

# FRAGMENTED SANITY

A short, introductory adventure to Cthulhu Rising for civilian Investigators  
by John Ossoway: Spring 2004

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## Sample Investigators with possible backgrounds:

Company Suit	Junior executive, assigned to the investigation by a superior to make sure company interests are protected
Computer Specialist	A systems analyst, currently contracted to the data library division of Cenargo Earth
Journalist	Investigator is currently employed as a researcher for one of Cenargo's many corporate publications. Also a freelance journalist
Parapsychologist	Investigator is parapsychologist working as a lecturer at Oxford University.
Pilot, Aerospace	Investigator is an aerospace pilot working for Hercules Shipping, one of Cenargo's many haulage subsidiaries
Private Investigator	Ex FLEA officer, now working for a Private Investigations firm
Scientist/Academic	Investigator works for Cenargo Earth R&D - along to recover Dr Roes work
Soldier	Investigator is a Cenargo Corp Security Trooper

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## KEEPER'S INFORMATION 1:

### Introduction

Fragmented Sanity is a *Cthulhu Rising* adventure for a small group of investigators, with one of them having connections with a major corporation. I have used the Cenargo Corporation, but feel free to change this to suit your own campaign.

## KEEPER'S INFORMATION 2:

### Cenargo Corporation

Cenargo Corporation is an transnational Anglo-Japanese concern with headquarters on both Earth (London) and Mars (Viking City). It is the dominant corporation in the European Federation, with diversified interests, including aerospace and spacecraft manufacturing, colony management, and medical technology.

More information about Cenargo can be found at the Cthulhu Rising website here: [Cenargo Corporation Profile](#).

## KEEPER'S INFORMATION 3:

### Timeline

There follows a timeline of important events leading up to Investigators becoming involved. Remember the current year is 2271:

#### January 2260

A Cenargo Corp. funded survey team on Mars discovers alien ruins at the bottom of the Coprates Chasma. Coprates Chasma is one of

the major canyons that form Valles Marineris, the largest canyon system on Mars.

#### April 2260

MiliSci takes over the excavations. The find is classified as Top Secret. The area is sealed off to the public and the site is placed under heavy guard. Unknown to MiliSci, Cenargo has already taken certain items, including extensive photographic evidence of a set of stone tablet fragments inscribed with alien writings.

#### November 2263

Professor Kitover, a MiliSci scientist, translates the writings on the stone tablets and promptly goes insane and destroys his lab, including the stone tablets.

#### December 2263

Dr Ethan Caine, of Cenargo Corp R&D in Oxford on Earth, receives a copy of the writings from what have become known as the 'Coprates Fragments' from Teresa Eden, CEO of Cenargo Mars, and begins translating the work. Unknown to Cenargo, part of an encrypted transmission from Eden to Wexler is intercepted by MiliSci.

#### January 2267

Completing his translation and interpretation of the *Coprates Fragments*, Caine learns that the work details much of the Mi-Go's role in the development of humanity as well as secrets on how to unlock hidden potentials in the human mind. Attempting to use the spells within the book. Caine drives himself mad and is institutionalized. After his recovery, Caine quits

Cenargo and begins writing about his findings in the *Coprates Fragments*.

### **February 2268**

A threatened lawsuit from Cenargo forces Caine to leave the European Federation. Moving to the NE coast of the United Americas, he takes employment on the staff of Miskatonic University, Arkham, Massachusetts. Lecturing in ancient languages, Caine soon becomes involved with a secret organisation calling itself the Institute of Higher Learning

### **April 2270**

Caine's translation of the *Coprates Fragments* is found by his colleague Dr Maximillian Roe. Harlan Wexler, head of Cenargo Special Projects Division, Earth assigns Roe to *Project Babel* – analysis of the Caine translation.

Roe delves into the secrets contained within the writings and drives himself mad like Dr Caine before him. In the process Roe's mind comes in contact with Azhorra-Tha.

In his madness, Roe decides that Azhorra-Tha will reward him with the secrets of time and space if he frees it. Unknown to Dr. Roe, Azhorra-Tha is as mindless as its master Azathoth, and only desires its freedom.

### **October 2270**

After a 3 month leave of absence, Roe returns to work. Harlan Wexler, reassigns Roe to *Project Babel*.

### **January 2271**

Dr Roe arranges to be transferred to Cenargo Mars and begins taking steps immediately to free his "master." This involves gaining access to the restricted area at Coprates Chasma, destroying the warding stones surrounding the site and performing a blood ritual (he kidnaps a member of Cenargo Mars personnel – Penny Walker, a lab assistant) which he hopes will release Azhorra-Tha.

### **36 Hours Ago:**

After Roe fails to show for work for 3 days in a row, Yelena Kleiberman of Cenargo Mars sends someone to his apartment to make sure he is ok. Upon discovering the apartment to be empty, Kleiberman contacts Wexler on Earth. It is confirmed that not only is Roe missing, several of project files are missing from the Cenargo servers, and all backups of said files have been corrupted.

### **24 Hours Ago:**

The Cenargo Board meets in secret session. It is decided that an official investigation must be started into Dr Roe's disappearance, before it becomes a Federal Police matter. Harlan Wexler is tasked with assembling a team to find Roe and the missing project files, before anyone else does.

### **KEEPER'S INFORMATION 4 Concerning Azhorra-Tha**

Azhorra-Tha is a lesser Outer God, imprisoned aeons ago beneath the Elder Sign on Mars as it tried to flee in the wake of the defeat of the Great Old Ones. The Mi-Go found the prison millennia later and have attempted to keep the location a secret from humans.

### **INVESTIGATOR'S INFORMATION 1: Enter the Investigators....**

January 2271. The Cenargo Building, London, Earth...

The lift you are currently inside climbs silently up the famous Cenargo Building, headquarters of the commercial giant that is the Cenargo Corporation.

The lift stops on the 112<sup>th</sup> floor, one of the highest of the upper executive levels. You have all been called to a meeting with Harlan Wexler, a senior executive at Cenargo Earth.

Met by the delectable Miss Kirsten Horne, Wexler's PA, you are led through the outer offices to meet the man himself.

The private offices are plush to say the least. A well groomed and expensively dressed individual is standing behind a large desk, looking out one of the vast, sloping windows on the skyline of 23<sup>rd</sup> Century London. The sun is just rising over the city, tinting everything in a red-gold hue.

Turning, he smiles an efficient smile, and welcomes you, introducing himself as Harlan Wexler. Leading you over to a long, sleek table, he indicates that you should sit.

Refreshments are brought in by Miss Horne, and as she departs, Wexler gets down to business...

Wexler takes a moment to introduce each of the Investigators (including any NPCs). Some will already have established relationships. Others are new. All are either company personnel or contracted by Cenargo.

## KEEPER'S INFORMATION 5

### Introducing Harlan Wexler...

Harlan Wexler is a senior executive at Cenargo Corporation, and head of their Special Projects Division on Earth. His public face is the public face of the company: friendly and public spirited. In reality, he is as ruthless and career minded as most senior company executives. For now, Wexler should be portrayed as approachable and 'on the side' of the Investigators. In later adventures, this may change.

## INVESTIGATOR'S INFORMATION 2:

### The Assignment:

A highly placed employee of Cenargo, Dr Maximillian Roe, has gone missing on Mars with his research findings. Wexler is concerned that during a 3 month break earlier that year for what was diagnosed as 'nervous exhaustion', Roe was contacted by a rival corporation and is now intent on selling company secrets to them. Roe was involved in a top secret company project codenamed BABEL and it is believed he has project files in his possession that the company want back.

Wexler explains that Director Saunders, CEO of Cenargo Earth has authorized him to assign a team to locate Roe along with the information he possesses. He is to be placed in custody and shipped back to Earth to be tried for industrial espionage. The files he possesses are to be returned safely to Cenargo Earth company HQ in London.

Obviously the investigation must be low-key, as Cenargo does not want it broadcast to it's rivals that one of it's employees may have stolen company secrets. Investigators must sign a standard Cenargo contract.

## THE INVESTIGATION 1:

### Gathering the clues part one

The Investigators may be working for Cenargo, but this does not give them carte blanche to run around demanding entry to various company facilities and such. They will be given access to question Roe's friends and colleagues, but at no time are they to ask about Project Babel, as it is still classified. If the Investigators press Wexler, he will tell them only that it involves languages.

At some point the Investigators will obviously want to head to Mars. Before they do this, there are avenues of investigation that may be worth following up on Earth:

### 1. Dr Roe's Background

Accessing the Cenargo employee database can be achieved easily enough, and any unclassified career history can be viewed about Dr Roe.

Give the players *Investigators Handout 1: Dr Maximillian Roe* (summarised below).

<b>Name:</b>	Dr Maximillian Roe
<b>Age:</b>	48
<b>Date of Birth:</b>	April 17 2223
<b>Place of Birth:</b>	Austria, European Federation, Earth
<b>Marital Status:</b>	Unmarried. Family – 1 brother, lives in United Americas.
<b>Education:</b>	Studied languages at Oxford
<b>Employment:</b>	Lectured at Copernicus University, Mars for 8 years, during which time he published 2 papers on languages.  Has worked for Cenargo Corporation for past 11 years.  Assigned to Project Babel (classified) in July 2270.  Previous assignment was Project Metaphrase, a joint project with Artificial Life Inc concerning development of it's AI translation software.
<b>Other Notes:</b>	Travelled Sol system extensively during 20s. Took 3 month leave of absence from work in July 2270 for 'nervous exhaustion'. Returned to work October 2270.

### 2. Dr Roe's Workplace

Before transferring to Mars 3 weeks ago, Dr Roe worked at Cenargo's R&D lab complex just outside Oxford. The majority of the work done at the labs is confidential, and not available on the Cenargo Corporate Database. If the Investigators insist, they will be given access to the lab complex to see Roe's office, and interview his work colleagues, but at all times will be accompanied by a member of the company's Internal Security Division.

Roe's office is relatively small, and is clean and tidy. If questioned about this, their chaperone will explain that Dr Roe worked mostly from home since his 'illness'.

Searching the office will reveal no clues.

### 3. Roe's Work Colleagues

If the Investigators ask, they can get interviews with several of Dr Roe's work colleagues. For all the interviews, a representative from the company's legal division will be present.

#### **Professor Miko Narita:**

A Japanese woman in her early 40s, Professor Narita has worked at Cenargo for 6 years. A software expert, she worked with Dr Roe on the Metaphrase project. She remembers that Dr Roe was quiet, very professional, but rarely talked about anything other than work. The only person she remembers him being friends with was a Dr Ethan Caine, but he left the company almost 4 years ago after suffering a nervous breakdown.

#### **Dr Eric Svensson**

A Scandinavian man in his late 50s, Dr Svensson has no sense of humour, and will be quite rude with the Investigators. He is a busy man and this interruption has ruined his day. Svensson is a sociologist who worked on Project Metaphrase, and hasn't really had anything to do with Roe since this Roe was reassigned in April last year to Project Babel. Svensson is a red herring, he knows nothing of use.

#### **Dr Brian Bixby**

A Canadian biologist, Bixby is a thin man in his early 40s, and came to work at Cenargo 18 months ago. Bixby is a nervous, nerdy individual. He never worked with Roe, but remembers that when Roe returned to work from his leave of absence last year, he engaged him in conversation in the canteen. Bixby remembers that Roe mentioned something about "visiting old friends in the United Americas" during his time off work.

### 4. Dr Roe's Apartment

Dr Roe's apartment is on the outskirts of London. He lives in a private apartment in an estate owned by one of Cenargo's real-estate subsidiaries.

Although the apartment appears locked and secure, inside, it has been ransacked. Someone has been through every room in the place, and an upstairs window has been left open. A common robbery? Perhaps. Allow everyone a *Spot Hidden* check. If a Police Officer or Private Investigator makes a successful roll, they will notice some anomalies that the unskilled eye would overlook:

Although the place has been ransacked, several valuable items (gold wristwatch,

electronic goods) have been overlooked. Coincidence, or something more sinister?

Searching the apartment will take several hours. Allow each Investigator a *Search* check. Normal successes will reveal the following:

1. There are several Link messages waiting for Dr Roe on his FedNet Portal (his TV-cum-computer mounted on the main wall in the living room). They cannot be accessed, as they need his FedNet ID (retinal imprint). The Portal can only be used in 'Guest' status.
2. Dr Roe had a safe. It has been opened and it's contents strewn across the floor.

The Investigators could contact Cenargo to gain access to Roe's recent Link messages, or attempt to hack his FedNet account themselves.

Cenargo will be happy to help, one of their friendly operators will contact FedNet and access Roe's account remotely, displaying 4 messages in sequential date order on the Portal in front of the Investigators.

Hacking the FedNet account requires an Investigator to make a *Special Computer Security* check. Success gives access to his recent messages and his address book / organiser. Failure will lock them out of the system and report the attempt to FedNet.

#### **The Messages:**

##### *Messages 1 and 2:*

Both from Cenargo Mars, asking why he hasn't been in work and advising him to contact them ASAP.

##### *Message 3:*

From someone called Danielle Lyon, owner of an occult bookshop 'Lyon's Books' based in Paris. She appears to be asking after an unpaid bill for several purchases about 3-4 months ago.

##### *Message 4:*

Someone called Mr Kitano. He will ask after Roe's well-being, as he is concerned that Roe didn't attend their scheduled meeting. There is a contact number.

## KEEPER'S INFORMATION 6:

### What do MiliSci know?

MiliSci suspect that Cenargo kept information pertaining to the classified dig at Coprates Chasma on Mars. After Dr Kitover destroyed his lab and the Coprates Fragments, MiliSci's progress in the project has been sorely hampered. MiliSci has redirected funding from the project into more lucrative endeavours.

For the past 4 years, the Coprates Project has been under the supervision of Colonel Markov, a particularly ruthless individual recruited into the department from the Russian arm of the UEAF.

He has had several of Cenargo's top research scientists under surveillance for the past 18 months, including Roe. When Roe disappeared on Mars, Markov ordered his apartment searched, and for a team to be sent to Mars to find Roe if he showed any interest or made a move towards Coprates Chasma.

The arrival of the Investigator's at Dr Roe's apartment will be noticed by MiliSci. From this point on, it is possible that the Investigators will be under MiliSci surveillance.

## THE INVESTIGATION 2:

### Following up the leads

The Investigators have 3 possible leads left on Earth to follow up.

#### 1. Dr Ethan Caine

Ethan Caine moved to the United Americas 3 years ago, and now lives in Arkham, Massachusetts. He is a researcher at Miskatonic University, and also a member of the Institute of Higher Learning (IHL).

If the Investigators contact Caine prior to visiting him, he will at first be reluctant to meet with them. If one of the Investigators is a parapsychologist, he will soften a little, and say he will speak with them, but only in person.

Traveling from Heathrow Spaceport to Boston Spaceport take a mere 56 minutes on board a commercial scramjet.

Meeting Ethan Caine at the University, he will be accompanied by a representative of the IHL, one Mortimer Greyson. Ethan Caine will tell the Investigators a little about project Babel, and what he has discovered since.

"Cenargo hired me in 226X, shortly after I published my book 'Logical Languages: The Underlying Principles Behind Language Development and Evolution'. They said that they had come into possession of some ancient writings that defied their translation attempts, and wished to hire me on an open ended long term contract to work on translating it for them. The pay that they offered was obscene to say the least, and the challenge - translating a hitherto unknown language - how could I refuse?"

"I signed a confidentiality contract with Cenargo, and the only people who worked with me were research assistants. As the project was compartmentalized, none of my team were given enough information to know what exactly they were working on. They probably thought it was related to the Metaphrase Project, that Cenargo R&D were involved in at the time."

"Cenargo didn't have physical copies of the writings, but they did have complete 3D computer models which I was to work from. The writings were in a medium I have never seen before: strange green stone disks on rods. Around the edges of the disks were strange glyphs, symbols and sigils, theorized to be a kind of writing. Each of the disks could be rotated independently of all the others, so the possible number of combinations was huge. Cenargo would never discuss their origin, or where the hard copies were, only that they were now unavailable."

"If my research was correct, the authors of those writings might not have even been human! I know the official government line on alien intelligence is that life exists on other planets, but nothing as advanced as us. There are creatures older than time itself, who wait now, in parallel dimensions, waiting for a way into our reality. These writings that I was translating, they were created by someone, or something that knew all too well of this secret history of our universe. They gave warnings, but also knowledge, that if misused could cause great catastrophe."

"But this knowledge was too great not meant for one such as me - I had a nervous breakdown, and after a prolonged convalescence, couldn't face continuing the work. Cenargo respected this, but their legal department warned me in no uncertain terms that if I published what anything I had learned working on Babel, they would ruin me."

Talking to Caine confers a +5% to each Investigator's Cthulhu Mythos skill, but requires a SAN check (1/1d3).

#### 2. Danielle Lyon

Investigating Danielle Lyon and 'Lyon Books' will reveal that the shop lies in a small side street in the Bastille region of Paris, France.

Danielle Lyon runs the bookshop herself, and has a FedNet website too.

Travelling from London to Paris is quite easy – it is a mere hour away on the EuroStar MagLev. The shop is small and unassuming, easily missed if not specifically looking for it.

### **Lyon Books:**

It is quite dark inside the shop, and the air is filled with the musty smell of old print and incense. A jumble of bookshelves are crammed with magazines, dusty second hand books and yellowed newspapers sealed in plastic bags. There are also stacks of books and magazines on the floor.

A couple of booths next to the counter at the rear of the shop have computer terminals in them, which give access to a searchable database of the shop's available E-books.

Behind the counter is Juliette, a 18 year old student, who works in the shop part time between her lectures. She is a surly 'Goth' kid, studying Psychology, and obviously loves the idea of working in an occult book shop.

Danielle Lyon will be out if the Investigators call unannounced. Juliette will take a message, and say that she expects Ms Lyon to return later in the day. Ms Lyon is in her late 40s, an aging hippy, who has the look of someone who has smoked too much dope earlier in life. She is quite anti-establishment, and will have to be convinced to reveal what she considers private customer records to the Investigators.

### **An Interesting Reading List:**

If the Investigator's persuade Ms Lyon to help them, she will reveal that Dr Roe was a regular subscriber to several periodicals that her shop stocks, '*Fortean Times*' style books about unexplained phenomena and the like. He also spent E\$300 in November 2270 (last year) on a rare review copy of '*The Prophecies Of Science/The Science Of Prophecy*', a book by one Jonathan Monroe.

### **INVESTIGATOR'S INFORMATION 3: The Prophecies Of Science/The Science Of Prophecy:**

Research concerning this obscure book will reveal that it's full title is 'The Prophecies Of Science/The Science Of Prophecy: Cognitive Science and the Writings of Abd al-Azrad', and that it was one of the few titles published by the ill-fated Human Horizons Press, which

closed when its offices burned down in the early morning of May 1 (Beltane), 2183. The book's author, Jonathan Monroe, was arrested in connection with the fire, but committed suicide while in police custody. The book never actually went to the printers before the fire, but copies of the manuscript were sent to several reviewers.

### **KEEPER'S INFORMATION 7: The Prophecies Of Science/The Science Of Prophecy**

The book appears to be a translation by a certain Jonathan Monroe of an earlier set of obscure writings.

Monroe appears to have had access to a mostly-complete copy of Dr. John Dee's English translation of the "Necronomicon" in the preparation of this work. He draws parallels between the rituals that Abd al-Azrad describes and algorithmic descriptions of computer programs. Pseudocode and fragments of source code are included from one of Monroe's attempts to electronically recreate a worship service of the Outer Gods; a competent computer programmer who learned the spells from this book might be able to construct a program to aid in their casting (Keeper's option).

Unfortunately, Monroe does not appear to have truly understood the significance of the "Kitab Al-Azif", and his explanations and descriptions are fragmentary, confused and heavily adulterated with New Age mysticism.

Sanity loss 1D3/1D6; Cthulhu Mythos +5%; spell multiplier x2 (recommended spells: Contact Nyarlathotep, Summon/Bind Hunting Horror, Summon/Bind Servitor of the Outer Gods).

### **3. Mr Kitano**

Mr Aki Kitano works for the Motokatsu-Kyono Combine, a powerful Japanese mega-corporation and main rival to Cenargo in the Anglo-Japanese market. Motokatsu-Kyono was trying to bribe Dr Roe into revealing Cenargo corporate secrets. They were close to a deal (Roe was hedging his bets, should everything with the summoning go wrong) when Roe disappeared.

Kitano will be unobtainable when the Investigators call, but will consider the possibility that perhaps they can be persuaded to sell his company copies of any data concerning Cenargo R&D that Dr Roe might

have on him. Motokatsu-Kyono will enter the adventure at a later date...

### **THE INVESTIGATION 3: Next stop, Mars...**

If the Investigators inform Wexler that they intend continuing their investigations on Mars, he will arrange for them to travel on a Cenargo transport craft, scheduled to leave in 18 hours from Unity Space Station. He will give them the name of their contact at Cenargo Mars: Yelena Klieberman. Cenargo Mars' main headquarters is located in Viking City, capital city of the Mars Colony.

The Investigators can get to Unity Space Station via one of the daily orbital shuttle services operated from New Heathrow Spaceport (60km east of London).

The transport craft Cenargo 318 is ferrying personnel from Earth to Mars. Using a medium powered reactionless displacement drive, the flight time to Mars is 54 hours. There is little to do during the flight, and it is general practice to enter cryosleep for the journey.

The Investigator's will awaken once the transport is safely docked at John Carter Spaceport.

### **INVESTIGATOR'S INFORMATION 4: John Carter Spaceport**

John Carter Spaceport is one of the busiest commercial space ports in the Federal Colonies. Along with Ares Fleet Base, home to the main bulk of the Sol Defence Fleet, it's sprawling network of domes, pyramids and docking towers dominates the entire 27km length of the space-facing side of Mars' larger moon Phobos.

Once through ICC Customs, the Investigators can either hitch a ride down to Viking City on a Cenargo shuttle, or make their own way there.

### **INVESTIGATOR'S INFORMATION 5: The Planet Mars**

Mars in the 23rd Century supports a thriving Colony with a population in excess of 100 million. The first planet colonized from Earth, it's population can trace their families back generations before reaching Earth-relatives. Most of this population can be found living in

the cities that cluster around the planet's polar regions.

After decades of intensive terraforming, enough free-standing water now exists to form ice clouds, substantial rivers and lakes and even a small sea in the northern polar regions. Terraforming has also altered Mars' atmosphere, reducing the levels of Carbon Dioxide and Argon and introducing Nitrogen and Oxygen. The atmosphere is breathable at ground level, but in a lot of the highlands of the planet an artificial air supply is still required.

Despite all this change, Mars is still plagued by seasonal dust storms, and it's cities are all built using a pyramidal building design, which provides best protection against the sometimes harsh Martian weather.

Mars has some remarkable geological characteristics, including the largest volcanic mountain in the solar system, Olympus Mons (27 km high and 600 km across).

### **INVESTIGATOR'S INFORMATION 6: Viking Colony**

Viking Colony is home to over 10 million colonists, and is a vast sprawl of pyramid buildings of all shapes and sizes, some tall and narrow, others wide and squat. Aerospace craft flit in between the buildings, arriving and departing continuously at the numerous landing zones around the city's perimeter.

If the Investigators take the Cenargo shuttle from Phobos, it will take them directly to Cenargo Mars HQ, one of the tallest buildings in Viking Colony. There they will be met by a short-haired, stern looking woman who introduces herself as Yelena Klieberman, their corporate liaison during their stay on Mars. Klieberman is very efficient and businesslike, and has been briefed on the Investigators mission up to a point.

Unless the Investigators have their own plans, Klieberman will organize for their luggage to be taken to the New Cydonia Hotel, and take them into the Cenargo Building where, over a light meal, she will brief them on what she knows.

#### **The Briefing:**

At Harlan Wexler's request, in the last 24 hours Klieberman has looked into Dr Roe's activities at Cenargo Mars over the days leading up until his disappearance.

One of Roe's assistants on Mars, a lab assistant called Penny Walker, phoned in sick on the day Roe disappeared, and has not been heard from since. Suspecting it could be related to Roe's disappearance, Klieberman sent a Security team over to Walker's apartment, and found it ransacked, with no sign of Walker, and her flat-mate beaten unconscious. Now the police are involved, and it is only a matter of time before they find out about Roe's disappearance and connect the two.

#### **THE INVESTIGATION 4:**

##### **Gathering the clues part two**

All colonists as standard have a surgically implanted ID tag, that emits a signal that can be triangulated and pinpointed within a 100km radius. Cenargo have not been able to locate her ID signal, and so must assume that she is either not in Viking Colony, or her ID tag has been surgically removed.

##### **1. Rachel Wong**

If the Investigator's ask about Walker's flat mate, Klieberman will say that her name is Rachel Wong, an admin clerk at Cenargo. She is currently in Viking Colony Infirmary, the main city hospital. She is still comatose, and under police protection.

##### **2. Roe's Activities:**

Klieberman can provide some information regarding Dr Roe's activities leading up to his disappearance (3 days ago plus investigation time on Earth, plus 54 hours flight time to Mars).

Dr Roe arrived on Mars alone, to continue working on a classified project codenamed 'BABEL'. His reasons for his work bringing him to Mars were classified. During his time on Mars, Roe worked with several research assistants, but mainly with Miss Walker.

After Roe failed to show for work for 3 days in a row, Klieberman of Cenargo Mars sent a security officer to his apartment to make sure he was ok. Upon discovering the apartment to be empty, Klieberman contacted Wexler on Earth.

Further investigation revealed that Roe remotely logged into the Cenargo servers, and downloaded several of the Babel project files. All backups of said files have since been found to be corrupted. As yet, technicians have been unable to establish how Roe achieved this.

##### **3. Dr Roe's Apartment:**

While staying on Mars, Dr Roe was given corporate accommodation in one of the more luxurious of the towering habitation pyramids owned by one of Cenargo's real-estate subsidiaries.

Ever since Dr Roe went missing, Klieberman has assigned a security detail to guard the missing scientist's apartment.

Klieberman can provide the Investigators with transport – a small suborbital transport vehicle (STV) common on Mars – and a pilot too – Gwen Capsalis, a 33 year old aerospace pilot, who has lived on Mars all her adult life.

#### **INVESTIGATOR'S INFORMATION 7: Suborbital Transport Vehicle (STV)**

Built by Consolidated Aerospace based on an existing suborbital military scouting vehicle, the STV is about the size of a 20th century transit-van. It uses four vectored thrust engines to provide it with lift (and steering) and two jet engines for its main propulsion system. The vectored thrust engines enable the STV to hover and to manoeuvre with great precision.

A STV can carry up to two crew and six passengers or it can carry a comparable amount of cargo. STVs are equipped with a fairly extensive electronics array which includes radar, lidar, night vision and other navigation equipment. STVs are used as fast personnel and cargo transports, and are fully pressurized, capable of supporting a full complement of passengers for 96 hours.

Piloting a STV requires the skill of Pilot Aerospace. With a full fuel load and a standard cargo or passenger load, a STV is capable of a top speed of 960kph. It has a flight ceiling of 90km, which is the upper reaches of the thin Martian atmosphere.

By STV, the journey to the habitation pyramid will take 20 minutes, Capsalis landing the craft short distance from the looming pyramid building.

A walk through the mall-like ground level of the habitation pyramid, followed by a swift elevator ride to the 116<sup>th</sup> floor, the location of Dr Roe's apartment.

Allow a *Spot Hidden* check as soon as the Investigators are out of the elevator and approaching the apartment up a 3m wide corridor. Success will reveal that the sliding

door to Dr Roe's apartment is slightly ajar, and there are spots of blood on the carpeted hallway floor.

The Investigators have disturbed a team of MiliSci agents who are searching Dr Roe's apartment for clues to his location. They have killed the two Cenargo Security guards placed here by Klieberman. See the map for locations of rooms / occupants. The agents are mercenaries, all hired locally by a MiliSci agent named Cleaver.

**MiliSci Agents**

3x military looking men.

STR:	14	Move: 3	RL: 4/5
CON:	14	HP: 14	LL: 4/5
SIZ:	13	Dex SR: 3	AB: 4/5
INT:	10		CH: 4/6
POW:	10		RA: 4/4
DEX:	14		LA: 4/4
APP:	10		HD: 4/5

<b>Attacks:SR</b>	<b>A%</b>	<b>DAM</b>	
M11P Pistol	3/7/10	75	1d10
M41 SMG	3/7/10	75	1d10
Combat Knife	7	75	1d4+2+1d4

*Armour:*

Personal Body Armour (4AP)

*Notes:* They will shoot anyone who comes through the door to the apartment, then throw smoke grenades and try to make their escape out the window (they have an STV waiting just outside the window, which they will drop into).

If any of them are captured, the team leader Cleaver (in the STV) will remotely detonate a small explosive device implanted at the base of each of the agent's skulls. It will cause immediate death.

*Search:* The two Cenargo Security guards are dead. A *First Aid* check will place time of death quite recent – within the last hour maybe. Each wears Personal Body Armour and carries: 1x M11 autopistol + 4x magazines; 1x TASER pistol + 2x magazines; tactical ComLink; Link; anything else you think that a security guard should have on him.

If any of the intruders are caught/killed, they will be carrying no identification.

Searching the apartment will take the Investigators several hours. A successful *Search* check will discover each of the following:

1. Signs of a struggle in the bedroom. There are ropes around the bed-head, and spots

of blood on the covers. If analyzed, this blood will be DNA matched with Penny Walker, Roe's missing assistant. Further searching in the bedroom will find a woman's show under the bed, also belonging to Penny Walker.

2. Geological survey maps of Valles Marineris, a region of Mars just south of the equator. Roe has taken the maps of Coprates Chasma with him.
3. In Roe's office are numerous copies of Fortean Times, a copy of 'The Occult Conspiracy' (Occult +1%), a copy of 'The Paranormal Guide To The Unexplained' (Occult +4%), as well as numerous publications concerning man's search for alien intelligence amongst the stars.
4. One of these books 'Above Top Secret' has a newspaper printout that falls out of it. The headline is dated July 2263, and reads 'Geologist Falls To Death In Tragic Accident'. The story tells how a geologist by the name of Marcus Sinclair plummeted to his death from his apartment in H.G. Wells Colony, in what was apparently a terrible accident.

**4. Penny Walker:**

Personnel files about Penny Walker don't give much away. An intelligent but shy 28 year old research assistant, Walker had worked with Roe ever since he arrived on Mars. She has no family on Mars, as she came to work here 3 years ago from England, Earth.

**5. Marcus Sinclair:**

If the Investigators look into this story further, and want to find out more about Marcus Sinclair, they will discover that just prior to his death, Sinclair had been working for the Cenargo Corp Geological Survey, looking for evidence of subterranean deposits of Helium-3 on Mars. Oddly enough, it seems that sections of Marcus Sinclair's personnel file has been classified by Cenargo Internal Security. That which is accessible reveals that Sinclair has a younger brother, who lives and works at HG Wells Colony, at the edge of Argyre Planitia. He has a wife and 3 children.

Investigators can contact Jack Sinclair via FedNet, or if they choose to, can go visit him.

Jack Sinclair works for Motokatsu-Kyono at their loading depot outside HG Wells Colony. Even though it has been 8 years since his brother's death, he still believes that Cenargo Corp haven't told him everything. He will be unwilling to talk about it over FedNet, and will suggest the Investigators visit.

## **THE INVESTIGATION 5: An Associate of Mr Kitano calls**

Before the Investigators depart for HG Wells Colony, they will be approached (perhaps in their hotel lobby) by a well dressed Japanese man who introduces himself as Mr Izo Nagata, an 'associate' of Mr Kitano.

If Nagata is allowed, he will say he knows that the Investigators are looking for a missing Cenargo scientist by the name of Dr Roe in connection with the possible theft of company secrets. So is Motokatsu-Kyono, and they are willing to provide serious remuneration to the Investigators if they provide Motokatsu-Kyono with copies of any such stolen secrets during their stay on Mars.

Whether the Investigators are interested or not, Nagata will hand them a holocard, with the dragon motif of the Motokatsu-Kyono Combine emblazoned upon it.

He is not willing to discuss the deal any further right now, instead telling the Investigators to contact Mr Kitano once they arrive back on Earth.

## **INVESTIGATOR'S INFORMATION 8: HG Wells Colony, Argyre Planitia**

Home to over 7 million, HG Wells Colony is the second largest colony-city on Mars, located in the Argyre Planitia basin, in the southern highlands of Mars.

The Argyre basin is approximately 1120 miles (1800 kilometers) wide and drops 3.2 miles (5.2 kilometers) below the surrounding plains. The crater was formed by a giant impact during the Heavy Bombardment period of the early Solar System. This means the impact that created Argyre Planitia is thought to have occurred 3.9 billion years ago.

After extensive terraforming, the basin of the Argyre Planitia is now green with vegetation, fed by water flowing from the Cydonian Sea, at the planet's north pole, and the Valles Marineris. Apart from Viking Colony, HG Wells Colony has the only large spaceport on Mars.

## **THE INVESTIGATION 6: What Marcus Sinclair Knew**

Jack Sinclair will want to know if the Investigators are looking into his brothers' death, and will be disappointed to discover that

they aren't. FLEA saw Marcus' death as an open and shut case of accidental death. His balcony gave way and Marcus fell to his death. There was no evidence of foul play.

Marcus had a sizeable life insurance policy with Cenargo Corp, which was paid out to his next of kin (Jack and his family).

If the Investigators express an interest in what work Marcus Sinclair was doing for Cenargo Corp, he will become more animated, talking in hushed tones.

"Marcus was a geologist by profession, and had been contracted by a Cenargo funded survey team examining the effects of terraforming on regions of the Valles Marineris. The research was hoped to provide valuable data for future terraforming operations on arid planets.

Marcus never talked about his work much, probably thought he'd bore us all, but a few months before his accident, he spoke at length about how his team had 'stumbled onto something big' out in the Valles Marineris. He seemed quite excited about it, and talked about how the company had promised him and the others 'full share options'.

Something must have gone wrong, because about a week after this conversation, Marcus arrived back at 'Wells. When I asked him what had happened, he was very reluctant to talk about it, saying only that the 'dig' had been shut down, his contract with Cenargo due to be terminated at the end of the month.

I didn't speak to him again. His Will left everything to me and the family, including his insurance policy, and a picture of him and his colleagues at the site. I have tried to contact the other members of the team, but shortly after Marcus' death, they were all transferred to the Outer Colonies, and never returned any of my messages."

If the Investigator's ask to see the photo, Jack will go and dig it out. The photo depicts Marcus (pointed out by Jack) and 3 other people. Jack will say he knew one was called Sam. On the back of the photo is written a set of numbers, 4 groups of 8 digit numbers. Jack will shrug and say he has no idea what they are.

Unknown to Jack, the number sequences are MarsSat geographical coordinates for the dig site in Coprates Chasma, An Investigator with the *Planetology* skill can make a skill check to realise that the numbers are satellite coordinates for a location on Mars. If no one in the party has *Planetology*, allow

any academic Investigators make a *Know* check at ½ skill.

Accessing the Mars Satellite Network covertly won't be easy. If the Investigator's choose to tell Klieberman what they have learned, and ask her to provide them with access, then Klieberman will make sure that any coordinates that the Investigators program the satellite network to look at will also be relayed to her.

Using MarsSat, the coordinates show a region of the Valles Marineris called the Coprates Chasma.

### **INVESTIGATOR'S INFORMATION 9: Valles Marineris / Coprates Chasma [ map 1 ]**

The Valles Marineris is a system of canyons located just south of the Martian equator. The system is about 4000 km long, and, if on Earth, would extend all the way across the United States. The central individual troughs, generally 50 to 100 km wide, merge into a depression as much as 600 km wide. In places the canyon floor reaches a depth of 10 km, 6 to 7 times deeper than the Grand Canyon.

Terraforming has melted the water-ice once frozen at the bottom of the Valles Marineris. The valley floor is crisscrossed by rivers and long lakes, but because of the lack of sunlight at the bottom of the canyons, no plants will grow down here.

From the smooth plateau of Ophir Planum (top of image), the dramatic canyon wall of Coprates Chasma falls in chutes and ridges for almost five miles to the dark floor of the canyon.

### **THE INVESTIGATION 7: The Journey to Coprates Chasma**

The Valles Marineris is 3800km From HG Wells Colony. At top speed, the Investigators STV could reach the region in just less than 4 hours. Coprates Chasma is at the Eastern end of the canyon.

If the Investigators decide to head directly to Coprates Chasma, there is a good chance that their STV will be picked up by sensors set up by MiliSci at a 50km perimeter around the dig site. The guards onsite have been killed by the

Star Vampires summoned by Dr Roe (see later), but another team are already en-route...

### **KEEPER'S INFORMATION 8: Whatever Happened to Dr Maximillian Roe?**

After weeks of careful preparations, Dr Roe kidnapped his research assistant Penny Walker, and left Viking Colony in a Cenargo STV, heading directly towards Coprates Chasma.

Forewarned in visions sent by Azhorra-Tha, Roe summoned two Star Vampires, and unleashed them upon the unsuspecting MiliSci guards at the dig site, killing them in short measure.

Leaving the Star Vampires to guard the entrance into the subterranean temple, Roe continued inside, disabling the 3x android research technicians at the site.

When the Investigators arrive at the dig site, Dr Roe is already well into his summoning, having found the star chamber above the temple, and in the middle of performing the ritual that he hopes will free Azhorra-Tha.

### **KEEPER'S INFORMATION 9: The Base Camp [ map 2 ]**

At the bottom of Coprates Chasma is the MiliSci base camp. It consists of:

#### **Atmospherics:**

5 miles down, the Coprates Chasma is in perpetual twilight. Winds whistle up the canyons, carrying with it red dust and water vapor. Everything is coated within minutes. Although there is water in the Valles Marineris, the intent is to drain the melting ice into regions that can benefit - for example the Argyre Planitia basin. The winds moan and wail.

#### **1. Landing Pad:**

Large enough for a dropship, the landing pad has IR lights (invisible to human eye).

#### **2. STV:**

Underneath a canopy by the landing pad is an STV, similar to the one the Investigators arrived in. It is currently powered down, in standby mode.

### 3. Power Generator:

A vehicle portable fusion power generator provides power for all the equipment at the base camp, as well as lighting inside the dig site. It is functioning normally.

### 4. Command Module:

Prefabricated module, covered in camouflage matting. Door is card activated. A *Computer (Security)* check at -15% can bypass the security features.

Inside, the hum of technology can be heard, and in the subdued lighting, banks of computer screens can be seen, displaying information. The command module has a retractable communications array (booster sat at top of canyon).

#### Search:

Some screens appear to show offline security cameras, labeled: Transept, Temple 1, Temple 2. The cameras have been disconnected manually and cannot be brought on line.

Another console gives system readouts on 3x androids. Baines, Sherwin and Bryce. A *Computer (Operation)* roll can bring up current status and location of each:

Baines (male)  
Status: Offline  
Location at time of shutdown: Lab Module

Sherwin (male)  
Status: Offline  
Location at time of shutdown: Temple

Bryce (female)  
Status: Offline  
Location at time of shutdown: Temple

### 5. Laboratory Module:

Prefabricated module, covered in camouflage matting. Door is card activated. A *Computer (Security)* check at -15% can bypass the security features.

There is a reception area, with a row of lockers, each containing an environmental suit. There are three airlocks, each with a decontamination unit, leading into a 'clean' room. Two of the labs contain tables with various geological instruments, rock and sand samples etc. The third lab contains the android Baines. There are 3x TASER darts embedded in his chest. The darts have burnt out it's systems. An *Electronics (Systems)* check at -20% is required to bring Baines back on line, at which point he will view the Investigators as

intruders, and activate an emergency beacon. Baines has an Identity Friend Or Foe tag on his jumpsuit next to his name tag. This will prevent the sentry guns in (9) from firing.

### 6. ATV:

An All Terrain Vehicle is parked here.

### 7. Accommodation Module:

Prefabricated module, covered in camouflage matting. Door is card activated. A *Computer (Security)* check at -15% can bypass the security features.

This is where the site guards live. There is a main common area, containing a small galley, wall Portal, and a row of lockers (8). Currently 4x have contents. Personal effects etc.

There is also an armoured locker, which needs a keycode to open it. A *Computer (Security)* check at -15% can bypass the security features. It is a weapons locker. Within are 2x M29 Assault Rifles; 1x Combat Shotgun; 2x M11P Automatic Pistols; 1000 rds of 10mm ammunition; 100 shotgun cartridges. There is also a suit of Combat Armour. The armour is Medium size (will fit anyone SIZ 9-12), and requires a skill in Vacc Suit to use.

### 8. Equipment Crates:

Stacked here are about a dozen or so crates, containing things like food, water, medical supplies, geological equipment etc.

## KEEPER'S INFORMATION 10:

### The Dig Site [ maps 3-5 ]

#### Atmospherics:

Unless otherwise stated, there is a constant sound of air moving through the dig site by an as yet undiscovered ventilation system – it sounds like moaning. Along many walls there are power cables and halogen lights.

#### 1. Entrance:

The entrance to the dig site is via a tunnel cut directly into the rock wall of Coprates Chasma by what looks like an industrial fusion cutter. The tunnel is 5m in diameter, vaguely circular, with a flattened floor. The site appears to have once been completely enclosed by solid rock, with no entrance/exit. Seismic activity caused by terraforming and by meteor strikes split the rock wall of Coprates Chasma, opening a fissure into the rock, and through the wall of the alien site's lower levels.

## 2. The Entrance Tunnel:

200m long, slopes slightly downwards. Cables run along walls from the power generator with lights at intervals.

About halfway down the tunnel, lying twisted in a grotesque fashion is a human corpse. The body is dressed in Mars camouflaged Combat Armour, which has a badge on it's shoulders: A Mu-Sigma logo in a pyramid.

If an Investigator wishes to examine the corpse more closely, they must make a SAN roll (0/1d3). The corpse inside the armour has been completely drained of blood! Also, his weapon is missing.

## 3. Transept Chamber:

The tunnel emerges into a square chamber, 50m across and 10m height. Lights on tripod mounts illuminate the centre of the chamber, where lie two more corpses. At each corner is a 10m wide tunnel opening. Three disappear into darkness, one is lit. In front of each of these tunnels is a triangular shaped column, 5m high and covered in strange swirling patterns.

### Search:

Both the corpses are soldiers like the like the one in the tunnel. Both are drained of blood. Unlike the soldier in the tunnel, these two have their weapons (M29s), magazines half empty. Examination of the columns makes the Investigator dizzy. The patterns seem to move. A SAN roll is required (0/1).

## 4. The Transept Tunnels:

Each of the 10m wide tunnels heads off for 50m before suddenly sloping sharply upwards, disappearing into blackness of a vertical shaft.

*Tunnel A:* Empty.

*Tunnel's B & C:* Each contains a Star Vampire.

*Tunnel D:* Has had a platform lift in a steel cage installed. There are boxes of equipment around the lift, and power cables running back to the camp outside. The lift goes up 15m to the Temple Chamber (5).

### The Star Vampires:

"The dim outlines of a presence come into view: the bloodfilled outlines of an unseen shambler from the stars. It is red and dripping, an immensity of pulsing, moving jelly; a scarlet blob with myriad tentacular trunks that wave and waver. Suckers on these appendages open and close with a ghoulish lust. It is obscene: a headless, faceless, eyeless bulk with the ravenous maw and titanic talons of a star born monster..."

### Star Vampire: Shambler from the Stars

STR:	30	Move:	6/9
CON:	15	HP:	25
SIZ:	30	DEX SR:	3
INT:	11	Hit Location:	01-20: body
POW:	16		
DEX:	10		

*Armour:* 4 point hide;

Bullets only do ½ damage (round down)

Attacks:	A%	Damage
1d4 Talons:	40%	1d6+2d6
Bite*	80%	1d6 STR drain/rd

\* the bite attack applies to the monstrous suckers on the end of the talonous tentacles. If a claw attack succeeds, the Vampire may attempt a bite attack against the same target. To break free, the victim must destroy the talon (deal 10 hp damage) or roll STR vs STR.

SAN loss: 1/1d10 to see it / be attacked by it.

The lift in 4(d) is currently somewhere above, out of site. It must be 'called' from the control panel on the steel cage.

## 5. Temple Chamber:

A vast, subterranean chamber, octagonal in shape and approx 100m across, lit by lamps on tripods around the walls. The ceiling is shrouded in darkness, and is 40m high (120').

The chamber is dominated at it's centre by a huge (20m tall) green stone statue of some eldritch horror on a stepped platform: part frog, part squid, part insect, it is difficult to define, but it was not made by human hands, and awakens a subconscious fear in each of the Investigators. A SAN roll (1/1d3) is required.

Around the statue at each point of the octagonal platform are arranged 8 green stone obelisks (each 5m tall) leaning in at 15 degree angle. Examination of the columns affects the Investigators like the columns in the Transept Chamber (5). Three of the obelisks have been destroyed. It looks like seismic survey charges were used to bring down the columns, recently.

### Search:

Sherwin, one of the androids is here. The android appears to have been caught in the blast that brought down the obelisks. Closer examination of the destroyed obelisks reveals that the stumps are 'bleeding' a black ichor. Given time this ichor will become '*Formless Spawn*'. Sherwin has an Identity Friend Or Foe tag on his jumpsuit next to his name tag. This will prevent the sentry guns in (9) from firing.

Above the statue, the temple ceiling forms an inverse pyramid, it's 'apex' only 3m above the head of the statue. Against one wall, a platform lift in a steel cage is installed. There are boxes of equipment around the lift, power cables run up the wall. The lift goes up 40m and continues out of site through a square hole cut into the chamber ceiling.

#### 6. Bryce The Android:

The lift emerges in a tunnel running N/S. The tunnel is 5m across, octagonal, cut from the living red rock of Mars. Lying against the tunnel wall here is the 3<sup>rd</sup> Android, Bryce. It has been shot at close range with an automatic weapon (the M29 that Roe took from the soldier in [3]). She is covered in congealed white 'blood' and eyes are fixed, staring into oblivion. Bryce's Identity Friend or Foe tag is missing.

#### 7. Perimeter Tunnel:

This tunnel runs around the perimeter of the 3<sup>rd</sup> level of the dig site. The tunnel is 5m across, octagonal, cut from the living red rock of Mars. It runs through each of the Plinth Rooms (8).

#### 8. Plinth Rooms:

The Perimeter Tunnel runs through these 4 chambers. Each is octagonal, with 3 exits. In the centre is a 1m high plinth, the top of which is flat, inlaid with silver metal in the shape of a star.

##### *Search:*

Touching the plinth gives the Investigator tiny static electric shocks. These Elder Signs are part of the binding matrix holding Azhorra-Tha prisoner.

#### 9. Guarded Approach:

Each of these 4 tunnels are 3m wide, with a sentry gun at the end closest to the Star Chamber. All of the guns are active save one (the SE one), ranged to fire on intruders not wearing an IDFOF tag who approach.

Allow Investigators a *Listen* check to hear a regular beeping noise coming from somewhere up the tunnel. There is no cover in the tunnel once a sentry gun opens up. A Special Dodge check allows the Investigator to avoid some rounds (hit only by 1d10 instead of 1d20 rounds)

#### Remote Sentry Weapons System (RSWS):

**SR:** 3/6/10; **ROF:** Burst of 20-60/MR; **Damage:** 2d6 per round; **Effective Range:** 1500m; **Weight:** 7.5kg; **Ammo:** 500 rd drum (2.5kg); **Fail:** 99.

#### Notes:

A remote perimeter defence weapon in use by many military organisations. It consists mainly of a tripod stand, battery pack, sensor array, and 500-round ammo drum. The RSWS has 360-degree fire action, and mounts a pulse-action machine gun with a cyclic rate of 1100 rpm. The RWSW sensor array is mounted above the barrel, covering a 60-degree cone in front of the weapon. The sensing suite consists of an infrared detector, lidar, light optics, and an ultrasonic motion tracker. If set to "auto-remote", the RSWS system will scan all targets, then classify them using an Identification Friend Foe (IFF) transponder, and take appropriate action.

#### 10. Inner Gallery:

A 5m tunnel running in an octagonal perimeter around the Star Chamber (11) with wide openings in the NESW walls. A lift disappears out of side outside the N opening (to 12).

##### *Listen:*

From the Inner Gallery, a human voice can be heard, muttering indistinct words in a rhythmic pattern. This is Dr Roe, performing his summoning.

#### 11. The Star Chamber:

30m<sup>2</sup> octagonal chamber directly over the statue in the Temple (5) below. The floor of the room slopes slightly downwards towards the centre of the room, which is obscured by concentric rings of columns that fill the chamber. The centre of the room is dominated by a 10m diameter platform, with a huge Elder Sign cut into it, surrounded by alien glyphs.

##### *Denizens:*

Dr Roe and Penny Walker are here. When the Investigators arrive, Roe is stomping around on the platform, waving a large ornate knife. Penny Walker is bound (the bindings are riveted to the platform using a nail gun), naked and covered in hand painted runes (SAN roll 0/1d2). She looks v.cold and is whimpering quietly.

If Investigators disturb Roe mid-incantation, he will whirl around, eyes rolling - completely insane. He will not listen to anything the Investigators say, and will scream at them:

"NO! YOU CANNOT STOP THIS! AZHORRA-THA MUST HAVE HIS BLOOD SACRIFICE! HE CANNOT BE DENIED!"

With that he will pull up the M29 he has slung across his back, and fire at the Investigators, while lunging towards Penny Walker, knife raised and glinting.

## THE INVESTIGATION 8:

### End Game: The Summoning of Azhorra-Tha

If the Investigators don't stop Roe from killing Walker, the blood will run down into the Elder Sign and drip onto the statue in the temple chamber below (5). This will complete the summoning ritual, and release Azhorra-Tha, servitor of Azathoth.

If the Investigators shoot Dr Roe, it is possible (and only then if you are feeling particularly malicious) that he will fall down onto the platform, and it will be his blood that runs into the Elder Sign.

#### Dr Maximillian Roe

Insane scientist aged 48. Tall, wiry, grey haired.

STR:	09	Move: 3	RL: 1/4
CON:	12	HP: 12	LL: 1/4
SIZ:	13	Dex SR: 2	AB: 5/4
INT:	18		CH: 5/5
POW:	16		RA: 1/3
DEX:	16		LA: 1/3
APP:	10		HD: 1/4

Attacks:	SR	A%	DAM
M29 Rifle	2/5/9	35	2d6
Knife	6	35	1d4+2

#### Armour:

Personal Body Armour (4AP) on chest and abdomen, and cold weather clothing (1AP).

*Notes:* Roe is completely insane, and cannot be reasoned with. In his possession he has a PDA containing the missing files from Project Babel, as well as several files that seem to be source code for fractal programs designed to aid in summonings. The knife he wields is Nestarian in origin, bought from an occult shop in Paris for cash.

## KEEPER'S INFORMATION 11:

### Project Babel and the Coprates Fragments

On Roes PDA are copies of the Cenargo data files concerning the Coprates Fragments: catalogued high resolution digital photos, 3D models of the Mi-Go writings:

There are no human words for the obtuse mathematical writing employed by the Mi-Go. Using a set of alien symbols, their "books" are five sided discs decorated on the edges with these glyphs and stacked on rods. As these various discs are turned to different positions according to complex formulae, the meanings of the symbols change according to their relative positions. By this method exceedingly long tomes can be contained on fairly small

stacks – and incidentally their decipherment by humans becomes much more difficult.

The translated portions include a table of contents which indicate that vast amounts of the work are missing. The surviving sections provide detailed mathematical formulas, descriptions of various planets in the solar system, and some spotty information about the Mi-Go's interference in human development.

The mathematical sections are written in an odd code which would require years to crack (only months with computer assistance). These sections describe the nature of space-time, other dimensions, and the Mi-Go modifications of humanity in exacting, though often incomplete, detail.

Sanity loss 1D6/2D6; Cthulhu Mythos +10%; spell multiplier x2 (recommended spells: Ritual of N'Teng, Locate Stargate, Contact Mi-Go, Create Elder Sign, Summon/Bind Servitor of the Outer Gods).

## KEEPER'S INFORMATION 12:

### Azhorra-Tha

#### Azhorra-Tha

Servitor of the Outer Gods. A toad like creature with hints of insect and squid, which seems to be constantly changing shape and appearance, and from which emanates a ghastly undulation, a piping.

STR:	18	Move: 3
CON:	18	HP: 12
SIZ:	25	Dex SR: 2
INT:	18	
POW:	20	
DEX:	17	

Attacks:	SR	A%	DAM
Tentacle*	2/5/9	50	4d6

#### Armour:

No armour, but no physical weapons can harm it. Spells and magic weapons do normal damage. Regenerates 3HP/round.

*Notes:* Has summon/bind spells for creatures like Byakhee, Hunting Horrors etc.

SAN loss: 1/1d10

#### Penny Walker:

Research assistant Penny Walker is suffering from temporary insanity, manifesting itself as a borderline catatonia. She can be led around, but cannot answer any questions, and will whimper and cry continuously.

**Penny Walker**

Cenargo Research Assistant. Age 29.

STR:	09	Move: 3	RL: 1/4
CON:	10	HP: 12	LL: 1/4
SIZ:	10	Dex SR: 2	AB: 5/4
INT:	14		CH: 5/5
POW:	14		RA: 1/3
DEX:	16		LA: 1/3
APP:	14		HD: 1/4

**Attacks: SR A% DAM**

None. Base chance in any attack only

**Armour:**

No armour. Her cold weather clothing has been discarded in a corner of the chamber.

Notes: Penny Walker won't be much use to Investigators, but will be grateful for their rescue once she recovers.

**12. Tunnel:**

Octagonal tunnel, 5m wide, 4m high. In each 'outer corner' of the octagonal shape formed by the tunnel, a shaft 1.5m x 1.5m disappears into the ceiling. At each 'inner corner' is an octagonal opening, blocked by a luminous blue field of some kind. Next to each of these openings, signs have been put up which read:

"Warning: Androids and shielded humans only beyond this point."

Investigators can pass through the field seemingly harmlessly, although it does react when broken, emitting a weird whining noise. The openings lead into the Hibernation Chamber (13).

**13. Hibernation Chamber:**

Octagonal chamber, 40m across. It is dark in here, the only light coming from the blue glow of the fields across each of the 4 entrances, and from the silently winking lights on a clutter of scientific monitoring devices close to the NW entrance.

In the centre of the chamber, radiating from a central column of black stone are what look like 5x sarcophagi, each 2m long and carved to resemble a thin humanoid creature with oversized head and large sloped almond shaped eyes. The sarcophagi are constructed out of an unknown, black metal.

**Denizens:**

MiliSci still haven't figured out how to open these sarcophagi. Fusion cutters won't penetrate them. Also, any living creature occupying the room for too long begins to

experience unexplained psychological changes, resulting in temporary (and sometimes permanent) insanity. It is for this reason that MiliSci prefer to use androids at the site.

After a few minutes in the Hibernation Chamber, Investigators will begin to hear strange whispering voices, and 'see' things move out of the corner of their vision. If they leave now they will be fine. If they stay, they will experience a psychic assault, as an ancient alien presence enters their minds. Match the Investigators' MP vs MP20. Failure indicates a loss of 1d6 SAN. This will happen every MR until the Investigators leave the chamber.

**14. Hidden Chamber of Writings:**

A hole cut into the wall here reveals a 3m wide tunnel leading S. After 10m it opens into a 40x30m chamber, filled with octagonal plinths, about half of which have stacks of Mi-Go writings on them (see Keepers Information 11).

**15. The Vents**

At each corner of the outer tunnel (12) a shaft 1.5m x 1.5m disappears into the ceiling. A Successful Spot Hidden check will reveal that a ladder has been installed in the SE vent.

**THE INVESTIGATION 9:****The Cleaners Arrive**

When the Investigators turn up at Coprates Chasma, a MiliSci team is already enroute. A MiliSci dropship will arrive just as the Investigators are confronting Dr Roe in the Star Chamber (11).

Any Investigators and/or NPCs left outside the dig site will contact those inside, saying that another vehicle has appeared. No markings. Before the Investigators can do anything, the channel will go dead, filled with static. The MiliSci team is here to 'clean' the site of any intruders, and has just destroyed the Investigators STV and anyone in it.

There are 2x squads of MiliSci commandoes on board the dropship, who will immediately disembark and enter the dig site. They have orders to take one prisoner if possible, for interrogation, but if this is impossible, to just kill everyone at the site.

They will move quickly through the transept chamber (3) and into the temple (5). They will call the lift from (6), but will not use it,

preferring instead to use the ladder on the outside of the cage, not emerging into the upper level until they have checked it with a fibre optic camera, and then thrown in smoke and stun grenades.

If the Investigators try to re-program the sentry guns, allow them a *Computer Security* check – they need a *Special* result and at least 20 minutes to do this. MiliSci will be forced to fire rifle grenades to disable the guns in this situation.

The MiliSci commandoes are equipped with state of the art military hardware, including the latest in Smart technology. Before entering a hostile area, they send in a swarm of tiny, hovering camera drones, each about the size of a modern day computer mouse. The drones act as forward observers for smart weapons employed by the commandoes, using lasers to paint possible threats/targets. 20mm smart munitions are then fired from a safe distance, that home in on painted target. There will initially be 6 drones, and two smart gunners. The drones are SIZ1 and have 1HP.

<b>MiliSci Commandoes (x8)</b>			
Mean lean fighting machines.			
STR:	15	Move: 3	RL: 8/5
CON:	16	HP: 15	LL: 8/5
SIZ:	14	Dex SR: 3	AB: 8/5
INT:	13		CH: 8/6
POW:	12		RA: 8/4
DEX:	15		LA: 8/4
APP:	10		HD: 8/5
<b>Attacks:</b>	<b>SR</b>	<b>A%</b>	<b>DAM</b>
M11P Pistol	3/7/10	75	1d10
M29 Rifle	3/7/10	75	2d6
Rifle Grenade	3	50	varies
Combat Knife	7	75	1d4+2+1d4
Smart Munition	3	100	2d6+6
<i>Armour:</i>			
Combat Armour (8AP)			
<i>Notes:</i> Shoot to kill, emotionless black ops troopers for whom killing is just part of their job. Cannot be bargained with.			

**KEEPER'S INFORMATION 14:**  
**Escape Route**

If the Investigators are sensible, they won't attempt going toe-to-toe with a MiliSci commando team. One possible escape route is up the vent with the ladder (15). It runs upwards at a 45 degree angle, 100m and emerges into a cavern complex, inside the wall

of Coprates Chasma. The caverns are pitch black, formed by ancient seismic activity millennia ago.

**The Deux Ex Machina**

If the Investigators took the business card from Mr Nagata (See *'The Investigation 5: An Associate of Mr Kitano Calls'*), they won't have realised that it has a tiny transmitter embedded in it, enabling Motokatsu-Kyono to track it's location to within 100m from their orbital satellites.

If the Investigators get in serious trouble, or if you are feeling benevolent, then there is a deus ex machina to save them: the business card will start beeping. If the Investigator in possession of the card takes it out, a crackling hologram of Mr Nagata will appear in front of them, projected from the Motokatsu-Kyono logo.

The transmission signal is v.weak, because the Investigators are underground. Mr Nagata will say that Motokatsu-Kyono will effect their extraction from the immediate problem, and deposit them a safe distance from the dig site, in return for copies of any project files the Investigators managed to recover from Dr Row. If the Investigators agree, Mr Nagata will say that the business card contains a homing beacon that Motokatsu-Kyono will be able to pinpoint once the Investigators are on the surface. It is up to them to get to the surface however...

**16. The First Cavern:**

The cavern where the vent emerges is roughly 40m N/S and 15m E/W and towers over them into darkness.

*Search:*

If the Investigators have a light source, they will find 3 tunnels leading NW/N/NE from the far end of the room.

**17. Cathedral Cavern:**

This vast cavern is as large as a cathedral - larger even. Huge columns of stone connect the floor to ceiling, where stalagmites and stalactites have joined. The floor is wet and in patches extremely slippery. Black algae grows in clumps and anyone standing on it requires a DEXx1 roll to remain standing. Anyone falling over suffers 1d3-1 points of damage due to cuts and abrasions.

**18. The Maze:**

From this cavern, the N wall is a honeycomb of tunnels. They lead into a vast maze of tunnels

that stretch for several km under the surface of Mars.

### **19. The Fissure:**

This cavern is on two levels, split E/W be a 5m wide fissure in the ceiling, walls and floor. The floor of the E side of the cavern is approx 5m higher than the W side.

The Fissure is only 15m deep, but there are jagged rocks, jutting slabs, saw-toothed ridges and uneven gullies down there, which will deal 2d6 damage to a random hit location in addition to normal falling damage.

### **20. The Chimney:**

This cavern has two features of note. One is a tunnel about 5m up the E wall, the other is a vertical natural chimney in the rock. The sides of the chimney are rugged and there are plenty of handholds. Far above, faint daylight can be seen. If the Investigators attempt to get out of the caverns this way, they face a 300m climb. They must make a *Climb* roll every 30m. Failure indicates they do not progress that MR. Only a *Fumble* will cause an Investigator to fall.

If you want to add drama, have one of the MiliSci commandoes appear at the bottom of the chimney once the Investigators are halfway up. The chimney emerges into (23).

### **21. The Squeeze:**

The tunnel here becomes extremely narrow. Anyone over SIZ16 cannot fit without removing bulky equipment, and even then must make a Luck check to avoid becoming wedged. Investigators in Combat Armour or other bulky clothing cannot fit.

### **22. The Window:**

After a long winding path, this tunnel opens out overlooking the base camp in Coprates Chasma. Their homing beacon will work from here, but Motokatsu-Kyono won't want a direct confrontation from MiliSci, and will tell the Investigators to get some distance between them and the site. Below them, they can see 2x military looking dropships, and beetlelike forms of armoured figures moving about the base camp.

### **23. The Impact Crater:**

The Chimney emerges in a canyon at the bottom of a particularly deep impact crater north of Coprates Chasma. The crater is over a km deep, and it would take many hours to climb it's steep, jagged sides, even with professional climbing equipment. Luckily for the Investigators, the homing beacon in the

Motokatsu-Kyono business card will be picked up by one of the company's orbiting satellites, and will begin beeping again.

## **THE INVESTIGATION 10:**

### **Rescue!**

After about 20 minutes, an STV will swoop down into the crater from the north. Landing in a storm of red dust, armoured soldiers wearing the Motokatsu-Kyono corporate logo jump out, accompanied by Mr Nagata, dressed in cold weather clothing. Before he will allow the Investigators on board, he will ask for the Project Babel files. This is non-negotiable. If the Investigators refuse, Nagata will simply leave them in the crater to fend for themselves.

If they hand over Roe's PDA, Nagata will check it, and when happy it contains the data he is after, will wave them on board.

As the STV soars away from Coprates Chasma, Mr Nagata will suggest to the Investigators that they don't discuss today's events with anyone at Cenargo. Considering the fact that Mr Roe is now dead, and his assistant's account unreliable at best, perhaps they should invent a story about where they found the missing scientist.

## **THE INVESTIGATION 11:**

### **Loose Ends**

With the Project Babel files safely in their possession, the Investigators can safely return to Viking Colony, and meet with Yelena Klieberman, to contact Harlan Wexler and tell him the good news. Wexler will seem happy that they have retrieved the said items, and not too concerned that Dr Roe was not apprehended alive.

Wexler will sign off by saying that Dr Roe was foolish to cross his employer, and he hopes that the Dr's demise will serve as a reminder to the Investigators that stealing from Cenargo carries a heavy penalty.

If the Investigators have taken a copy of the project files for themselves, their personal belongings will be searched while they are in cryosleep on the journey back to Earth. If evidence of industrial espionage is found, the perpetrator will be met at Unity Space Station by a team of Cenargo security officers and arrested.

Those Investigators who have not chosen to cross Cenargo will be rewarded with a bonus of E\$1000 in Cenargo stock options. They can keep them or cash them in straight away.

**Rewards:**

Tracking down Roe and stopping the ceremony earns the Investigators an award of 2d6 SAN.

THE END.

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The Pyramid-style buildings at the Mars colonies were inspired by the *ABC Warriors Book 2*.