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**DIVITIAE IN  
POTESTATE**

**MANAGEMENT  
MANUAL**

Wuhan-Baxter Internal Use Only

# OVERVIEW

# WELCOME

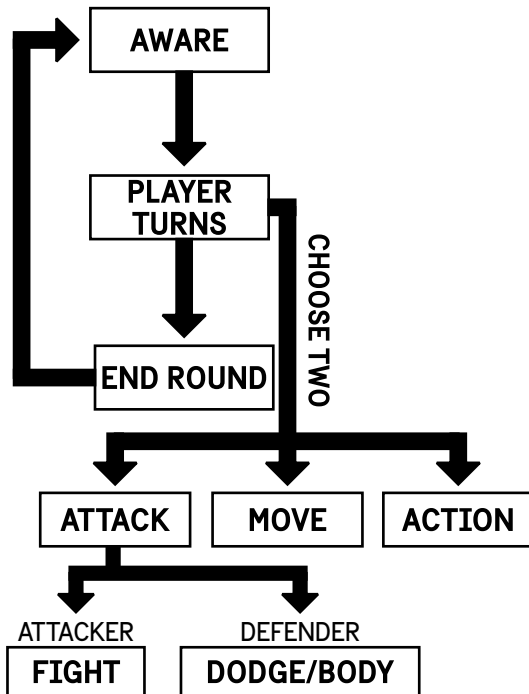
## SKILL ROLLS - D10

0	Critical Success	+1 Success, -1 Stress
8-9	Success	+1 Success
2-7	Failure	+1 Stress
1	Critical Failure	+2 Stress, Burnout

## DIFFICULTY

Trivial [0]	No Roll
Easy [1]	1 Success
Difficult [2]	2 Successes
Extreme Difficultly [3]	3 Successes
Impossible [4]	4+ Successes

## COMBAT FLOWCHART



## TAKE STRESS FROM

- A Roll
- A Teammate failing a Career roll
- The GM giving you Stress

## BURNOUT ROLL 1d10

Roll < current Stress:  
Add roll + Stress  
Compare with Burnout  
Effect table

## BURNOUT EFFECT

3-4	+1 to all rolls for 1d10 hours
5-6	+1 to all rolls for 1d10 minutes
7-8	-1 to all rolls for 1d10 minutes
9-10	-1 to all rolls for 1d10 hours
11-12	+1 stress when a teammate fails a roll for 1d10 hours
13-14	Gain 2 stress. Nearby teammates gain 1 stress
15-16	+1d10 stress
17-18	Attack the nearest teammate
19-20	-1 Health when you gain stress for 1d10 hours

## CONGRATULATIONS!

You have decided to join the ranks of Wuhan-Baxter's Executive Management program. This is a noble undertaking. WB managers lead our various teams and departments to success and beyond. Under your guidance, employees will achieve and contribute to the grand tradition of greatness that this company has stood for over the past three hundred years. Who knows, some of those employees may become managers themselves one day.

On behalf of myself, The Board of Directors, and everyone at W-B, we salute you on your continued journey of leadership and innovation.

*L. Sinclair*

Lydia Sinclair  
Director of Operations



## THE COMPANY

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# COMPANY HISTORY

**1676** - Jonas Baxter returns after being lost at sea for 17 years with a strange ship full of riches. He founds the Jonas Baxter Shipping and Acquisitions Company in Crestmouth, England.

**1780** - The Baxter Company becomes the richest company in the world by shipping arms and supplies to both sides during the American revolution. Expeditions are launched to find what Jonas Baxter had called "Avenues to Glory". The first Legacy Projects are launched.

**1822** - The Company buys into, and improves upon, emerging industrial technologies and applies them to its operations worldwide. The 'Echelon Device' is discovered floating above the Atlantic Ocean.

**1908** - A Company sponsored archaeological dig discovers site 55b in the Andes. Legacy Projects and Avenue Expeditions are combined into the Research Department.

**1964** - The Pyramid finishes its 112<sup>th</sup> sequence. Head of Research Crenshaw's device is able to stabilize the gate, causing the first incursion. Security teams at the Pyramid facility hold the line. ARC division is established in the aftermath of the Pyramid facility incident.

**1982** - A number of prominent emerging technology companies unite to form the Wuhan Consortium.

**1984** - A Consortium alternative energy experiment breaches the Veil. Representatives from the Great House on the Hill meet with Consortium board members and establish The Trust.

**1993** - After competing for years in numerous industries and clashing over more esoteric endeavors, The Baxter Company and The Wuhan Consortium announce their merger. Wuhan-Baxter becomes one of the largest corporations in the world overnight. The Board is re-seated and The Trust updated.

**Present** - WB has its fingers in virtually every industry worldwide including pharmaceuticals, munitions, gene therapy, alternative energy, and entertainment. The company's holdings span the globe with operations on every continent and a presence in nearly every country.

# INTRODUCTION

The Company is a survival horror game centered around corporate emergency response teams and the aftermath of the situations they are assigned to deal with. The Game Manager (GM) is the backbone of this experience. They carry the following responsibilities:

**Facilitate Play:** Be familiar with the contents of the Employee Handbook in order to understand employee abilities and resolve rules clarifications.

**Plan Ahead:** Create missions for ARC teams to respond to or use pregenerated missions like the one in this manual (Pg. 06).

**Manage Variables:** Utilize and control Non-Player Characters and enemies encountered by ARC teams on missions.

**Engage With Employees:** Keep track of awarding drive for job execution, administer stress, and call for Burnout.

**Track Time:** Pay attention to the passage of time in-game and inform employees of elapsed and remaining time to complete objectives.



# MANAGER RULES

## SKILL ROLLS

Challenges in The Company are overcome by making skill rolls. It is up to the GM to determine the difficulty of these rolls on a scale of 0-4 with 0 being trivial and 4 being impossible. Employees will need to roll a matching number of successes on their skill rolls in order to succeed. Pre-written skill rolls are represented by the skill followed by the difficulty (ex: First Aid [2]).

## STRESS AND BURNOUT

Throughout the game, employees will gain stress. Stress is gained in some of the ways stress can be gained include:

- + Failing a roll
- + A highly unusual or otherworldly event occurs
- + Another player fails a Career Roll
- + Adding dice to a pool

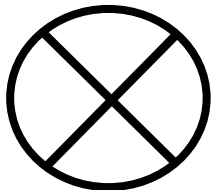
At any time, the GM can call for a **BURNOUT** roll from any employee(s). Usually after taking a large amount of stress (3 or more), failing a difficult task or witnessing something horrific or mind-altering. Burnout is a tool to build tension, not to punish players.

## TRACKING TIME

Missions should have time limits, changes in the environment after the over time, and consequences for wasting time. This helps to heighten the tension and keeps the proceedings moving along. Clocks or dice can be used to track this. Complex actions and investigations may take longer to accomplish than others. Mission clocks are not secret and should be shared with employees often. Other timers, clocks or counters (such as the infection tracker on pg 20) may be kept secret.



HOUR 1



FIRE TEAM  
ARRIVAL



BLOOD  
COMPUTER  
SENTIENCE

# MANAGER RULES

## VARIABLES

GM-controlled NPCs, enemies, and automated systems are referred to as 'Variables'. Variables provide everything from assistance to adversity for ARC teams. Variables utilize three traits representing multiple employee skills. As variables take damage their traits can degrade, leaving them vulnerable.

### Health (Body)

Tracks strength and points remaining until unconsciousness.

### Aware (Dodge)

Awareness of surroundings and ability to react.

### Combat (Fight):

Ability to assess conflict and inflict damage.

Most variables can be controlled effectively with these three traits. If the need arises, other traits or skills can be improvised or added.

Enemy variables often have abilities or weapons to give them an edge in combat. Abilities are most often used to attack however, some abilities may be utilized as actions if noted. Variables cannot add dice to or push rolls without an ability or weapon.

## COMBAT

The mechanics of combat for the GM are identical to those of employees with the exception of Aware ties, in which the GM will act first, followed by the tied employee. Enemy and creature variables act aggressively unless otherwise noted.

## MISSIONS

ARC teams are deployed to company holdings to secure and contain company property and personnel after accidents or disasters. Occasionally, they are utilized to infiltrate rival operations. Missions should have clear goals, time limits, and variables for employees to encounter and exploit. The following pages contain the introductory mission **Eurydice Facility Incident**.

# MANAGER BRIEFING

## OVERVIEW

Eurydice facility is a deep sea research facility located 20,000 ft below sea level. It is owned and operated by WB pharmaceutical subsidiary NOVERIUM and is supported by the Orpheus supply rig and landing platform topside.

The facility is staffed by 4 research specialists working in 3-month shifts. Each specialist wears a specially designed **Crew Key** that allows them to access systems, tracks their movements, and acts as a digital research backup.

The facility's current research involves extracting and experimenting on specimens from a vent located in the Tonga Trench that exhibit abnormal cellular regeneration properties. The company believes these experiments may help in the development of numerous medical treatments. This research is classified to all but executive officers and the research staff and is not included in the ARC team briefing.

## EURYDICE RESEARCH STAFF - Q3 20XX

Dr. Z. Yang - Facility Administrator [Operations, Engineering]  
Dr. C. Ligotti - Field Researcher [Marine Biology]  
Dr. J. Shiveley - Field Researcher [Pharmacology, Medical]  
Dr. K. Astoria - Field Support Specialist [Comms]

## STRUCTURE

The facility is a series of self-contained sectors connected by sealed walkways. Utility conduits deliver power, data, and life support to each sector. Employees choosing to traverse conduits take +2 stress. If a firearm is discharged within the facility and misses its target, roll 1d10. On 00, the bullet punctures the hull, compromising the sector. After 10 seconds, the sector is locked down automatically as it implodes.



# MANAGER BRIEFING

## INCIDENT TIMELINE

**5 days ago** - Dr. Ligotti discovers that the most recent batch of specimens brought aboard are exhibiting signs of accelerated evolution and developing mutations. This is an extraordinary breakthrough.

**2 days ago** - Dr. Ligotti is bitten by one of the specimens. Dr. Shiveley treats the wound and draws blood. Examining the blood sample, they are able to isolate the mutagen and produce both a concentrated sample as well as a vaccine using the sequencer and centrifuge in S04. Shiveley, eager to capitalize on this discovery, injects themselves with the concentrated sample with the intention of injecting the vaccine after recording the immediate effects. The concentrated mutagen spreads through Shiveley's system rapidly, taking control of their mind. Yang confronts Shiveley in the lab only to be attacked savagely and killed. Shiveley, now controlled by the parasite, makes their way to drone control to retrieve more specimens to create the hive that now occupies S06. Ligotti's infection enters stage 2. They make their way to

S03 to utilize the infirmary where they find Dr. Astoria attempting to contact topside upon discovering Yang's body in Sector 04. Ligotti's infection enters stage 3. Astoria is able to escape and hides in Sector 08.

**Yesterday** - Astoria sneaks around the facility making preparations to escape via the sub in S09. They download the footage and research from the terminal in S03 onto their key and shut down the cameras, intercoms and key tracking, not trusting the company to be honest about what has happened. On the way back to S08, they are attacked by a hybrid in S02 and shelter in S2B where they contemplate shutting down the life support. They are able to escape quickly but forget their key. They make their way back to S08 where they weld the bulkhead to S01 shut. On their way to S09 to prepare the sub they are accosted by the Ligotti puppeteer. They barely evade the creature before sheltering in S09.





# VARIABLES

## HYBRID SPECIMEN

Specimens taken from the trench by the research team. Evolving at an accelerated rate causing spontaneous mutations.



Fig. 01

HEALTH 03  
AWARE 01  
COMBAT 02

### ABILITIES

Mutation

During combat, the hybrid may use an action to mutate. The GM rolls 1d10 on the table below and executes the listed effect.

Bite  
-1 Health on hit  
Stage 1 Infection

d10	MUTATION	EFFECT
01-02	Regeneration	Regrow lost limbs
03-04	Ink Sacs	Shoot Ink (Blinds target on hit, 1 min)
05-06	Electricity	Shock nearest target (-1 Aware, 1 min)
07-08	Tentacles	Constrict target (Body success to escape)
09-00	Camouflage	Disappears

### Hybrid Movement

The Hybrids have been using the facility's utility conduits to traverse the sectors. After employees encounter the first Hybrid in Sector 2, roll 1d10 every 20 minutes on the mission clock. Rolling the number of a sector currently occupied by an employee causes a Hybrid to appear there and attack. Currently, there are 5 active Hybrids in the facility with 4 gestating in the Drone Control Hive (Sector 06).

# VARIABLES

## INFECTION

Hybrids and Puppeteers will infect anyone they come into physical contact with. Infection has three (3) stages:

**Stage 1** - Duration: One Hour  
Begins on contact. No symptoms

**Stage 2** - Duration: One Hour  
Victim begins to feel odd pains in their chest. Vision clouds. -1 Aware.

**Stage 3** - The victim's chest rips open as a glowing red eye emerges. Tendrils wrap around their limbs, seizing control. An oily tentacle bursts from the throat. The newborn Puppeteer pauses for a moment before attacking.

This process can be halted by finding (or concocting) the vaccine in the primary lab and injecting it.

## PUPPETEER

The husks of human beings now serving as hosts for intelligent parasites. A milky red eye gazes from the chest cavity as small tendrils creep out to manipulate the limbs for movement. From the host's mouth protrudes a long, barbed tentacle which causes the head to jerk with each movement.

HEALTH 05  
AWARE 01  
COMBAT 02

### ABILITIES

Tentacle Attack  
10 ft range  
-2 Health on hit  
Stage 2 Infection

## ALPHA PUPPETEER

Mutated Puppeteers that are more aggressive. A longer gestation period allows the development of a second tentacle.

HEALTH 07  
AWARE 01  
COMBAT 03

### ABILITIES

Tentacle Attack x2  
20 ft range  
-2 Health on hit  
Stage 2 Infection

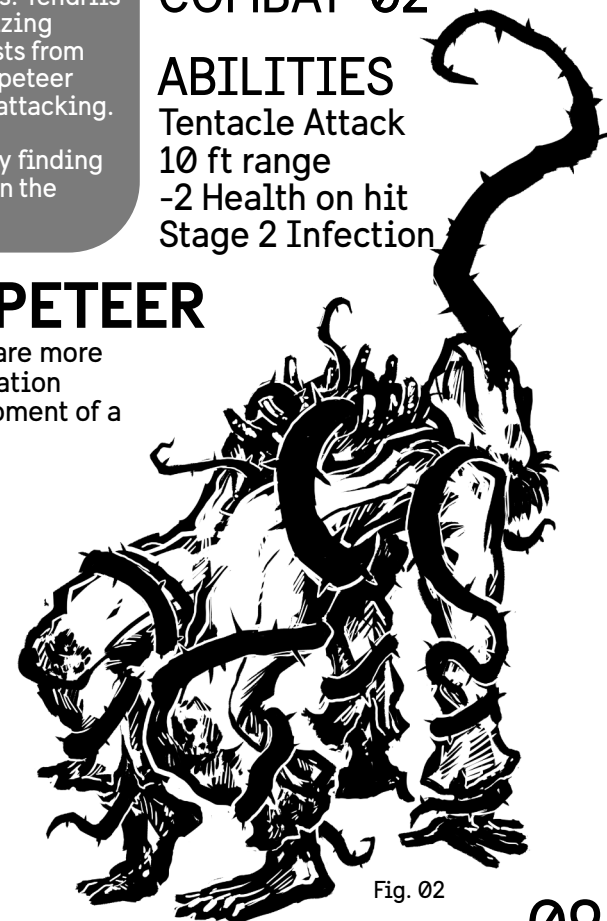
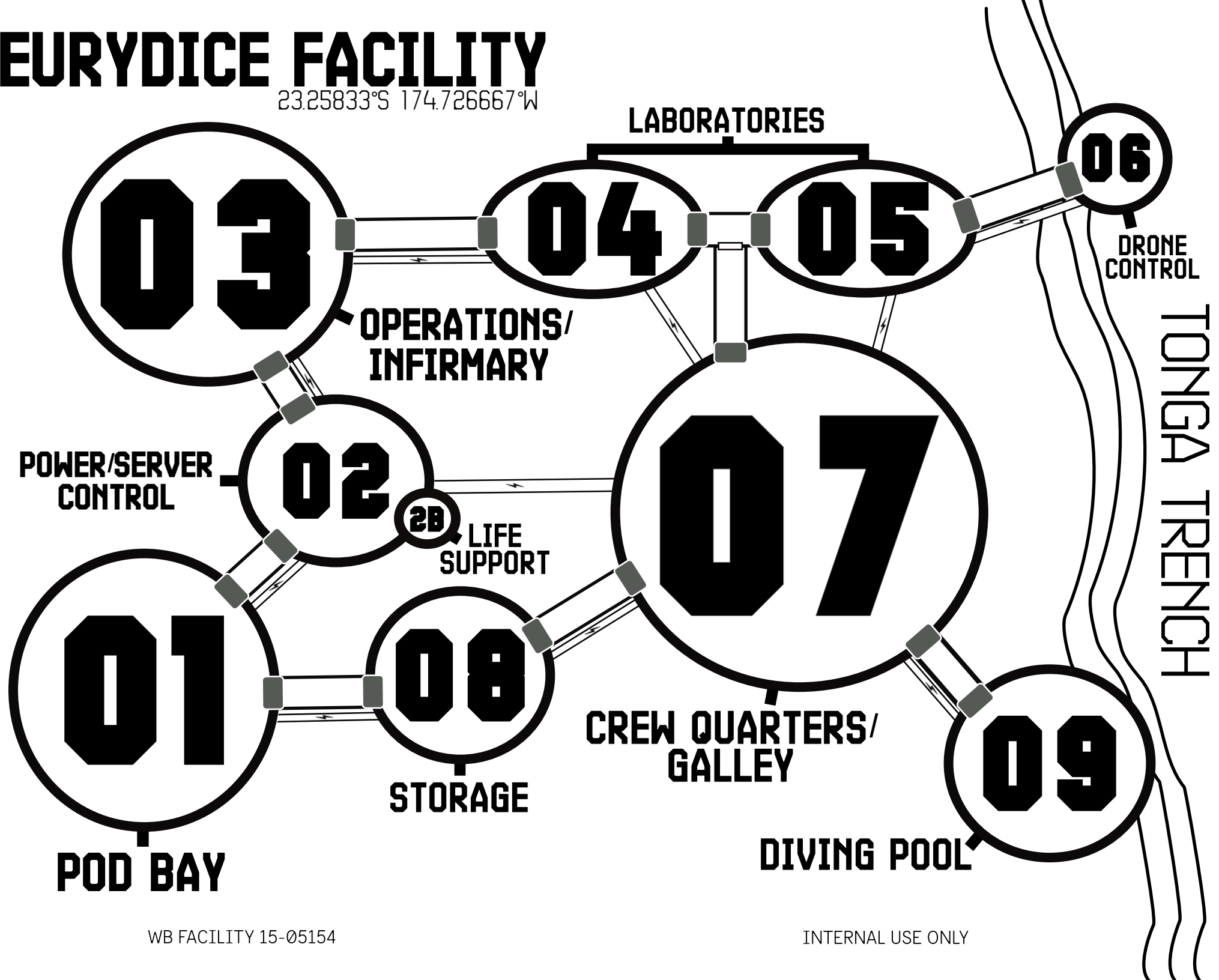


Fig. 02

# EURYDICE FACILITY

23.25833°S 174.72667°W



# SECTORS

## ARC TEAM BRIEFING

### MISSION

1 day ago, contact was lost with Eurydice facility. Immediately after arriving on Orpheus platform, dispatched ARC team will descend to 20,000 ft and dock with Eurydice.

### MISSION OBJECTIVES

Primary: Recover four (4) personnel keys

Secondary: Rescue surviving scientists, collect specimens

### MISSION CLOCK

ARC team has 7 hours to fulfill primary objective and initiate ascent before a storm cuts off ascent viability for 5 hours.

### FACILITY INFO

- Personnel keys can be tracked using the terminal in S03.
- Intercoms may be used for inter-sector communication.
- Employees may traverse utility conduits by taking +2 Stress.

## 01 POD BAY



NORMAL



S8 DOOR  
SEALED

ITEMS  
-EXO SUITS x4  
-MED KIT

Upon arrival, the pod will dock and the room outside will begin to purge. After 5 minutes, the light above the hatch will change from red to green and the team may exit into S01. The round room contains two corridor access hatches: S02 and S08 (welded shut) as well as an exterior access hatch. A red cabinet contains a med kit.

There are 4 DEEP SEA EXO SUITS in cages.

When employees reenter the sector to ascend, the Yang ALPHA PUPPETEER appears from behind the docked pod.

# SECTORS

## POWER/SERVER CONTROL

# 02



NORMAL



HYBRID  
SPECIMEN x1



-STRANGE  
SUBSTANCE  
-LADDER TO 2B

This room is dark aside from the LED lights from the servers housed in the racks that line the walls. If a flashlight is used, employees see a HYBRID SPECIMEN poking around. It attempts to flee through the conduit, pushing its mass through the grate and giving employees +2 Stress. If the hybrid is cornered, it will attack.

A slick, translucent substance covers a number of the surfaces. If investigated, it recoils from light and moves slowly. This realization gives the observer +1 Stress

A ladder leads up to a small hatch labeled "2B". Shining a light on the ladder reveals blood on the rungs.

## LIFE SUPPORT

# 2B



NO COVERAGE



-BLOOD ON  
KEYPAD  
-ASTORIA KEY

The hatch is sealed with a numerical keypad featuring 3 unlit LEDs. The LEDs will light in sequence when the correct combo is entered. There is blood on the 3, 6, and 0 keys. The combo is 6-0-3.

Inside the small module is a control panel with Dr. Astoria's bloody CREW KEY inserted in the "Emergency Shutoff" activation. It has not been engaged.



# SECTORS

# SECTORS

03

## OPERATIONS/INFIRMARY



NORMAL



CAMERAS  
KEY TRACKER  
CONTROLS



-TRASHED  
INFIRMARY

ITEMS  
-MED KIT

A computer terminal dominates the western side of the sector. Above the terminal is a slot for an access key. The north edge of the sector is divided into an infirmary behind thick plastic sheeting. The examination table is overturned. Unsealed medical supplies litter the room. Blood covers numerous instruments. A trail of blood leads from the infirmary through the S04 bulkhead. A red cabinet contains a field medkit.

The terminal can be accessed by inserting a crew key. The menu will appear:

1. Station Status - Sector 06 Alert
2. Cameras/Intercom - Offline
- > Personnel Tracking - Offline
3. Emergency Controls - RESTRICTED

1.) S06 is experiencing a life support and power error.

2.) Refer to chart 01 for live camera feeds. S09 shows the diving pool. After a few moments, a figure emerges from the sub and retrieves a tool before returning. Chart 01 also contains the original locations of the 4 crew keys. When activated, the intercom emits a strange thumping noise from S07. This is Ligotti hitting the intercom trying to get into S09. They do not appear on camera.

Reviewing the footage from the incident takes 40 minutes (Hack [1] ½ time) and reveals the events that transpired. Watching the footage gives +2 Stress.

3.) Yang's key (or Hack [2]) accesses emergency controls allowing the lock down of doors and jettisoning of sectors.

CHART 01

SECTOR	CAMERA FEED	CREW KEY
01	NORMAL	-
02	NORMAL	Astoria (2B)
03	NORMAL	-
04	OBSCURED (BLOOD)	Yang
05	NORMAL (WRECKED)	-
06	OBSCURED (MOISTURE)	Shiveley
07	NORMAL	Ligotti
08	TAMPERED (DESTROYED)	-
09	NORMAL (ASTORIA)	-

## PRIMARY LABORATORY

04



OBSCURED



-YANG KEY  
[CORPSE]  
-VACCINE  
-SAMPLE KIT  
-RESEARCH  
TERMINAL

Dozens of bloody pages surround the corpse of Dr. Yang, their chest torn open and stuffed with the content of research binders. Blood covers all of the equipment in this room. Employees entering the sector take +1 Stress. Examining the body reveals that Dr Yang died a few days prior. During the exam, the blood in the corpse begins to move. The examiner takes +1 Stress.

On the counter is an injection gun containing a green liquid (VACCINE).

A research terminal is functional. Hack [1] will allow access to a research backup.

It will take 4 hours to decrypt after downloading (Hack [2] ½ time).

In a cabinet is a FIELD SAMPLE KIT including a specimen trap.

When returning to this sector, employees take +2 Stress upon discovering the corpse of Yang is missing.



05



NORMAL



-SHIVELEY  
NOTES  
-BLOOD  
SAMPLES

ITEMS  
- T. RIFLE  
-T. DARTS x2

## SPECIMEN LABORATORY

The area is wrecked. Computers and lab equipment are trashed. Cages are burst open. The strange, yellow liquid covers a number of surfaces.

The blood sample refrigerator is open. It contains dated specimen samples. The most recent is from four days prior and is labeled "Ligotti"

A cabinet is dented but unopened. It contains a TRANQUILIZER RIFLE and TWO DARTS.

Dr. Shiveley's notebook lies in a smear of viscera. It contains an account of what has transpired, as well as a vaccine formula.

### SHIVELEY'S NOTES

11.2 - Discovery of specimen's accelerated evolution prompts excitement among scientists. Shiveley notes their jealousy of Ligotti for the discovery.

11.5 - Ligotti bit by specimen. Treated in infirmary by Shiveley. Shiveley synthesizes vaccine sample and concentrated virus. Injects self with virus to document findings. Leaves Vaccine on lab counter in S04.

Scrawled in the margins is the formula for a vaccine. Research [2] reveals 1 vaccine can be made in the S04 lab in 2 hours using Ligotti's blood sample.

[The rest of the book is smeared with blood]

## DRONE CONTROL

06



OBSCURED



HYBRID  
SPECIMEN x4



-SHIVELEY KEY  
[HIVE]

Entering the Sector is like entering an oven. Thick waves of wet heat pour out upon opening the bulkhead. The overhead lights are covered in a viscous yellow substance and flood the room with a golden glow. This same substance covers the floor and drone bays (drones are functional), collecting in a large, hive-like structure in the center of the sector.

After a moment, a loud moan comes from the hive. Dr. Shiveley is suspended within. Small white spiders climb across their body, wrapping Shiveley further. Shiveley seems to be unconscious. 4 small eggs throb near their feet, each connected to the hive via pulsating umbilical. Investigating will reveal strange shapes moving within. All employees in the Sector take +3 Stress and roll for Burnout upon this discovery.

If Shiveley is cut down, they can be resuscitated using Medicine but will not be coherent. They will turn into a Puppeteer in 30 minutes and attempt to infect the team. They can be destroyed before transformation by burning them or jettisoning the sector using the terminal in Sector 3.

Shiveley's CREW KEY is around their neck.

If the employees miss their ascent window, the 4 eggs will hatch into Hybrid Specimens and hunt them.

# SECTORS

# SECTORS

07

## CREW QUARTERS/GALLEY



NORMAL



PUPPETEER x1



LIGOTTI KEY  
[PUPPETEER]

ITEMS  
-PAIN PILLS

A figure (Dr. Ligotti - PUPPETEER) stands facing the S09 hatch approximately 50 feet away from the group as they enter the sector. It wears a dirty lab coat and appears to be attempting to use the intercom. It does not notice the employees enter at first. If they attempt to get its attention, it whips around, revealing a horror. The chest cavity has been ripped apart. In its place, a single glowing red eye. Thin tendrils wrap around the limbs of the corpse. These twitch as it begins to move in a slow stilted walk toward the team. When it gets within 10 feet, the corpse's jaw cracks as a tentacle whips out to strike the nearest team member. Ligotti's CREW KEY dangles from the corpse's neck, wrapped in oily black tendrils.

The galley contains dehydrated food and purified water. The crew quarters contain clothes and some personal effects. In Yang's quarters is a bottle of prescription PAIN PILLS. Astoria's quarters are a mess.

08

## STORAGE



NO COVERAGE



MAKESHIFT  
SHELTER

The area has been converted into a small, secured shelter. Empty rations and medical supplies litter the floor. A small lantern and bedroll crowd the corner. Astoria's journal, filled with sketches of a submarine and equations, lies in the roll. The S01 hatch has been welded shut and the spent hand welder has been cast aside.

## DIVING POOL

09



NORMAL



SURVIVOR  
[ASTORIA]



-SUB

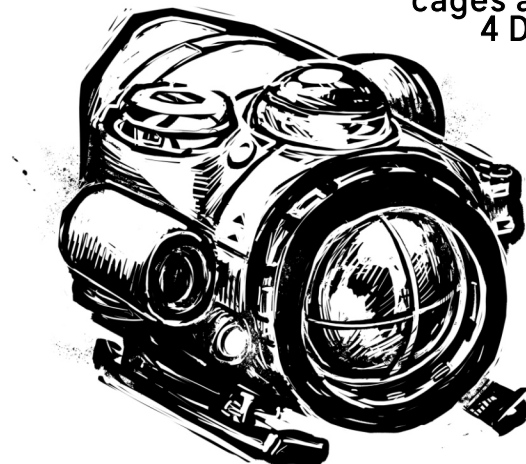
ITEMS  
EXO SUITS x4  
FLARE GUN  
FLARES x4  
O2 TANKS

Dr. Astoria is hiding near the door. They attack with a crowbar after a moment, attempting to surprise the first employee to enter the sector. If they survive the encounter, they give a vague recollection of what happened.

This room resembles the Pod bay except that instead of a large airlock in the ceiling, there is a diving pool, 40ft in diameter. The pool is calm, lights around the perimeter illuminating the seafloor below.

A small submersible, used for external repairs, hangs from the rigging. It can fit one person and its controls are currently on the floor near the pool and must be reinstalled. Two large O2 TANKS sit next to the sub with a third inside. Engineering [1] will reveal that Astoria is attempting to prepare the sub to ascend. They will also determine that this won't work the way Astoria thinks it will and they will die.

Mounted on the far wall is an orange flare gun case containing a FLARE GUN and FOUR FLARES. In cages around the sector are 4 DEEP SEA EXO SUITS.



ASTORIA

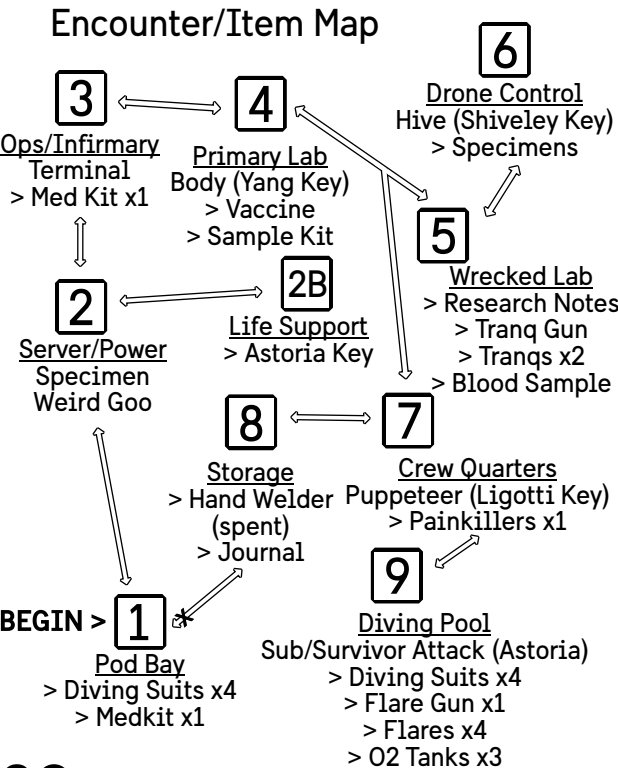
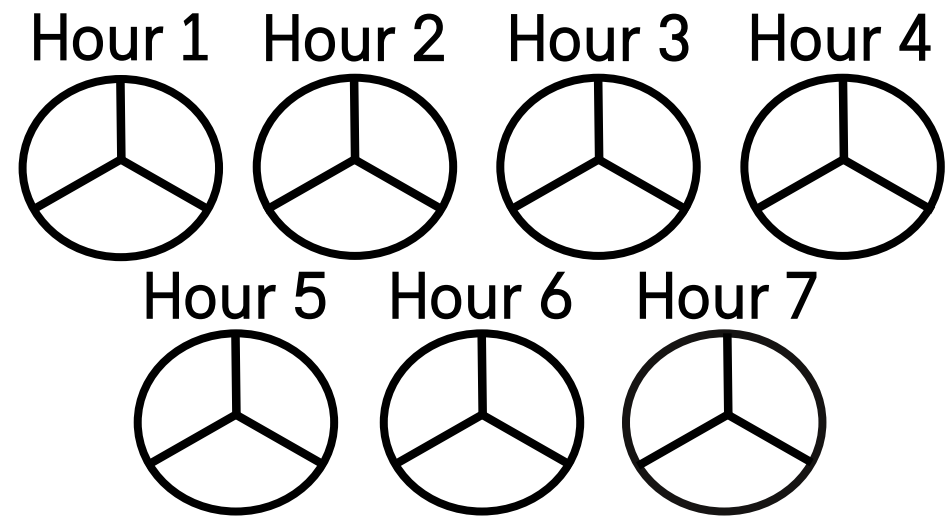
HEALTH 03

AWARE 01

COMBAT 01

CROWBAR  
+1 close range  
attack

Eurydice Mission Clock



**Infection**

Name:

STAGE 1: ☐ ☐ ☐

STAGE 2: ☐ ☐ ☐

Name:

STAGE 1: ☐ ☐ ☐

STAGE 2: ☐ ☐ ☐

DRIVE	
Survive	+1
Retrieve 4 keys	+1
Squad survival	
Soldier	+2
No station damage	
Engineer	+2
Save Astoria	
Medic	+2
Recover specimen	
Scientist	+2
Recover digital assets	
Technician	+2