



Shadows Over Sol

Into the Flames



Shadows Over Sol

Into the Flames

Written by
Mitchell Wallace

Saga Machine system by
Thorin Tabor

Edited by
Thorin Tabor

Art by
Jeshields, Mark Hyzer, Fortin Michel, Jason Moser,
Brett Neufeld, Gino Stratolat, Parker West

Tab Creations is
Ben Goreham, Jesse Pingnot, Matthew Pennell, Thorin Tabor



Tab Creations



Tab Creations, Saga Machine and Shadows Over Sol are trademarks owned by Thorin Tabor and Tab Creations LLC. All rights reserved. All other content is ©2020 Tab Creations. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. This document is a work of fiction.



Introduction

Into the Flames is a doomsday scenario for *Shadows Over Sol*. It is set on the exoplanet Siren and may serve either as a companion or follow-up to the *Siren's Call* campaign. It should contain enough tense sci-fi action and horror to cover between two and four sessions of play, depending on the players and the pacing set by the GM.

Siren's Call

Siren's Call tells the tale of the ARC Project, humanity's first ever attempt to build and launch an interstellar colony vessel. In it, a group of 10,000 colonists travel the 4.4 light years from Sol to the planet Siren, orbiting Alpha Centauri A.

This scenario takes place during or after the *Siren's Call* campaign. It is best run mid-colonization, once the players have gotten acquainted with the colony building mini-game—sometime after “Scenario 4: Contact” and before “Scenario 7: Contagion” is ideal.

At the very least, the team should be familiar with the government their colony has established, as well as what type of colony they are building. This is important because *Into the Flames* presents the colony at a moment of great crisis, testing the colonists' perseverance and ingenuity. Furthermore, the scenario starts off by throwing the team immediately into the action as they try to survive what may be their greatest challenge yet.

During this adventure, the game master is encouraged to keep the players focused on the “ticking clock” of the

situation. They should always feel as if time is running out. In order to cultivate this sense of growing dread, we suggest implementing a doomsday clock (see below).

Doomsday Clock

To create a doomsday clock, draw a circle and bisect it with four straight lines until it looks like a pie with eight slices. Each slice is a unit of time that counts down to the arrival of the Doomsday Flare.

If running *Into the Flames* as an ongoing part of the *Siren's Call* campaign, at the end of each colony turn, flip a card. If the value is 6 or higher, fill in one of the slices. If the Joker is revealed, fill in two slices. When all of the slices are full, the Doomsday Flare arrives.

On the other hand, if this scenario is being run as a one-shot, skip the colony mini-game entirely and simply flip a card for the doomsday clock throughout the session when it seems most dramatically appropriate. Try to pace this so that the flare arrives at the session's climax.

This mechanic is a great way to keep players aware of the growing threat to the colony and to impose a sense of urgency. It is a danger that is looming ever closer, though the exact date is hard to determine.



Synopsis

The scenario begins when the player colony is hit by an unexpectedly powerful stellar flare, which causes several electrical fires, panics colonists and damages the colony's oxygen sensors. The team must spring into action to confront these problems before they cause longterm damage to the colony.

In the aftermath of the flare, the colony's scientists soon learn that what they just experienced is part of an ongoing stellar cycle, and that another more powerful flare is expected to arrive in the next few years. If the colony is to survive, efforts will need to be made to prepare it for the arrival of the Doomsday Flare.

As the team is investigating possible avenues to prepare the colony, they receive a mysterious radio signal. The messages carried by the signal are intermittent, but they appear to be from a survivor of the original colonization mission. While sometimes nonsensical, the survivor begs for rescue.

The team can plan a rescue mission, but it will be hampered by developments in the colony and in Siren's native ecology.

In the colony, it is discovered that critical defense data was stolen during the stellar flare. This prompts rumors of a mole and a witch hunt for the

Ready-Made Heroes

The nine player characters presented in *Shadows Over Sol: Ready-Made Heroes* are easy to use with *Into the Flames*. Simply print out their character sheets, give them the listed "Investigative Horror" loadouts and they are good to go!

The one thing you will need to explain is how the characters came to be part of the ARC Project. In a one-shot this is easy enough to gloss over, but for an extended campaign some thought should be given for each character that is chosen for play.

traitor follows. Fear caused by the flare event also leads to the formation of a doomsday cult.

Meanwhile, outside the colony, it is discovered that many of the native organisms have adapted to the periodic cycles of stellar flares. In fact, the recent flare has set off a feeding frenzy among some species and triggered a metamorphosis in others.

While navigating the problems caused by tribalism and hyperactive native lifeforms, the team can undertake the rescue mission and bring back "Dr. Val," an expert data scientist who survived by training an AI model after her own thought patterns. Her presence in the colony may event help it prepare for the Doomsday Flare.

To prepare the colony for the oncoming flare, its electronic systems will need to be properly shielded. Several ways to achieve this are available, including moving the



colony underwater, underground or manufacturing plentiful metallic shields. Whatever option the colony chooses, a special material called mu-metal will be required to properly prepare the colony, and the team will need to obtain the raw materials necessary to manufacture it.

A source of these precious raw materials is soon after detected in Phaethon Crater in the Highland Wastes. The team will need to lead an expedition to the crater, hauling with it the heavy mining equipment necessary to extract the raw materials.

Unfortunately, things go wrong along the way, complicating the expedition. Not the least of these is the presence of the aforementioned mole. The mole will attempt to sabotage the expedition, and the team must stop her before the mining equipment, and their hopes of surviving the Doomsday Flare, are ruined.

Finally, with the materials necessary to manufacture mu-metal in tow, the team

can return to the colony and prepare it to face the long-feared Doomsday Flare. With any luck, the colony will survive.

Modes of Horror

Into the Flames is written to use the investigative horror mode of play by default—after all, that’s the default for the *Siren’s Call* campaign.

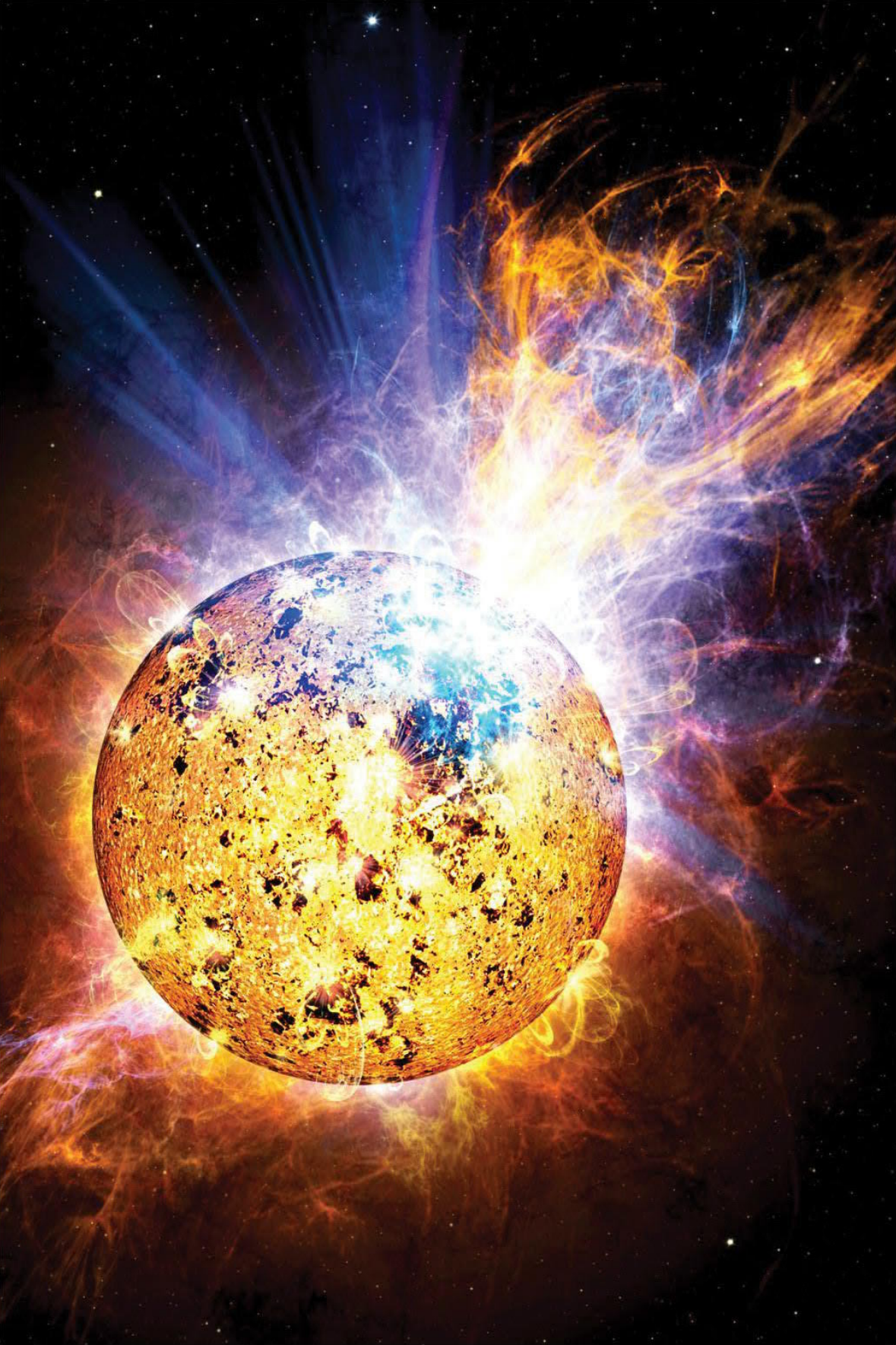
The scenario also works with either the survival horror or action horror modes of play. Neither requires much in the way of changes to the scenario, but each will affect the overall feel of the adventure.

In a survival horror game, play up the desperation of preparing the colony for the Doomsday Flare. In an action horror game, play up the team’s valiant efforts in recovering the material needed to prepare the colony. In either mode of play, lean into what the players find the most fun.

Other Adventures

Into the Flames can be used alone or in conjunction with the *Siren’s Call* campaign. Below are some notes on how to combine it with specific scenarios found in that book.

- **#5 Ashes:** The mole rumored to be in the colony during the events of *Into the Flames* may serve as foreshadowing for the return of Red Ends Interplanetary in “#5: Ashes.”
- **Cybernetic Infection:** The characters Valentina Brodeur and Noah Imani from *Into the Flames* both have machine implants and may become infected by the Insurrection Virus during the events of “Cybernetic Infection.” This is a great way to follow up on those characters.
- **The Odyssey:** If this scenario is run before *Into the Flames*, it serves to demonstrate the underwater hazards of Siren before the team has the choice of moving the colony underwater.



Warning Shot

When the scenario begins, the team is going about their business, just like any other day. Perhaps they are tending to the colony's construction efforts, directing colonists in their daily tasks or simply eating breakfast together. Allow the players time get into the routine of their day before dropping the first major catastrophe.

The Troubles Begin

Soon it becomes evident that something is not quite right. Slight electrical glitches start to occur which prevent many of the life support systems in the colony from operating at full capacity.

- It begins with a warning light turning on, indicating the drop in capacity—nothing catastrophic, but definitely something odd. Pick a character to notice when the first light turns on.
- A successful **Int/engineer-10** or **Int/phy-sci-12** flip confirms that the light is due to a slight drop in the oxygen being pumped into the colony. This obviously affects the colony's life support, but it may also impact agriculture, as well as several other systems.

From Bad to Worse

When there is just enough curiosity among the players to start questioning what could be wrong, the lights shift from their normal fluorescent hue to a deep

red, and alarms begin echoing through the corridors, followed by the sounds of panicked screams.

Give the team a moment to spring into action, then cut it short as a fire suddenly erupts from a ventilation shaft. Nearby colonists are thrown to the ground from the blast, and when the smoke clears it is obvious that some are dead.

- Have each member of the team make a **Spd/athletics-10** flip to avoid the blast. On a failure, the character is thrown backward and takes a light wound.
- Checking one of the colony's terminals indicates that several fires have erupted across the colony and that most of the electronic systems, including life support, are malfunctioning.
- One of the nearby colonists turns to the team for guidance and the weight of the situation is made manifest by the utterance of a single sentence yelled and reverberating down the hallways "Are we going to die!?"

Addressing the Problems

Below are several problems the team will need to deal with in order to get the colony's systems back online. The GM should feel free to use any or all of them.

Electrical Fires

Electrical fires are erupting in several sections of the colony, many in tight spaces inside various walls or paneling. The GM

is encouraged to use the facilities and advancements the colony has constructed to describe where the fires have occurred.

The team will need to find the source of each fire, cut the power and then break open some of the walls in order to put it out.

- Finding the source of one of the fires is a **Per/awareness-10** flip. Failing this flip wastes precious time as the fire spreads and causes damage to the colony's infrastructure. On a failure, the TN to put out the fire also increases by +2.
- Cutting the power to the affected section is a **Dex/mechanic-10** flip. Failing this flip overloads the circuits, causing the fire to spread and increasing the TN to put the fire out by +2.
- Finally, putting out the fire is either an **End/naturalist-10** or **End/athletics-10** flip. Characters who fail this flip increase their Fatigue consequence a severity, but may try again.
- Make sure to keep a sense of urgency; if the players fail three flips in the process of putting out the fire, there should be some consequence to the colony. For example, maybe the facility that was on fire is unavailable next Colony Turn while it is being repaired.



The Injured

While the fires are still raging, it is clear that many colonists have been injured by them. Make a point to tug on the heartstrings of the players by having some of the colonists beg for help. Does the team focus on the task at hand or try help those who are dying? You can use the characters below as a couple of the injured colonists.

Toby Dierdrick

Toby Dierdrick is a nurse within the colony. He has long been an optimist and was one of the first thousand to apply to join the ARC Project. His patients are currently being cared for in the low threat room of the colony's medical facility.

When Toby approaches the characters he is bleeding from a head wound he received during the explosions. He will try to find the team and ask if they can do anything to help the patients in his room. The oxygen levels there are getting dangerously low and he fears that if they continue to drop all of his patients will die. Many of them are attached to medical equipment and cannot be moved easily.

- Moving the patients safely calls for a **Str/medic-10** flip. Failure results in an ailing colonist desperately grasping the character and begging for her not to let him die, while he breaths his final breaths and expires in her arms.
- Toby uses the Colonist stats found on page 84 of *Siren's Call*.

Sophia Lamone

Sophia Lamone is an agricultural specialist with a doctorate in biology. She has been cultivating several organisms from Siren in order to run experiments on how humans might ingest and gain nutrients from them. She is fairly far along in her research and the current crisis has put her cultivated organisms at risk. She will beg the team to assist in saving as many of the organisms as can be saved, and will try to get them to focus on the area of the colony where her experiments are taking place.

- Moving the organisms away from the affected area before the fire reaches them calls for a **Spd/athletics-10** flip. Alternatively, a **Spd/bio-sci-10** flip can be made to work smart, carrying away the individual organisms that are most likely to be useful in Sophia's research.
- If necessary, Toby uses the Engineer stats found on page 211 of the *Shadows Over Sol* core rulebook.

Internal Atmosphere

The stellar flare that struck the colony damaged the oxygen sensors in a number of facilities, causing the oxygen levels in some to drop, while the O₂ levels in others has started to soar. Fixing life support to allow for better oxygen regulation should probably be a lower priority than dealing with the fires, but it is still an important task that must be accomplished.

Low Oxygen

Low oxygen is a common phenomenon on Siren, and by this point the team is probably familiar with it. Low oxygen causes shortness of breath, fatigue and hurts any at-risk people in the colony more than others.

- The GM should feel free to increase a character's Fatigue consequence a severity if she fails a flip or otherwise exerts herself while in low oxygen.
- Finding the malfunctioning oxygen sensor and fixing it requires success on a **Per/mechanic-10** flip.

High Oxygen

High oxygen is the more dangerous of the two situations. Not only does it cause fires to spread faster, it also makes fires more prone to explosive combustion.

Furthermore, humans are less well adapted to high oxygen. Anyone can deal with low oxygen for short periods of time—it's common at high altitudes or when simply holding one's breath—but high oxygen doesn't naturally occur on Earth very often, so there's little evolutionary pressure for the human body to be able to handle it. High oxygen can lead to degradation of internal organs, as well as oxygen poisoning.



- Failures in high oxygen might lead to an unexpected burst of flame. Avoiding the sudden burst requires a **Spd-10** flip. Failure results in a light wound.
- Finding and fixing a malfunctioning sensor in an area of high oxygen is more difficult, as the mechanic will need to avoid creating sparks. Performing this sort of repair requires a successful **Per/mechanic-12** flip.

Panicked Colonists

Panicked colonists may create more problems than the initial fires. As this is quite possibly the most intense event the colony has experienced since the initial landing, for many it hits very close to home. Unless action is taken to calm people down, there will be consequences from the panic.

This is also a good time to introduce the team to Agnes Hostroff. She is an agricultural expert who resents how the colonists have treated the native ecosystems since their arrival. She is also in a panic because the damage from the flare has destroyed much of her work. Her panic has spread to several others.

The team may be creative in how they approach the problem. Do they repress or allow the panicked colonists to express their concerns? Do they alleviate the rising fear or focus on fixing the problems in the colony? This is a great time for the players to start establishing the colony's values.

- Calming Agnes down requires a successful **Chr/empathy-10** flip.

Failure results in further spreading the panic and causing her to resent the characters personally.

- If no one successfully calms the colonists down, the colony will gain the "Unrest and Panic" (light) consequence until the situation is dealt with. One or more facilities may even be damaged and inoperable for a Colony Turn because of this.
- Agnes' stat block is on page 11.

The Cause Revealed

Many colonists are curious about what caused the sudden fires and electrical problems. And eventually, after things have calmed down a bit, the team will be encouraged to look into the matter. After all, it is particularly important to know whether this will happen again.

- The team will be given full access to the colony's sensors. Success on an **Int/phy-sci-10** flip reveals that the source of the fires and electrical problems in the colony was a moderate-sized stellar flare from Alpha Centauri A, which struck the planet just as the colony was beginning to face the star.
- Failure still results in the team gathering this information, but not before someone else in the colony learns of the larger, upcoming Doomsday Flare and spreads panic (see "The Worse is Yet to Come" below). Increase the colony's "Unrest and Panic" consequence a severity.

Agnes Hostroff

Geneline Genius Deluxe, **Subculture** Neoret

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

Defense 8/17, **DR** 3, **Shock** 13, **Wounds** 5

Skills: Awareness 2, Bio-Sci 3, Bureaucrat 1, Comp-Ops 2, Conspiracy 3, Deception 3, Empathy 3, Melee 1, Lib-Arts 2, Naturalist 3, Persuade 3, Vehicles 2

Knife: +4 (♠18M/♥12M/♦6M/♣3M), Thrown

Gear: Coverjack (DR 3, Conceal 2, Worn), Hand Terminal, Verazine

Agnes has long believed that humanity is a parasite, that if left unchecked, will eventually lead to the ruin of Earth.

In the past, Agnes has been associated with ecoterrorists and other similar organizations. This wasn't flagged when she joined the ARC Project due to her obsessive secrecy, as well as her family's political ties and wealth.

She also believes that Siren is a world where humanity has the opportunity to start over. Unfortunately, since colonization efforts began, she is seeing repeating behaviors—a lack of regard to the ecological ramifications of progress.

Short and lean, Agnes has the dark features of someone from the Middle East. Her hair is jet black and curly. Her eyes are dark brown. The years have made her hands calloused, as she has labored in the colony's agricultural facilities.

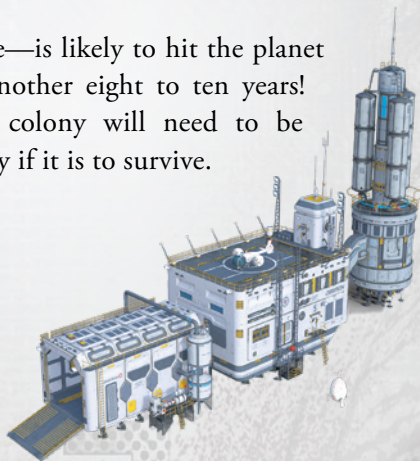
Agnes never smiles and holds herself at a distance from everyone, including supposed friends and coworkers. She is professional to a fault and rarely gives into bouts of passions or excitement.

She, along with several others, have begun to realize that humanity will never change. It is time to act before the colonists destroy yet another planet.

The Worst Is Yet to Come

However the team fares when searching for the cause of the electrical problems, they also learn one more disturbing piece of news: It appears that the flare they experienced is part of a regular cycle of stellar activity. In fact, if their numbers are correct, an even more severe stellar flare—the Doomsday

Flare—is likely to hit the planet in another eight to ten years! The colony will need to be ready if it is to survive.





Oncoming Storm

With the immediate troubles resolved, and the knowledge that another, more intense Doomsday Flare is due to arrive in the new few years, the colony will need to prepare if it is to survive. If it is not ready, the next flare has the potential to wipe out all electronics and life support systems. What the colony has just experienced is a small fraction of the damage that will otherwise occur.

This section assumes that the GM is running the scenario in the background for a few Colony Turns, as the team focuses on the various preparations. The events in this section can even be interspersed with those of other scenarios, particularly as the date of the next stellar flare creeps ever closer.

If this scenario is being run as a one-shot or independent of the Colony Building mini-game, it is suggested that the GM gloss over some of the events in this section, instead focusing on the expedition to the Highland Wastes as the solution to the colony's stellar flare problem (see page 25).

Feeding Frenzy

As the team has just discovered, the stellar flare they recently experienced is part of a regular cycle. And in fact, many of the native species have evolved to benefit from these cycles of stellar activity. It triggers a change in their natural biochemistry that in some species causes

them to undergo a metamorphosis, and in others triggers a sort of feeding frenzy. This may present a variety of new hazards for the colonists.

Flare Pollen and Pollen Motes

After the flare, some species of phototrophs begin to emit a pollen-analog. While not innately dangerous, this flare pollen will quickly begin to gum up the colony's filtration systems, coat windows until they are completely opaque and stick to literally everything.

The accumulation of flare pollen also attracts small ash-colored mote-like organisms that feed on the particles. These pollen motes are barely visible with the naked eye and not a danger in small numbers, but as they continue to accumulate around areas with heavy flare pollen concentration, they will start to secrete nitric acid and may erode any materials covered in the pollen. If pollen motes make contact with unprotected human skin, they will create a black necrotic spot in the flesh.

- Cleaning a system gummed up with flare pollen requires a successful **Det/mechanic-10** flip.
- Fixing a system that has been damaged by pollen motes requires an **Int/mechanic-12** flip.
- If a pollen mote is left attached to human flesh, it will deal a light wound after 24 hours. This kills the pollen mote, but the damage cannot

heal until the mote is removed. Removing the mote requires a blade and a **Dex/medic-10** flip; failure still removes the mote, but deals the patient a light wound in the process.

Blood Seed

Blood Seeds look a lot like the helicopter seeds of Earth, except that they are dark red and fleshy to the touch. These organisms parasitically feed off of many of the native lifeforms, attaching themselves and burrowing into the host's flesh.

After the stellar flare, they are released in large numbers and swarm anything that gives off heat. They attach to their

victim and attempt to dig into its flesh with several long tubes. If not dealt with, over the course of several minutes, this can even tear open environment suits.

- Spotting a lone blood seed that has attached itself to the folds of an environment suit requires a successful **Per/awareness-10** flip. If left attached, a blood seed takes about 1 minute per point of DR to borrow through.
- Once attached to exposed flesh, a blood seed takes six seconds to burrow inside the host. Once inside human flesh the organism soon dies, but not before causing a light wound.

The Dangers of Stellar Flares

Stellar flares are sudden flashes of energy emitted by a star, usually accompanied by an ejection of coronal mass or plasma. When this happens on the Sun, it's called a solar flare. When this happens in any other star—including Alpha Centauri A—it's called a stellar flare.

When a stellar flare reaches a planet, such as Siren or Earth, its particles can penetrate the upper atmosphere, creating bright auras. Particularly intense stellar flares can penetrate even further, such as the infamous Solar Storm of 1859 ("the Carrington Event"), which caused widespread damage to the telegraph system, started fires and caused electrical pylons to throw sparks.

In the case of Siren, the thicker atmosphere normally provides extra protection against stellar flares from its two stars. However, the flare the colony has just experienced, and particularly the Doomsday Flare that is going to arrive in a few years, are both big enough to overcome that atmospheric barrier.

The Doomsday Flare threatens to destroy all of the electronic equipment in the colony, and may even cause radiation poisoning among the populace.

Back on Earth, there are a variety of ways to protect against this. Here on Siren, however, the necessary materials to protect against the flare are both less abundant and less readily available. The team is going to have to go to great lengths to get them (see page 25).

Large Predators

The stellar flare also causes many large predators to expand their hunting territories. This might push them closer to the player colony, or they might threaten the colony's exploration efforts. Pick one or more large predators from *Siren's Call* for the team to encounter. A few recommended creatures are below.

- **Centauran Charger:** See page 123 of the *Siren's Call* campaign and sourcebook.
- **Flying Hydroid:** See page 124 of the *Siren's Call* campaign and sourcebook.
- **Raptor of Siren:** See page 127 of the *Siren's Call* campaign and sourcebook.



Radio Signal

Not long after the stellar flare, the colony begins to receive a mysterious radio signal. This signal is being sent by the sole survivor of a drop module that landed on the easternmost tip of the Isle of Circe, several thousand kilometers northwest of the colony.

The module landed in a particularly harsh environment and all but one of its occupants perished. The survivor, a data engineer named Valentina Brodeur, used her knowledge of artificial intelligence to connect her mind to the expert system running the module's comms. The result is a semi-autonomous piece of software vaguely modeled after Valentina's own thought patterns.

She needs this artificial intelligence to control the comms, because she is slowly dying. And until the flare, her damaged drop module didn't have the power necessary to send signals far enough to reach the colony. Fortunately

for Valentina, the flare resulted in a burst of power, which has boosted her AI's signals—at least for a time.

The Signals

The first signal the colony receives is hardly distinguishable from the background static.

- An **Int/comp-ops-10** flip is necessary to recognize the signal for what it is. Success results in receiving one of the listed messages (see the next page).
- Failure results in receiving roughly half of the translated message. While in recognizable French, the words will be jumbled or replaced by bits of unintelligible static.
- Triangulating the origin of the signals requires setting up a second receiver at least 100 km from the colony and waiting until the next message is sent. The relative distance of each receiver to the origin can then be determined with a successful **Int/phy-sci-10** flip. This gives a rough idea of the coordinates

from which the message is being sent.

- For more on launching a rescue effort, see the lower right.

Messages

Valentina wants to fill out the last bits of her existence with something that matters. She will not reveal that she is dying, but she will reveal her location in the hopes of a rescue. Even then, because of Valentina's extended isolation and her imperfect imprinting on the AI, her messages may not always make sense.

The messages the colony receives are given below. All messages are one-way communications, as Valentina's drop module has been damaged and can't reliably receive the colony's radio signals. Stagger giving them out to maybe once or twice every Colony Turn, or else when the GM deems it dramatically appropriate.

- "Val signaling home. Val signaling home. Dr. Val signaling home. Is anyone home?"
- "Everyone. No longer present. Mission failure. All have perished."
- "Data mining atmosphere. Peculiar occurrences. Affects systems. I am unable to think properly."
- "High pressure environment. Cold. Water surrounds. Possible island. Sensors suggest a large landmass to the south."
- "Difficulty processing new data. Organ failure may be imminent. Must figure out a solution to a short term problem."
- "Please come. Anyone. Come and answer me. I just want to help."
- "Last communication. Still no reply. Unable to continue construction of

thought patterns. Send help." This final message includes the coordinates of her drop module, but an **Int/phy-sci-8** flip will be necessary to decipher them. The module is located on the easternmost tip of the Isle of Circe, thousands of kilometers northwest of the player colony.

Rescue Effort

Once the team learns the location of the mysterious signals, they may decide to launch a rescue expedition. Getting there, however, is quite a trek, as it requires traveling thousands of kilometers, many of them over open ocean. Choppers are the recommended mode of transportation, but let the players be creative.

The Trek

Treat the expedition to rescue Valentina as a special extended action, with a Stat and Skill that varies each interval. Think of the journey as consisting of three legs, and each interval as representing one leg of the journey. The intervals are: planning the expedition's logistics, crossing the central continent and crossing the Great Northern Ocean.

Feel free to provide opportunities for exploration or interesting encounters between each flip of the extended action. This makes getting there feel more like an extended journey. Perhaps small creatures begin to eat at the wiring of the team's vehicle and it needs repairs. Maybe they encounter a storm or unusual readings from the ground. Maybe they even encounter a scouting expedition from another colony along the way.

- Try to get most of the players involved

using the Group Effort rules (see the *Shadows Over Sol* core rulebook, page 110).

- For more on extended actions, see the *Shadows Over Sol* core rulebook, page 111.

- **Planning Logistics:** For an extended expedition, logistics and planning are essential. This interval requires an **Int/bureaucrat-10** flip.

- **Crossing the Continent:** This is the easiest part of the trek, as it is closer to the colony and it is still easy enough to park a vehicle and rest. Expeditions that do poorly enough can still turn back at this point. This interval requires a **Per/vehicles-10** flip.

- **Crossing the Ocean:** This leg of the journey is best undertaken as one long, straight shot, as there is little

opportunity to stop or rest. The climate also begins to become more dangerous, as the expedition travels further over the ocean. This interval requires an **End/naturalist-10** flip.

- For the expedition to be successful, the extended action requires that the party achieves Tally 10. If after three intervals the team has reached that goal, they have successfully located Valentina's drop module.

- On the other hand, if the team is still short of the required Tally after the third flip, they've made it to the Isle of Circle, but Valentina's drop module is nowhere to be seen. They'll need to begin systematically searching the island. This requires additional intervals to be added to the extended action. Searching for the drop module



is a **Per/awareness-10** flip, during which each character must succeed at an **End-12** flip or increase her Fatigue consequence a severity.

The Isle of Circe

The Isle of Circe is a large island in the Great Northern Ocean, thousands of kilometers northwest of the player colony. The temperatures on the island are arctic, with an average high of -30 degrees and lows of around -60 degrees during the darkest hours of the night.

The isle is also a fierce and dangerous place. Due to the island's remoteness, the species here have diverged from what the team has encountered elsewhere. Most

have adapted to the harsh climate and its relative lack of nutrients.

■ For an example of the island's organisms, see the Ice Moth below.

The Wreckage

Valentina's drop module crashed on the eastern tip of the Isle of Circe. The module started with 32 surviving members of the original 100 that were in stasis.

The crash damaged most of the module's systems and ripped a large hole in the hull. This exposed the crew to the raw elements. Without warmth and enough time to respond to the dangers of the Siren's Call, many of the crew members, in a state of delirium, walked out onto the ice and snow to die.

Ice Moth

Str 3, **Dex** 4, **Spd** 8, **End** 6, **Int** 1, **Per** 6, **Chr** 4, **Det** 6

Defense 10/19, **DR** 0, **Shock** 11, **Wound** 4

Skills: Awareness 2, Melee 3, Naturalist 4, Stealth 3

Sting: +6 (♠9L/♥6L/♦3L/♣1L). Anyone injured by an Ice Moth must succeed at an **End-14** flip or increase her Stun consequence a severity. If she fails by Mag 5+, she is instead paralyzed for the next hour.

Flight: Ice moths can fly through the air at half normal movement rates.

Size -1: Ice moths are smaller than humans. This has been factored into the creature's Defense and Shock.

This predatory creature looks like a meter-long cross between a moth and a sea cucumber. It's got a radial mouth, numerous antennae-tendrils and six blanket-like white wings that it folds over its body as camouflage, allowing it to successfully blend into the snow and ice.

Ice moths survive through a combination of hibernation and ambush tactics. They live in small colonies that huddle together for warmth, further insulated by their thick wings. Any creature that stumbles upon the colony will quickly be injected with a poison that paralyzes it. The poison is injected via many small barbs on the wings of these deadly creatures. Once neutralized, the victim is brought underneath the colony and slowly digested over the course of several weeks.

Valentina survived through a combination of rudimentary survival skills, genius artificial intelligence and dumb luck. Reacting quickly to the crash, she imprinted as much as she could on her expert system and set it to monitoring the drop's module's damaged comms. She then repurposed parts from many of the expended stasis pods to jury-rig a system to keep her body alive, albeit damaged and frostbitten—at least for a time. That time, however, is running out.

Benefits

Valentina could be a beneficial addition to any colony. Even if her body doesn't survive, she has imprinted enough of her personality on her expert system's AI to add a unique feel to the colony's communications.

Bringing her, or her AI, back to the colony provides a unique “Valentina Protocols” resource that can be expended to double the colony's output from Autofarms and Automines for a single colony turn.

Valentina “Dr. Val” Brodeur

Geneline Earthside Standard, **Subculture** Techno

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

Defense 9/19, **DR** 0, **Shock** 11, **Wound** 5

Skills: Awareness 3, Comp-Ops 4, Mechanic 3, Naturalist 1, Program 5, Socialize 2

Knife: +3 (♠15M/♥10M/♦5M/♣2M), Thrown

Gear: Expert System (Comp-Ops), Knife, Radio Comm

Valentina remembers the soft cello music of her childhood and the warm breath of the ocean wind. These thoughts keep her going, despite the slow death that is looming before her.

Connected to various tubes and only able to interact with the outside world via a cybernetic connection to an AI expert system, her body has grown frail and malnourished. Her feet are frostbitten and her mind has fractured due to her extended isolation.

Before her time on Siren, Valentina was a renowned data engineer, data scientist and amateur musician. Her creative pursuits helped her in pushing the bounds of artificial intelligence.

Valentina came to the ARC Project as part of a contract with Scott Productions. She brought along with her all the tools she would need to further her work on Siren. It was because of this that she was able to survive.

Valentine's personality is one of wonder and creativity, dreaming of things unseen and unimagined. She is an oddly creative person and many of her musings could be qualified as romantic in the traditional mindset.

Renewed Tribalism

As the colony grapples with the aftermath of the stellar flare, many colonists will begin to resort to tribalism. While the subcultures the colonists brought with them from Sol may have evolved or decreased in importance, the team will begin to see old prejudices rekindled during this time of crisis. These divisions will only increase as rumors of a mole within the colony begin to spread.

Stolen Data

As the colony is still recovering from the stellar flare, colony security reports that data was stolen during the flare event. The stolen data was related to the defense and security parameters for the colony.

This theft starts a rumor that there is a mole in the colony, working to undermine its defenses. Suspicion begins to grow into paranoia, and unchecked, paranoia rapidly leads to a witch hunt for the mole.

- There is, in fact, a mole in the colony. More info can be found on page 27.

Accusations

While making their way about the colony, the team encounters five colonists who surround a rather short technician, looming over him and making threats. The technician is one Edvard Warnick, who is one of many who oversaw the security systems for the colony during the flare event.

"It is not my fault!" Edvard cries out, as the surrounding colonists accuse him of being sympathetic to Utakar System

Dynamics, a clear sign that his loyalties lie elsewhere and that he is likely the mole.

For his part, Edvard seems genuinely confused and afraid. He was, in fact, sponsored by USD when joining the ARC Project, but he's not the mole and isn't sure why the other colonists have turned on him.

The team may intervene or ignore the situation as they see fit.

- Use the Colonist stats on page 84 of the *Siren's Call* campaign and sourcebook.

Doomsday Cult

Humanity has a way of falling back on old trends that have persisted throughout the ages. This is no different for the colonists on Siren.

There is a faction within the colony that is slowly developing and which has become closer to a cult than a religious identity. The leader is a man named Noah Imani, who is using the stellar flare as a way to incite fear and spread his influence. The colonists are scared, and many are vulnerable to his charismatic preaching.

Noah Imani will claim that humanity has turned from God and has lifted up technology as a false idol. He will claim that the colonists must return to God if they wish to survive this disaster.

As time passes and the Doomsday Flare looms ever closer, more people will begin to heed his words. The cult will become a faction with power and recognition, pushing for an aggressive merger of church and government. They will also attempt to demonize both Shapiro Labs and the Stillwater Catholics.

Noah Imani

Geneline Modern Superman, **Subculture** Serv

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

Defense 8/16, **DR** 0, **Shock** 11, **Wound** 4

Skills: Athletics 1, Awareness 2, Bio-Sci 2, Bureaucrat 3, Conspiracy 2, Deception 3, Empathy 3, Lib-Arts 2, Persuade 4, Socialize 4

Gear: Cyber-Eyes, Hand Terminal, Holy Book

Noah is a tall and lithe man with dark skin and green eyes that anyone can see are implants. He tells people that he lost his sight when he was young, but through God and his faith, he can now see. Every aspect of his body is delicately groomed and intended to charm, from his warm smile and friendly tone, to his beautiful physique.

Noah joined the ARC Project as part of ARC Engineering. He has several liberal arts degrees and a master's in biology. He is an expert in human behavior and looks upon humanity like they are children in the grand scheme of the cosmos. Noah sees his purpose as securing the faith of the colonists in this new land, and helping to guide humanity's moral compass, despite the stresses of the environment.





Into the Wastes

It's only a matter of time until the Domsday Flare hits the planet, and when that happens the colony needs to be prepared if it is to survive. Thankfully, its scientists and engineers have come up with some possible solutions.

Longterm Solutions

Alpha Centauri A's stellar flare cycle is a phenomenon that requires a longterm solution. This means some way to protect the colony from the harmful flares.

There are three pathways that seems the most promising to the colony's engineers: extra shielding, moving the colony underwater or moving it below ground. All of these will ensure that the harmful electromagnetic radiation from the flare does not penetrate and destroy the electronic systems necessary to sustain human life.

All three are presented in the following sections as Advancements the player colony can develop. These Advancements exist outside of the four Advancement Trees presented in *Sirens's Call*.

- For more on Advancements, see page 50 of *Siren's Call*.
- If a character wants to do her own research instead of relying on the colony's engineers, she may come up with these three options on her own, and their specific requirements, with a successful **Det/engineer-10** flip.

Extra Shielding

One possible solution to the stellar flare problem is to create a dense and strong shield that protects the colony's infrastructure. The principle is similar to that of a Faraday cage. By grounding the colony and having large quantities of permalloy and mu-metal absorb or reduce the effects of the stellar flare, the delicate equipment in the colony should remain safe.

Electromagnetic Shielding

Reinforced ferromagnetic shielding that protects the colony's infrastructure from the harmful effects of stellar flares.

- **Requirements:** Information Network; incompatible with Underwater Colony and Underground Colony
- **Develop Cost:** Minerals 5, Mu-metal 1, Work 15
- **Benefit:** The colony's Lifestyle rating improves by +1. The colony can survive stellar flares.

Underwater

The colony doesn't need to manufacture all of its shielding; it can rely on natural sources of protection as well. One possible source of natural shielding is the planet's oceans. Meters of water can dampen most of the impact of a stellar flare, just as well as sheets of metal.

Moving the colony's delicate infrastructure underwater, of course, poses its own challenges. Many of the necessary facilities will need to be manufactured

Mu-metal

Whatever solution the players choose, developing the necessary Advancement requires that the colony obtain a special resource called Mu-metal. Rather than being a run of the mill Mineral resource, it's a special ferromagnetic alloy with a high permeability that can be used to shield the colony's most sensitive electronic equipment.

Even colonies that relocate mostly underground or underwater will need some amount of the alloy, as a few key facilities must remain on the surface and will need it for shielding. After all, agriculture needs sunlight and turbines won't turn if there's no wind.

Unfortunately, the raw materials necessary to create mu-metal aren't common on Siren, and obtaining them necessitates that the team undertakes a lengthy expedition to the Highland Wastes (see page 25).

above water and then moved to the ocean in pieces. Engineers and scientists will need to do a fair amount of research on the ocean's density and the depth required to withstand the stellar flare.

The most obvious place to start is just south of the colony's landing spot, using the waters nearby. The colony will need depth though, so placing it several kilometers off the coast will likely be required. This means boats will need to be constructed to assist in the delivery of the colony's facilities.

Underwater Colony

Meters of water help augment the electromagnetic shielding applied to the colony's delicate infrastructure. Meanwhile, sea life is abundant and the undersea weather is more predictable.

- **Requirements:** Hydroponics; incompatible with Electromagnetic Shielding and Underground Colony
- **Develop Cost:** Energy 1, Minerals 3, Mu-metal 1, Work 15

- **Benefit:** The colony's Lifestyle rating improves by +1. The colony can survive stellar flares.

Underground

The final option is to move the colony's electronic systems underground, using the planet's natural regolith to assist in shielding the colony's infrastructure.

This will require either large-scale excavation or repurposing existing caverns. The colony's engineers must understand the quality of the rock, and how subterranean life impacts air circulation and the energy grid.

This solution may also prove to be the most disruptive to the local ecosystems.

Underground Colony

Underground the colony is much less exposed to electromagnetic radiation and the elements. Tunnels and elevators may provide transportation to the surface.

- **Requirements:** Hab Manufacturing; incompatible with Electromagnetic

Other Solutions

If the team has their own ideas about how to protect the colony, that's fine too. As the GM, you are encouraged to let the players think up their own solutions, using the presented mechanics as benchmarks to assist you. Just make sure that their solution requires Mu-metal, as this is the hook that will get them involved in the expedition to the Highland Wastes.

Shielding and Underwater Colony

- **Develop Cost:** Energy 2, Minerals 1, Mu-metal 1, Work 15
- **Benefit:** The colony's Lifestyle rating improves by +1. The colony can survive stellar flares.

Locating the Materials

Whatever path the player colony chooses, it is going to need a copious source of the raw materials necessary to

manufacture mu-metal. Unfortunately, these raw materials turn out to be a lot less abundant on Siren than on Earth.

- Performing a survey in search of the necessary raw materials requires a successful **Det/phy-sci-10** flip. Failure results in wasted time, but the character may try again next Colony Turn.

Source Detected!

Whether the team performs the search themselves or leaves it to the colony's experts, eventually a source of the raw materials is detected: in Phaethon Crater, high up in the Highland Wastes.

The bad news is that it is located far, far away from the colony. To reach it, the team is going to need to plan and outfit a large-scale expedition capable of traveling halfway across the world, extracting the necessary minerals, and then hauling them all the way back to the colony for processing.

- For more on Phaethon Crater and the Highland Wastes, see pages 116 and 113 of *Siren's Call*.



Preparing for the Journey

This expedition isn't going to be just the team in a single vehicle. By necessity, it's going to require heavy mining equipment, workers to operate that equipment, vehicles capable of lugging it to and from the crater and supplies to outfit the entire expedition. At minimum, there will be at least 20 colonists and a half dozen vehicles involved. This expedition is going to require some planning.

- If one of the characters wants to take on the role of administrator, have her make an **Int/bureaucrat-10** flip. On a success, she pulls off handling the logistics flawlessly. On a failure, however, something will go wrong along the way because of poor planning (see page 29).

- If the team lets someone else handle the logistics, something will go wrong, just as with a failed flip.

Recruiting for the Expedition

The expedition is going to need workers. If the team has a few chosen NPCs in mind, let them come along as is reasonable. The other slots will be filled by various colonists with the right skillsets.

At least one colonist chosen for the expedition, however, doesn't have the colony's best interests at heart. Elene "Juniper" Kherkheulidze is the mole in the colony that was hinted at earlier (see page 20). With her in the expedition, it is only a matter of time until she acts to sabotage it.



Elena "Juniper" Kherkheulidze

Geneline Budget Upgrade, **Subculture** Techno

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

Defense 8/16, **DR** 3, **Shock** 14, **Wounds** 5

Skills: Athletics 1, Awareness 1, Comp-Ops 3, Conspiracy 4, Deception 1, Guns 1, Mechanic 2, Medic 2, Program 4, Stealth 3, Vehicles 2

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

Gear: AR Implant, Data Chip, Expert System, Hand Terminal, USD-383 "Wasp" Light Pistol

Juniper has always felt more empathy for computers than for real people. To her, truth can be found on the net, and humanity offers nothing but lies.

She grew up in the slums of central Eurasia, working at several electronics shops, as she was passed from foster home to foster home. Anything that sparked with electricity captured her attention and held it for days on end. It is little wonder then that she was fascinated by the ARC Project and applied to be a colonist as soon as she was able.

Juniper is a prodigy when it comes to cybersecurity, programming and electronics. She was a great boon to the creation of many of the subsystems found on the ARC colony ship.

Despite her expertise, however, she has struggled to find her place on Siren. Juniper is less interested in the hard work of building a new society than she is in tinkering with electronics. Other colonists find her unpleasant, abrasive and rude to those around her.

In the years since the colonization efforts started, her difficulties in socializing have led her to be increasingly isolated. These days she spends most of her free time with her computers, pioneering the inter-colony electronic networks, while her resentment towards her fellow colonists grows.

Shortly before the initial stellar flare, Juniper made contact over the net with agents of Red Ends Interplanetary. Although she has seemingly befriended them, she doesn't know their true affiliation. They have since fed her belief that she has never been properly appreciated for her role in the project. They even convinced her to steal and feed them critical defense data during the initial flare event. Now they have convinced her to act against the colony's expedition to the Highland Wastes.

Juniper often wears crumpled clothes and her blonde hair is usually uncombed. She has little concern for self grooming, but few spend enough time around her to notice or care.

Making the Trek

The actual trek to the Highland Wastes can be handled much like the expedition to rescue Valentina—as a special extended action, where each interval represents one leg of the journey (see page 16). Unlike the previous trek, this expedition requires hauling heavy mining equipment, meaning that choppers are not a possibility. The most likely route is to travel by sea, as traveling by land is much slower and more dangerous.

By sea, the expedition will consist of five legs with Tally 15:

- **Sea of Prometheus:** This part of the journey includes avoiding patches of toxic microorganisms and rough seas. Requires a **Per/naturalist-10** flip. See *Siren's Call*, page 117.
- **Southern Coast:** Following the coastline in a roughly straight path also requires keeping aware of developing storms in the Great Southern Ocean. Requires a **Per/awareness-10** flip. See *Siren's Call*, page 113.
- **Strait of Achelous:** If the expedition is going to encounter forces from another colony anywhere during their trek, it is most likely to be at this strategic location. Requires a **Det/vehicles-10** flip. See *Siren's Call*, page 113.
- **Northern Coast:** During this part of the voyage the team needs to be particularly vigilant for hostile marine life. Requires a **Per/vehicles-10** flip. See *Siren's Call*, page 112.
- **Highland Wastes:** The expedition will need to locate a place where they can

Side Treks

The expedition to the Highland Wastes travels a really long distance, and it is a great opportunity to play out new side treks along the way! Either “The Odyssey,” or “Cybernetic Infection” could be encountered en route. Similarly, the team’s prolonged absence from the colony could play a part in “Coup D’état.”

anchor their watercraft and load the equipment onto land for the final part of the journey. Requires a **Str/athletics-10** flip. See *Siren's Call*, page 112.

Resolving the Journey

As with the last expedition, the GM is encouraged to break up the various legs of the journey with discoveries, encounters, roleplaying opportunities and things going wrong (see the next page).

- To be successful, the extended action requires that the party achieves Tally 15. If after all the legs of the journey are completed the team has reached that goal, they have successfully made it to Phaethon Crater with their equipment intact! They can then go about extracting the necessary raw materials (see page 31).
- If, on the other hand, the expedition is still short of the required Tally, they’ve made it to the destination, but are worse for wear. Everyone on the expedition increases her Fatigue consequence a severity, and some of the equipment will likely need to be repaired.

Things Go Wrong

Below are a variety of things that might go wrong during the expedition to the Highland Wastes. You should pick at least one of these to go wrong if the team failed the flip to plan appropriately or let an NPC handle it (see page 26). If you want Juniper, the mole, to be especially proactive, choose a second one as well; just make sure that it leaves evidence pointing to the existence of a saboteur in the expedition.

Mechanical Problems

With so many vehicles and so much equipment traveling so far, something is bound to break sooner or later. When this happens, replacement parts will be required, as well as time and labor.

- Repairing the mechanical issue requires a successful **Dex/mechanic-10** flip.



Diplomatic Issues

Traveling so far, it is quite possible that the expedition will run across another colony, or their scouting forces, en route to the Highland Wastes. They may even need to cross territory claimed by one colony or another. If this happens, it is likely to become a sticky diplomatic issue.

- Getting the other colony to grant passage requires some roleplaying and a successful **Chr/persuade-10** flip.

A Fatal Accident

The expedition is taking quite a few colonists far from the colony and into dangerous lands. It's just a matter of time until a fatal accident happens or until a predator makes a meal of one of the colonists.

Are other colonists injured and need first aid? What does the team do with the body? Do they send it back to the colony? Do they have any last words? Do they need to drive off the predator?

The Mole Acts

As the expedition nears its destination, Juniper acts. Her plan to sabotage the endeavor involves cutting the expedition's comms so that it can not radio back to the colony for supplies, aid or effectively coordinate scouting parties. She is able to do this because, as a computer specialist, she is one of the workers in charge of the expedition's communications.

Despite her plan, Juniper waits to cut comms until the very end. She is loathe to cut herself off from her beloved net and she wants to make sure that the expedition actually makes it to their destination!

The Red Ends agents that she has been in contact with have convinced her that they'll pick her up at the coordinates she provided. If the expedition doesn't make it to its destination, she won't be there to be picked up. She wants to go live in a different colony with her new friends, where she'll be appreciated. She doesn't want to perish in the wilderness.

Unfortunately for her, the Red Ends agents are lying. She's not going to be picked up, and even if she somehow made it to their colony, she wouldn't find it welcoming.

Systems Offline

The first anyone notices of Juniper's sabotage is likely to be all of the expedition's comms suddenly going down at once. Juniper has remotely instructed one of the radio repeaters between the expedition and the colony to shut down. She then issued a command for local comms to turn off.

- With some technical know-how, a character can get local comms back up and working with an **Int/comp-ops-10** flip. This allows for peer-to-peer comms between expedition members, but it still won't restore communication with the colony. To do that, someone will need to backtrack a thousand kilometers and manually reboot the repeater that went offline.
- Anyone looking into the matter will automatically know that the coordinated shutdown of the expedition's comms seems suspicious.
- With a bit of legwork, a party member can search through access and duty logs,

and trace the origin of the shutdown command back to Juniper. This requires either a successful **Per/investigate-10** or **Int/comp-ops-12** flip.

- Alternatively, the team might want to individually question expedition members, trying to narrow down the culprit by getting a read on who acts guilty. This requires a bit of role-playing and a **Per/empathy-10** flip.

Confronting the Mole

Once the team tracks the comms shutdown back to Juniper, they can decide how to deal with the situation. For her part, if she suspects that the team is on to her, she will grab a light pistol and, if she has time and local comms are back online, set up a script to slag the mining equipment at her remote command. This latter ploy is something she hopes to use as leverage if confronted: "I have the heavy equipment rigged. Shoot me and I'll issue the command to slag the whole thing."

- Handle any sort of standoff using the combat system. If the players think of it, her hand terminal could be targeted with a Called Shot, preventing her from issuing the command to slag the mining equipment.
- Even if Juniper does issue the command, it will take about a minute for the equipment to heat up and overload—after all, it's a deliberate malfunction, not a bomb. Of course, Juniper won't mention this. A speedy character could still shut down the overload with a successful **Spd/mechanic-10** flip.
- Juniper's stats are on page 27.

Extraction and the Trip Home

Once the heavy equipment is set up at Phaethon Crater, it takes a few weeks to extract the necessary raw materials. Thankfully, those weeks are relatively uneventful.

Similarly, the trip home is likewise uneventful. The expedition makes it back in good time, having transversed the route once already. Particularly antagonistic GMs could throw an encounter or two at the party on the way home, but doing so does little to contribute to the scenario's denouement.

Finally, once the raw materials are safely back at the colony, mu-metal can be manufactured from them with little difficulty. It may, however, take another

Colony Turn or two until the player colony is able develop the necessary protective Advancement (see page 23).

Doomsday Flare

With any luck, when the Doomsday Flare finally arrives, the colony will be ready for it.

With the right Advancement in place, and some sensible extra precautions such as shutting down unnecessary computer systems just before the flare's arrival, the team can take a moment to look up at the sky and enjoy the dazzling auroras created by ionized particles dancing through the atmosphere.



Shadows Over Sol

When an unexpected stellar flare damages the team's colony, they must race against time to save it from total annihilation. Along the way, they'll encounter mysterious communications, confront shadowy saboteurs and trek across the planet to obtain a rare and critical resource.

Shadows Over Sol: Into the Flames is an adventure supplement that revisits the exoplanet Siren, and serves as a companion or follow-up to the *Siren's Call* campaign. It features an investigative horror scenario and is designed to run between two to four gaming sessions.



Tab Creations

