

Owe My Soul to the Company Store



Transhumanist Social Adventure
Gutekunst • Sorensen • Devlin



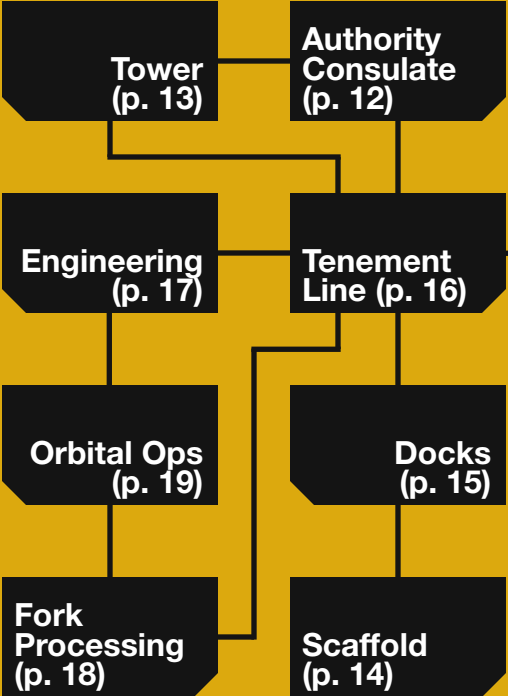
FOR USE WITH THE
MOTHERSHIP®
SCI-FI HORROR RPG

1E

Isotelus Complex: the Flower

ORBITAL CYLINDER // Population: 506 baselines, 1 body. Maximum 1,500 // Gravity: 0.8g
// Power: electrodynamic tethers (4x, 50km each) // Dimensions: 100m diameter, 50m height

1d10	Flower Encounters (20% chance per hour)
0	Senta Wiegand (p. 12), followed by her ComSec handler.
1	6 people fresh off their transport—last minute workers for the colony.
2	2 ComSec officers (p. 19) kicking a “seditionist vandal” in the ribs.
3	A member of Emilie Lang’s reading group (p. 14) taking a pair of bolt cutters to a lock.
4	“ That ” Boro (p. 18), living labor body advertisement.
5	Msia Okiro (p. 16) in a maintenance tunnel, tuning a static-blaring device.
6	3 dockworkers hammering on a door, bringing a message from Olivia Adkins (p. 15).
7	A Ten Feathers runner with a case full of pills—and a ComSec officer (p. 19) sprinting after them.
8	A crowd of drunk office workers.
9	Anselm Scholz (p. 14) on a bench, watching you.



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CONTENT WARNINGS Drug use, human experimentation, indentured servitude, and violence.

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Information referring to the ACHILLES program is not to be disclosed, even under instruction by the Regional Authority.

Isotelus Complex: the Bucket

SURFACE COLONY // Population: 162 bodies, 128 baselines. Maximum 2,000 // Gravity: 0.126g
// Power: transferred from Flower // Dimensions: 1km²

**Planetside
HQ (p. 21)**

**Infirmary
(p. 23)**

**Elevator
Terminal
(p. 20)**

**Barracks
(p. 22)**

**Colonist
Housing
(p. 24)**

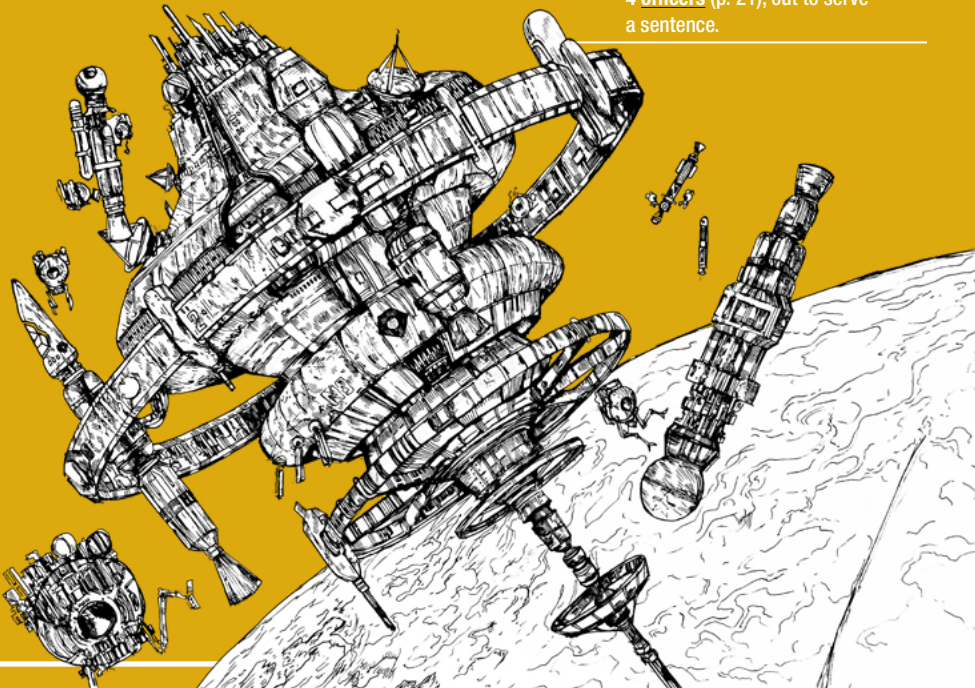
**Tunnels
(p. 26)**

**ACHILLES
Laboratory
(p. 27)**

**Mass Driver
(p. 25)**

1d10 Bucket Encounters (20% chance per hour)

- | | |
|---|---|
| 0 | A body painting broken-circle Abandonist sigils on doors. |
| 1 | An injured body, dragged to the Infirmary (p. 23) by two others. |
| 2 | One of “ Judicious ” Gogol’s (p. 20) many friend-partners, getting rid of some inventory. |
| 3 | 2 ComSec officers (p. 21) with cattle prods hassling a body. |
| 4 | A ComSec officer (p. 21) asking the crew about their past. |
| 5 | 2 bodies hiding in an alley. |
| 6 | “ Jacket ” Morse (p. 26), a condescending Ten Feathers lieutenant. |
| 7 | A baseline human worker. |
| 8 | A baseline scientist of the ACHILLES group carrying sealed medication. |
| 9 | A ComSec sergeant and 4 officers (p. 21), out to serve a sentence. |



Upwards and Downwards

Isotelus Complex: a bipartite colony on and over the moon of Callisto, divided into the Flower, an orbital cylinder-habitat, and the Bucket, a groundside colony under a dome of ice. An intricate legal partnership of public and private produced the complex—the Regional Authority (“the Authority”) government legally owns it, while merely subcontracting the Margrave Industrial Concern (“the Concern”) for construction, policing, and operations. Put simply, the Authority owns Isotelus, but the Concern runs the station. The Authority hopes to turn the complex into a stable colony—the Concern just wants a rhenium-mining work camp.

Stretched like a ribbon between the two halves of the Complex spans the Stalk, thousands of kilometers of taut carbon nanotube. The Stalk serves as the only way into or out of the Bucket; you could land a ship on Callisto’s surface, but the Bucket sits buried 300m deep for radiation protection. You could jump out a Flower airlock, but the station hangs in orbit—you won’t fall, just drift.

If cut, struck by a ship, or torn from its skyscraper-sized moorings on the Callistan ground, a broken Stalk destroys the Complex. The unbound Flower launches from orbit, and the elevator wraps around the circumference of Callisto in a rain of supersonic debris.

Isotelus operates as a closed station—**2 Commercial Security officers** (“ComSec,” p. 19) search ships upon entrance and before exit. Passage down the connecting space elevator requires a 100cr ticket and passing a ComSec interview. They confiscate firearms and other weapons upon entry, kept in the armory of **Orbital Ops** (p. 19). Even the handguns of the omnipresent ComSec officers stay locked to their owners’ fingerprints. The first 500 colonists arrive in a week—the Concern wants no trouble and no deviation from schedule.



Campaigns in Isotelus

Whether the crew start inside the Complex or visit it in an ongoing campaign, events drag them into the collapse: in the Flower, three **ComSec officers** (pg. 19) hurl the dockworker **Oskar Lorenz** (p. 13) out an airlock. The crew see it happen, and the officers know it.

In the Bucket, the crew accidentally receive a foil-wrapped package meant for “**Branch**” **Walker** (p. 22): a revolver with no fingerprint lock. **Walker** ends up looking for it, and she doesn’t want to leave evidence.

Jobs, tasks, and favors from NPCs are ordered by day to fit with the timeline of events (p. 8) across Isotelus—as the crew change the timeline, accelerate or slow NPCs’ plans to match.

One-Shots in Isotelus

While intended for long-term social play, isolated pieces of the Complex can work for shorter games. Consider a raid on **Emilie Lang’s** reading group (p. 14), escaping from the Bucket during the **Day 6** riots, or killing **Comptroller Adeyemi** (p. 13).

Callisto

The second-largest moon of Jupiter: one-tenth the gravity of Earth, three percent of the sunlight, and absolutely none of the air. It sits in a favorable celestial position for rocket launches (thus the Regional Authority’s interest), stands far enough from Jupiter to mostly avoid its fatal radiation belts, and provides a decent source of rhenium (thus the Concern’s interest).

Long-term rhenium mining makes the surface hostile; wandering clouds of suit-dissolving waste-vapors and rains of solidified mine tailings mandate the use of labor bodies. For campaigns set in distant corners of rimspace, any world or moon can serve instead, as long as the surface proves harmful to humans in a way the labor bodies can counteract—intense radiation, 300° temperatures, and so on.

Isotelus Factions

Regional Authority

The original owners of Isotelus Complex, the Regional Authority wants possession of the colony back from the Concern. A clause in their contract reverts ownership back to Authority in case a crisis gets out of the Concern’s control—so while their agents investigate the Concern and build a case for their mismanagement, they simultaneously aim to provoke a revolt. A revolt, ideally, just big enough to threaten the Complex, and just small enough that the Authority can snuff them out.

Margrave Industrial Concern

The current operators of the Complex—they want it to stay that way. That means no accidents, no murders, no leaked footage, nothing that could give the Authority a case. Unfortunately, their internal conflicts make a habit of producing just such accidents, murders, and leaked footage.

Marxist-Palladeists

Dreamers and radicals, baselines all. Hope to free Callisto as a whole from the twin yokes of the Concern and the Authority, and build an independent Complex by force—but their theories make no place for the labor bodies below, and their practice proves more concerned with self-image than strategy.

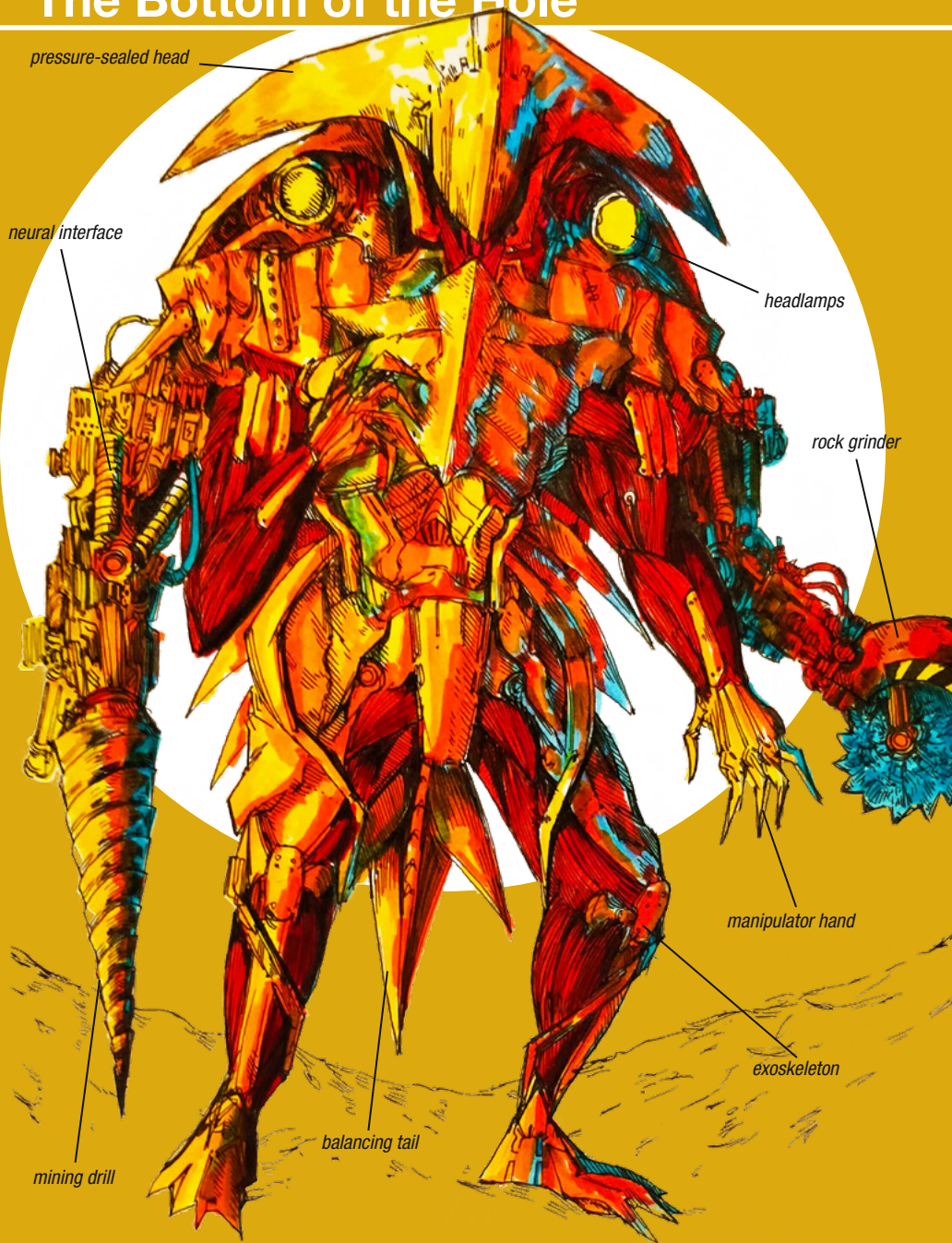
Abandonists

Labor body activists. Aim for the secession of labor bodies from human civilization; either to grow a new, “alien” labor body culture, or simply to wait out their 5-year lifespans in peace. The Regional Authority outwardly supports them (as long as they protest politely and within the proper channels) while covertly trying to sharpen them into a weapon against the Concern.

Ten Feathers

Isotelus Complex’s smuggling ring, trading rhenium shards for contraband. Unbeknownst to all but **Olivia Adkins** (p. 15), they also serve under contract to the Authority, to secretly arm their favored revolutionaries. **Adkins** counts down the days, trying to draw out as much profit as she can, then get off-station just before the crisis.

The Bottom of the Hole



MIC LABOR BODY "DURANCE" MK. V-BRAVO

Weight: 1,000kg // **Height:** 3.5m // **Lifespan:** 5y 6m // **Retail:** 2.5mcr // **Street Value:** 4mcr

Labor Bodies

For each working citizen of the Flower of Isotelus Complex, a counterpart exists below. The Margrave Industrial Concern clones their workers' minds and loads them into chitinous labor bodies optimized for the surface of Callisto. These labor bodies bear all the memories of their originals, right up until they were strapped into a seat in **Fork Processing** (p. 18) and then woke up down in the Bucket, 1mcr in debt.

Once a year, the Concern brings the bodies up to the Flower for shore leave—a single day of vacation spent meeting (or avoiding) their “baseline” counterparts. Shore leave starts in six days, the same day as the arrival of the first wave of permanent Callistan colonists.

The Concern declares its intentions with total clarity: labor bodies are not people. They possess no interiority. They are automata, running on salvaged memories—property of Margrave Industrial Concern.

Class: Labor Body

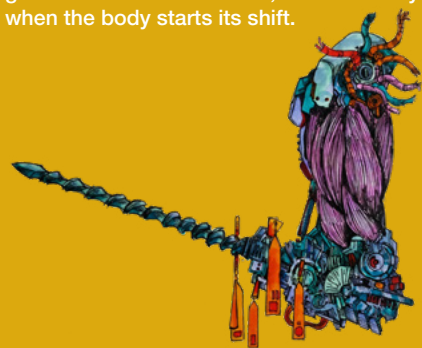
Labor Bodies gain 20 Strength and +1 Max Wound, lose 15 Speed, gain [+] on Fear Saves at the cost of [-] on Panic Checks, and start with Industrial Equipment, Zero-G, and either 1 Expert Skill or 2 Trained Skills. They breathe only once every 24 hours.

Each labor body comes with an implanted personal locator (keyed to ComSec's Planetside Division). By default, they bear rock grinders that can, if needed, function as 1d100 damage Gore [+] melee weapons. 20% chance a labor body bears a variant tool-arm instead.

A set of hi-vis locking shims disable the grinders or other tool-arms, unlocked only when the body starts its shift.

1d10	Labor Body Loadouts	
0	<u>Implanted Headlamps</u> , Short-range Comms, Chitin-Hardening (AP 5)	
1	Mylar Blanket, Short-range Comms, First-Aid Kit (exoskeleton pressure-patch, horse tranquilizers, blood clotting agents), Foldable Stretcher	
2	Paracord (100m), <u>Ascender</u> , <u>Harness</u> , <u>Illegal Amphetamines</u> (3 doses), Chemlight (x5)	
3	<u>Compact Drill</u> , Sample Collection Kit, Subsurface scanner	
4	MRE (7x, labor body approved), Second Personal Locator (keyed to <u>Forebody Morrison</u> , p. 26), Flare	
5	Air Quality Tester, 5m Adhesive Plastic Sheet, Scissors, Oversized Oxygen Tank (16 hours)	
6	Assorted Tools, <u>Extension Cord</u> (20m)	
7	Spraypaint, Hi-Vis Trim, <u>Radical Literature</u> , Bottle of "Gin"	
8	Chocolate Bar (non-labor-body-approved), <u>Neat Rock</u> , <u>Camp Stove</u>	
9	Pack of Cigarettes, Clipboard, Set of Punchcards (full shift), <u>Oversized Pen</u>	

1d10	Tool-Arm Variants	
0	<u>Grappling Winch</u>	Pulls 1,200kg. Barbed magnetic hook.
1	<u>Powder Ram</u>	Punches 1cm holes in solid rock, 1m deep.
2	<u>Hydraulic Claw</u>	Pries open gaps, wide enough for a baseline.
3	<u>Ice-Cutting Torch</u>	It works on steel, too.
4	<u>Foam Matrix Projector</u>	Molten metal foam sprayer, to repair walls.
5	<u>Circular Saw</u>	To hack out ice cubes.
6	<u>Drill</u>	All-purpose, 2m long.
7	<u>Microwave Gun</u>	Boils ice, starts fires, melts plastic.
8	<u>Excavator</u>	1m wide. You could hold a person over your head.
9	<u>Rivet Gun</u>	To link tunnel supports.



As a body, you work on a different scale—roll Strength for work that taxes a forklift, not a person.

Timeline: the Flower

-
- Day 1** **Precinct Head Carosella's** (p. 19) underlings plant fingerprints and brass casings to implicate **Senta Wiegand** (p. 12) in the death of **Oskar Lorenz** (p. 13).
-
- Day 2** A six-hour blackout overwhelms the **Tenement Line** (p. 16); **Carosella** promptly appears on the newscast when it ends to decry "**Wiegand's**" sabotage.
-
- Day 3** ComSec arrest three of the seven Marxist-Palladeists in a failed arson attack on the **Atrium** (p. 13), already waiting in ambush by the time the arsonists arrived.
- Msia Okiro** (p. 16) descends to the Bucket. ComSec arrests her as soon as she reaches the **Elevator Terminal** (p. 20).
-
- Day 4** **Comptroller Adeyemi** (p. 13), with enough fabricated evidence, persuades the Authority to let him deport **Wiegand** and push the **RAS Echinemon** (p. 12) out of Callisto space.
-
- Day 5** **Emilie Lang's** reading group (p. 14) collects the fingerprints of six **ComSec officers**, and manages to steal and unlock four handguns.
- Wibeke Gogol** (p. 17) refuses orders from **Carosella** to vent a section of the **Tenement Line**. ComSec arrests her on false charges.
-
- Day 6** The plant in **Lang's** reading group pierces the **Pressure Sphere** (p. 14), killing the Marxist-Palladeists instantly.
- A dockworker paid by "**Judicious**" **Gogol** (p. 21) tries and fails to kill **Olivia Adkins** (p. 15).
-
- Day 7** "**That**" **Boro** (p. 18) tears apart a dozen empty bodies in **Fork Processing** (p. 18) before ComSec puts him down.
- The first wave of five hundred colonists enters a quiet, peaceful Flower.
-

If the crew's actions help the revolts on Isotelus succeed, ComSec and the Authority escalate.

If the **RAS Echinemon** remains in orbit, the **WHISTLE teams** (p. 12) board the Flower to kill surviving leaders of the revolution unwilling to cooperate with the Authority (presumably some combination of **Emilie Lang**, "**Habit**" **Kunze** (p. 24), and the crew).

The elevator remains shut down as long as protest continues—riot squads, supported by **ACHILLES**, continue to hammer away at the crowds.

As the Authority demands a turnover of ownership and riots continue in the Bucket, **Comptroller Adeyemi** (p. 13) shuts down power and life support. Better you all die than put the Complex's profitability at risk.

If "**Branch**" **Walker** (p. 22) or **Senta Wiegand** still live, can still communicate, and all else fails, they summon corvette **RAS Lachter** from the nearest Authority capital outpost, Polestar. It arrives after 3 days, loaded with enough armament and marines to scrap the Complex if the rebels don't stand down—unless they sink it with a round from the **Mass Driver** (p. 25).

Timeline: the Bucket

Following **"Branch" Walker's** (p. 2) orders, **"Habit" Kunze** (p. 24) wounds a ComSec official and kills one of his bodyguards in the **Public Square** (p. 22), then runs.

Day 1

ComSec rushes the official to the **Infirmary** (p. 23) in critical condition.

ComSec Planetside begins searching the **Barracks** (p. 22) for the gun and pressuring **"Judicious" Gogol** (p. 20) for information he doesn't possess.

Day 2

Disorganized resistance sprouts against the search and seizure campaign—four **ComSec officers** (p. 21) suffer injuries as bodies push them away from their homes.

Day 3

One body turns up dead, electrocuted with a cattle prod.

ComSec sets a curfew, enforced by the implanted trackers. No labor body leaves the **Barracks** except for work. The search campaign continues.

Day 4

"Habit" decides to break from **"Branch,"** and meets with **"Pages" Morrison** (p. 26).

Work stops in the **Tunnels** (p. 26) after miners blast a hole into the **ACHILLES Laboratory** (p. 27). Workers catch only a glimpse before security hustles them out.

"Branch" shoots **"Habit"** four times in the back of the head. Everyone blames ComSec.

Day 5

"Rake" Nnamani (p. 22) identifies **"Branch"** for ComSec Planetside, and a team begins, finally, to surveil her.

"Branch" bombs **Planetside HQ** (p. 21), killing 13 and wounding Planetside Head **Benson Hale** (p. 21).

Day 6

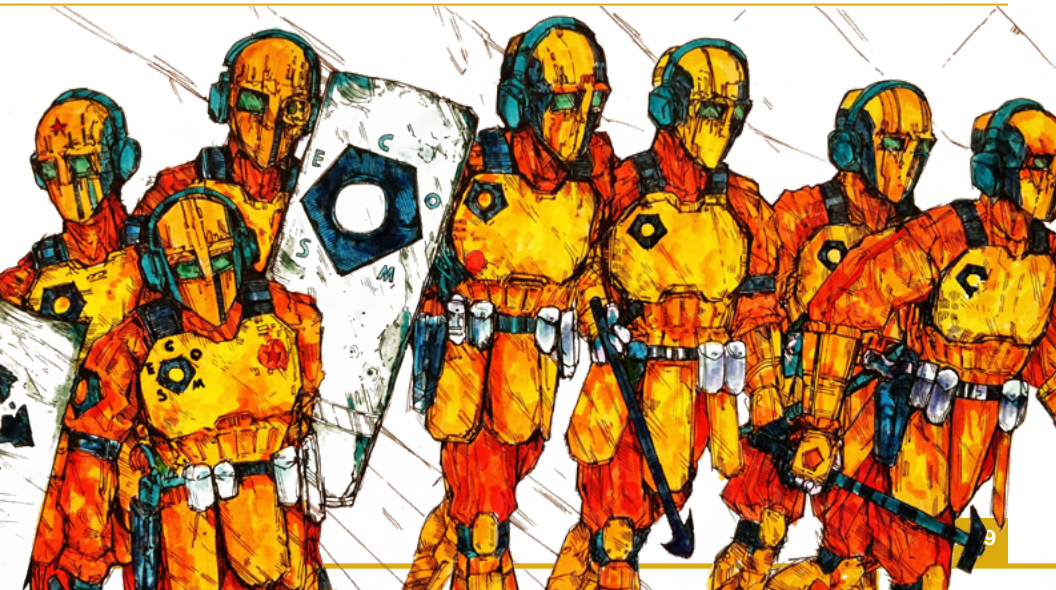
Hale shuts down the elevator and cancels shore leave. Riots spark.

"Branch" locks herself into the **Mass Driver** (p. 25) after killing **"Staggers" Lorenz** (p. 25), and fires once without Flower approval.

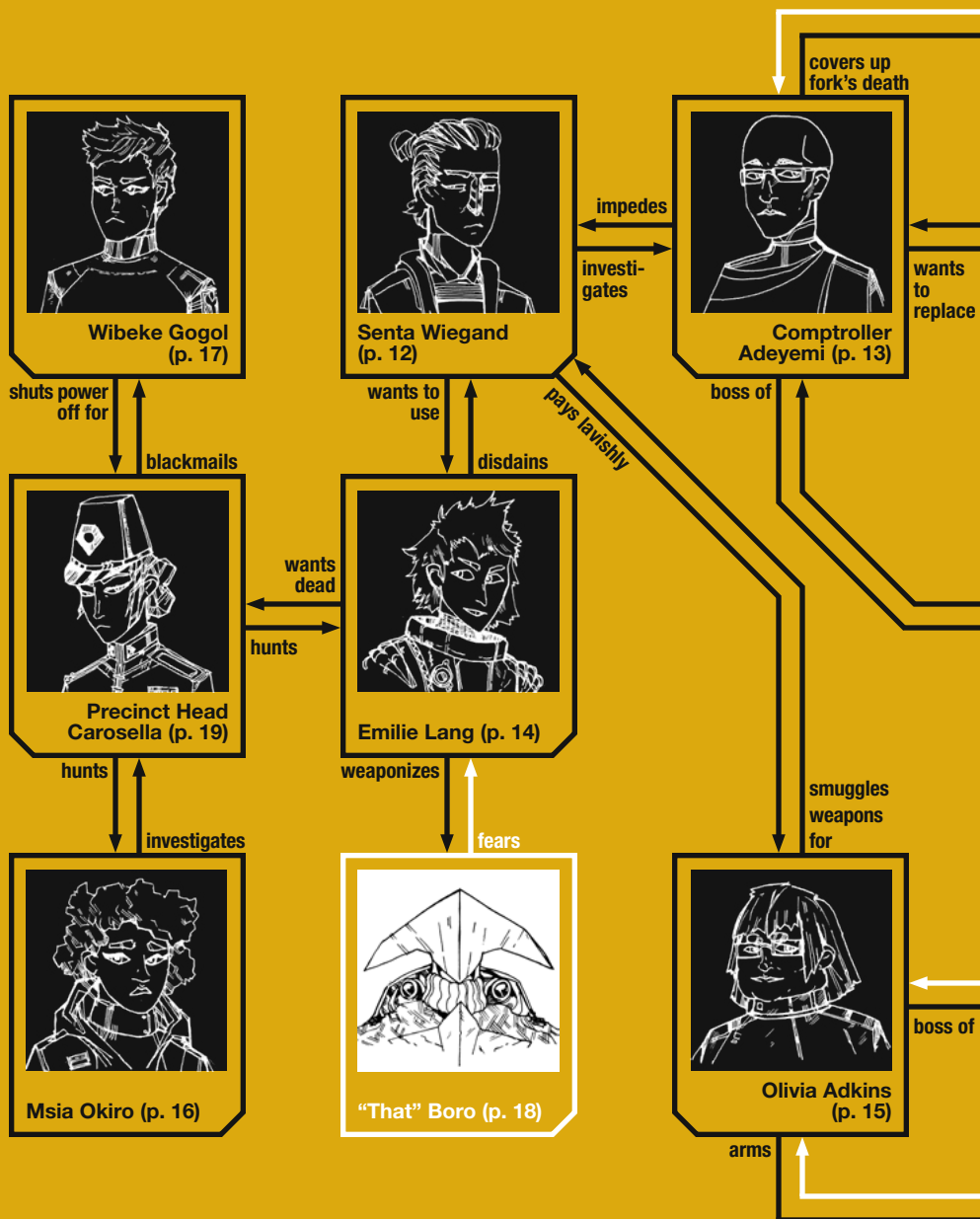
Day 7

Comptroller Adeyemi (p. 13) unleashes ACHILLES on the Bucket to maintain order, killing **"Branch"** and a dozen others.

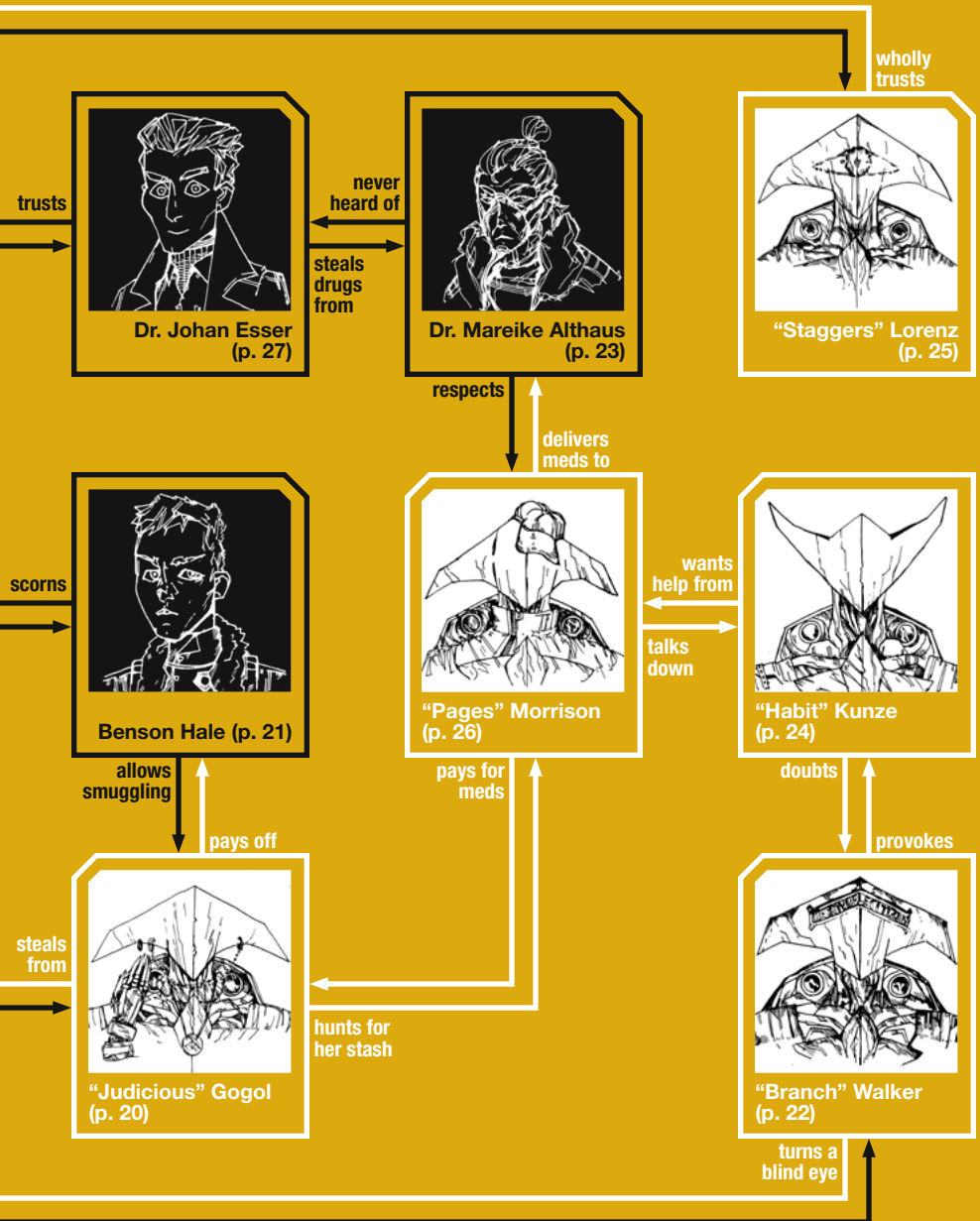
The status quo remains unchanged, except for the dead.



Flower NPCs



Bucket NPCs



Authority Consulate

Baselines: 7 // ComSec: 0 // Bodies: 0

Wilting potted plants, mazelike hallways, and drop ceilings. Formerly a set of maintenance corridors—“*Hatch 59*” remains barely visible beneath the stenciled-on “*Regional Authority Consulate*” sign.

Tenement Line :: Apartments (p. 16)

1 :: Notary's Office

Authority propaganda posters and year-old news ‘zines. The notary, **Melusina Klossner**, hides a vicious opiate habit. “**Judicious**” **Gogol** (p. 20) used to send drugs with a courier of his, **Oskar Lorenz**, for information, but now **Klossner's** supplies run low.

2 :: Hostel

Legally, an extraterritorial part of the Authority capital-hab, Polestar. 5 failed firebrands live in a 20-bed room, safe in the aura of bureaucratic immunity.

RAS *Echinemon*

The *Echinemon*, an Authority dropship, stays in a parallel orbit to the Flower, three hours away. It holds a pair of 8-man conflict resolution teams: **WHISTLE 1** and **WHISTLE 2** (*W:2(20) AP:7 I:50 C:65 Combat Shotgun 4d10*) under **Wiegand's** sole command. The *Echinemon* prefers permission to land—but doesn't require it.

3 :: Wiegand's Office

A dented piece of bulletproof glass separates her side of from yours. From **Days 1–3**, she stays here. If she avoids deportation on **Day 4**, she moves to the **RAS Echinemon** (if it managed to dock) or, if that proves impossible, returns to her office, ever defiant.

4 :: Broadcast Antenna

Biometric-locked to Wiegand. Contacts Polestar and the **RAS Echinemon**. The Concern broke its cipher months ago—**Comptroller Adeyemi** (p. 13) listens to every word. Its archives sit full of messages from “**Branch**” **Walker** (p. 22).

Melusina Klossner

Authority notary. Knows **Wiegand's** schedule, holds a key to her **Office**, and hears enough from the **Broadcast Antenna** to suspect that **Wiegand** forked herself. She trade any and all of this information for more drugs.



Senta Wiegand

W:2(15) AP:5 I:50 C:40

Biometric Revolver 1d10+1

The official Authority observer, stuck trying to strong-arm the Concern into following its contract. The Concern makes everything she does does walk uphill. On **Day 4**, their plan comes to its end, **Comptroller Adeyemi** exiles her with Authority approval.

What Can You Do For Her?

[**Day 1**] Determine the cause of **Oskar Lorenz's** death.

Reward: official positions as “Authority Legal Liaisons,” complete with badges. Workers open their doors and leak information when presented with them. Low-level ComSec officers still arrest you, but act a bit more polite about it.

[**Day 1**] Persuade **Comptroller Adeyemi** to allow the dropship **RAS Echinemon** to dock on Isotelus.

Reward: a trip out on the *Echinemon*, if **Wiegand** needs to flee.

[**Day 3**] Establish contact with **Emilie Lang** and her Marxist-Palladeist reading group (p. 14).

Reward: 50kcr in Authority pass-notes. Anyone who sees them knows you got them from **Wiegand**.

[**Day 6**] Take over **Fork Processing** (p. 18) and print out copies of **Wiegand** to weaponize—then keep the labor bodies stable when they realize they exist to die.

Reward: when the Authority proves victorious, **1mcr**, a free placement in **Colonist Housing** (p. 24), a medal, and a warning not to “spread libelous information about supposed unethical or illegal activities by agents of the Authority” on pain of imprisonment.

Real wood floors and marble statues under projected Earth skies and vast skylights. It stretches into space from the side of the cylinder—despite its name, you descend to enter the Tower.

1 :: Atrium

Half courthouse, half park. Sentences handed down among blossoming apple trees. In an emergency, six-inch-thick blast doors slide shut. On **Day 3**, **Teresia Lehmann**, **Bahati Saro-Wiwa**, and **Rashid Falana**—members of **Emilie Lang's** reading group (p. 14)—try to set the **Atrium** (and then the **Tower**) alight with a 55-gallon drum of rocket fuel and end up arrested for the trouble. **Adeyemi** makes appearances on **Days 4** and **6**.

2 :: ComSec Garrison

A full **12-man riot squad** to protect the **Comptroller**, and **4 ComSec officers** (p. 19) uncomfortably “disguised” in ill-fitting suits to watch him.

3 :: Encrypted Comms

Biometrically locked to the **Comptroller** (and, without his knowledge, his **4 ComSec** handlers). Connects directly to the Concern's board of directors. Speak across a great cold distance.

4 :: Penthouse

A plexiglass skylight points up towards Jupiter. Niches for sculptures and painting cover the walls. The **Comptroller** chose none of them. When not making appearances in the **Atrium**, he waits here, pacing and pacing and pacing.



Comptroller Adeyemi

W:2(15) I:65 C:25

Biometric Revolver 1d10+1

Station Chief of the whole complex and the Concern's representative on Isotelus.

Ambitious, goal-oriented, and more than a little careless. If he does his job poorly enough and the complex spirals into violence, the Authority maintains the right to cut the Concern's contract and take the station back over. So, when things start to slip, he just tightens his grasp, announcing the eviction of **Senta Wiegand** on **Day 4** and the closing of the elevator on **Day 6**.

Oskar Lorenz

“Judicious” **Gogol's** (p. 20) single underling in the Flower, working without the knowledge of **Gogol's** boss, **Olivia Adkins** (p. 15), and thus without her protection.

What Can You Do For Him?

[Day 0] Stop **3 ComSec officers** (p. 19) from shaking him down for drugs, then throwing him out a **Cargo Bay** (p. 15) airlock when they don't get any.

Reward: Oh. Too late.

What Can You Do For Him?

[Day 2] Investigate and stop the power outages plaguing the Flower.
Reward: 80kcr.

[Day 4] Drive away the **RAS Echinemon**.

Reward: **5 ComSec officers** (p. 19) and a special position as “Integrated Officers” answerable only to **Adeyemi**.

[Day 5] Get Planetside Head **Benson Hale** (p. 21) to spend more time doing his job, and less time conspiring to get his rivals fired.

Reward: 100kcr.

Scaffold

Baselines: 7 // ComSec: 0 // Bodies: 0

Transparent plastic and corrugated steel prefab sections stolen from the Complex. The only way in requires crawling over the Flower's hull and through the lone airlock. The reading group's safety depends on going unnoticed.

1 :: Pressure Sphere

A thin plastic film holding stolen air, 60' in diameter, free from both gravity and cameras. A tangled pile of 8 vacsuits float in one "corner." **Lang's** reading group meets here; when they leave, **Lang** stays. On **Day 6** **Anselm Scholz** attempts to cut the sphere open to the void—if he succeeds, the few surviving Palladeists meet in the **Hydroponics Park** (p. 16) instead.

2 :: Stockpile

A shipping container, open to vacuum. Filled with metal detritus floating in 0g and, after **Day 5**, 4 stolen ComSec handguns.

3 :: Shattered Antenna

With parts from **Engineering's Machine Shop** (p. 17), a skilled worker could fix the antenna. Then, it could transmit across systems—though it would remain audible to any who listened.



Emilie Lang

W:2(15) I:50 C:40 Crowbar 1d5

A Marxist-Palladeist radical, desperate for an Isotelus free from both the Concern and the Authority. Her seven-member reading group says all the right things, but in their hearts, combat catharsis—a righteous clash with the cops—motivates them more than strict ideology.

The Reading Group

Herbert Beitel, the Schismatic: crypto-Abandonist. Calls **Lang** a class reductionist, a hidebound doctrinaire, a biological reactionary.

Anselm Scholz, the Infiltrator: talks rarely, agrees often. Knows where everyone sleeps. Knife in his boot and a comms implant in his throat. On **Day 6**, he cuts the **Pressure Sphere** open from the outside, killing those still within.

Teresia Lehmann, the Optimist: always remembers ComSec's corruption but forgets its dangers. Believes revolution will come easily, and signs on to the **Atrium** (p. 13) attack on **Day 3**, certain they won't be caught.

Bahati Saro-Wiwa, the Theorist: better-read than **Lang**, and resentful of her leadership. Volunteers for the arson attack on **Day 3** to get respect.

Susanne Goudier, the Grifter: effortlessly charismatic, purely self-interested. No concept of the long-term, just whatever gets her social capital in the short.

Rashid Falana, the Saboteur: a member of the **Engineering** crew. Thinks bomb-makers must not care much for their hands, but fire? Now, that's a different story. To the surprise of no one, he gets arrested in the **Atrium** (p. 13) attack on **Day 3**.

What Can You Do For Her?

[Day 1] Get the disagreeable **Herbert Beitel** arrested.

Reward: oxyacetylene welding torch and fuel.

[Day 3] Bring "**That**" **Boro** from **Fork Processing** (p. 18) to the **Scaffold**—**Lang** thinks she can persuade him to die for a cause instead of living for nothing.

Reward: 2 vacsuits.

[Day 5] Collect fingerprints of **12 ComSec officers** (p. 19). A computer in **Orbital Ops's Armory** (p. 19) stores all prints, plus the guns.

Reward: plastic fingerprint-simulacra and linked guns.

[Day 6, if Lang survives] Identify and kill the ComSec mole in her group, in public.

Reward: newly falsified ID for a **ComSec officer** (p. 19).

Relentlessly three-dimensional, filled with catwalks and ladders. Adkins' office hovers five stories above the ground. Signs on the outer wall announce departures and arrivals, and keep count of how quickly the dockworkers move.

Tenement Line :: Apartments (p. 16)

1 :: Cargo Bay

At once immense and cramped. Active 24/7—six dozen workers and a hundred swinging cranes. A week ago, the hijacked PA began playing absolutely horrendous techno music. Keys to the Approach Pods hang from workers' belts or sit forgotten in the pods' ignitions.

2 :: Adkins's Office

Filled with bar snacks and "misplaced" benzodiazepines, which **Adkins** freely hands out to her guests. She spends her days here, tapping out encrypted orders to the many hands of the Ten Feathers.

Approach Pods

The **Cargo Bay** contains 15 one-man monopropellant shuttles with twin 1m manipulator arms: Approach Pods. Each pod's ignition requires its own separate set of keys. A console in **Olivia's** office tracks the pods' locations.

3 :: Berthing Arms

Depressurizing and repressurizing the cargo bay proves unsustainable—instead, ships hold in space while docking umbilicals reach out to them. One airlock stands taped off by ComSec—the site of **Oskar Lorenz's** (p. 13) unfortunate "accident."



Olivia Adkins

W:2(15) I:50 C:40

Unlocked Revolver 1d10+1

Head of the Isotelus smuggling ring, the Ten Feathers. Keeps her position as long as ComSec turns a blind eye. She sends guns down to "**Branch**" Walker (p. 22) for an exorbitant price—short-term gains override long-term losses.

What Can You Do For Her?

[Day 1] Find out keeps bribing **Senta Wiegand's** notary, **Melusina Klossner** (p. 12).

Reward: Approach Pod keys.

[Day 2] Make an example of a customs officer, **Anicho Sommer**. A camera watches his door (**Tenement Line** (p. 16) apartment 633) and a print-locked gun sits on his hip. During the day, he checks boxes in the **Descent Terminal** (p. 16).

Reward: 10kcr.

[Day 4] Steal the **Tulsa** so **Adkins** can use it to flee Isotelus, just in case.

Reward: 100kcr worth of any merchandise (even weapons—**Adkins** is a smuggler) delivered the next day.

[Day 5] Shoot "**Judicious**" **Gogol** (p. 20) in the back of the head.

Reward: replacing him as **Adkins**' groundside lieutenants.

Docking Schedule

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Ship
■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	Lodwar , dropship. Concern shuttle.
■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	Cascarán , raider. Biometric lock. Cargo of volatile fuel.
■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	Tulsa , freighter. Here to pick up Msia Okiro (p. 16).
■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	Mayence , freighter. Delivery of 40 brainless labor bodies.
■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	Saint-Nicaise , raider. Adeyemi's (p. 13) budget yacht.
■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	Arly-Singou , freighter. Bulk goods for the colony.
■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	Lake Baikal , jumpliner. 500 colonists onboard.

Tenement Line

Baselines: 322 // ComSec: 16 // Bodies: 0

A hundred-meter wide cylinder habitat, the main body of the Flower, lit from the center by a glowing linear sun. No sky—just more buildings above you, and the shapes of people hurrying down its concourses.

1 :: Hydroponics Park

Miniaturized to save space: one-foot-high trees in plastic pots, tiny flowers grown from pipes. Camera-free. Each morning, three engineers—**Anselm Scholz**, **Rashid Falana**, and **Susanne Goudier** (p. 14)—meet, quietly debating Marxist-Palladeist theories.

2 :: Substation

Relays power through the Line. Surrounded by a barbed wire fence, a pair of **ComSec officers**, and a dozen security cameras.

3 :: Admin Offices

Floors and floors of bureaucratic work. Measures and approves trajectories for shots from the **Mass Driver** (p. 25). 125 people crowd it during the day shift, and 25 remain through the night.

5 :: MIC Department Store

A predictive demand algorithm changes prices by the second. No one works here. No one needs to. Add 2d10% to prices, then subtract 2d10%—add another 2d10% after a purchase as the algorithm surges, then another 2cr as it tips itself.

4 :: Apartments

Two-thirds empty, waiting for the colonization boom. **Msia Okiro** sleeps here at night and works in the **Admin Offices** during the day. On **Day 2**, with the crew's help, she vacates for the Bucket.

Auth. Cons. :: Notary's Office (p. 12)

Tower :: Atrium (p. 13)

Docks :: Cargo Bay (p. 15)

Fork Pro. :: Present. Space (p. 18)

Orbital Ops :: Pillory (p. 19)

Anicho Sommer

ComSec officer (p. 19) working customs. Spends his days filing forms in the **Descent Terminal**, his nights in **Apartment 633**, and his time off work in the **Cargo Bay** (p. 15) trying to pull dockworkers into his vision of a smuggling ring to complete with the Ten Feathers.

6 :: Descent Terminal

Baselines can buy 2-day round trip tickets to the Bucket with **100cr** and an application sent to ComSec (stamped, but not read). The elevator arrives in the Flower at midnight and noon, and at the Bucket's **Elevator Terminal** (p. 20) at 6 AM and PM.

Elevator Terminal :: Elevator (p. 20)

What Can You Do For Her?

[Day 1] Protect her from a trio of **ComSec officers**—**Okiro** saw them throw **Oskar Lorenz** (p. 13) out an airlock, and they aim to silence her.

Reward: a ride out on the **Tulsa** (p. 15) with her on **Day 5**.

[Day 2] Bug the **Comptroller's Penthouse** (p. 13).

Reward: 3 more bugs and a receiver.

[Day 2] Smuggle her down to the Bucket—her comms keep picking up coded signals down there (from "**Branch**" **Walker**, p. 22). If caught beyond the **Tenement Line**, ComSec arrests her and brings her to the **Interview Room** (pg. 21).

Reward: a trio of concealed camera implants.

Msia Okiro

W:2(15) I:50 C:40 Unarmed
War reporter, fresh off eight months embedded in a group of Martian secessionist partisans. Not her real name. Her left index finger holds a miniscule embedded camera.



High-traction plastic floors, sheer metal walls, and a fire suppression system with—to put it lightly—a tendency to overreact. Almost every surface sits covered in warning tags, out-of-order cautions, and diagnoses on slips of paper.

Orbital Ops :: Armory (p. 19)

1 :: Machine Shop

Deafeningly loud. Public access to tools as long as you sign your name in the logbook and show your ID. 1d5 engineers work at all hours.

Investigating the Engineering Department

Out of 20 engineering staff, 3—**Anselm Scholz**, **Rashid Falana**, and **Susanne Goudier**—belong to **Emilie Lang's** reading group (p. 14). They conspire in the **Hydroponics Park** each morning, where no cameras watch. When they go out for work on the Flower's hull, they always bring a few extra tools to “lose” next to the **Pressure Sphere** (p. 14), then fake the logs to spread the losses between the whole department. They panic and try to intimidate the crew when discovered, but aim to vanish, not kill.

2 :: Life Support

The Flower does not sustain itself—metal-oxide scrubbers remove CO₂, electrolysis produces oxygen from harvested Callistan ice.

3 :: Power Transformer

Distributes power from electrodynamic tethers across the Complex. Wrist-thick cables, humming boxes, and extremely clear warning signs. 50% chance **Wibeke** works here, patching cables.

4 :: EVA Locker

Wibeke keeps the key around her belt—inside wait 6 one-size-fits-none vacsuits, each with an always-on locator.



Wibeke Gogol

W:2(15) AP:3 I:50 C:25

Crowbar 1d5

Isotelus Chief of Engineering, a lifelong Concern employee drowning in politics. **Precinct Head Carosella** (p. 19) bribed her to sabotage the power—now the money's gone, but the orders remain.

5 :: Wibeke's Office

If not working on the **Power Transformer**, **Wibeke** holds forth, the room filled with incense smoke and the sound of arguments. Otherwise, the door stands open and the room silent.

6 :: Service Airlock

Leads to the hull, and the four hundred-mile-long electrodynamic tethers that pull power from the Complex's motion through Jupiter's magnetosphere. A camera-studded sub-satellite watches from above, waiting for saboteurs.

What Can You Do For Her?

[Day 1] Identify Marxist-Palladeists in the Engineering department.

Reward: **Wibeke** lists the crew as ComSec informants for future work.

[Day 2] Shut down the power in the **Tenement Line Substation**—and don't get caught.

Reward: 4 pairs of bulky, multi-lensed engineer's goggles: infrared night vision, electricity scanning, and flash protection.

[Day 3] Check out a strange power draw from **Colonist Housing** (p. 24)

Reward: She promises **25kcr** and salaried jobs, but when **ACHILLES** reveals itself, she throws the crew under the bus to protect herself.

Fork Processing

Baselines: 10 // ComSec: 8 // Bodies: 1

Sterile white and endlessly bright. A red line on the floor marks the tour route, starting and ending at a coffee machine. Wherever you stand, you can watch the Concern's advertisement-body through his glass cube.

Tenement Line :: Apartments (p. 16)

Fork Neurology

For the first 24 hours, new labor bodies experience symptoms similar to a prion disease: alien hand syndrome, inability to speak, twitching, and hallucinations. For 1d5 weeks after they suffer from insomnia, disassociation, and dysmorphia—reaching out with erstwhile hands. Body Save to act with speed or precision.

1 :: Presentation Space

"That" Boro remains permanently on display—either paraded among the baselines, or behind a sheet of glass for "privacy."

Khary Boro

Lives in the **Tenement Line Apartments** (p. 16) and works gray shifts in their **Admin Offices**. His disgust serves as a defensive measure. Recognizing **"That"** as a whole person—let alone a version of himself—shatters him.

2 :: Neural Transfer

The Concern's equipment cannot hold an entire mind at a time—to get a scan, the machines take a slice of brain, then grow its copy fresh. Scanning a baseline's brain takes a full day. The Concern pays baselines 100kcr for the "license" to their brainscans.

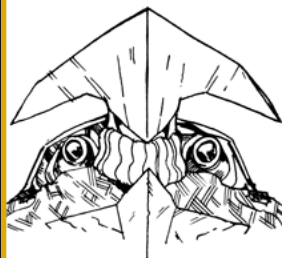
3 :: Cloning Architecture

Brainless labor bodies wait in nutrient soup for scanned brain-slices to blossom inside their heads. The tanks lightly randomize their genetics to protect from unknown errors.

4 :: Integration Room

Soft and pastel, full of exercise balls, foam cubes, and sorting blocks to move around. It takes about a day for a cloned brain to adjust to the new body.

x



"That" Boro

W:3(15) AP:5 1:45 C:20

Shim-locked Drill d100[+]

A labor body, left upstairs as an advertising tool. He sees his counterpart, **Khary Boro**, every day; **Khary** hates this shelled puppet wearing his name. **"That"** believes he and Khary brothers, in a way, and thinks he can prove it—"That" thinks wrong.

5 :: Reclamation

Dead labor bodies, either from work accidents or rotting in Cloning Architecture, still hold value. Four Concern mechanic-surgeons pull out implants, hack off limbs, and throw everything into freezing vats of antiseptic for transplant.

What Can You Do For Him?

[Day 3] Persuade **Khary** to talk to him, just for a second. **Khary** breaks quickly and easily when threatened, guilted, or bribed.

Reward: a pair of leftover vocal/radio implants: short-range comms that can both record and play back sound.

[Day 5] Help him destroy **Fork Processing**. Ensure the tanks can grow no more falsehoods.

Reward: **"That's"** tool-arm, detached from his body. He doesn't want it.

[Day 5] Surgically remove his tracking implant, then sneak him down the **Elevator** (p. 20).

Reward: everything he owns, a medkit, and a (stolen) keycard into **Cloning Architecture** and the **Integration Room**.

1d10 Labor Body Names

0	"Antique"	Azikiwe
1	"Excuse"	Danjuma
2	"Faker"	Eichel
3	"Lathe"	Fabian
4	"Pinch"	Gowon
5	"Qualified"	Jakande
6	"Serene"	Keller
7	"Tendency"	Nzeogwu
8	"Urchin"	Okafor
9	"Veldt"	Thaler

Screens along every wall alternate between live footage of the Pillory and bellowing ComSec recruitment videos. Posters list suspicious activities to be aware of, the faces of recent captives, and the most medal-studded officers.

Tenement Line :: Apartments (p. 16)

1 :: Holding Cells

Two rows of plastic-walled, unfurnished cells. No one stays longer than a day.

2 :: Carosella's Court

Unless needed for a public statement, **Carosella** spends her working days here, sole judge and jury in a lawyerless court. Citizens of Isotelus endure increased debts or exile, but never prison time. The Concern disdains supporting someone who cannot work.

3 :: Pillory

They do, however, embrace public punishment. Time in the stockades makes you a pariah, guilty by association. **Carosella** appears on **Day 2** to declare **Senta Wiegand** (p. 12) responsible for the blackout and on **Day 7** to show **ComSec** power to the new colonists.

4 :: Armory

Dozens of small arms and ComSec uniforms, plus 6 suits of advanced battle dress and a hundred tear gas canisters. Security doctrine proscribes tear gas on space stations due to its effect on air purification. ComSec uses it anyway.

5 :: Barracks

Orbital Operations maintains **50 officers** and a dozen noncombatants—one officer for every ten civilians, a ratio less like a town than a prison.

Engineering :: Machine Shop (p. 17)

ComSec

Officer W:2(15) I:50 C:40

Revolver 1d10+1)

Riot Squad W:2(15) AP:5 I:50

C:55 Beanbag Shotgun 1d5

(Body Save or stunned) / Tear

Gas (Body Save or 3d10 over

10 minutes) / SMG 2d10

Just about as vicious and corrupt as you'd imagine.



Precinct Head Carosella

W:2(15) AP:5 I:50 C:40

Biometric Revolver 1d10+1

Second-in-command of

ComSec, and neck-deep in

politics. Willing to do anything

for power—after all, once

she replaces **Adeyemi** as

Comptroller (p. 13), she'll get

off scot-free.

What Can You Do For Her?

[Day 1] Silence **Msia Okiro**

(p. 16), witness to the death

of **Oskar Lorenz**. Do not kill

her. (**Okiro** tends towards

stubbornness—she responds

poorly towards intimidation or

bribery, but follows false leads

for weeks at a time.)

Reward: 100kcr. If you learn

Okiro's status as a stowaway,

+100kcr.

[Day 3] Kill the 3 **ComSec** boots

who threw the aforementioned

worker out the airlock. Make it

look like either **Emilie Lang**

(p. 14) or **Senta Wiegand** (p. 12)

did it.

Reward: ComSec badges,

biometrically-locked guns,

and your faces entered into

their software. Welcome to

the team.

[Day 4] Persuade **Wibeke Gogol**

(p. 17) to escalate—the power

outages alone don't do enough

to make **Comptroller Adeyemi**

(p. 13) look bad. **Wibeke** doesn't

care about property damage, but

fears loss of life.

Reward: 40kcr and blanket

immunity to prosecution.

1d10 ComSec Notables

0-1 Officer Harmon, Senta Wiegand (p. 12)'s handler.

2-3 Orbiter Gosselin, trained in EVA.

4-5 Bailiff Scholz, executioner to **Carosella's** judge.

6-7 Internal Affairs Head Naderi, a paid liar.

8-9 Secretary Odili, demoted and furious about it.

Elevator Terminal

Baselines: 12 // ComSec: 15 // Bodies: 12

Built for ten times this many people. The PA system stopped working weeks ago, so they just turned up the volume. They built every bench to ensure you can't lie down—labor bodies just sit on the floor.

Barracks :: Public Square (p. 22)

What Can You Do For Him?

[Day 1] Get a pack of opiates up the Stalk for **Senta Wiegand's** notary (p. 12), without **Adkins** (p. 15) or **Wiegand** noticing.

Reward: opiates. 6 safe doses ([+] to Rest Saves) or one fatal.

[Day 1] Find his original half, **Wibeke Gogol** (p. 17)—kill her for selling “**Judicious**” into indentured servitude.

Reward: 100kcr of whatever you want (except weapons), delivered the next time the elevator descends.

[Day 2] Acquire and unlock one of the sealed shipments sent from **Adkins** to “**Branch**” **Walker** (p. 22): an unlocked revolver and a dozen cartridges.

Reward: the gun.

“**Judicious**” panics at the thought of someone seeing him with it—you should, too.

[Day 2] Persuade **Benson Hale** to support him as the new head of the Ten Feathers. **Hale** responds well to promises of comfort and independence.

Reward: legal tickets up the Stalk for 4 labor bodies, set for Day 5.

[Day 4] Find and kidnap **Adkins'** labor body counterpart, “**Waving**” **Adkins**; she takes the night shift in the **Mine** (p. 26) and sleeps in Rack 52 of the **Bunk Rack** (p. 22).

Reward: 2 labor bodies, told to follow your every order.

[Day 5] Ascend and confront **Olivia Adkins**. Tell her about “**Judicious's**” preparations, and kill her when she still resists.

Reward: replace **Adkins** in a “restructured” Ten Feathers.

1 :: Loading

Layered with security:

6 ComSec officers (p. 21), backscatter x-ray machines, metal detectors, and bomb-sniffing bees. Travelers pass through it all to reach **the Elevator**.

2 :: The Elevator

A six-hour trip down an endless, windowless tunnel. The elevator arrives downstairs at 6 AM and PM, and upstairs at midnight and noon. The elevator car comprises a single vast chamber. Inside, clattering stacks of steel crates leave the lone security camera blind.

3 :: Unloading

Just as secure as **Loading**, but better-kempt, to give future colonists a good first impression. “**Judicious**” spends his time here, acting chummy with ComSec customs—making sure they remember their promises.

Col. Housing :: Open Market (p. 24)

“Judicious” Gogol

W:3(15) I:65 C:40

Shim-locked Drill 1d100[+]

Labor body smuggler working for **Olivia Adkins** (p. 15), the Bucket-side leader of the Ten Feathers. He talks quick and thinks quicker, an enormous watch on his left wrist. He always keeps 4 labor bodies around as rhenium couriers.

Customs Inspector Orji

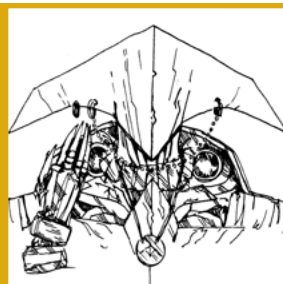
Staid, commanding, and uninterested in politics. He routinely confiscates items that **Benson Hale** promised safe passage to. His honesty will get him killed.

4 :: Security Office

Manned by **3 ComSec officers** (p. 21), day and night. The switch to start the elevator sits on their console. Baseline **Customs Inspector Orji** never leaves—he sleeps at his desk.

1d10 Crate Contents

- 0 Five rigging guns.
- 1 **15kcr** in rhenium.
- 2 Casks of vodka.
- 3 Contraband spraypaint.
- 4 125 doses of antibiotics.
- 5 50 lbs of mining explosive.
- 6 Six labor body tool-arms.
- 7 **50kcr** of luxury furniture.
- 8 **Emilie Lang's** samizdat.
- 9 FLAVOR NUTRIENT (BLUE).



A frat house, forever the morning after the party. Cluttered with empty bottles and tired people. Steel girders web the halls—the panels meant to cover them sit in the Elevator Terminal, forgotten.

1 :: Recreation

Hale banned table tennis after the sixth broken lightbulb.

2 :: Interview Room

Glass and recording devices for interrogation of bodies and, eventually, mediation between colonists. If ComSec notices **Msia Okiro** (p. 16) in the Bucket, they arrest her and bring her here for interrogation.

ComSec Planetside

Officer W: 2(15) 1:50 C:40
Revolver 1d10+1, Cattle Prod 1d5 + Body Save or stunned
Shell Cracker W: 2(15) AP:5 1:50
C:55 Sledgehammer 2d10
Officers do not prepare for vacuum—they need 2d10 minutes in the **Armory** to cram themselves into vacsuits.



Benson Hale

W: 2(15) 1:50 C:40
Revolver 1d10+1
 Baseline head of **ComSec's** Planetside half, and an incessant compromiser. He allows smuggling up and down the Stalk to keep the labor bodies quiet, but rants to his officers to maintain an image of untouchable power. They're all out to get you. You're the only line between civilization and anarchy. They aren't really people. We're at war. Bring me their teeth. You're a hero.

3 :: Bunks

5 rows of 10 beds. 2 sleep-shifts of officers, 40 members each, plus **Hale**. On **Day 6**, a bomb hidden in a delivery of food and laundry detonates, killing 13 and wounding **Hale**.

4 :: Hale's Office

An extra revolver in the locked drawer of his desk, along with contraband vodka. A computer tracks the personal locators of all labor bodies. Up until **Day 6**, **Hale** spends the afternoon and evening here. After **Day 6**, he goes to the **Public Square** (p. 22) to face the riots.

5 :: Armory

30 revolvers, 20 shotguns, 50 riot shields and bludgeons. Left unlocked—a body could tear the door off its hinges anyway, so why bother?

6 :: Comms

The only direct line to the Flower. Locked to stop bored officers from sending prank calls. **Hale** carries the only keycard. Activated simultaneously, a pair of red emergency switches shut down the elevator.

Barracks :: Public Square (p. 22)

What Can You Do For Him?

[Day 1] Determine the identities of the "Abandonist" cell (p. 24).
Reward: ComSec tolerance. Officers overlook minor crimes.

[Day 3] Get rid of **Orji**, the Customs Inspector: demoted, fired, killed off, etc.
Reward: 75kcr in credit from "**Judicious**" Gogol.

[Day 5] Secretly collect mining explosives from the **Tunnels** (p. 26), and bring them directly to **Hale**—insurance.
Reward: an arrest warrant, the name left blank. Give **Hale** a name, and—unless they're a Concern official—they end up arrested.

Single-room cement buildings under pale blue light, with two-digit “addresses” stenciled over every door. Built to labor body scale, with ten foot ceilings, five foot wide doors, and thin, cold air.

1 :: Amenities Chamber

Combination laundromat, cafeteria, and recycling plant. Cramped, uncomfortable, and deeply odd-smelling. Bodies off work from the mine prepare ComSec’s food, laundry, and necessities—on **Day 6** “**Branch**” **Walker** (p. 22) hides a bomb in an outgoing bundle.

What Can You Do For Her?

[**Day 2**] Reinstall her encoded broadcast equipment somewhere hidden.

Reward: a receiver for her broadcast: you get a day of warning before **Kunze** (p. 24), **Walker**, or the Authority act.

[**Day 3**] Dissuade a suspicious labor body, “**Rake**” **Nnamani**, from asking too many questions. Fatally, if necessary, but preferably not.

Reward: 20kcr, whether or not you kill the body.

[**Day 4**] Deliver a package to “**Habit**” **Kunze**—50 pounds of mining explosives and instructions to bomb **Planetside HQ** (p. 21) and the **Infirmary**.

Reward: another 20 pounds of mining explosive for “personal use.”

[**Day 6**] Kill **Benson Hale** (p. 21) and take over the remnants of **Planetside HQ**.

Reward: Your freedom, under the guiding hand of the Regional Authority.

2 :: Public Square

Always watched by cameras. Occupied by 10 bodies, or twice that many between shifts. 20% chance each day a ComSec bailiff comes to read off criminal sentences. On **Day 4** and onwards, +1d10 bodies watch—with the curfew, there’s nowhere else to go. On **Days 6** and **7**, riots engulf the square, halted only temporarily by **Benson Hale** (p. 21) and **12 shell crackers** (p. 21).

Elevator Terminal :: Loading (p. 20)

Planetside HQ :: Armory (p. 21)

Tunnels :: Airlock (p. 26)



“Branch” Walker

W:3(15) I:65 C:60
Shim-locked Drill 1d100[+]
A secret fork of **Senta Wiegand** (p. 12). Perfectly innocuous. **Olivia Adkins** (p. 15) best customer, picking up weapons in the **Tunnels Airlock** (p. 25). She wants violence—so **ComSec** folds and the Authority can step in—and manipulates “**Habit**” **Kunze** (p. 24) as her tool.

3 :: Bunk Racks

Thin walls—your neighbors hear everything. 60 total, hot racked in two shifts.

- “**Branch**” sleeps in **Rack 31** at night.
- **Forebody “Pages” Morrison** (p. 26) sleeps in **Rack 9** during the day.
- “**Waving” Adkins** (p. 26) sleeps in **Rack 52** during the day.
- “**Habit” Kunze** and his Abandonist partners (p. 24) sleep in **Racks 42, 11, and 6** at night.

On **Day 2**, ComSec begins searching the Racks for contraband, repeating the daily searches until they find “**Judicious” Gogol’s** gun (p. 20) or the bombing in **Planetside HQ** on **Day 6** draws their attention.

On **Day 3**, **6 ComSec** officers kill labor body “**Figure**” **Martell** with cattle prods in a fight over search and seizure.

“Rake” Nnamani

“**Rake**” saw **Walker** meet **Kunze** and hand him a nail gun, and knows where the Abandonists keep their hideout (p. 24). He bears no love for the Concern, but hopes informing can keep him safe.

A two-story building on the edge of the Barracks. Portable heaters sulk in every corner. Permeated with the oily scent of labor bodies' blood. The sole doctor sleeps upstairs, curtains drawn against endless day.

1 :: Front Desk

The camera watching over the room doesn't work. Nobody works the desk. A button sets off **Dr. Althaus's** pager, in case of emergency. There is usually an emergency.

2 :: Patient Cells

Vaguely cordoned off by pastel curtains. No beds, and only half stock medical equipment. Of the 8 "cells," patients occupy 1d5—plus the **nameless body**. **Mareike** never seems to leave; she sleeps on a chair more often than in her quarters.

3 :: Surgery Center

A pair of hand drills and circular saws, four bottles spray antiseptic, and three diamond-tipped anesthetic injectors. No operating table, just a smooth concrete floor.

4 :: Mareike's Pressure Chamber

Dr. Althaus never adapted to the Complex's atmosphere—to a labor body, her quarters grow steadily more suffocating.

5 :: Cold Storage

Intended to hold medicine. Destined to hold corpses.

What Can You Do For Her?

[Day 1] Get **30kcr** out of **Forebody Morrison** (p. 26) for **Althaus** to use.

Reward: 3 first-aid kits and a labor body-sized stretcher.

[Day 2] Stop ComSec from taking all her medicine (they send it to a "construction crew" of **ACHILLES** aides in **Colonist Housing** (p. 24).

Reward: 3 lethal doses of morphine.

[Day 4] **Mareike** needs extra hands. Ascend to the Flower and bring back **Reclamation's** four mechanic-surgeons (p. 18), whether through bribery, appeals to ethics, or threats.

Reward: a tranq pistol and six darts.

[Day 6] Drag the wounded out of the riots.

Reward: free, if severely limited, medical care ([+] on Body Save to heal from rest).

A Nameless Body

An escapee from **ACHILLES** (p. 27), delirious on sedatives. No speech implant. Loaded with the mind of **Comptroller Adeyemi** (p. 13), and seeks to replace **Dr. Esser** (p. 27) as head of **ACHILLES**. If awakened and made able to speak, he plays on the crew's sympathy for the horrors of the lab, leads them to kill **Esser**, then looses the **ACHILLES** bodies on them before contacting his baseline half to argue for his position, in light of the "accident."



Dr. Mareike Althaus

*W:2(15) I:65 C:25
Tranq Pistol 1d5 + Body Save or fall unconscious 1d10 rounds.*

A baseline contractor for the Concern on a two-year term as Chief (and only) Doctor in the Bucket. She wears an oxygen mask—she never adapted to the thin air, and she never will.

Colonist Housing

Baselines: 20 // ComSec: 4 // Bodies: 3

Astroturf and vinyl panels bake in an illusory summer's day. Cul-de-sac after cul-de-sac, like petals on an asphalt flower. There isn't a single car on Callisto—and yet, there are roads.

1 :: Open Market

When the colonists come, it plans to host crowds, stalls, and celebrations. For now, it sits empty.

2 :: Neighborhood

A cul-de-sac of single-story houses of false wood and yellow siding. All empty.

3 :: Abandonist Hideout

"Habit" Kunze and the other two Abandonist bodies hide a cache of weapons in an empty house: 3 nailguns, 30 nails, 2 flare guns, 15 flares, and 5 homemade grenades from **"Branch" Walker** (p. 22). They convene only when unnoticed—5% chance they meet inside.

Elev. Terminal :: Unloading (p. 20)



"Habit" Kunze

W:3(15) I:65 C:60

*Shim-locked Drill d100[+],
Stolen Nailgun 1d5*

Leader-in-theory of a set of three Abandonists—those who wish for the labor bodies' work to end, for the Authority and the Concern to leave the surface of Callisto for them to inhabit, for them to die of encoded old age in peace. But **"Branch" Walker** (p. 22) demands violence on her terms, and **Kunze** can't step out of line. On **Day 4**, he tries—and the day after, **Walker** kills him.

4 :: A Perfectly Normal House

Perfectly normal, that is, except for the hidden tunnel in the basement that leads to the ACHILLES facility. Couriers enter and exit with drugs from **Dr. Mareike Althaus** (p. 23)—if questioned, they say they're performing final checks on the house. If pressed, admit that they don't really know what happens down there.

The Abandonists

"Candid" Stroman, the Runaway: believes that bodies cannot live a peaceful life on Callisto—so, **"Candid"** says, they should take over the **Mass Driver** and fire themselves to some distant world to claim asylum.

"Broom" Maier, the Cynic: where **"Habit"** repeats **"Branch" Walker's** (p. 22) promises through gritted teeth, **Maier** sees the manipulation—and that as soon as the Authority closes its grip on Isotelus, they'll face nothing but arrest and prison.

What Can You Do For Him?

[Day 1] Stop Planetside Comsec from using your tracking implants. (Destroying the implant is suspicious, as is leaving it stationary for days).

Reward: approval, and nothing else.

[Day 3] Kill a ComSec official while he directs the search-and-seizure campaign in the **Bunk Racks** (pg. 22).

Reward: an introduction to **Walker** (p. 22) and the Abandonist hideout.

[Day 4] **Walker** demands a bombing—and **Kunze** can't do it. Warn **Forebody Morrison** (p. 26), and get her to send ComSec after **Walker**.

Reward: 2 nailguns, a hand welder, and a pair of improvised flashbangs (Body Save or 1d5 rounds blind). **Kunze** expects reprisal.

Callistan cement under multicolored lights—blinking red alarms, soft yellow notices, and neon green approvals rise and fall in waves. A few sketches hang taped to the walls: clouds, trees, and labor bodies drawn with geometric precision.

Tunnels :: Railway (p. 26)

1 :: Observation

A plexiglass window and a bench, to watch the driver fire. During breaks in the Mass Driver schedule, “**Staggers**” lies on the floor, sung to sleep by the whine of the electromagnets. **8 ComSec officers** (p. 21) lounge, stuck on the dulllest post on the Complex.

2 :: Fire Control

Firing the **Mass Driver** requires the Deputy Chief Engineer’s keycode (held by “**Staggers**” **Lorenz**) and trajectory approval from the **Tenement Line’s Admin Offices** (p. 16). “**Staggers**” works here, plotting the trajectories by hand—it helps him remember who he is.

3 :: Shipment

Boxes roll on conveyor belts so mechanical arms can pack them into waiting shipping containers, destined to hurtle millions of miles through the black of space.

Firing the Mass Driver

1. Load the **Mass Driver** with a cargo container in **Shipment**.
2. Set a trajectory and target in **Fire Control**.
3. Input the Deputy Chief Engineer’s keycode in **Fire Control**.
4. System automatically discards shots that would hit the Flower. The rest go to the **Admin Offices** of the Flower (p. 16). If approved, turn two pairs of keys to activate.
5. The **Mass Driver** fires. It takes 4 hours to recharge the capacitors and remove enough heat for another shot. A direct hit from the **Mass Driver** shatters a ship or station—it hits like an atomic bomb. Nothing about this is subtle—only a blind or immobilized ship could fail to evade the **Mass Driver**.

4 :: The Barrel

1km of electromagnets, throwing shipments of ice and rhenium to distant worlds. Even bodies die on the trip without prepared food, water, heat, and acceleration protection. Wrap yourself with foam in the hope your shell doesn’t crack from the g-forces.



“Staggers” Lorenz

W:3(15) I:55 C:30 Shim-locked Drill d100[+]

Deputy Chief Engineer of the **Mass Driver**, and fork of the dead **Oskar Lorenz** (p. 13)—as far as he knows, an accidental death. He remains certain that, at the top, the Concern keeps people’s best interests at heart; in a way, they saved his life. Even if persuaded him otherwise, he would rather die than kill.

What Can You Do For Him?

[Day 2] Head up the Stalk to talk to **Comptroller Adeyemi** (p. 13) in person, and plead for the 500ocr the Concern owes **Lorenz** for **Oskar’s** death. **Adeyemi** instead offers 750ocr—**Oskar’s** last paycheck, after fees.

Reward: hideout in a shipping container

[Day 3] Prove **Oskar’s** death was foul play—**Lorenz** believes **Adeyemi** must respond, if confronted with proof.

Reward: 1kcr and copies of the **Mass Driver** firing keycode—**Lorenz** fears he made enemies.

[Day 7] Stop “**Branch**” **Walker** (p. 22) from taking over the **Mass Driver** to threaten the Concern.

Reward: three sub-coils from the **Mass Driver**—lined up and plugged into a wall, they fire rebar at Mach 5. (Stats as Laser Cutter. Requires setup.)

Tunnels

Baselines: 0 // ComSec: 1 // Bodies: 60

A labyrinth of black ice in hard vacuum. Utterly silent—even the occasional blasts of mining charges comprise merely light and vibration. But on the frequencies of labor body radios, they whisper and sing.

Barracks :: Public Square (p. 22)

1 :: Airlock

A **ComSec officer** (p. 21) pulls the locking shims from bodies' drill-arms upon entrance and replaces them upon exit. They provide mining explosives only when impassable obstacles slow the pace of work. On every dusk shift change, the courier body "**Jacket**" **Morse** hands "**Branch**" **Walker** (p. 22) a sealed, locked package from **Olivia Adkins** (p. 15). Each one contains tools-turned-weapons for "**Habit**" **Kunze** (p. 24).

2 :: Mine

Fully in vacuum—safe for a body, fatal for a baseline. 3d10 bodies always labor inside. The work never slows. "**Branch**" **Walker** (p. 22) works the day shifts; during the night shift **Forebody Morrison** and "**Waving**" **Adkins** (p. 26) oversee operations.

3 :: Blast Site

Charges go off four times daily. On **Day 4**, work stops after miners unintentionally blast a hole into the **ACHILLES Lab**.

4 :: Railway

Runs small trolleys up to the **Shipment** room of the **Mass Driver** (p. 25).

5 :: Hidden Vein

Billions of credits of rhenium ore, in an ice tunnel melted shut by **Forebody Morrison** and cut open only when unobserved. She has told absolutely no one of its existence.

Mass Driver :: Shipment (p. 25)



"Pages" Morrison

W:3(15) I:75 C:30

Shim-locked Drill 1d100[+]

The forebody of the Complex's rhenium mine—amiable, lawful, and terrified. She wants better conditions, but fears a revolution. Instead, she pays the smugglers exorbitant prices for medicine, food, and other necessities to hand out.

"Jacket" Morse

A direct lieutenant of **Olivia Adkins** (p. 15)—on the ground for Ten Feathers tasks she can't trust "**Judicious**" (p. 20) to know about. Picks up sealed, locked packages to hand off to "**Branch**" **Walker** (p. 22) and, indeed, hunt for "**Pages**'s" rumored hidden fortune.

"Waving" Adkins

Night-shift assistant forebody, fork of **Olivia Adkins** (p. 15). "**Waving**" was made before her baseline started the Ten Feathers, and knows nothing about its inner workings. She remains bereft of ambitions except, someday, to see the sky.

What Can You Do For Her?

[**Day 1**] Keep "**Jacket**" **Morse** away from the hidden vein—**Morrison** suspects he works for the Ten Feathers, but she's not sure.

Reward: 120kcr in rhenium.

[**Day 3**] Host **Msia Okiro** (p. 16), show her what she expects and no farther.

Reward: 150kcr in rhenium, plus an extra 10kcr to spend on Okiro.

[**Day 5**] Find "**Branch**" **Walker** (p. 22) so **Morrison** can try (and fail) to talk her down from taking drastic action.

Reward: 75kcr in rhenium.

Nothing but plastic dividers separate the rooms. Startlingly well-decorated with furniture and art left over from Colonist Housing. They didn't intend to build ACHILLES somewhere so easily found.

1 :: Dormitory

To ensure secrecy, the ACHILLES facility stands cut off from the rest of the complex. Other than a few couriers, no one leaves. The baselines have dwelt in this too-bright, too-cold, 10-bed room for months.

2 :: Med Storage

Sedatives to keep the bodies down, ComSec combat drugs to wake them up.

3 :: Cubicle Farm

Eight technicians, one armed **ComSec officer** (p. 21). Taking readings and running simulations. Pages and pages of reports written every day.

4 :: Cages

The 6 ACHILLES bodies wait in white rooms, listening to elevator music and the sound of their IVs.

5 :: Esser's office

A well-labeled switch releases 12 syringe-wielding mechanical arms (*W:1(20) A:7 I:0 C:65 1d10+Body Save or fall unconscious 1d10 hours*) into the Cages. **Esser** spends the workday, and then forgets to leave. His nights hold agonizing arguments with himself.

What Can You Do For Him?

[Day 4] Bring **Mareike Althaus** (p. 23) here, permanently. One of the bodies reacts poorly to sedatives—it needs constant care and attention.

Reward: a free supply of autodocs, stimpaks, and first aid kits, as long as you come to the lab.

[Day 5] Find a new place to hide the **ACHILLES Lab**—its progenitors never meant to build it here.

Reward: a container of paralytic vapor (*Body Save* or go unconscious for 1d10 hours, affect all Nearby).

[Day 7] Head up to the Flower, strip **Fork Processing** (p. 18) for parts, and bring it back.

Esser hopes to make copies and copies and copies of himself—to step into his bright future.

Reward: **Esser** insists you replicate yourselves along with him.

ACHILLES

W:3(30) AP:7 I:25 C:75 Grinding Machinery 1d100[+] Gore / Microwave Gun (all Nearby make Body Saves or 3d10)
6 labor bodies, all loaded with the mind of **Comptroller Adeyemi** (p. 13) to ensure loyalty. A test of ComSec's "new standard of riot suppression." They awaken without speech implants, but inside they remain perfectly, terribly, human.



Dr. Johan Esser

W:2(15) I:70 C:20 Unarmed
An optimist. He dreams of a better world, of fork-lines and switch-bodies, of terraformed worlds, of the brotherhood beyond mankind. He does the best he can, under the circumstances.

1d100	Random Search—Flower	Random Search—Bucket
00	Roll of duct tape.	Permanent marker (blue).
01–04	Patch: <i>My Other Me Is A Bug</i> .	Oxygen tank (1m long, 5kg, 3,000 PSI).
05–09	Tourist Map: <i>Noctis Labyrinthus</i> .	Socket wrench set.
10–13	Pamphlet: <i>Economics of Extraplanetary Extraction</i> .	Steel badge: “UPSTANDING CITIZEN.”
14–17	Pamphlet: <i>They Aren’t You</i> .	Portable game console (<i>0g Tennis</i>).
18–21	Bundle of incense.	Spraypaint (illegal).
22–25	Ice pack.	Manifesto: <i>Dreamed-Of Sky</i> .
26–29	Labor body action figure.	Steel badge: “DON’T DO THAT.”
30–33	CD: <i>Top 30 Country</i> .	FLAVOR NUTRIENT (BLUE).
34–37	Shotgun shell.	Scalpel, dull.
38–41	Office stapler.	Pack of cigarettes stamped “ <i>Contraband//Destroyed.</i> ”
42–45	Postcard: Polestar.	Three rare-earth magnets.
46–49	Postcard: “ <i>Earth’s Last Rhinoceros!</i> ”	Rolled-up Poster: <i>Adapting to Breathlessness</i> .
50–53	Roll of zipties.	Steel badge: pickaxe.
54–57	Backpack, empty.	Crumpled note: “ <i>this is really happening...</i> ”
58–61	Flyer: <i>Opportunities in Commercial Security</i> .	Pair of dice.
62–63	Patch: image of a brain.	Detective novel: <i>Rigor Mortis</i> .
64–65	Pair of tungsten coins.	Pocket screwdriver.
66–67	Syringe (morphine).	2cr fleck of rhenium.
68–69	Exceptionally long scarf.	Steel badge: “ <i>PHOTOCOPY.</i> ”
70–71	25cr ComSec fine.	Reinforced folding chair.
72–73	Calendar of office events.	Canned pears.
74–75	50cr Department Store gift card.	Model of the Flower.
76–77	10’ extension cord.	CD: 5 hour literature seminar.
78–79	Two short-range comms.	Photograph of a human face.
80–81	Lockpick set.	Two adhesive patches.
82–83	Engineer’s ID.	Teddy bear.
84–85	Ticket for replication in Fork Processing (p. 18).	Wire brush.
86–87	Note— “ <i>Today, Hydroponics Park</i> ” (p. 16).	Perfume (plum-scented).
88–89	Approach Pod keys (p. 15).	Map (Callisto surface).
90	Labor body tool-arm.	Amphetamines, powdered.
91	Bolt cutters.	10’ square adhesive membrane.
92	Key to Cloning Architecture (p. 14).	Crowbar.
93	Revolver, fingerprint-locked.	Power drill and battery.
94	Elevator ticket to the Bucket, leaving the next day.	Three safety flares (green).
95	Note: “ <i>Klossner, 2 boxes opiates</i> .”	Nailgun and 20 nails.
96	Diagram of the Substation (p. 16) power junction.	Crumpled note: Mass Driver trajectories (p. 25).
97	Revolver, unlocked. No ammunition.	Keycard for Mareike’s Pressure Chamber (p. 23).
98	Ten Feathers lockbox holding a homemade grenade.	Extra Personal Locator (keyed to Hale’s Office , p. 21).
99	A copy of Comptroller Adeyemi’s (p. 13) brain in a jar, meant for ACHILLES.	ComSec officer ID card (p. 21).