

The image is a movie poster for "Shadows Over Sol". The top half of the poster shows a large, complex solar station in space, with a massive, glowing orange sun in the background. The station has several large circular components and a central structure. The bottom half of the poster shows a view of Earth from space, with a shuttle or spacecraft in the foreground. The title "Shadows Over Sol" is written in a stylized font across the top, and "The Nereus Incident" is written in a white font at the bottom.

Shadows Over Sol

The Nereus Incident



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The Nereus Incident

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Introduction

The Nereus Incident is a complete investigative horror scenario for ***Shadows Over Sol***. It was written to either serve as a prelude to the ***Siren's Call*** campaign or as a standalone adventure.

As a prelude, it introduces several important characters and organizations that are shared with ***Siren's Call***. It will familiarize players with the ARC Project and give their characters a chance to be recruited as colonists. In this way, the adventure can serve as a natural transition from a scrapper campaign at Sol to a colonist campaign as the ARC Colony Ship is launched towards Alpha Centauri.

As a standalone scenario, these shared characters simply won't matter as much. They might be suspects in a murder mystery, but at the end of the day the scrappers can complete their job and move on. In this case, the GM shouldn't have the NPCs make the team an offer to become colonists on the project.

The Nereus Incident should contain mystery, investigation and deadly threats to cover between one and three sessions of play, depending on the actions of the players and pacing set by the GM.

Synopsis

This scenario begins when the team is hired to investigate a murder that has taken place on the ARC Construction Platform, in orbit at the L4 Earth-Moon Lagrange point. A colonist-in-training named Matias Kovac have been found

dead in a stasis laboratory, his body stuffed in an inactivated stasis pod.

The team has been selected for this task so that it can remain quietly off the record. The ARC Project is seeking a new round of funding and doesn't want to spook potential investors with news of a grisly murder.

Soon the team will discover that Matias was not a normal colonist, but rather part of an outside scrapper team, hired to find security holes so that the they might be closed before Unitech saboteurs can exploit them. Furthermore, Matias himself was a member of the secretive Nereus Foundation, with a hidden agenda in regards to his employment. In the end, little is as it seems.

Unitech Trouble

For years the ARC Project has had a problem with Unitech. The aerospace corp was initially offered a chance to invest in the project, but passed up the opportunity. However, when the construction rights were then awarded to Utakar System Dynamics, Unitech saw this as a threat to its dominance of the space construction industry and retaliated both against the project and against its major investors, including the Stillwater Catholic Church. It since has attempted to sabotage the project several times, both using its leverage to drive up the price of raw materials and by sending agents to infiltrate the project.

Red Ends Interplanetary

Recently Unitech has employed an affiliated mercenary company known as Red Ends Interplanetary—or simply Red Ends for short. This group currently has an agent embedded in the project, a construction worker named Pua Kala. They also have managed to gain leverage over Châu Le, a low-level member of platform security, by discovering that she was once a part of the Sovereign Liberation Front. Using this leverage they have blackmailed her into letting Pua operate freely.

- For more on Red Ends Interplanetary see page 80 of *Siren's Call*.

The Nereus Plot

The Nereus Foundation is a secretive organization dedicated to preserving and archiving human knowledge. Through a series of shell corps, it is also a minor investor in the ARC Project. The victim, Matias Kovac, was covertly a member, as is Sultana Abbasi, the security officer who recommended him.

The foundation seeks to bring all human knowledge with the colonists—or as close to that as possible—even technologies other investors view as unsavory. Towards this end, Matias was tasked with hiding “Nereus boxes” inside the colony ship, small boxes containing data chips filled with blueprints for the rejected technologies. The plan is for Nereus-affiliated colonists to retrieve these boxes on the other side of the voyage.

- For more on the Nereus Foundation see the sidebar on the next page.

Further Reading

For more on the ARC Project see page 63 of the *Shadows Over Sol* core rulebook or page 13 of *Siren's Call*.

Night of the Murder

Two night cycles before the team becomes involved, Matias Kovac leaves his assigned hab on the ARC Construction Platform to scout for possible Nereus box hiding spots. One idea he has is to hide them in stasis pod machinery that will then later be installed in the ARC Colony Ship.

However, he is not the only person skulking around the construction platform during the night cycle. Pua Kala, the Red Ends agent, has forced Châu Le to leave the door to the Shapiro stasis laboratory unlocked tonight. He plans to enter the restricted area and alter the lab's wiring, causing it to overload and damage all the experimental (and very expensive) stasis pods when they are next powered up.

Châu Le, meanwhile, has a plan to end the blackmail by ending Pua Kala. Not only has she left the door to the laboratory unlocked, but she has hidden herself in the lab where she lurks with a lasgun, waiting for Pua Kala to enter so that she can kill him.

However, Pua Kala doesn't enter the lab next, Matias Kovac does, coming to check on the viability of his stasis pod hiding spot idea. In the dark, Châu Le shoots him dead, thinking he is Pua Kala. Only after he is killed does she realize her mistake. Panicking, she hides his body in a stasis pod and flees the lab.

The Nereus Foundation

The Nereus Foundation was founded on Earth in 2183. Although it got its start a couple decades after the end of World War IV, its mission was directly inspired by the efforts of Ghostman data archivists to preserve information that would otherwise be lost in the aftermath of the war.

As the foundation expanded, its mission grew and it spread beyond the Ghostman subculture. Soon its members were united behind a singular purpose: to preserve all human knowledge for posterity. With these efforts, the foundation gained a reputation as data hoarders and collectors of secrets, something which brought it into conflict with a number of organizations that sought to quietly sweep certain facts under the rug.

Although it originally operated in the open, these conflicts increasingly forced the foundation to take actions in secret. By 2200, the Nereus Foundation had evolved into an operation almost entirely clandestine in nature.

The foundation first became involved with the ARC Project in 2214, becoming a minor investor using several shell corps to hide its involvement. Although the leaders of the foundation were taken by the ideals of the ARC Project as a means to disperse and preserve human knowledge, a secretive approach was deemed necessary due to past confrontations between the Nereus Foundation and USD, who had by then taken over leadership of the project.

Through its shell investments, Nereus pressured the board of directors to include samples of all human databases and technology blueprints on the colony ship. Several of the more idealistic factions on the board objected, however, arguing that some technologies—such as some weapons technologies—should be left behind at Sol.

Nereus disagreed, and so the foundation began a clandestine effort to secretly store data chips containing this information in hidden boxes on the colony ship. They also used their investments to sponsor a select few colonists who would be given the location of these data chips and who could retrieve them and archive the data on the other end of the 400 year interstellar voyage.

Before his untimely death, Matias Kovac was tasked with placing several of these data chips in hidden “Nereus boxes” on the ship, hiding them behind wall panels or inside large machinery.



The laboratory door locks behind her, meaning Pua Kala isn't able to alter the wiring that night.

The Scrapper Team

After Châu finally calms down, she does some investigation of her own. Using her security credentials, she discovers that Matias is an independent contractor investigating security holes and part of a scrapper team.

Needing to silence Matias' team before they start asking questions, she tells Pua Kala that the scrapper team was looking for possible Unitech agents. In response, Pua lures the team to a harvester ship where Unitech's Accelerated Research Division has stored a monster. Using this creature, Pua captures the team. To everyone else, they have quietly disappeared.

Investment Required

For the ARC Project's board of directors, this murder comes at an inconvenient time. The project is badly in need of another round of funding, and grisly

killings make investors skittish. While a funding offer does exist from the controversial Scott Productions media group, the board wants this matter investigated quietly and off the record. That's why they've hired the team.

Enter the Players

While the team is investigating the killing, Châu Le will become increasingly worried. Not only is she still being blackmailed, but now she's being tracked by an active murder investigation. At first she will do her best to discourage the group from continuing, but when this fails, she will attempt to pit them against Pua Kala, hoping that one of her problems will eliminate the other.

Tracking the Suspects

This scenario presents eight named characters, any one of which might in theory become a suspect during the team's investigation.

In order to help the GM keep track of all these characters, they have been listed on the table below, along with their affiliated faction and a page reference.

Character	Faction	Page
Sultana Abbasi	Nereus Foundation	23
Pua Kala	Red Ends Interplanetary	27
Châu Le (the killer)	Sovereign Liberation Front	25
Josefina Navarro	Utakar System Dynamics	19
Cardinal Milo Sardou	Stillwater Catholic Church	11
Steve Scott	Scott Productions	24
Dr. Karina Shapiro	Shapiro Lab	14
Lindiwe Temma	ARC Engineering	30

Other Adventures

The Nereus Incident can be used alone or in conjunction with other published *Shadows Over Sol* adventures. Below are some notes on how to combine this scenario with others.

- **Eviction Notice:** At the beginning of *The Nereus Incident* the team is hired by Cardinal Sarodu. He might have heard of the team because they gained a reputation through their actions in *Eviction Notice*. Alternatively, the outpost in that scenario might be an ARC Project training site which has been taken over by the gang.
- **Thirst:** This adventure might also serve as a way for the team to gain a reputation for themselves. Otherwise, instead of a terraforming platform, the scenario might take place at a remote ARC Project training facility—a pretend colony like the one the colonists might build on Siren.
- **Siren's Call:** From the start, this adventure was written to serve as a prelude to *Siren's Call*. Simply run *The Nereus Incident* first and then make sure that the player characters have sufficient motive to accept the offer to become colonists on the ARC Project.

Modes of Horror

The Nereus Incident is written with the investigative horror mode of play in mind (see the *Shadows Over Sol* core rulebook, page 164). However, the horror in this scenario doesn't come in until near the very end, when Pua Kala—a Unitech saboteur—attempts to kill the team using an Accelerated Research Division monstrosity. Until that time, the adventure largely plays out like a murder mystery set at the L4 Earth-Moon Lagrange point.

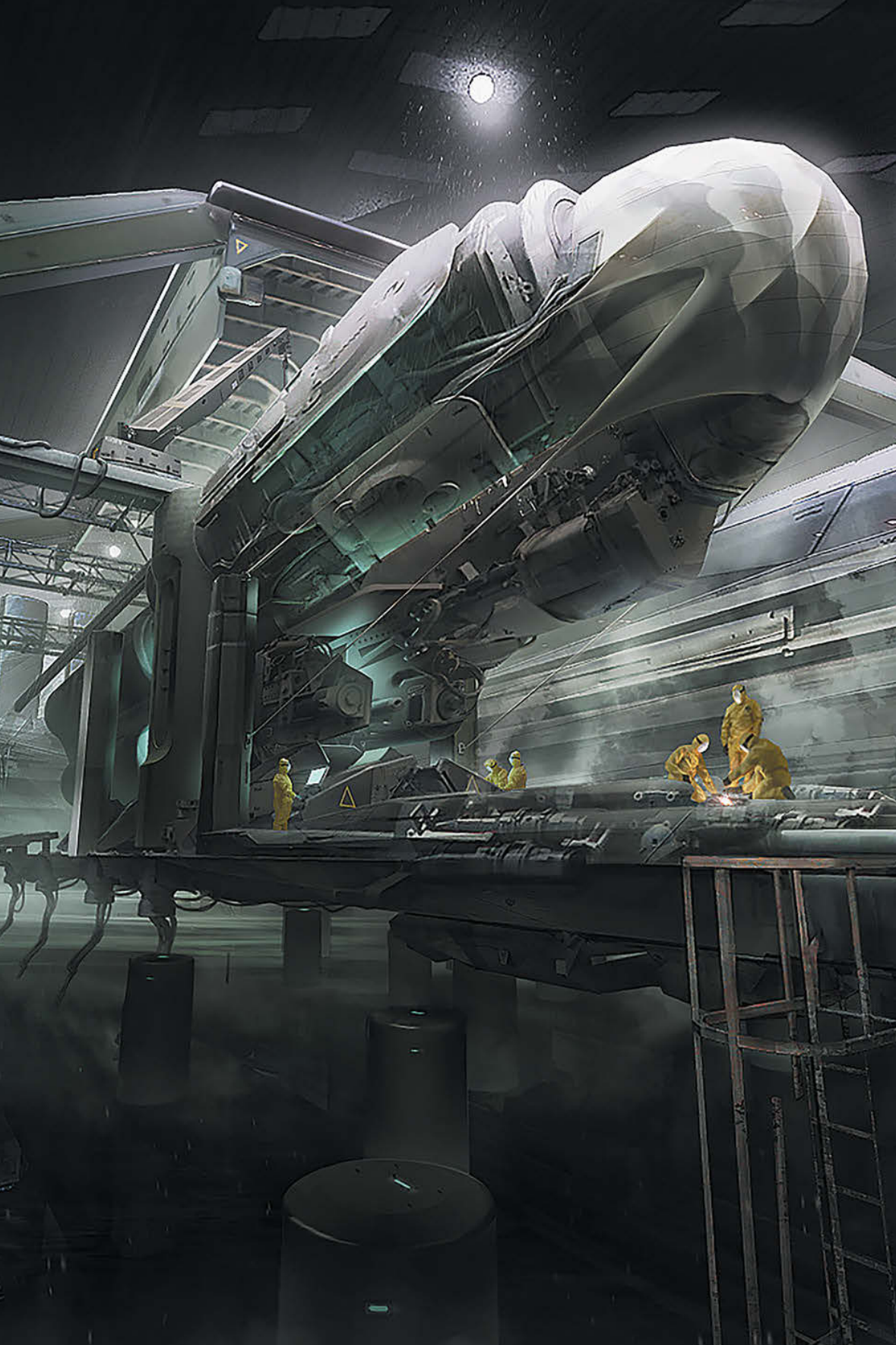
GMs wishing for more action along the way can up the tension by adding traps set by the Unitech agent, anonymous threats delivered to the team's hab, myste-

Ready-Made Heroes

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

rious figures trailing them through the corridors or another targeted strike using Accelerated Research Division methods.

This adventure might be adjusted to the survival horror or action horror modes of play upping the threats in this way and adjusting the characters' gear accordingly. Ultimately, however, this remains a scenario which is at its heart an investigation.



Leave No Corpse Behind

In this first part of the adventure the team will be hired by Cardinal Milo Sardou, who represents the ARC Project. A murder has taken place on the ARC Construction Platform and he wishes the team to discreetly investigate the matter, reporting to him any evidence they manage to dig up. In the process of the investigation, the team will familiarize themselves with the still-under-construction colony ship, encounter other movers and shakers within the ARC Project and discover a mysterious hidden box with a worrisome payload.

Cardinal Hire

This scenario begins when the team is contacted by Cardinal Milo Sardou of the Stillwater Catholic Church. If the team is in Stillwater he will meet with them in person. Otherwise, the meeting will be conducted over the net.

The Cardinal will introduce himself and explain that he is not contacting them as an official of the church, but rather as a member of the ARC Project's board of directors. He wishes to hire the team to look into a matter of some concern to the ARC Project. He also emphasizes the need to be discreet when dealing with these matters.

■ More on the ARC Project can be found on page 13 of *Siren's Call* and page 63 of the *Shadows Over Sol* core rulebook.

■ The GM should take a moment to think about why the Cardinal is approaching the team for this job. Maybe they have a reputation for discretion, or maybe they were referred to the Cardinal by a past employer or other contact.

The Murder

Once the team agrees to keep things quiet, the Cardinal will explain the situation:

■ "Yesterday the body of Matias Kovac, one of our colonists-in-training, was found stuffed inside an inactivated stasis pod in a lab on the ARC Construction Platform. Security tells me that they suspect foul play was involved."

■ "The ARC Project is an ambitious but ultimately optimistic endeavor. We are trying to build a better society. We are trying to save humanity through interstellar colonization. Every colonist we select goes through a rigorous screening process. This is not a Chi Chen back alley. No one should have died. If there were an accident, or some sort of self-defense involved, someone should have come forward so that there could be an official investigation. That has not happened."

■ "Normally I would say that every colonist on the project deserves our trust, but clearly that is not the case. Someone—likely someone

affiliated with the ARC Project—murdered Matias Kovac. I want to know who and why.”

- “This is where you come in. Investigate the murder. Dig up whatever you can, and then report back to me with your findings.”
- “And I reiterate: Do this discreetly. It’s no secret that the ARC Project has had some funding problems over the years. We’ve recently initiated seeking a new round of outside investment. If news of this murder gets out, it might jeopardize our ability to attract reputable investors. That could doom the project.”
- “Before we move on to matters of compensation, do you have any questions so that we are clear on the situation and what is expected?”

Questions & Answers

Cardinal Sardou gives the team a chance to ask any questions they wish. He answers the questions to the best of his ability. Some possible responses are given below.

- **Who was Matias Kovac?** “I did not know the man personally. In fact, I’m not sure I ever met him. But our database records indicate he was in training to be a colonist and was specialized in environmental systems. You might want to check the records yourselves, to see if you can glean anything from them.”
- **Why is foul play suspected?** “My understanding is that the body had wounds from some sort of lasgun. Unfortunately, you’ll have to ask around at the Shapiro stasis lab where the body was found, or check the corpse yourself, if you want more specifics.”
- **Is there anyone you suspect?** “I hesitate to say anything because I don’t want to prejudice your investigation, but it’s little secret that Unitech has been trying to sabotage the project for years. If I had to guess, my guess would be that they are involved somehow. But I have no evidence of that.”
- **Why are you keeping things so quiet?** “We are trying to attract reputable investors who share our project’s high ideals. Right now we are soliciting



Cardinal Milo Sardou

Cardinal Milo Sardou is the leading representative of the Stillwater Catholic Church involved with the ARC Project. As representative of the Stillwater Church, he sees himself as the spiritual leader of the mission, entrusted to provide ethical guidance as the colony ship effort moves forward.

Years in the clergy have allowed Milo to master having a calm disposition. Wherever possible, he tends to speak softly and tries to rigorously think things through. He is calculating and sometimes contemplative. These traits are well-practiced, but do not come naturally to Milo, who under the surface, still struggles with an inner impulsiveness.

- Cardinal Milo Sardou is given stats and described in more detail on page 90 of the *Siren's Call* campaign and sourcebook.
- If the GM doesn't have *Siren's Call* available, she can substitute the Executive stats on page 212 of the *Shadows Over Sol* core rulebook.



Pfeiffer and Wu for investment. If they turn us down, we may be forced to entertain offers from seedy media groups like Scott Productions.”

The Offer

With the details discussed, Sardou turns to the question of compensation.

- He initially offers each member of the team an Income 6 payment. If the team tries to barter, he can easily be convinced to cover their passage to the ARC Construction Platform and any other transport necessary for their investigation.
- If hard pressed, he can be convinced to up the payment to Income 7, but only on the condition that the team successfully keeps their investigation quiet.

Initial Leads

Before the team heads off to begin their investigation, Cardinal Sardou offers some suggestions on where they might begin their search. This will help point the players in the right direction.

- The corpse of Matias Kovac is being held in cold storage on Vanger Station. Maybe the body will yield some clue regarding his death.
- The body was found in Dr. Shapiro's stasis lab on the ARC Construction Platform. It might be worth investigating the site for evidence or asking around to see if there were any witnesses.
- Matias' hab on the ARC Construction Platform is currently vacant and has yet to be cleaned out. There may be some clue among his personal effects.

L4 Lagrange Point

The rest of this adventure largely takes place in and around the L4 Earth-Moon Lagrange point. This is a position of stable orbit, located 60° ahead of Luna. It is also an important industrial and shipping hub, and is home to Hoobkas Station, Vanger Station and the ARC Construction Platform.

- More on these locations can be found on pages 80 and 81 of the *Shadows Over Sol* core rulebook.
- Regular shuttles between these three locations, and between them and Earth's three space elevators, are available. Passage on the shuttles is included with Lifestyle 4 or higher, otherwise each trip requires a Cost 3 payment.
- This scenario assumes that the team is either hired near L4 or can find transit there with little difficulty. At worst case, Cardinal Sardou will pay for the team's passage as part of their compensation.

Investigation

Once the team accepts Cardinal Sardou's offer, he will urge them to begin the investigation as soon as possible. The longer they wait, the longer the trail goes cold. At this point the characters should have at least three leads: the body, the scene of the crime and the Matias' hab. The team may also think to check, or be pointed at, the ARC Project's colonist database or the net.

Scene of the Crime

The corpse of Matias Kovac was discovered stuffed inside an inactivated stasis pod, located in Dr. Karina Shaipro's lab on the ARC Construction Platform. Arriving there, the team can begin to investigate the scene.

When the characters arrive, they will find the lab awash in activity. This is no deserted crime scene. Lab techs sit on benches, doing all the menial tasks of the biological sciences, sequencers hum and in the middle of it all Dr. Shapiro gives her orders to the frantic scientists. She arrived, unannounced, from Luna just this morning, and it's thrown the lab in a tizzy to get the experiments ready for her inspection.

- On the outside of the lab hangs a sign saying "Bio Level 2." Getting inside the lab requires having the right access granted to one's hand terminal, knowing an override code or getting one of the workers to let the characters in.
- Overriding the door's security requires a few uninterrupted minutes while being very conspicuous, and success on an Int/thievery-12 flip.

Searching the Scene

The scrappers may attempt to search the lab, looking for clues as to the murder of Matias Kovac. Unfortunately, the activity in the lab since has made this difficult.

- The stasis pod where the body was found has been pushed into a corner and left behind a row of tape labeling it as contaminated. Searching it will yield some dried blood on the inside. If sequenced, this blood will match that of Matias Kovac.

- Success on a Per/investigate-10 flip will yield a small lasgun burn along a wall in the back of the lab. It appears that both the killer and Matias were in the lab when the murder occurred.

Talking to Scientists

All of the scientists who work in the lab are present at the moment. Dr. Shapiro's appearance earlier today prompted everyone to show up and look busy. The team may wish to talk to any of them as part of their investigation. The scientists will largely be excited to gossip about the crime, but will look around nervously first (they've also been asked to keep things quiet regarding the murder).

- A bench scientist named Ime Koizumi was the one who found the body. She came into the lab in the middle of the night to check on how a reagent was precipitating. She almost didn't notice the body, but when she was preparing to leave a small droplet of blood drifted near her, prompting her to look around.
- Any free-floating blood droplets have since been cleaned up so that work in the lab can continue. They're on a very tight timetable here and can't afford to have the lab be nonoperational for a long period of time.
- Only the scientists that work here and ARC platform security have access to the lab. The scientists even have to do their own janitorial work (a part of the job that all of them hate).
- The scientists are puzzled, because this lab is a restricted area and Matias Kovac shouldn't have been able to get in. This means either he broke in, the killer broke in or someone disabled the security protocol and left the door ajar without the alarm going off.
- None of the scientists will consider that one of them might be the killer. They're a small, tight-knit group and as one of them might argue, "we're all trained chemists and biologists working in a lab stocked with powerful solvents, decontamination equipment and pressure scrubbers. I can think of hundred ways to dispose of a body, given what we have on hand. Whoever left the corpse in the stasis pod didn't know what was sitting just two meters away."
- None of the scientists knew Matias, although a couple might recognize a picture of his face and are vaguely aware that he was new on the construction platform.

Talking to Dr. Shapiro

Dr. Karina Shapiro just arrived at the lab this morning, having traveled here from her primary laboratory on Luna. She knows of the murder and wants to be present to ensure that her lab remains operational and that the experiments in progress aren't ruined by these events.

- Dr. Shapiro wasn't here when the murder happened or when the body was found, having just arrived this morning.
- She wants to know why and how Matias Kovac was in her lab. She is very upset by this and is frustrated by platform security's lack of an answer.
- Success on a Chr/persuade-10 or a Chr/socialize-10 flip will get her to talk about a concern she has about the

Dr. Karina Shapiro

Dr. Karina Shapiro is a renowned geneticist, famous for her work cataloging and comparing European life to Earth-based life. This expertise in xenobiology made her an ideal fit for the ARC Project, leading to her early recruitment.

A true believer in open and unrestricted science, Dr. Shapiro's publications are prolific. In addition to her biological studies, as a hobby she also has an interest in the social sciences, in particular the cross-disciplinary overlap of biology and social dynamics.



- Dr. Karina Shapiro is given stats and described in more detail on page 88 of the *Siren's Call* campaign and sourcebook.
- If the GM doesn't have *Siren's Call* available, she can substitute the Engineer stats on page 211 of the *Shadows Over Sol* core rulebook.

victim. On her way here, she pulled up Matias' database records on her hand terminal in an effort to try to figure this out. She's not a security expert, but the records looked fishy to her. Usually colonists have to do at least a year of training before they're sent up to the ARC Construction Platform. This leaves at least a year-long activity log in the database. Matias didn't have that.

Examining the Body

Matias Kovac's body has been transferred to nearby Vanger Station, so as to attract less attention. Vanger doesn't have a true morgue, so it is being held in cold storage, awaiting the investigation and finally transfer to relatives back on Earth.

- When the team arrives, a lone custodian will be there to greet them.

Takeways

In this scene, the players will hopefully pick up on the fact that both the killer and the victim were in a restricted lab space when the murder occurred. They both somehow had access, despite the fact that the victim should not have been in the lab. Additionally, the team may be given the idea to check the ARC Project's database where more clues await.

He will let the characters examine the body if they can either prove affiliation with the ARC Project, provide a Cost 4 bribe or succeed on a Chr/persuade-10 flip to otherwise convince him.

- "Here's your corpsicle. Enjoy your poking and prodding. Don't make a mess. I'll be over in the office if you need me."

The Corpse

The body has three burn scars in the front of its chest. Anyone who has seen lasgun wounds will immediately recognize what these are. Matias was in his mid-30's and appears to have been fairly fit.

- Succeeding on a Per/medic-10 flip will confirm that Matias died of these wounds, likely fired by a laspistol. He was dead for several hours before being frozen. He also has a network of old scars all over his body, from knife cuts and bullet wounds. He obviously lived a rough life and this was not his first experience with violence. His body shows signs of having spent extensive time in microgravity.

Hab of the Deceased

Records indicate that Matias Kovac was living in a small hab on the ARC Construction Platform. The team ought to be able to locate it easily enough. Cardinal Sardou will give them access should they ask. Otherwise, they can either talk security into granting them access or break in.

- Talking security into granting the team access requires success on a Chr/persuade-12 flip. Namedropping Cardinal Sardou gives the team a +4 bonus. This also might be a good opportunity for the team to exchange a few words with Cháu Le (see page 25).
- Breaking in requires a Dex/thievery-12 or Str/thievery-10 flip.

Inside the Hab

The hab is spartan. It consists of a single small room, with a mirror on one wall and a sleeping platform with straps along another wall. There is no spin gravity, since the construction platform was designed for industry rather than the comfortable accommodation of its inhabitants.

- Matias Kovac's belongings consist of a single suitcase strapped to a wall. He apparently never even bothered to unpack—a clue the characters may pick up on, indicating that he hadn't lived there long and didn't expect to be there much longer.
- Searching the suitcase yields some clothes, microgravity meds, a few snacks and a holster designed for a light laspistol, but without the pistol inside it.

Narcus Box

This hab does have a clue hidden, just waiting for the team to find it, although the clue isn't among Matias' personal possessions.

- Searching the rest of the room and succeeding on a Per/investigate-10 flip will allow the character to discover that one of the air vents shows signs of having recently been pried open and removed.
- Removing the vent cover is trivial. Inside is a small cubic box, roughly 10 cm wide, that snaps open much like a jewelry box. The box is matte black and has a stylized logo inside the lid.
- Inside the box, embedded in padding designed to reduce humidity, is a single data chip. Examining the padding or box and succeeding on an Int/engineer-10 flip will reveal that the packaging is

designed to keep its contents protected for a very long period of time—in the order of centuries.

- Searching the net for the logo and succeeding on an Int/comp-ops-10 flip will reveal that the logo belongs to the secretive Nereus Foundation (see page 5).

Decrypting the Data Chip

The information on the data chip is heavily encrypted. Decrypting it will be an involved task using the Encryption rules (see the *Shadows Over Sol* core rulebook, page 139).

- The data chip has Pro encryption (base compute time one decade). Several exploits, however, are available to make breaking the encryption faster. The team may even have come across several of these exploits already in the process of their investigation.
- Learning about the Nereus Foundation counts as an exploit (see page 5).
- Discovering that Matias Kovac was a member of a scrapper team counts as an exploit.
- Discovering that Matias' true name was Palle Mishra counts as an exploit (see "Searching the Net" to the right).
- Speaking with the surviving members of the scrapper team counts as two exploits (see page 27).
- Discovering another Nereus box hidden on the colony ship and comparing its encrypted data chip with this one counts as an exploit.
- Once decrypted, the data chip is revealed to contain complete schematics on a variety of military-grade

weapons—from rifles to heavy artillery. This includes blueprints to fabricate this sort of equipment and other specifications.

Searching the Net

At some point the players may think to search the net for openly available information involving either the ARC Project or the victim. Here are some choice tidbits that they may find.

- Doing a search for current affairs and the ARC Project will turn up the fact that the project is short on money and is openly seeking a new round of investment. So far it has received one new offer—from Scott Productions, a controversial media studio affiliated with the Techno subculture. This studio is owned by Steve Scott, a subcultural demagogue. Success on an Int/conspiracy-10 flip will reveal that several groups affiliated with the ARC Project have expressed their displeasure with this bid—prominently the Stillwater Catholic Church and ARC Engineering.
- The ARC Project has a long history of conflict with Unitech. This dates back to Unitech being denied the construction rights on the project. Success on either an Int/conspiracy-10 or Int/comp-ops-10 flip will turn up numerous conspiracy theories about Unitech sabotaging the project.
- Searching for Matias Kovac will turn up little of use linked to that name. However, success on an Int/comp-ops-12 flip will bring up pictures of Matias with the name

Palle Mishra. It appears that he has a long history as a scrapper specializing in security audits and investigation. Most recently he has been affiliated with a group called the Nereus Foundation (see page 5). Little on this group is available, but it has a public charter that states the purpose of the organization is to protect all human knowledge and to do whatever it takes to ensure the continuation of the human species.

ARC Project Database

Hopefully the players will eventually come up with the idea to check Matias Kovac's records in the ARC Project database. If they don't come up with this idea on their own, they might be given the idea by Dr. Shapiro or someone else they speak with.

Getting Access

The database records are not public, so the scrappers will either need to convince someone to give them access or else they must hack their way in.

- Granting outsiders access to the database requires a high level of security clearance. Either Cardinal Sardou or Dr. Shapiro are able to do this (as is Josefina Navarro, whom the team is about to meet).
- Cardinal Sardou will grant the players temporary access if asked. Dr. Shapiro requires an explanation and success on a Chr/persuade-12 flip.

- Hacking into the database's computer systems requires success on an Int/program-12 flip. Success gets the hacker access until the next security audit. Failure by Mag 5+ alerts ARC Project security.

Inspecting the Records

As Dr. Shapiro mentioned, Matias Kovac's database records begin just a week before his death. He doesn't have records indicating the year-long training that all ARC Project colonists receive. This is obviously unusual.

- Success on an Int/conspiracy-10 flip will allow a character to piece together the following insight: Matias' record was inserted into the database about a week before his death. He wasn't part of the project before that. For some reason he was pretending to be one of the selected colonists.
- As soon as a character comes up with this insight (or fails to), she will suddenly find her access to the database revoked. She has been locked out and cannot regain access at the moment. The lockout indicates that her access has been denied on the authority of one Josefina Navarro.

An Invitation

Once they're locked out of the database, the team may want to know more about this Josefina Navarro. Without too much difficulty they can dig up the fact that she sits on the ARC Project's board of directors, representing Utakar System Dynamics.

The team can take the time to dig up more information, but unless they immediately head off to speak with her on their own, they will soon find that she extends them an invitation. This comes in the form of a message sent to the hacker's hand terminal.

- It states simply: "Hello, my dears. Please come speak with me in my office on the ARC Construction Platform as soon as possible. My secretary will make sure to squeeze you in between my usual appointments. Sincerely, Josefina Navarro"

Speaking with Josefina

Josefina has a small office on the construction platform that is rarely used. She arrived on the platform yesterday, after news reached her that Matias was found dead. She isn't acclimated to microgravity, spending most of her time on Earth, but she is making the best of the situation to effect a comfortable albeit potentially intimidating air.

Josefina is worried about Unitech agents sabotaging the project. She is personally interested in Matias' death because she hired him and the other three members of his scrapper team as security contractors. Their job was see how far they could get infiltrating the project, posing as colonists and testing its security. Josefina would then use this information to close security holes and prevent Unitech agents from exploiting them. Of course, things didn't go as planned, as now Matias is dead and the rest of his scrapper team is missing. She wants to get to the bottom of it.

Her goal in this meeting is first to figure out if the characters are Unitech agents. If she suspects them, she will waste no time having them arrested by platform security. If she decides they aren't Unitech agents, she will pass along some useful information and keep a close eye on the team.

- "Hello, my dears. Thank you for coming. Can I get you anything? Tea? Cookies, perhaps? Now, why did you have access to my database and what is your interest in Matias Kovac?"
- Allow the players to explain things to Josefina as they wish. The GM may optionally call for a Chr/socialize-10, Chr/persuade-12 or even Chr/deception-14 flip to put her at ease or convince her of their intention. Unless the characters act completely suspicious or make trouble for themselves, Josefina will explain her part in events (see "Missing Contractors" on the next page).
- If Josefina decides that the characters are Unitech agents or if they do anything physically threatening, she will call in her personal security force, which is a step above the usual platform security. Use the soldier stats on page 213 of the *Shadows Over Sol* core rulebook.
- There will be twice as many as there are PCs. They will first call on the characters to immediately surrender all arms and equipment, then submit to arrest. If the team comes peacefully, Cardinal Sardou will get them out of the lockup later, but this will be a black mark on their reputation in his eyes.

Josefina Navarro

Josfina Navarro is a charismatic corp representative, operating as the voice of Utakar System Dynamics on the ARC Project. She is an older lady who has aged gracefully, gradually assuming a grandmotherly disposition. She is fond of talking about her four sons.

Behind Josfina's grandmotherly disposition is a sharp and calculating mind. It was skill, not an accident, which allowed her to climb the managerial ladder of a corp known for making weapons and mercenary outfits.

She knows the corp game well, knows the persona she displays and plays the role to a T.

- Josefina Navarro is given stats and described in more detail on page 87 of the *Siren's Call* campaign and sourcebook.
- If the GM doesn't have *Siren's Call* available, she can substitute the Executive stats on page 212 of the *Shadows Over Sol* core rulebook.



Missing Contractors

Once convinced that the team isn't comprised of Unitech agents, Josefina will explain her own involvement with Matias Kovac and associates. She will cover the following points:

- "It's little secret that for some years the ARC Project has had a problem with Unitech sabotage. The corp is upset that it did not receive construction rights on the project that were instead granted to USD."
- "This sabotage threatens both the project and our bottom line. With this in mind, I hired a team of scrappers as security contractors. Their job: to attempt to infiltrate the project and report back any security holes they found. We want to ferret out and shore up any weaknesses before Unitech agents can exploit them."
- "Matias Kovac was the leader of this team of scrappers. He was hired at the recommendation of Sultana Abbasi, a security advisor of mine on the platform."
- "As you know, Matias is now dead. The other three scrappers on his team are missing. I arrived yesterday to look into this matter. And now I found you poking around in the database record he added to the system."
- If asked, Josfina Navarro knows nothing about the Nereus Foundation, nor does she know that Matias Kovac was a member. She hired his team solely on Sultana Abbasi's recommendation.



Man Behind the Curtain

By this point the team should have a pretty good idea who Matias Kovac was and with whom he was affiliated. However, they still won't know why he died or who killed him. It's now time to up both the tension and the stakes of the scenario as the movers behind the scenes begin to be revealed.

Direct Threats

Either sometime after the characters meet with Josefina Navarro, or earlier if the GM thinks the scenario needs a little action, the team will be accosted by a group of thugs. This will happen as they pass through an isolated but publicly accessible location. The docking bay of the construction platform has enough outside traffic to work well, as do most of the corridors on Vanger Station.

Ultimatum

As the thugs approach, they will attempt to surround the team, coming from both ends of a corridor, if possible.

They will move right up to the characters without saying a word, invading their personal space and breathing their stinking breaths into the scrappers' faces. This is both an attempt to intimidate and a tactical move—get close enough to grab any weapons should they be drawn. The lead thug will then speak:

- “Got a message for you, tossers. Quit sticking your noses where they don't belong. Lay off your questions. Turn around and go back to whatever tin can you crawled out of or you ain't going to like the consequences.”
- There is one more thug than there are PCs. Use the Thug stats on page 213 of the *Shadows Over Sol* core rulebook.
- The thugs will respond with violence if the characters turn the scene into a fight. They will happily beat the characters up with their fists, but won't draw weapons unless the team first does so. They will retreat once one of their number is killed or if all are wounded.
- If the characters don't respond with violence, one will give the scrapper in front a shove and then the thugs will strut off. They respond to questions only with, “Are you stupid or deaf? I said lay off your questions.” They'll then return to a shared hab on Vanger Station and make a call to Châu Le to report that the message has been delivered (see page 25).

Interrogation

The scrappers might attempt to capture and interrogate the thugs, after all, someone in the know must have sent them after the team. This is likely to work, as the thugs have no real loyalty to their employer. For them this is just a quick side job. They do have loyalty to

each other, however, and getting them to cooperate will be more difficult if the team has killed one of their own.

- Getting the thugs to talk requires a Det/persuade-10 or Chr/persuade-10 flip. The difficulty increases to TN 14 if the team killed one of the thugs.
- By day the thugs are dockworkers rotating through Vanger Station. They run a side gig intimidating people for money—mostly ship captains who refuse to pay the docking fees, but occasionally they get work to scare off ne'er-do-wells or scrappers who have overstayed their welcome on the station.
- Earlier today the thugs got a job over the local net. They were given names, photos of the team and that they might be found on the ARC Construction Platform. The patron paid in advance, paid their fare to the platform (if necessary) and they were simply to deliver an intimidating message: “leave immediately and stop asking questions.” The thugs don't know what this is about, but that isn't unusual for them in their line of work.
- They weren't told the name of their employer, but they know their payment came from an account belonging to someone named “Châu Le.”

Who Is Châu Le?

Now that the team has a name behind the payments, the next step is tracking down to whom that name belongs.

- Anyone with access to the ARC database can do a search for her name, and with a successful Int/comp-ops-8 flip, will pull up Châu Le's entry. She's

a low-level security officer stationed on the construction platform.

- The above information is also available with a general net search, but as there are considerably more Châu Le's to dig through, finding the correct one increases the difficulty to TN 12.

Nereus Reference

Matias Kovac and company got the job as security contractors because he came recommended by Sultana Abbasi, the second-in-command of security on the platform. Both Matias and Sultana were members of the secretive Nereus Foundation. Sultana still is. Matias is dead.

At some point the team might want to speak with Sultana, having learned of her recommendation from Josefina Navarro. Even if the team doesn't pursue this lead, Sultana might have reason to track down the characters and speak with them of her own accord: She wants the Nereus box back which the team might have found in Matias' hab—and especially the data chip found inside it.

- If she is the one coming to the characters, she will approach the team in her official capacity. She is one of the highest ranking security officials on the platform. If the Nereus box is missing from Matias' hab, she suspects the team took it.
- “I know you removed a small box from Matias Kovac's hab. The contents of that box is a security concern to the project and is unrelated to your investigation. I need it back.”

Sultana Abassi

Geneline Groundside Standard, **Subculture** Expret

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

Defense 8/17, **DR** 2*, **Shock** 11, **Wound** 5, **Wealth** 4, **Lifestyle** 4

Skills: Athletics 2, Awareness 3, Comp-Ops 1, Empathy 2, Guns 3, Melee 3, Ordnance 2, Socialize 2, Stealth 2, Thievery 1, Vehicles 1

Heavy Lasrifle: +6 (♠21M/♥14M/♦7M/♣3M); Autofire 2; Hands 2; Range 20; Shots 5

Gear: Disposable Cuffs, Hand Terminal, Medikit, USD-4700L “Thor” Heavy Lasrifle, USD-24k “Aegis” Reflect Suit

** This armor has Reflect 3, giving it a total of DR 5 and Shock 14 against lasers.*

Sultana Abassi is the second-in-command of security on the ARC Construction Platform. She has recently been assigned this duty, rotating up from the ARC training facilities on Earth. She has a calm demeanor, but is also a bit of a risk-taker.

While technically Sultana works for the ARC Project on license from USD, she is also secretly a member of the Nereus Foundation. In fact, it was on her recommendation that fellow Nereus member Matias Kovac was hired as a security contractor. His hiring afforded them ample opportunity to install Nereus boxes hidden inside the ARC Colony Ship (see page 4).

- Success on a Per/empathy-10 flip will reveal that Sultana is nervous about this—more so that one might expect if this were as straightforward as she claims.
- If given the Nereus box, she will check to make sure the data chip is still inside it. If it's missing, she will insist that the team return the chip. If it's there, she will nod, take the box and later check the chip to ensure it's the correct one. She has the codes necessary for quick decryption.
- If the team refuses or tries anything too troublesome, she might have them arrested. She doesn't really have anything of substance on the team and there will be no charges, but she has the authority to hold them for 24 hours if she decides that this will get them to cooperate.

Steve's Offer

Sometime while the characters are going about their investigation they will receive a vid call from Steve Scott. Although he will take the time to introduce himself, anyone knowledgeable of the Techno subculture will have heard of him. Among that subculture he is a popular media personality.

After introducing himself, Steve cuts right to the chase.

- “I represent Scott Productions. We are a... potential investor in the ARC Project. A little bird has told me that there has been some sort of incident on the construction platform. I have also been told that you are individuals who might know about it.”

The Team's Response

The team can decide among themselves whether to tell anything to Steve or not. Doing so is in direct violation of Cardinal Sardou's wishes to keep things quiet, but the team might decide to wrangle a payment from Steve in compensation.

- Success on a Chr/persuade-12 flip will convince him to offer an Income 6 payment to each character. Failure results in only an Income 4 offer. Alternatively, he might offer sponsorship on the project should his investment be accepted. Or he could offer publicity on his vid show.
- Steve was also sent the transponder code to the harvester where Matias' crew are being held. He may offer this to the team as an incentive to give him the scoop.
- Steve will be extremely reluctant to reveal his source. Only a successful Chr/persuade-12 flip will convince him otherwise. In truth, even he doesn't know the source of his information. He was tipped off anonymously by Châu Le under instruction from Pua Kala. For Pua this is just one more attempt to damage the project. For Châu, mentioning the team is another attempt to distract them from their investigation. He can pass along the net address of the anonymous tip.
- A successful Int/comp-ops-12 flip can track the net address back to Châu Le.

Steve Scott

Steve Scott is a subcultural demagogue and vid personality with a huge fanbase and cult-like following back on Earth. He is one of the most visible advocates of the Techno subculture, and frequently has appeared in interviews on talkshows, opinion pieces and simspace rallies. He also regularly produces his own vid-casts through his media studio, Scott Productions. This company has recently sought to invest in the ARC Project, at the objection of some of the other investors.

Steve is brash and extremely opinionated. He sees his views as the model for the future and wants to remake society in his own image.

- Steve Scott is given stats and described in more detail on page 91 of the *Siren's Call* campaign and sourcebook.
- If the GM doesn't have *Siren's Call* available, she can substitute the Celebrity stats on page 210 of the *Shadows Over Sol* core rulebook.



Confronting Châu

Ideally the team will eventually trace events back to Châu Le, either by questioning her hired thugs or by being given her net address from Steve Scott. Since she is Matias' real killer, the GM should attempt to nudge events so that the characters eventually talk to her. What good is a murder mystery where the investigators never meet the killer?

- Châu Le uses the Spy stats found on page 213 of the *Shadows Over Sol* core rulebook.

Châu's Aims

Châu knows that the team is investigating the murder and that she is the guilty party. She also knows that she is being blackmailed by Pua Kala to help damage the ARC Project. She wants out of this situation, but doesn't know how to extricate herself without severe consequences.

She is understandably nervous. This makes her prone to rash actions and mistakes. In her ideal world, the team will discover that Pua Kala is an agent, kill him without discovering her blackmail and then she can pin the murder entirely on "the Unitech agent."

Towards this end, she will pass along information to the team that will lead them to Pua and the harvester where Matias' team are being held, while attempting conceal her own involvement.

Speaking With Châu

Some questions the characters might ask Châu and some of her potential responses are provided below.

- **Did you know Matias Kovac?** "The name doesn't sound familiar, but there are few enough people on the platform that I might recognize his face." (*She didn't really know him, and only learned his name after the murder.*)
- **Why did you pay thugs to threaten us?** "I don't know what you're talking about, but my accounts were hacked recently. I was able to trace the hack back to a harvester vessel here at L4. I can give you the transponder codes for the ship, but finding anyone responsible for it is tough. It's a tangle of corps and shell corps, and I haven't managed to get anywhere." (*This is a complete lie intended to get the team to visit the harvester and run into Pua Kala.*)
- Success on a Per/empathy-12 flip will allow a character to notice the nervousness behind Châu's replies. She's apparently worried about something, and her answer about the harvester at L4 seems somewhat rehearsed.
- If the team attempts to track the ownership of the harvester, it isn't difficult like Châu claimed. They may do so with success on an Int/bureaucrat-8 flip. It's owned by a minor mining corp and is supposed to be both vacant and docked at Vanger Station until the next big delivery of goods from the Belt (in another couple weeks). This pokes some holes in Châu's story.

Harvester

Vanger Station processes large amounts of material sent from the Belt, Saturn and the Jovian Trojans. When this material arrives at L4, it usually takes the form of large chunks of ice and rock, which must then be broken apart and stored. Before the material is brought into Vanger, harvester ships do this demolition.

Since these ships are needed only sporadically when a new shipment of material arrives, they spend much of their time between jobs docked at Vanger and empty. Unitech has quietly contracted one of these ships for Pua Kala's use. To this ship was delivered one of Unitech's Accelerated Research Division's more "off the shelf" monstrosities. Also in this ship Pua is holding captive the other members of Matias Kovac's scrapper team.

The Team Arrives

The player's team might learn of the harvester ship from either Châu Le or Steve Scott. Either way, the GM

should do her best to ensure that the team finds their way to the ship, as the threats they will face there represent the climax of the adventure.

- Using the transponder codes to find the ship is trivial. There is no need for a flip.
- Entering the ship will require getting around the electronic lock. This necessitates an Int/thievery-10 flip. Any attempt to access the lock, successful or not, will also silently alert Pua Kala.

The Trap Is Sprung!

Through Châu, Pua has been keeping tabs on the team's investigation. When they finally head to the harvester, he has prepared a trap and will be ready for them.

The moment the team makes it through the airlock, the door will slam shut behind them, all of the power in the harvester will go out and they will be plunged into darkness. A moment later, Pua will speak to them from a small wireless speaker placed near the entryway.

What About Matias' Team?

After Matias' untimely death, Châu Le explained to Pua Kala that she didn't unlock the door to the stasis lab because she was interrupted by a team of security contractors, hired to hunt down Unitech agents. In this, she hoped to pit Matias' team and Pua against each other.

Thinking that the scrapper team was after him, Pua lured them to the harvester ship with a message purporting to be from Matias. Then, with a combination of aerosolized somnitol and Accelerated Research Division's monster, he managed to capture them.

Since then, Pua has attempted to question the scrappers, but they aren't inclined to cooperate. He has begun to suspect that Châu may have exaggerated just how much this team was tracking him, but at this point he can't just turn around and let them go. Instead, one by one, he's been using them to feed his monster.

Pua Kala

Geneline Groundside Standard, **Subculture** Postal

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

Defense 10/21, **DR** 3, **Shock** 16, **Wound** 6, **Wealth** 5, **Lifestyle** 4

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

Heavy Laspistol: +7 (♠15M/♥10M/♦5M/♣2M); Autofire 2; Range 10; Shots 5

Gear: AR Implant, E-Lockpick, Hand Terminal, P&W Wide-Trim Designer Coverjack, USD-840L “Horus” Heavy Laspistol

Pua Kala is a skilled operative working for Red Ends Interplanetary, a small mercenary and infiltration corp aligned with Unitech. He is taking this job very seriously, as this is his first solo mission and thus is his chance to prove himself to his superiors. Pua is a risk-taker, but savvy in the risks he takes.

- “Welcome. Don’t worry about the door. Power has been cut. And I do believe we’ve just detached from the station. That means there is no escape. Without power the ship’s orbit will eventually deteriorate, and you’ll burn up in Earth’s atmosphere.”
- Locating the wireless speaker requires a Per/awareness-8 flip.
- Success on an Int/phy-sci-10 flip lets a character see through Pua’s bluff. L4 is a point of orbital stability, where gravimetric forces cancel out. Detaching from the station here won’t result in a deteriorating orbit.

The Monster Attacks

While this speech may seem like the tired trope of a pulp villain, Pua’s real motive is to distract the team long enough that his monster might get the jump on them.

- The characters must succeed on a Per/awareness-12 flip, otherwise the monster will attack and begin the
- combat with surprise. They are at a -2 penalty to this flip if they spent time looking around for the speaker or trying to open the door.
- Use the Walker stats on page 219 of the *Shadows Over Sol* core rulebook.
- Pua lurks in the darkness nearby and will join the combat at the end of the first round. He wants the monster to soften the characters up first.

Rescuing the Scrappers

Drugged and locked in a chamber on the harvester are what remains of Matias’ scrapper team. Only two members survive: Josip Somogyi and Souta Thorsen. Both will be grateful if rescued and will be more than willing to share anything they know with the characters. They will also owe the team a significant favor.

- Use the Scrapper stats on page 212 of the *Shadows Over Sol* core rulebook



Offers and Accusations

At this point the team has escaped death at the hands of a Unitech agent. They've talked to many of the movers and shakers in the ARC Project. They've fought an Accelerated Research Division monster. They might even have figured out who murdered Matias Kovac and what he was up to when he was killed. Now it's time for the team to make an accusation, receive an offer and bring events to a close.

Pointing the Finger

Eventually either the team will conclude their investigation or a week will pass and Cardinal Sardou will grow impatient. He will send them a message requesting a meeting on Vanger Station. He won't be able to make it there personally—being called to other responsibilities in Stillwater—but Lindiwe Temma, another member of the ARC Project board of directors, will be there to meet them in person and collect whatever evidence they managed to gather.

Lindiwe will meet with the team in a small conference room. He will introduce himself, shake their hands and ask the characters if they know who the murderer is? Regardless of whether they say they know or not, he will nod and say that the time's up. The project

needs to resolve this matter and focus on the next round of investments, with all this quietly in the past.

Outcomes

If the team says they know who the murderer is, Lindiwe will then ask who they suspect and what evidence they have. Even if the team doesn't know the identity of the murderer, he will ask for any evidence that they've collected and for any suspicions they might have.

- As long as the team has kept the whole affair quiet and hasn't shown gross incompetence in their investigation, this will be good enough for Lindiwe to send the team their payment.
- The GM should also make a judgement on whether or not the evidence the team presented is damning. If so, the ARC Project will send the accused back to Earth and then press charges. If it isn't, the project will quietly put the accused under further surveillance, but won't otherwise take a direct response.
- If by some chance the team accused one of the members of the ARC Project board of directors (Cardinal Sardou, Dr. Shapiro, Josefina Navarro or Lindiwe Temma), this accusation will be met with incredulity. If the team can provide damning evidence of this, a short internal investigation will follow, but ultimately there will

Lindiwe Temma

Lindiwe Temma is the president of ARC Engineering, the small corp which founded and operated the ARC Project before its takeover by Utakar System Dynamics. The project grew out of Lindiwe's personal premonition that humanity needed to expand beyond the Sol system if it is to survive.

Physically, Lindiwe is a tall man of mixed Zulu and Akan descent. He sports a full head of hair and a well-trimmed mustache.



- Lindiwe Temma is given stats and described in more detail on page 89 of the *Siren's Call* campaign and sourcebook.
- If the GM doesn't have *Siren's Call* available, she can substitute the Executive stats on page 212 of the *Shadows Over Sol* core rulebook.

be no charges. The team will have made a powerful enemy.

- Finally, if the team has unveiled Pua Kala as a Unitech agent, this will be a point in their favor. Even if they haven't solved the murder, Lindiwe will be happy to have a saboteur removed from the project.

Colonist Offer

Over the course of their investigation, the team has had the chance to impress or run afoul of many of the factions involved in the ARC Project. This includes the Stillwater Catholic Church, the Shapiro Lab, Utakar System Dynamics, ARC Engineering, Scott Productions (not technically yet involved with the project) or even the secretive Nereus Foundation.

If the GM wishes to use this scenario as a prelude to the *Siren's Call* campaign,

after leaving the meeting with Lindiwe Temma they will be approached by one of these organizations—preferably the one they most impressed and one the team would be most inclined to cooperate with. The speaker for this organization will offer to sponsor the team as colonists.

- Use the named character in this scenario associated with that faction.
- Being sponsored means that the team will need to undergo a year-long training program back on Earth. During this time they will have their room and board covered, and will be paid a small stipend.
- It also means that when the project launches, the team will be put into stasis on the colony ship and will be part of the interstellar colonization mission.
- In the meantime, while the colony ship is still being constructed and prepared for launch, this patron may

even have further work for the team, putting their scrapper skills to good use in the face of future Unitech sabotage, inter-factional politics or other faction goals.

- If the Nereus Foundation is acting as the team's sponsor, they will be offered membership in the foundation, but must keep their membership secret. On paper they will be sponsored by one of Nereus' minor shell corps.

Future Adventures

The events of this scenario may have a profound impact on future adventures. For one, if the team has accepted the invitation to become colonists for the ARC Project, that will necessitate a large change in the campaign, as the narrative and setting makes the leap from Sol to Alpha Centauri and segues into the *Siren's Call* campaign.

Even if the game doesn't immediately skip ahead to the team's training

and the colony ship's launch, there may be a variety of meaningful impacts as the campaign continues around Sol.

- Over the course of the investigation the team might have made allies, contacts or enemies of the various factions or other characters they encountered. This will affect their relationship with the factions leaders in *Siren's Call*. The minor characters introduced over the course of the investigation may even make another appearance, remembering the team for their actions in this scenario.
- In particular, after their confrontation with Pua Kala, the team has now come to the attention of Red Ends Interplanetary, a Unitech-aligned infiltration and mercenary company. They may run up against this organization again in the future.
- Assuming they were rescued, the surviving members of Matias Kovac's scrapper team now owe the characters a favor and may appear as allies in adventures to come.







Shadows Over Sol

When a colonist is found dead on the ARC Project Construction Platform, the team is called in to investigate. In the process, the scrappers will face off against Unitech saboteurs, factional intrigue, experimental horrors and stumble upon a secret that may best remain hidden.

Shadows Over Sol: The Nereus Incident is an investigative horror scenario for ***Shadows Over Sol***. It is designed to run between one and three gaming sessions, and to either serve as a prelude to the ***Siren's Call*** campaign or to stand on its own as an individual adventure.



Tab Creations

