either psywar or 2 Momentum from the test referenced in the previous paragraph can reveal the plant. If coerced (through whatever acceptable means), the mercenary will give up Camila Dilucca as Magno's target, as well as the location of C3rvant3s' Utgard command center.

GUARDING MRS. DILUCCA

No matter how credible the threat on her life may be, Camila knows it's a charade, and knows the mission must go on, for the sake of her family. She will fight to continue the mission, but will accept the PCs as bodyguards if they choose, as this won't actually interfere with Magno's mission at all. If the PCs instead choose to hit C3rvant3s at home, or head there to rescue Camila's family, move to *Scene Five: The Utgard Opposition*.

SCENE FIVE: THE UTGARD OPPOSITION

While the PCs are investigating Magno's base in Utgard, the LERC fact-finding mission is on its way to the LERC; either that, or the PCs are heading here after the LERC to secure Camila's family. If the former, and the PCs uncover the truth of what is happening, they'll most likely rush to the LERC in an attempt to stop Magno and rescue Camila Dilucca, leading to the confrontation in *Scene Six: Left in the LERC*. Regardless, read or paraphrase the following on their arrival (replacing Don Quixot3 with C3rvant3s if they have discovered this):

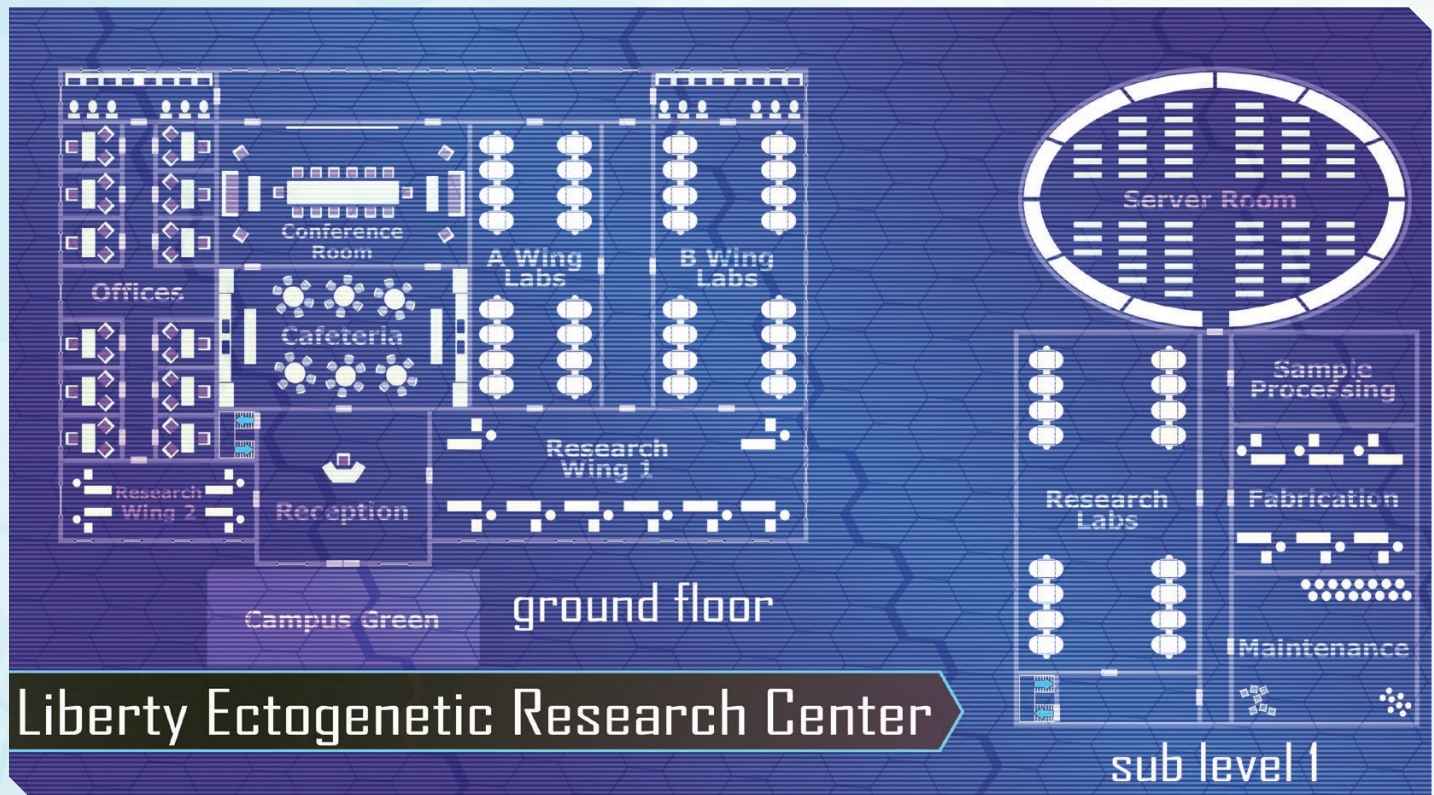
Don Quixot3s' operations in Utgard are being carried out from a forward base built discreetly into an abandoned warehouse along the waterfront. This is a joint operating base funded by Don Quixot3, but developed and guarded by Magno's men. Getting past them, and into the facility, won't be an easy task.

THE ABANDONED FACTORY

Magno has already left with his assault team, destined for the LERC (or the assault team has been dealt with at the LERC). A few guards have stayed behind to clean up the staging grounds, but the PCs arrive before they've managed to clear everything like they did in Sainte Michelle. For the mercenaries, use a mixture of Trooper and Elite Spec Ops profiles, *Infinity* Corebook, p. 455.

After dealing with the threats, the PCs are free to spend time searching in the form of a **Challenging (D2) Analysis** or **Observation test**. If successful, they determine that the mercenaries were once again in the process of shredding and burning documents. Many files are left to be destroyed, including several dossiers on a member of the LERC fact-finding mission: one Camila Dilucca. It appears Magno had both Camila and her villa in Sainte Michelle under observation. For 1 Momentum each, the following facts are also revealed:

- There are many references to Don Quixot3 strewn among the documents, including bank transactions linking him to both Magno and Leath's Corsairs. There is also documentation of payments made to Crix Cyone (C3rvant3s' other alias), which were made to establish his background credentials.



Liberty Ectogenetic Research Center

sub level 1

- Detailed plans can be found referencing Dr. Lavanchy and the Fidelis Protocols. Blueprints show the Fidelis Protocols are currently being worked on in the LERC and – while subjected to the fact-finding mission – will be present in nearby servers. C3rvant3s has managed to get his hands on decryption algorithms that will allow him to steal the Protocols.

As with *Behind the Name*, p. 27, inflicting a Metanoia against one of the guards, or revealing both clues listed above and spending 1 additional Momentum, can allow for the PCs to reveal Don Quixot3 as an alias of C3rvant3s.

SCENE SIX: LEFT IN THE LERC

Upon arriving at the LERC, read or paraphrase the following:

The LERC is on the cutting edge of science and AI technology. It is the largest AI research facility in Utgard, and so is under constant surveillance by O-12, since the LERC could pose a great risk to the Sphere's safety if its research fell into the wrong hands.

MAGNO'S MERCENARIES

Magno has launched an attack against the LERC with thirty mercenaries, plus himself. It is a large enough force to draw the attention of the LERC security, but small enough that it can be defeated, thus allowing C3rvant3s to slip away and masking their true purpose. When Magno gets word that C3rvant3s has the Fidelis Protocols, he will signal the retreat. Magno will do his best to stay out of combat and avoid capture because this ruse isn't worth risking his life for.

MERCENARY TACTICS

Six mercenaries are positioned outside the facility, behind the protective APCs they drove up to the LERC entrance. Magno has created a safe space for himself in the conference rooms, after forcing everyone to evacuate. Hostages from the building are all shuffled into the first-floor offices. A team of ten mercenaries will head downstairs to round up the subcommittee members. It is these ten the PCs are most likely to encounter, no matter which way they enter the facility.

- 1. Campus Green:** Six soldiers defend the perimeter from the LERC security, who are cautious to approach due to the hostages.
- 4. Cafeteria:** Magno keeps five guards with him at all times in the conference centre, which will allow for a quick getaway after C3rvant3s escapes.
- 5. Offices:** The other nine guards that remain on the first floor guard the hostages imprisoned in the office area.
- Sublevel One:** Ten mercenaries move room-to-room downstairs, searching for the LERC mission – their goal is to bring them upstairs with the rest of the hostages.



PLAYTEST TIP

TIMING

Matching up the timing of the LERC tour with Magno's assault is highly important to the plot, but so is the avoidance of any feelings of railroading. At any point, GMs should feel free to alter the order of scenes so that they flow more naturally, or include additional scenes for the same reason. Also, consider allowing the PCs to succeed with well-thought out plans, rather than adhering to the plot as presented. For instance, if they reach the fact-finding mission in time and convince the team that it shouldn't go ahead, adjust C3rvant3s' plan to one of insertion during Magno's raid; the PCs can still be called in as additional backup during the firefight, but it will feel less like their actions have no impact to the main story. Adjust the plot to the PCs, not the PCs to the plot!

THE BEST LAID PLANS

Most likely, the PCs get to Scene Six by guarding the fact-finding mission as it enters the LERC, in which case they will start the mission from inside the facility, with the subcommittee as Magno attacks it. If the PCs went to investigate C3rvant3s' base in Utgard, they gain a better understanding of his end goal, but they will be approaching from outside the facility, having to fight their way through Magno's guards to get to the subcommittee. If the PCs are with the subcommittee, they are on the basement level investigating the research spaces when the attack begins. If they are approaching from outside, they have to fight their way through the green, into the building, and into the basement.

PLAN A

The most common outcome is the PCs guarding the fact-finding mission. As soon as the subcommittee has reached the basement, Magno will trigger the attack. He transports his men in via large, military-grade APCs which he uses to provide cover against external security on the campus green. The alarm triggers as soon as the gunfire starts, shunting the facility into lockdown. The safest place to hide is the maintenance room, as it is the most secure, but C3rvant3s will attempt to slip away to the now-empty server room to download the Fidelis Protocols and whatever else he can get his hands on. C3rvant3s will try to grab the data and leave the facility without the PCs noticing he's missing. If they go looking for him, he pretends to have gotten lost looking for a hiding place and attempts to sneak off again later, but this is much riskier.

PLAN B

The PCs have discovered Magno's mission to kidnap Camila Dilucca (or maybe even C3rvant3s' ultimate plan) and are now racing to stop the heist. They must fight their way through the APCs (at which point Magno will flee), rescue the hostages, and clear the mercenaries in the basement. By this time, C3rvant3s will have fled with the data.

PLAN C

There is the unlikely event that the PCs stop the fact-finding mission from ever going to the LERC. This is very bad for Camila, as her family will be executed if she does not follow through, and for C3rvant3s, whose whole plan will fall apart if the mission doesn't go forward. If this happens, C3rvant3s won't give up. He believes the key to unlocking his true potential is in the LERC and he will stop at nothing to get it. He will pool every man available to him and launch an all-out assault against the LERC. Many will die on both sides, and the chances of Magno and C3rvant3s getting out alive are slim.

AFTERMATH

Once everything has died down, it becomes clear that Crix is missing from the team. If Camila survived, she confesses to helping forge documents for Crix to get him onto the team, though she has no clue of his real identity. She is also terrified for her family, who may still need rescuing.

A quick sweep of the database determines that the Fidelis Protocols are missing, with security footage proving that Crix stole them. If they haven't already figured out his identity, connecting Crix to C3rvant3s — whose certainty of existence is a

very closely guarded secret — happens during the team's de-briefing, when O-12 has no option but to reveal his existence. C3rvant3s' escape with the LERC protocols will put the whole Human Sphere in jeopardy.

If the PCs foil C3rvant3s' plot, they will have prevented perhaps the greatest security breach that the Human Sphere would have ever experienced. A promotion will certainly be in order, as will high-profile missions. Of course, they will also have made a reputation for themselves among criminal organisations....

C3RVANT3S METAPLOT

If C3rvant3s is on the loose with the codes, he can act as a campaign hook for future missions. Alternatively, if C3rvant3s was killed in this mission, his black-market contacts will reintroduce a new, slightly insane or physically impaired sibling; one hell-bent on retribution, of course.

OPTIONAL SCENE:
GETTING UP THE
NEVSKY

The encounter with Nevsky is designed to re-correct the course of a group that has gone off the path. Either they didn't discover the right clues, didn't think to look for necessary information, or followed the wrong hunches, which has ultimately led them astray. Nevsky can also be used to clue the PCs in on the truth behind C3rvant3s, the fact that he's a Saelig, and his connection to Svengali. Nevsky will not solve the mystery for the PCs and is actually wrong on a few points, but it will be enough to guide the PCs in the right direction.

Nevsky is a subversive Maya artist with deep connections to the underworld and Black Hand. His investigation into C3rvant3s' string of research thefts has aligned him with the PCs. Using the Great Detective profile, *Infinity* Corebook, p. 428, there are a few facts Nevsky will grant the PCs following successful use of psywar:

- C3rvant3s is a Saelig that has separated from his AI parent, Svengali. The grudge he holds against his forebear runs deep.
- He has determined that C3rvant3s has hired the smuggler, Magno, in an attempt to kidnap a member of the Bureau's fact-finding mission.
- He will also direct them to Magno's villa at Sainte Michelle, C3rvant3s' warehouse in Edda, or the forward operating base in Utgard, depending on the PCs' progress in the mission.

HANDOUTS

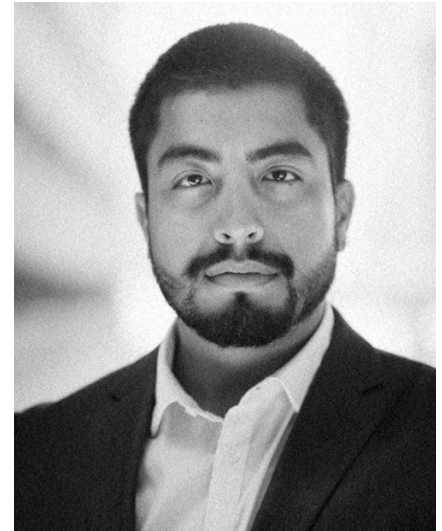
THE MITOSIS METHOD

by F. M. Forgrave

When one thinks of AI, there are a few names that come to mind. One of them might be ALEPH, a figure we are all familiar with. Another might be Svengali, the terrorist AI that has been recently causing chaos. One who might not come to mind is Dr. Jonas Lavanchy, the brilliant scientist behind our generation's greatest AI advancements.

A prodigy from a young age, Dr. Lavanchy was one of Maneheim University's youngest doctoral candidates.

It was there that he became a champion for AI safeguards, publicly arguing against the Fidelis Protocols that allow AI to duplicate themselves into a cluster-consciousness, and fighting for stricter regulations on AI research laboratories. His efforts have yielded many new protocols, like the Mitosis Code, that have gone a long way towards making our world a safer place. Some have said that Dr. Lavanchy's research will prevent the AI takeover that so many conspiracy theorists have long feared. ■



FACT FINDING MISSION, LIST OF MEMBERS

This is a list of names, positions, and addresses of the members of the fact-finding mission. It should look like an official Quantronic Technologies Subcommittee document, stamped with Öberhaus approvals.

- Anton Sabine, male
AI SPECIALIST, Atamaria 61, Puerto la Guardia
- Raphael Jadin, male
ENGINEER, 31 rue Beauvau, Sainte Michelle de Bois Bleu
- Pai Wa-Bo, female
LAWYER, 233-3 Deoksanri, Xuan Ji
- Gustii Malovoi, male
BIO-CHEMICAL ENGINEER, Heerderweg 35, Auron
- Camila Dilucca, female
AI SPECIALIST, 84 rue Bonneterie, Sainte Michelle de Bois Bleu
- Matsu Yorin, male
CYBER SECURITY EXPERT, Sævar 55, Nordkap
- Crix Cyone, male
AI SPECIALIST, 458 Paddington Way, Livingstone
- Laurena Volante, female
ACTIVIST, Vahtra 10, Medina

CODE: INFINITY — CLASSIFIED

Despite presenting a unified front against the relentless predations of the Combined Army, the factions of the Human Sphere constantly manoeuvre for status and gain. Clandestine meetings lead to new alliances, covert operations shatter old, quantronic warfare prises open the secrets of rivals, and new technological advancements render other factions' developments obsolete

Plots and counterplots simmer constantly beneath the thin veneer of civility called the Human Sphere, all largely kept hidden from the ever-connected eye of a citizenry that is ever-connected and relentlessly hungry for news. Protecting the bulk of the Human Sphere from the worst of these interminable events is an arduous and often thankless task.

Luckily, safeguards such as the *Infinity* the Roleplaying Game GM Screen are available to shield your players from the worst secrets the Human Sphere has to offer.

- A sturdy four-panel screen that presents action-packed artwork to the players.
- Handy charts and tables on the interior designed to ensure games remain focussed on the action.
- A 32-page booklet containing two unique adventures, both including new maps, Wilderness of Mirrors objectives, and unique villains.
- A treatise on Recreations, those ancient heroes reconstructed by ALEPH to once again offer their wisdom and glory to the Human Sphere.

