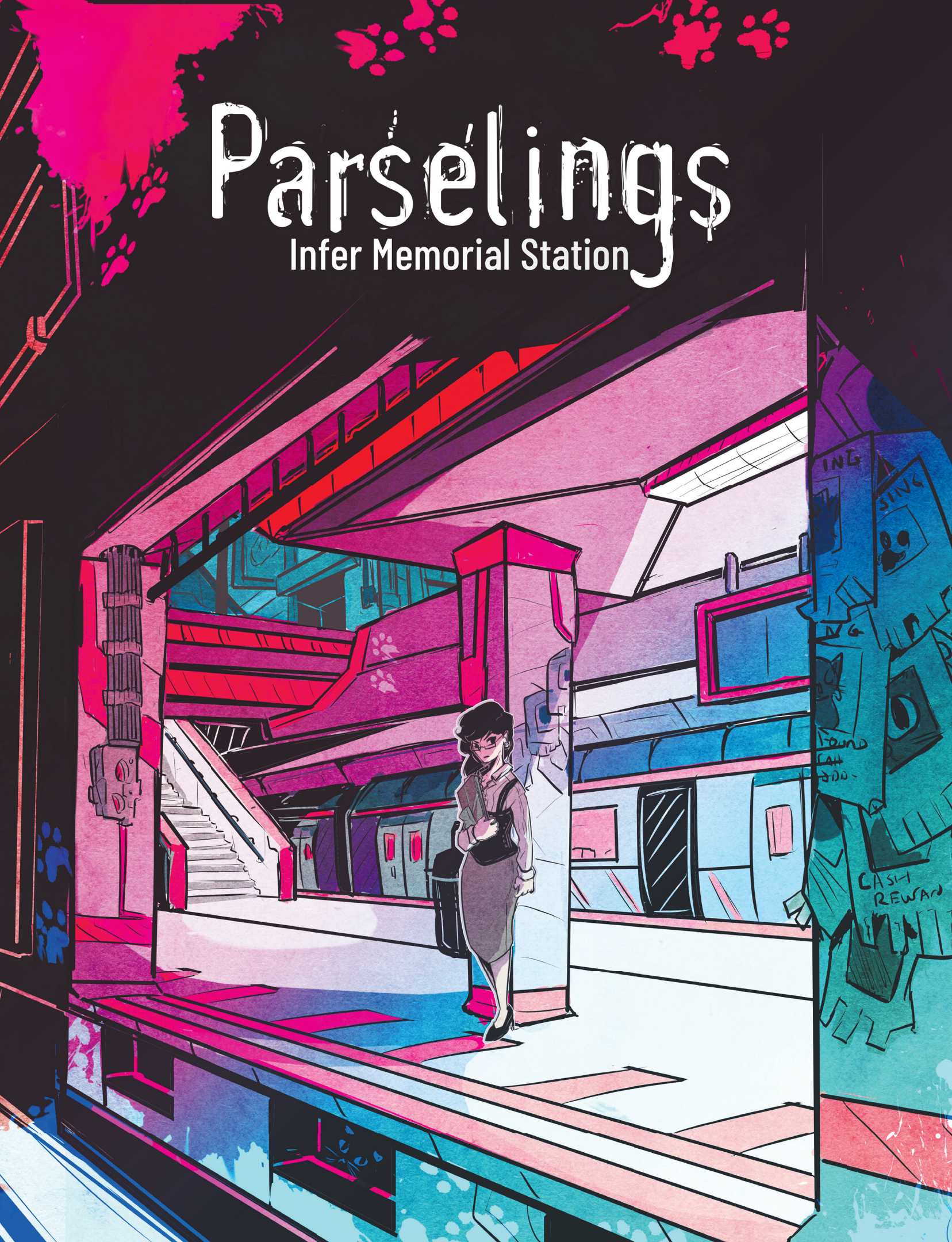


Parselings

Infer Memorial Station





PARSELINGS

Infer Memorial Station

WRITTEN BY

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ILLUSTRATED AND DESIGNED BY

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FIND US ON DISCORD AND TWITTER



<http://invite.gg/Parselings>



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This is a work of fiction. Names, characters, places, and incidents are either are the product of the author's imagination or are used fictitiously. Any resemblance to actual persons, living or dead, events, or locales is entirely coincidental.

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HOW TO USE THIS BOOK

This book is a loose encounter guide for a 1.5-2.5 hour session to introduce your table to Parselings. It has been written to be a companion to the Core Rulebook and assumes that you have already understood the basic rules of the game.

We recommend reading through each segment of the story before running the session, as you may find the story will not flow in a linear fashion. Due to the nature of players, events may jump in and out of order, or you may find yourself coming up with new plot threads on the fly. In the end, run the game however you find most comfortable.

READING THIS MODULE

This book has been written to help you to understand the pages at a simple glance. As a rule of thumb, each segment will be organized in the following fashion. While not all of the subheadings may be present, they will all follow a basic trend.

FORMATTING

The information written in this style, is present to help guide you through narrating the scene and how to handle situations that you may encounter.

***Check:** [Image] + [Aptitude] (Suit) This describes the suggested check to make. As you experiment with the game, you'll find more and more options that have not been listed in this book. Remember, these checks may not be the only viable checks that the players can make.*

***Successes:** The number of Successes needed for this task.*

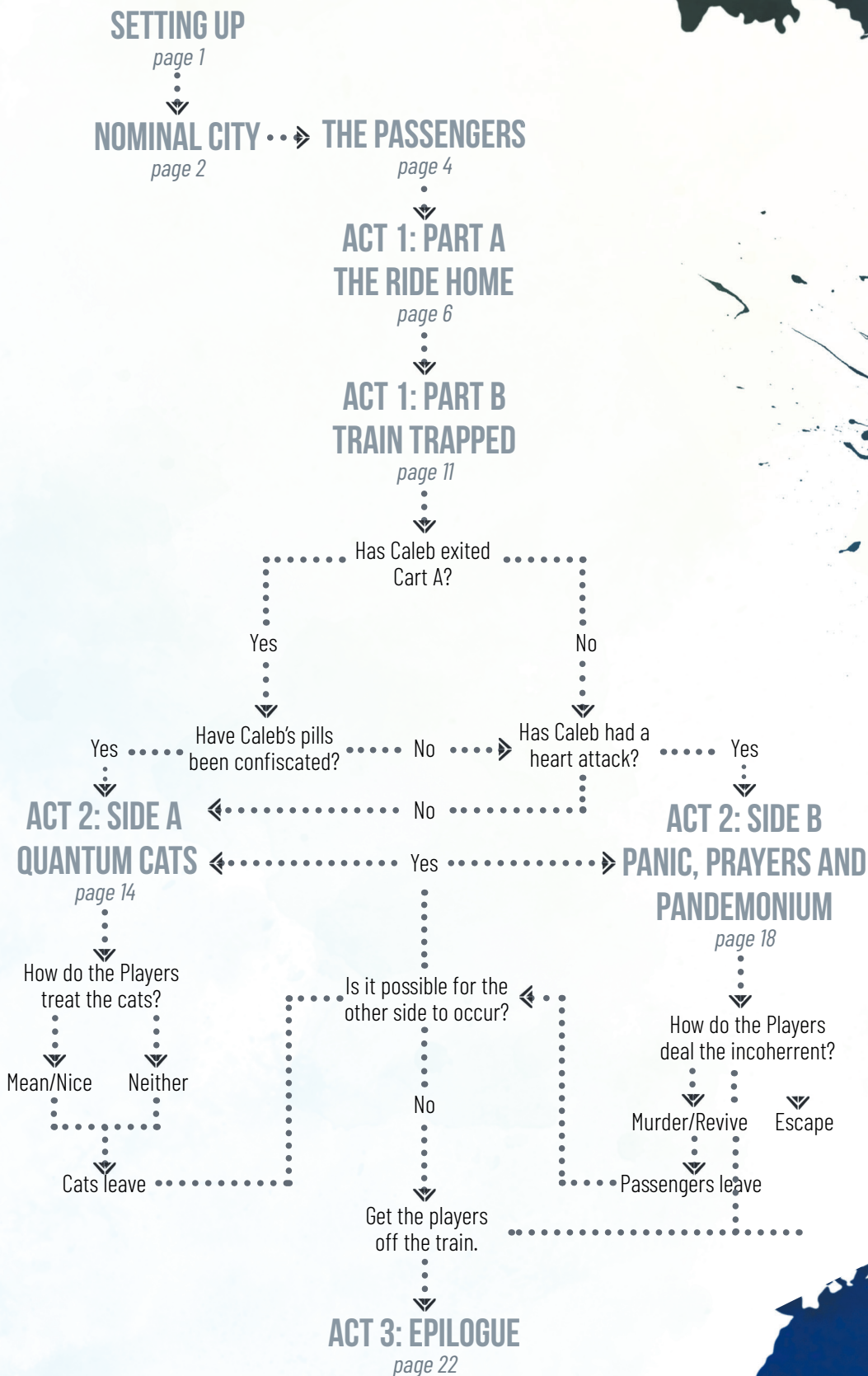
***Keywords:** (What terms may indicate the use of this topic, typically this will be used when describing information gathering.)*

Text arranged in this fashion is intended for you to explain/read to the table. This should be considered common knowledge for any of the involved players. These segments may provide players with information that they need to proceed with the story.

Text arranged in this fashion typically provide you with context or mechanical help when covering this topic. They are guides to help you manage scenes as you see fit.

SCENE NAVIGATION

If you ever get lost on where to take this module, turn back here for reorientation. While this does not cover all of the aspects of the module, it can help orientate you to where to go next.



NOMINAL CITY

The Wellspring of Infection



SETTING UP

Getting it all straight.

This adventure is meant to serve as an introduction to the Parselings world and game system, so chances are you as the GM are new to running it. This section is meant to give you tips on conveying the ambiance and themes of both Nominal City and the Parselings setting at large.

Emphasize the importance of teamwork among your players. Parselings, like many role-playing games, favors teamwork; but because of the central Parsing mechanic it is especially important for Player Characters to work together to survive.

This adventure is meant to bridge easily into other adventures in Nominal City that you can run for your group, but it can most certainly kill their very first characters before they make it to safety. To help you get started, some generic character sheets for the players can be found at the back of this book. In addition there are maps for your convenience, start the players in **Cart A**, and have them move into **Cart B** as appropriate.

GM GOALS

Knowing where you want to end up.

The aim of this session is to get most of the characters off the train alive and to have experienced at least one parse. Try to orchestrate physical contact between players characters to help facilitate the realization that together they are more than the sum of their parts.

The fate of the other npcs are simply the dressings on this bite sized one shot. The story is meant to be simple and introduce concepts for a game set in Nominal City, just enough details to get people interested in the game. While it is possible to cause a team party wipe, there are also solutions to every encounter which resolve the conflict without harming the players.

Talking or bargaining with characters or the clever use of Parses will help players avoid combat and fights. The players will guide you to the scenarios they wish to play, your job is to enjoy the ideas they share with you and have the story run as smoothly as it can. If the train leaves the tracks outlined here, lavish in the knowledge that no other group will have the same experience as yours did.

DEAR TOURISTS

Shiloh Yokujitsu, Response to Wiara Waer Arya's, A Waymaker's Log: "To the World", ~~Whispering Log~~, Accessed April 13th, 0012 AP

Welcome to Nominal City, an overbuilt city that rests upon some unimportant peninsular, governed by trade and export. The streets filled with strangers working from dusk till dawn, their dreary days etched into their bones. Lethargy and indifference renders the most of the populace unable to notice the sudden alien changes occurring around them. Bizarre murals have begun emerging in the dark alleys and hidden nooks of the city. Some say if you look at them long enough, they begin to shift and take a life of their own. All of them are unique, but share a common motif of seven figures.

There is also a bad sickness going around, one most people figure is the common flu. For some it was only a couple days, others a couple weeks, but all of you have fallen ill in the past few weeks. You were bedridden with an incredible fever, ice running through your veins and hundreds of red hot needles piercing your skin. For one blistering night, it was agony unlike any that you have experienced before. After fitful nightmares, you awoke with strange words tattooed on your body.

On some days these splotches of ink still itch, on other days they feel like they define who you are. You've wondered if you got them during an ill-advised bender, or if it's an inexplicable symptom of the freak sickness going around. Mostly you wonder if there are others like you. There are others, in fact, and you're all about to find out about one another the hard way.



NOMINAL CITY

Nominal city is a metropolis supported by shipping, tourism, and a strong financial sector. Most of the peninsula has been overtaken by ever expanding blocks of skyscrapers. Shoreline fishing districts still exist, although they are fighting tooth and nail to prevent redevelopment of their territories. About 1/3-1/2 of the land mass is deemed too difficult to build upon due to the mountains and forests that have stood there for many generations.

In many ways Nominal City is a quintessential metropolis which shares much of the complexity and problems we associate with urban living everywhere: dwindling or polluting industry, overcrowding, poverty stricken neighborhoods and restrictive zoning, and somehow feeling alienated among thousands to millions of other people. Because of that this adventure can easily take place in a number of real life cities you may be familiar with: New York, Los Angeles, London, Stockholm, Hong Kwong, Tokyo, Lagos, Sydney, Moscow, and Istanbul are just a few examples.

Parselings is meant to be an alternate version of our own world, so if any particular city interests you or may feel engagingly close to home, feel free to make some changes and set it there. Otherwise, there are a few themes to touch on when describing Nominal City that will impart its intended gravitas.

CONFUSION

Who's driving the bus?

Nobody knows exactly where the city or the world is going, and most people are keeping their heads down until it gets there. There could be a sense of impending change hanging over the city as the weirdness of the last several months mounts towards a crescendo, or perhaps all the uncertainty and complexity of the community has created a false sense of stasis which leaves the characters woefully unprepared for the coming calamity.

Whatever the case it seems hard for the characters to find meaningful direction lately, and perhaps truths taken for granted no longer mean as much as they used to.

DEGRADATION

How did the wonder disappear?

Nominal City is about to get into deep trouble, but it's been far from a paradise for a long time. Players ought to feel that they're living in a place which has seen better days and is only aging worse every day.

There can still be beautiful places and culture, of course, but perhaps it simply isn't the same as when the characters were a little younger, they've become distorted.

As you might have guessed the intended tone to Nominal City is dreary and potentially downright oppressive, and harping on the above themes in your descriptions ought to bring that across. If you feel, however, that the depressed tone of the backdrop to your version of the adventure will hinder the fun, feel free to lighten up the conditions or insert more comedic elements as you need.

LONELINESS

Where did everyone go?

If they aren't careful, the characters could become lost in the faceless crowd. Despite so many people, the characters may nevertheless feel alienated or out of place. Everyone else seems just as lonely, and friends are a rare reprieve few can afford.

Taking solace in others and seeking companionship is as necessary to stay sane as ever, but it seems hard to find the right people. Those relationships the characters do have ought to be cherished, and new acquaintances shouldn't be turned away lightly.

WASTE

What's it all for?

Whether it's product packaging or people with no direction in life, the rubbish is piling up. The less glamorous byproducts of modern materialism seem more noticeable than ever, or maybe the recent removal of rose tinted glasses have made the players more aware.

Most of the energy in the city goes supporting the ventures of the major corporations who hold sway there, and it seems like the players are seeing very little of the benefits as all their work seems to feed elsewhere or directly into the pockets of a privileged few.

STRANGE HAPPENINGS

Shadows on the Streets

Weird things have been happening across the city, as the Parsecytes have begun to creep into the streets. Deviations from the norm, these rumors may have reached the ears of your players. Some players may know all of these tales, others may only know a few. Its up to you how much you wish to divulge.

COLORED BLOOD

Keywords: Blood, Internet, Rumors

For the last month or so, some reports of people with atypically colored blood have been popping up on social media, though any footage of said blood has yet to come forward.

FASHION TREND: TATTOOS?

Keywords: Fashion, Internet,

Recently there has been an abnormal surge in the popularity of tattoos, with people of all ages emerging with new and colorful art on their skin. While many of them appear to be tourists with no understanding of the words they've requested, the local ink district seems emptier than ever. Shop owners have been reporting that they've been having trouble sourcing supplies for their art.

INFLUENZA EPIDEMIC

Keywords: Cold & Flu, Sickness

Over the last few months, there has been a sudden wave of severe and terrible flu spreading across the city. The local pathology labs have been outsourcing all of their testing to the Fairbrooks Pharmaceutical. Rumors say that the labs have been pressured into relinquishing their samples to avoid government scandal over a faulty batch of flu shots this year.

MISSING PETS

Keywords: Fliers, Pets, Rumors

All over the city missing cat posters have been plastered on every wall and post. Pet owners have noted that many outside cats have gone missing. Is the Food District to blame? Find out more as we investigate the scene.

SHIFTING MURALS

Keywords: Art, Rumors, Wonders

Beautiful and evocative murals fill the back alleys, cul de sacs and the hidden places among the city. To the untrained eye, it always seems as if they have been freshly painted. Each of these pieces are filled with different colours, shapes and emotions. However there is one distinct and shared motif: the presence of seven individuals.

TRUANCY TROLLS

Keywords: Danger, Hoodlums

Have you ever been walking home at night, or down those shortcuts that used to be just yours and feeling just a little bit unsettled? Schools and boarding schools have noted an increase in frequency in delinquency and teens breaking curfew. It may be good for the local club owners, but what about the rest of the good citizens of this town?



THE PASSENGERS

What Kind of Characters Fit this Scenario?

A Parseling is any previously ordinary person who has been infected by a Parsecyte, and at this stage of the story nobody really knows what a “Parseling” is. In general, you will want to advise your players to create somewhat everyday people who have no foreknowledge of Parsing or their own hidden powers. The most they know coming in is that they have strange words tattooed on their skin. Characters can and ought to be as unique as any given human tends to be, perhaps even closely based on the real players themselves, but this module works best as a story of seemingly normal people discovering their latent abilities in an emergency.

CHARACTERS SHEETS

With this book, you should have received some pre-generated generic character sheets. Have the players randomly select their words by rolling **1d10 (for Aspects)** and **3d20 (for Augments)**. These individuals are created using stereotypes of different trades that can be found within our society and designed for your players to project personalities upon.

If your players have already generated their own characters in accordance to the Character Creation guidelines in the Core rulebook, they may also use their own characters as desired.

In addition to this, there are two additional NPC character sheets **Allana Milure** and **Caleb Stamos**. Individuals that you will control during the session, that may hinder or help your players during the story.

DEFINING YOUR GROUP

One question to prepare for is why the PCs should work together in this situation rather than fend for themselves. They may all simply be strangers who happen to be on the same train car, and it will suffice that the players will ensure their characters meet one another in the moment.

However it may be smoother to arrange with your players before game play begins proper exactly what relationships their characters have to one another and why they're together on the same train car. That way everyone's characters are already acquainted and their role-play benefits from having existing pretenses to trust one another. Your group should feel free to come up with whatever relationships and reasons are most interesting or helpful to them, but here are a few suggestions you may give your players as to why they are in this situation:



ART LOVERS:

Goal: See a Mural

The group is made up of people sharing a mutual interest in graffiti and street art, one of the few avenues of defiance and self expression left in town. Today you've each come out in search of one thing—the freaky but gorgeous murals showing up all around the city. They've never seen anything like them before, and some appear in places that seem impossible to get to, let alone paint on. Is it one artist or a movement? Such questions abound, and the group is mostly eager to find more murals. And where better to start looking for graffiti than the train tunnels?

COMMUTERS:

Goal: Get everyone home safely

The PCs are coworkers or acquaintances from the same work area who share an intersecting route home and have a daily routine of taking the train together, conversing to pass the time. Maybe they're starting to grow bored of one another, or take each other for granted as a daily distraction from the abstract blur of space that exists between their apartment and the workplace. A sudden break in the rut is about to shock away any blasé feelings they have for one another.

FOLKS ON A BENDER:

Goal: You don't quite remember

It's been a bit of a blur since happy hour and this group of drinking buddies just wants to get home to prepare for their hangovers.

MISSING CAT:

Goal: Bring your cat home.

A beloved cat belonging to one of the PCs has run away, and you as friends have decided to go out looking for it by handing out posters and looking into likely haunts in the surrounding blocks. Not that you actually expect to find the cat, but even trying something futile feels better than just sitting around. Perhaps they do find the cat during this adventure, just not the way they were hoping for.

SUPPORT GROUP:

Goal: Learn more about your tattoos

When each of the PCs awoke from a particularly nasty fever they thought was all part of their flu, they found their Parse words inexplicably inked to their skin as if they had gotten them tattooed. Not remembering how they could have gotten the words on their bodies and with no explanation or way to wash them away, they got scared. Perhaps they hid it at first, hoping it might go away on its own.

Later they may have begun to wonder if there were others like them, or even saw someone else with a similar tattooed word. Upon reaching out online or in their social circles they were surprised to see there were others like them, also "flu" victims. Recently the players formed a little fellowship, an informal support group of sorts, around people with the same mysterious tattoos. Perhaps tonight they are out for a social gathering, or perhaps they're hoping to find answers about their condition by interviewing other victims.

TRUANTS:

Goal: Explore the city

The PCs are a group of school age friends playing hooky, emboldened by the recent rash of truancy in the city's schools. With all of the absences from the flu epidemic and students ditching classes, the schools feel empty and dead anyway. They figure it's time to do a little urban exploring, or break curfew to go clubbing, or even just to hang out and smoke someplace quiet.

ACT 1: PART A THE RIDE HOME

Scene: Low Intensity

Characters: Allana Milure, Caleb Stamos

Goal: Introduce scenario and Basic mechanics

You each pass another of those odd graffiti murals on the wall of the station as you board the metro at dusk. It's the end of a long day and perhaps the beginning of an even longer night. Your carriage is mostly empty, occupied by a few slouching strangers with faces illuminated by phone screens in the otherwise dimmed and dingy lighting.

A lingering scent of coffee and donuts wafts under your noses, although there doesn't seem to be anyone on board holding either. An automated voice drones a warning and the doors slide shut behind you with a ghostly whoosh, sealing you in this box with the others. A metallic groan surrounds you on all sides as the train lurches into motion, gradually becoming a low thrumming in the walls as the station you boarded from begins to move past in the windows.

Digital displays at either end read out the next destination: Infes Memorial Station. As the train gains speed the tunnel overtakes your car and plunges you into a deeper darkness just barely kept at bay by the ceiling lights. This is the last leg of your journey.

What do you want to do?

MAP SET UP

Cart A

The Players are all situated within the same train carriage, have them describe where their character may be situated within the structure. For now things are normal, but there are hints of the trouble ahead.

Have them place their tokens appropriately on the map. In addition to these tokens, place Allana Milure at the center of the train carriage and Caleb Stamos towards the exit leading to the next carriage.

LEARNING HOW TO PLAY

This is a *Low intensity scene*, meaning your players are not under pressure or in imminent danger. They should feel free to take their actions at their own pace and explore the train car, and while doing so can reshuffle their deck freely. The aim of the opening act is to build up questions and concerns in the player's minds. Giving them enough story hooks to sink their teeth into.

At any point during this chain of events, the players may reshuffle their decks without advising you. If players don't take the opportunity to investigate, mentioning a few more out of place details they notice passively may pique their interest.

ENDING THE SCENE

If you feel they have gathered enough information to proceed, or that things are beginning to drag or take too long, it is up to you to decide when to advance to the next scene. When you are ready to change the pace, have the train suddenly apply its **Emergency Breaks (page 10)**

OBSERVING THE SCENE//PERCEPTION CHECK

Check: *Insight + Perception*

Successes: *For every 2 Successes, the players may ask a single question*

Offer your players an **Insight + Perception (Spades) check**. As they are making the check, describe the scene before them, using the map provided at the back of this book as a visual aid.

For every 2 **Successes** gained, the players may ask 1 question about what their characters have observed. They may share the questions with others if they so wish and encourage the players to describe how they may be searching for answers. Use following details however you may like.

LOST PROPERTY:

Keywords: *Belongings*

Precariously situated in the luggage rack above a group of empty seats is an unattended suitcase. A black and viscous fluid is slowly dripping from one of its corners onto the upholstery below, making a slight patter every few moments. Nobody else seems to be paying the suitcase much mind.

A black locked suitcase left on the railings above an empty set of seats. The suitcase has a slight inky residue on its surface, it is sticky to the touch. One of its locks is broken.

OPENING THE CASE:

Check: *Finesse + Larceny (Clubs) or Force + Melee (Clubs)*

Successes: *2 Successes*

If players attempt to open the suitcase, have them describe how they wish to access its contents. **Finesse + Larceny (Clubs) Checks** to pick the lock or **Force + Melee (Clubs) Check** to force it open. Either check will only need 2 Successes.

It contains a pistol and a vial of black liquid that sloshes around all on its own as if trying to escape. Further investigation of the vial will reveal a small pink smudge in the shape of a paw print.

The pistol grants +1 success on a Finesse + Firearms check (Clubs).

THE VIAL

Check: *Insight + Perception*

Successes: *For every 2 Successes, the players gain 1 question to ask.*

The black fluid inside this stoppered glass vial moves even when you don't shake or turn it, seeming to slosh back and forth of its own will in an attempt to escape its confinement.

The vial inside the suitcase contains a live Parsecyte sample. Should the vial be opened, smashed, or dropped the Parsecyte will escape into the shadows under the train seats much quicker than anyone can react.

MARKS ON THE WINDOWS:

Keywords: *Outside, Windows,*

Peering out the window with scrutiny will reveal paint splatter like stains along the exterior of the glass. They appear to have been left by some sort of animal.

If any characters are staring out the windows, they will notice black and pink smudges along the edges of the window. The smudges appear to be in the shape of paw prints. On attempting to interact with the pain splatters, the liquid will move erratically and will slowly seep into the carriage. It will be sticky to the touch.

OTHER PASSENGERS:

Keywords: *People*

Though the carriage is mostly empty, there are a few other souls inside. One Woman, sitting towards the center of the carriage on her phone and a young man lounging towards the head of the carriage.

The other player characters, as well as two NPC characters. **Allana Milure** and **Caleb Stamos**. If you are using a map, place the token for the woman at the center of the carriage, and the token for the man towards the door leading to the adjacent carriage. See the following page for more details.

RUMBLING TRACKS:

Keywords: *Train, Tracks*

There's a sudden jolt on the train, that threatens to throw you off balance. For as long as you remember, the train has always been a smooth ride. If you focus really hard, you can almost hear a low rumble around the train.

Above and around the train, the tunnel walls appear to be perceptibly shaking for a moment or two. The players will become aware of one of the more threats that will hit the train in the near future.

ALLANA MILURE

Alone, Alert and Alarmed?

There is a professional looking woman seated near you, busily swiping on her phone and holding her purse close to herself. She is sharply dressed, with a curly black perm, square framed glasses, wearing a tailored white blouse and a knee-length pencil skirt. She seems a little out of place, like someone who would sooner drive or take a cab to work and back than board the commuter train. It looks like she is very preoccupied with her phone.

This is Allana Milure, a cold and curt secretary from Fairbrooks Pharmaceuticals. Her research firm deals with the development of new medications and drugs, though most of that information that she is not directly privy to. The secretary has rushed out from her own home in the middle of the night with the task to retrieve what lies within the suitcase. She keeps her purse close at all times, and has a taser gun inside it amongst her identification and other personal things.

UNFAMILIAR PASSENGER

Check: *Cunning + Empathy (Hearts)*

Successes: *For every 2 Successes, they may ask an additional question.*

Through this check, they may glean that this is not her usual route, she appears slightly disheveled and anxious. Additional questions may also reveal that Allana appears to be disheveled and occasionally looking up from her phone, scanning her surroundings.

RECOGNIZABLE FACE

Check: *Intelligence + Memory (Spades) or Cunning + Rumors (Hearts)*

Successes: *2 Successes. For every 2 additional successes, they may ask an additional question.*

On a successful check they will remember that this woman has been seen at various press releases with the Fairbrooks Pharmaceuticals, talking about a new medications in production.

Additional information may also reveal that the Giant Corporation has taken control of many smaller companies within the city recently.

INVASION OF PRIVACY

Check: *Finesse + Stealth (Clubs)*

Successes: *7 Successes or contested by Allana's Insight+Perception (Spades)*

Should the players succeed, they will note that the secretary is rifling through Emails from her employer. One email sticks out, marking the current date, time and train. As well as a picture of a black vial. It appears that she may be the target of blackmail.

PHYSICAL ALTERCATIONS

Before a fight can break out, the train comes to a sudden stop. Continue the scenes as dictated by **Emergency Breaks (page 10)**.

CORPORATE PROPERTY

Keywords: *Lost Suitcase*

Should the Suitcase or the Ink Vial be revealed to all of the passengers in the carriage, Allana will attempt to obtain the vial, explaining that it is similar to some of the research being conducted at her firm.

During this scene Allana's blouse will be stained. This can be from the inky stains around the train or the ink on the suitcase or even a splotch of Parsecyte. If Allana become injured in any way while the stain is on her blouse, she will become infected by a Parsecyte.

WHAT'S THAT GOOP?

Check: *Charm+ Manipulation (Hearts)*

Successes: *2 Successes*

With some convincing she will reveal that it is a parasitic life form that her firm has been hired to study, though she knows little else.

HEY THAT'S MINE

Keywords: *Living Ink*

If the players withhold the vial she will press on them that it is stolen property which could be a major biohazard, and it is best if they just hand it to her so she can ensure it gets to the people who know what they're doing.

She will threaten to call the police if not obeyed, but will not do anything more than threaten with legal action if the players remain persistent. However, if the players get verbally or physically aggressive she will immediately return in kind with her taser.

YOU CALL THAT A KNIFE?

Keywords: *Pistol*

If she is threatened with the pistol she will back down for now. However, if she has a later opportunity to recover the Vial intact later in the session, she will attempt to do so.

CALEB STAMOS

Cool, Chill, and Checked out...

Slouched in a seat near the exit door to the rear of the carriage is a sweating young man with disheveled brown hair. He is wearing business casual consisting of a blue button up shirt, stained at the armpits from his profuse perspiration, and khaki slacks. He looks sickly and nervous, perhaps on the verge of a panic attack. He takes something bright pink from his pocket and pops it into his mouth, and his eyes gradually take on a glassy look as he appears to stop fidgeting.

This is Caleb Stamos, a young professional who has recently begun working at an accounting firm. He is a little too laid back for his supervisors, but is easy enough to get along with. In casual conversation with the players he will come off as friendly, a bit irresponsible, and tweaky.

Not entirely sure why he's on this train, he is distracted and is more than happy to be left alone with his candy. From time to time, he will fan himself with his shirt as if he is attempting to cool down. He occasionally peers down into his own shirt, then conspicuously tries to act casual as he looks away again.

MEDICAL ATTENTION

Check: *Intelligence + Medic (Spades) or Cunning + Etiquette (Hearts)*

Successes: *2 Successes*

If the players make an **Intelligence + Medic Check (Spades)** or a **Cunning + Etiquette Check (Hearts)** and gain **2 Successes** or more they will notice that he is currently exhibiting signs of being slightly inebriated. However, if they manage to garner **7 Successes**, they will note that he is beginning to show signs of an overdose as his hands have a visible tremor.

The characters will realize that if Caleb continues to take his pills and his current course of action, he could face some serious health complications, or possibly even a heart attack.

TAKE IT EASY

Check: *Intelligence + Manipulation (Spades) or Cunning + Etiquette (Hearts)*

Successes: *14 Successes or Contested by Caleb's Perseverance + Manipulation (Diamonds)*

To prevent Caleb from taking any more pills, players must convince him through reasoning and discussion.

If the players may make use their reasoning **Intelligence + Manipulation Check (Hearts)** or an appeal to his common sense **Charm + Etiquette Check (Hearts)** to convince him to not take any more drugs. Caleb will resist this with a **Perseverance + Manipulation Check (Diamonds)** with his own deck of cards. See the attached statsheets at the end of the book.

With 14 Successes or winning the contested check, Caleb will reluctantly hand over his remaining supplies of pills.

HIDDEN TATTOOS

Check: *Cunning + Empathy (Hearts)*

Successes: *7 Successes*

If for some reason the players are able to open, remove or look down Caleb's shirt, they will notice 3 Parse words on his chest: "**Prayer, Peace and Panic.**" Caleb has no memory of how the tattoos emerged, but will lie that he had them tattooed recently.

Players can attempt a **Cunning + Empathy Check (Hearts)** to deduce the lie. Caleb does have a faint recollection of a bizarre nightmare that plagued him the night he received the tattoos. He may or may not have been at a party with strangers.

ABSCOND

Keywords: *Help, Drugs*

If the Players aggressively try to stop Caleb from taking the pills or confront him directly, he will immediately try to leave and move into the next train car.

Any attempts to physically halt Caleb from moving into the next cart, will be interrupted due to the Train suddenly coming to a stop. See **Emergency Breaks (page 10)**.

EMERGENCY BRAKES

And the lights go out.

After enough investigation and conversation, any physical altercations break out or when you deem it dramatically appropriate, the train will come to a shrieking halt as the tunnel collapses behind the train.

The ceiling lights begin to flicker overhead, sending the train into brief spasms of blinding darkness. Punctuated by a sudden and drawn out mechanical shrieking, you feel the forward momentum of the train begin to shift against your body as the train seems to be making an emergency stop. And earthy rumbling reverberates in the tunnel outside as the world seems to be shifting around you. You have only a moment of startled realization before your body lurches forward and you struggle to catch yourself.

AND THEY ALL FELL DOWN

Check: *Finesse + Athletics (Clubs)*

Successes: *5 Successes*

All players that are standing up at this point in time must brace themselves and make the suggested check above. After the check is completed, move into **Act 1: Part B page 11**. If any of the players fail to meet the required 5 successes, they have two to three options:

POTENTIAL

If they have drawn a **Diamond** in their check, they may **spend 1 point of Potential** to remove a card. The removed card will be treated as if it were of the correct suit (clubs in this check) and have its value added to the successes. The removed card will be returned to them at the end of the scene (or one shot in this case).

SACRIFICE

They may opt to take a **Condition** to garner additional successes. Depending on the number of successes needed, add the following **Face** card to their deck.

- **Jacks of Clubs (Winded)** will grant **1 additional success**. When this card is drawn, it is resolved and permanently removed from the deck.
- **Queen of Clubs (Sprain)** will grant **2 additional successes**. When this card is drawn in a Feats (clubs) based check, reduce the total successes gained by 1. After being drawn, this card is sent into the Discard.
- **King of Clubs (Bone Fracture)** will grant **3 additional successes**. When this card is drawn in a check, shuffle it back into the deck. While this card is in the player's deck **reduce their Force by 1**. After being drawn, this card is reshuffled into the deck.

FAILURE

Send the top two cards into the **Wound Pile**. Their character topples over awkwardly, they may collide with other objects during their fall. This can be a pertinent time for the players to come into physical contact with each other, gaining a small glimpse into each other's intentions and minds.

FIRST SCRATCHES

This will be the first time the players encounter **Conditions** or **Wounds**, and the first time that their character's mentality will be changed. As the character's decks diminish, the viable options that they may undertake are reduced.

ACT 1: PART B TRAIN TRAPPED

Scene: Low Intensity

Characters: Allana Milure, Caleb Stamos

Goal: Ramp up the tension with details before plunging the players into danger

The lighting of the train stabilizes once the screaming darkness around you has settled into a deathly stillness. Red emergency signs flash at either end of the car. A musty odor from the tunnel begins to permeate the air. Allana is sprawled face down on the floor, groaning as blood trickles down her forehead. There is a digital chime from the speakers, somewhat distorted by a crackling. The automated voice states:

"There has been an unexpected accident on the tracks. Please remain in your seats and await further instruction."

Against the relative quiet of people murmuring and picking themselves up, you begin to hear a small patter of little somethings walking on the roof above your heads.

MAP SETUP

Cart A

At this point, subtly move Caleb's token to the door of the front carriage. You may opt to shift the players that have fallen to different positions on the map, to try and bring them closer together. This will help prepare them to act in a group and facilitate more interactions.

ENDING THE SCENE

After certain conditions have been completed, you may end this scene whenever you are ready. Once the next scene begins, advise players that they may not reshuffle their decks without permission, as it is a **High Intensity Scene**. All removed cards should return to the deck.

Act 2: The Train cats

If the players remain in the current carriage, or have obtained and retained possession of the Ink vial, smile as if they've made a mistake and move to **Act 2: The Train Cats** (page 14).

Act 2: Panic, Prayer and Pandemonium

If the players have moved into the second carriage and Caleb is still in possession of his pills, immediately end the scene. Laugh as if you are revealing your trap door and move to **Act 2: Panic Prayer and Pandemonium** (page 18).

SURVEYING THE SCENE//PERCEPTION CHECK

Check: Insight + Perception

Successes: For every 2 Successes, the players may ask a single question

For the time being, the train has stopped, leaving the players stranded within the carriage. The sudden change of pacing may force them to shift their focus on to new and growing dangers to the party. Have the players make an **Intelligence + Perception Check (Spades)**, for extra details about their surroundings. If the players struggle to find questions to ask, here are the suggested pieces of information to offer.

THE TRAIN CART AHEAD:

Keywords: Other Cart

The lights of the carriage ahead flicker in and out, making it difficult to see into the compartment without opening the doors. A splash of vibrant colours obscures the window of the door.

While unable to obtain a clear view of the train carriage ahead, the people in the compartment should be relatively unharmed. Should any of the doors be opened, a small puddle of ink will spill into the current compartment. The fluid will seem to move under its own power. The side doors of the current carriage cannot be opened all the way due to the inky mass covering the exits.

THE CAVE IN

Keywords: Outside Train

Peering through the back and the rear windows of the train, rubble is filling up the tracks. The lighting lining the tunnel roof is damaged, leaving the tunnel in darkness.

Providing the Players have the correct words for the situation, they may be able to clear the rubble to leave the tunnels. However, who knows what could lurk in the darkness...

WHAT'S ON THE ROOF

Keywords: Noises

Winding tracks of inky black and pink paw prints litter the exterior of the windows as if whatever has been making was scurrying all over the sides of the train, always just out of your sight.

If they observe the windows or the tunnel, characters should be able to note paw prints on the glass and what appear to be black cats moving about in the tunnel outside, though their fur has a heavy sheen to it, as if made of liquid. The cats will be prowling about, as if testing the surface of the glass. They seem to be gathering toward the back of the car.

SEEKING HELP

Keywords: Help

In this age of technology and interconnectivity its easy to gather information from all over the world. Someone that knows a little more is just a touch away.

THE TRAIN DRIVER

Keywords: Intercom

Players can use a receiver at the rear of the car to attempt to contact the driver. After a silence from the PA system another automated response comes through and again says,

"There has been an unexpected accident on the tracks, please remain in your seats and await further instruction."

Any attempts will result in the same message being played. It is highly likely that the Train Driver is preoccupied and possibly met their grisly demise.

CONTACTING THE OUTSIDE

Keywords: Phones

The metro tunnel is lined with signal boosters for cell phones, so for the time being the players' mobiles will still function. Contacting someone from the outside will reveal events happening on the streets above. The Players will gleam the following information via news outlets.

The city has been turned on its head, as impossible phenomena have begun to occur. The most prominent of which includes several city blocks floating up into the sky. As they ascend, the buildings collapse into themselves, forming cubes. At the scene of the chaos, reporters have found seven individuals engulfed in glowing words. "Muted Anonymous Gliding New Edge Towering Squares." Afterwards the phone connections will fall dead.

CALEB STAMOS

Keywords: Outside Train

As you look for Caleb you spot him already on his feet at the front of the carriage, by the sliding door. His shoulders heave beneath his sweat-stained shirt as he seems to be struggling to breathe. He leans into the door as he slides it open, then sways as he seems ready to tumble through into the next car.

Caleb can be observed opening the door to the carriage ahead. If a follow up question is asked, advise the players that he appears to be struggling to breathe. The man will make his way to the next car unless stopped. If the player makes an **Insight+Medic Check (Spades)** or an **Insight+Memory Check (Spades)** and gain 2 successes, they will note symptoms of an overdose.

A HOPELESS PROGNOSIS

Caleb will rifle through his pockets searching for more pills, muttering about a bad batch. Should the young man be allowed to ingest the next round of drugs or head into the next compartment, he will begin suffering a heart attack. When either of these two conditions are met, there is nothing that the players *naturally* do to prevent Caleb from having a heart attack.

ALLANA MILURE

Keywords: Allana

Allana has fallen to the ground and appears to have suffered a nasty blow to the head. With a little shaking she can be roused, although her vision is heavily blurred. When helped up, Allana can only remain seated on the floor and slumped against the seat she fell from. She has a dazed look and an open wound on her forehead which is beginning to weep blood down the sides of her nose.

If a player is concerned about her wellbeing, have them make a **Insight** or **Intelligence +Medic Check (Spades)**. On 2 Successes or higher, the character can come to the conclusion that she's probably been concussed, thankfully she does respond to being addressed. The secretary feels feverish to the touch but also shivers occasionally. Her glasses are smashed on the floor and her unfocused gaze makes it evident she'll be quite impaired without them.

BASIC FIRST AID

*Check: Intelligence + Medic (Spades)
or Cunning + Etiquette (Hearts)
Successes: 2 Successes*

Players can make an **Intelligence + Medicine Check (Spades)** to clean and bind her head wound, as well as a **Charm + Empathy Check (Hearts)** to check in with and reassure her.

Should either of these checks gain at least **2 Successes**, Allana's disposition towards the party can be improved to be either helpful or neutral depending on how they've treated her previously in the previous scene.

Simple acts of kindness like this will help the players avoid conflict in subsequent parts of this story. What goes around, comes around.

BIRTH OF A PARSELING

Condition: Allana has suffered injuries and been exposed to the ink or infected biological matter (the cats, ink residue, or Parselings blood).

Roll 1d10/3d20 to determine Allana's words, much like all the players decided their words at the start of the session.

If you do not wish to stop and roll for Allana's words or dislike the random result you get from the dice, here is a prepared Aspect and group of Augments for Allana: **Mark (Aspect), Secure, Efficient, and Organized.**

Her words will appear just behind her ear. The words are clearly written in a dark blue ink. Allana will be dazed, but able to contribute to Parses.

For the remainder of the module, Allana will feel feverish to the touch and complain that she feels cold. Her infection process combined with her concussion, will render her unable to come to completely rational decisions.



ACT 2: SIDE A QUANTUM CATS

Scene: High Intensity

Characters: Allana Milure, Caleb Stamos, Cat Lingua(s)

Goal: Appease or defeat the lingua that have entered the train.

You hear a slight sloshing and scrabbling coming from the rear of the train. The glass of the sliding door was partially smashed in by the tunnel collapse, and somehow one of the prowling cats has squeezed through the small hole unharmed. In the somewhat better lighting you notice the glossy feline creature is dripping ink. You also note that it is staring you down with 6 eyes... and is standing on 8 legs. Another 6 eyed cat face appears in the hole in the glass, and soon another fluid feline has slithered inside the carriage behind the first. Then another, and another. The entire pack of them seems ready to slosh into the train. The first few begin walking about and surveying the cabin as if looking for something, not paying you any mind yet. As they move their bodies seem to flicker in and out of your vision, and randomly their fur bristles and sends off static into the air.

MAP SETUP

Cart A

This scene focuses on how the players react to two opposing factions, the newly introduced **Quantum Cats** and **Allana Milure**. On the map place a cat token for every player in the party.

MECHANICS EXPLORATION

A few of the main mechanics to explore in this section of Act 2 are:

Recompose: The act of a character spending a turn to reshuffle the deck. In this scene, they will need to spend a turn to do so.

Perseverance: If the players wish to reshuffle their deck without spending a turn to Recompose. Players may spend a point of Perseverance to do so at any point in time.

Defence: Apply this as a success penalty to any attack directed at your character.

Speed: For every point of speed, the players may travel 1 square on the map provided.

Initiative: Have each player draw 1 card and add the card's Value to their Initiative. Players may group up and share an initiative, the group initiative will be the highest Character initiative -1.

Wounds and Health Damage: When hurt, the players will send the top card of their deck into the Wounds pile. If a player's total cards in their discard and deck falls below 4 cards, they will take a **Health Damage**. Reshuffle all cards in their Deck, Discard, Wounds and Removed piles together. Send the top card of the deck into the Health Damage Pile.

ENDING THE SCENE

After the cats have been dealt with, give the players a momentary breather. However, when you are ready to shift into **Act 2 Side B: Panic, Prayer, Pandemonium (page 18)**, begin it by triggering Caleb's heart attack and describing his rise as an Incoherent or the player's movement into the next train carriage. Or proceed to **Act 3: Epilogue** with the players exiting the space.

ALLANA MILURE

During this scene, Allana will have already encountered the party and may have had several things already happen to her. She may be in possession of the Vial and she may be infected with a Parsecete strain derived from the Quantum Cats.

COMPANY SECRETARY

Condition: Allana has the vial

Allana has come into possession of the intact Ink Vial. She is adamant about protecting it and keeping it within her control. Her company recently had been tasked with the retrieval of this ink sample and had expended a great deal of money to see the package's return. While unsure of what the Ink really does, she is more than aware that it should not be left in the hands of anyone else. She has no intention of letting her company down.

At this point in time, the players have many different ways of managing the scene. Here are a few methods of managing the encounter.

BRUTE FORCE

Check: Force + Athletics (Clubs)

Finesse + Larceny (Clubs)

Successes: 4 Successes

Should Allana be suffering from the debilitating effects of a Parsecete infection at the same time, she will not be able to run away very quickly. The vial may be taken from her easily with the appropriate checks, especially if players band together.

LEFT FOR DEAD

Condition: Players were uncooperative with Allana

If the players have been uncooperative with Allana throughout the session, she may attempt to flee the carriage into the tunnel at the first sign of the Quantum Cats, taking the vial with her.

The sudden departure of Allana will alarm the cats. It may even lead them to attack the Players if they cannot find a way to pacify the Lingua. This sequence will lead immediately into **Cat Fight (page 16)**.

UNLIKELY BARGAIN

Check: Charm + Manipulation (Hearts)

Successes: 14 Successes

If players have been amicable to Allana, they may make an attempt to convince her to yield the vial to the cats. On a success, Allana will submit to their requests, and this sequence will lead into previously mentioned event, **Unattended Felines (page 16)**.

ONE OF US

Condition: Allana has been infected with the contents of the vial

If Allana has been infected by the contents of the Vial and the Players allow the cats to get near her, they will take an interest in Allana as they suspect their friend has taken her on as a new host and is surviving inside her. The secretary will initially crawl away from the creatures out of panic, potentially setting them off to attack. If the players get in between Allana and the cats at this point they will attack immediately. This will lead immediately into **Cat Fight (page 16)**.

LINGUA HUMAN LIAISON

Check: Cunning + Empathy (Hearts)

Successes: 7 Successes

However, if they wish players can attempt to convince Allana to let the cats investigate her, have them make the above mentioned check. On a successful check, the secretary will allow the felines to inspect her. This sequence will lead immediately into the previously noted event **Feline Friends (page 16)**

"I'm a cat person, but I'm not that crazy..." Allana quavers as she nevertheless extends a nervous hand to the closest of the cat creatures. It sniffs the air near her fingers, then suddenly rubs its head against her hand, leaving black smudges in its wake. More cats approach to sniff and rub against Allana as she sits in tense uncertainty, leaving her clothes covered in ink. Eventually the cats each pad away and begin leaving the carriage through various impossible cracks and crevices, disappearing into the dark of the tunnel. All depart but one who remains seated near you, looking up with six eyes that exude a curious air of helpfulness.

TRAGIC ACCIDENTS

Condition: Caleb has been prevented from taking more pills and remains in the carriage.

Due to Allana's near blindness and stress, she may misfire her taser and hit Caleb, sending him into cardiac arrest. This will result in Caleb's death and subsequent transformation into the Incoherent of Panic, causing the felines to flee. Shift into **Act 2 Side B: Panic, Prayer, Pandemonium (page 18)**.

CAT ENCOUNTERS

If the players spend time not interacting with the cats, this encounter will become more dangerous. Have the feline tokens move around intermittently and every 10 minutes in game add an additional cat and don't forget to describe how another feline oozes in through the walls for good measure. How the players interact with the felines will reflect on how the cats interact with the players. Just keep in mind, that the ultimate goal of these Lingua are to inspect the contents of the Vial found in the previous Act.

CAT FIGHT

Condition: Anger the cats or conceal the vial from the felines.

If any of the players decide to act aggressively towards the cats will retaliate and later diplomatic actions will be ineffective. Should the vial be held by the players and away from the cats, they will eventually may become frustrated causing them to attack. Launch your players into combat for the first time.

In the event the cats are provoked, spend your time exploring combat with your players. The felines should fall relatively quickly to the players, as the creatures are more concerned with their own preservation. Through the use of Parses and player cooperation there should be no issues with the encounter.

FELINE FRIENDS

Condition: The players helped the cats achieve their goals with out causing any form of agitation or animosity.

Condition: Should the players be courteous, feed the cats correctly and aid the Felines in retrieving their lost companion in the Vial, a single Feline may assist them till the end of the one shot, providing them the use of the Augment "Slip." This cannot be completed if the players have been aggressive towards the cats at any instance.

To correctly feed the cats, players must use objects that relate to the word "Slip". This could banana peels, slips of paper or purposefully slipping near the cats. If the players slip near the cats, they will find themselves somehow uprighted again and possibly in contact with the felines.

This is the more peaceful resolution to the Cats encounter. Unless the Players have prevented Caleb's heart attack, now is a good time to proceed to **Part B: Panic**. Otherwise, players may have a window of opportunity to get themselves, and anyone else present they wish, off the train alive.

UNATTENDED KITTIES

Condition: 8 Cats on the map, or the vial is handed to the cats

Once a minimum 8 cats are present in the train cart, they may knock the vial onto the ground, causing it to break open. A cat will then pick up the occupant and leave the car at a trot, with the rest of the cats soon following. Allana will not be at all pleased with these turn of events, but will not be able to provide any better outcomes to the groups previous predicament.

As the glass shatters on the floor, the tenebrous blob inside it splats flatly. Six feline eyes open in the amorphous to gaze up at you briefly before one of the cats snatches it up in its mouth. The cat trots away with its weakened friend dangling in its mouth like a kitten, departing the train car into the darkness of the tunnel. Shortly thereafter, the rest of the cats begin slipping out after the leader, leaving you aboard the train by yourselves.

ALLANA MILURE

Company Loyalist // Fresh Parseling

STATS

Health: 3
Syllables: 5
Potential: 1
Perseverance: 2
Defence: 4
Initiative: 2
Speed: 3

Image: Perseverance 2, Potential 1
Intelligence 3, Insight 2
Force 1, Finesse 2
Charm 2, Cunning 2
Skills: Memory 3, Athletics 2, Melee 2,
Ranged 2, Stealth 1, Empathy 3,
Words: Mark, Secure, Organized, Efficient

BEHAVIOUR

Goal: Protect the Company Assets

The secretary came here on a mission, to get her company's assets back. Very aware of her own limitations, she is willing to undertake measured risks to her own personal safety to reach her goals. If given the chance, she will avoid direct confrontation. While she isn't 100% sure of the nature of the ink, she is aware that it is tied to the new drug her company Fairbrooks Pharmaceutical is producing. Her boss has been marketing it as a cure for all the world's problems.

Her views will change after becoming a Parseling and viewing the contents of the vial. The players will be the tipping point in how she does respond to the situation and whether or not she will bow to the whims of the cats.

ACTIONS:

Tazer: 4 Cards (Clubs). On a successful attack, deal no wounds to the target and force them to spend their next action recomposing. Will cause Caleb to have a heart attack if struck by the weapon.

Pistol: 4 Cards (Clubs). Pistol will grant +1 success. On a successful attack, deal wounds to the target equal to the difference between the successes gained and defence of the target.

Parse: Depending on the situation, Allana can be convinced to partake in Parses that would revolve around protecting her and by extension the party. Her word Mark could be used to affect anything that represent anything that has blemishes a surface, someone's target. This could include a Parseling's tattoos...



QUANTUM CATS

Cat Lingua // Slip // Deja Vu

STATS

Dice: Push 1, Intent 0, Feats 2, Conduct 0
Words: Slip
Health: 3d6 or 12 points
Stamina: 5
Defence: 4
Initiative: 0
Speed: 2d6 or 7

These Quantum Cats are Lingua, animals that have been infected by Parsecytes and infused with a Parse word. In this case their word is "Slip," which allows them to slip through the smallest of cracks, holes, and even surfaces.

BEHAVIOUR

Goal: Find and free their companion

They are more intelligent than their ordinary animal counterparts, and also less predictable because of the parasite influencing them. They are viable to attack if startled or harmed, but these particular lingua are more interested in self preservation and obtaining the contents of the Vial: a weakened cat Lingua like them. They will instead only approach humans obliquely and investigate the objects around them, climbing walls and batting at things to knock them over such, as the suitcase.

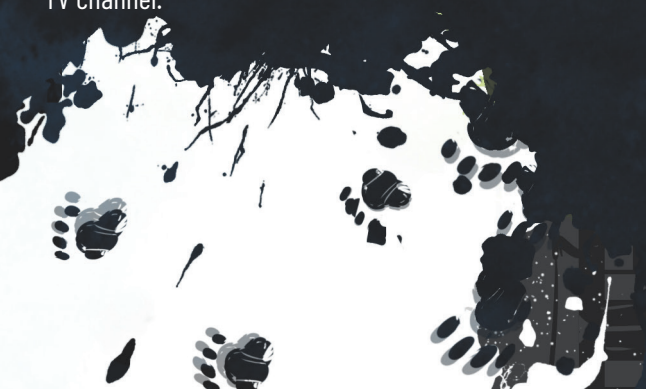
This situation does not necessarily have to become violent, as these lingua can be left alone or even befriended. Their objective should be made clearer to the players when the felines encounter the vial from the suitcase. Should any of the cats see the vial in possession of any human, they will insistently surround that person and perhaps climb onto them to get closer.

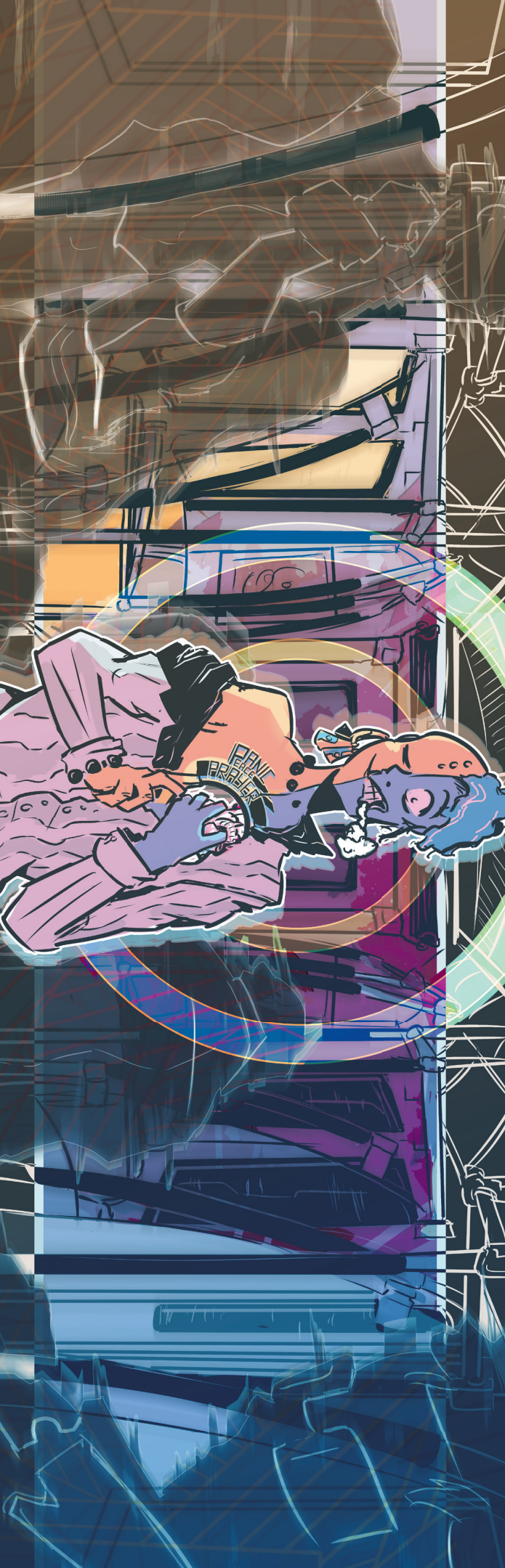
ACTIONS:

Scratch: 2d6. Attack a single target.

PASSIVE:

Slip: While recomposing, become untouchable. Any attempts at physical interaction fails. The bodies of the cat flickers, like a distorted TV channel.





ACT 2: SIDE B

PANIC, PRAYERS AND PANDEMONIUM

Scene: High Intensity

Characters: Allana Milure, Caleb Stamos

Goal: Resolve the encounter with Caleb and guide the players off the train and to the surface.

Caleb's incoherent form can be treated like a boss encounter for this adventure, although it can be avoided should the Players take adequate care of him. You should trigger this when you think it will be frightening for the players but not necessarily frustrating.

MAP SET UP

This scene focuses on how the players react to the emergence of a newborn Incoherent and what kind of people they want to play. Caleb should be placed in the center of whichever cart he had/will have a cardiac arrest in.

*If Caleb remained in **Cart A**, no additional tokens are needed.*

*If Caleb moved to **Cart B**, place 6 Frenzied human tokens.*

INCOHERENT

Here players are meant to have their first encounter with one of the worst entities Parselings has to offer: an Incoherent. A Parseling who dies or loses their sanity always has a chance of returning as an Incoherent. The Parsecye inside them attempts to take full control and replaces their human consciousness with a simplified and alien copy of the original. This could be sometimes be seen as an "improvement" based on how the Parsecye perceived its host and the words they held.

Incoherents are liable to act in a myriad of ways, but most of those avenues are anti-social and can result in violence. They are especially dangerous, because they gain the ability to create a *limited form of a Parse* on their own. In addition to this, many such individuals show lack any of the restraint against abusing their powers to their own ends. In most occasions these twisted humans seek to survive and become the epitome of their core concept. In this case, Caleb, while unconscious becomes the root of all **Panic** and **Pandemonium**

While it is easy for this scene to devolve into a simple fight, it may result in heavy bodily harm to the characters. The idea of the scene is to further encourage the players creative juices and present interesting ways of solving the challenge ahead. When describing Caleb, be sure to slip into the player's heads that the Incoherent's heart is not beating. Restarting blood flow for this scenario is key to having Caleb regain some sort of intelligence and movement. It should be noted that not all groups of characters that enter this scenario will have words that will be conducive to this goal.

The option to flee from the encounter should always be present.

ENDING THE SCENE

If the felines have not been managed previously, your players/characters appear to still have fight in them and they are in possession of the ink vial, you can proceed to **Part B: Cats**. Otherwise, continue to guide the players off the train and up to the surface to end the scenario.

CARDIAC ARREST

The Emergence

You notice Caleb stands from his seat suddenly, the cold sweat spattering his face hanging in heavy beads, some of which begin to streak or fly onto the floor. He loses balance and props himself against the seat back as he begins to clasp at his chest. His mouth begins forming the shapes of words but he only manages to choke and wheeze.

The young man doubles over and begins to grab harder, finally ripping it open and sending the buttons clattering all over the floor. In his eyes you can see the panic rising, teeth clenched and bared for all to see, his face wracked in pain. As suddenly as it started, half of his primal expression of goes slack, and his back straightens.

A small circular cavity oozes away at the center of his chest, around his hands and onto the floor. You can see his left hand reach into the hole and grab onto something... his heart. It doesn't seem to beat, hanging still in the cavity as his hand grips it tight. His skin shifts in colours down his middle. Half of his skin turns a pale blue, almost chilling the air around it. While the other half takes on a metallic sheen, as his hair begins to fall away.

Depending on the locations of the players when the heart attack occurs, the scenes they will witness will vary. You may use the following passages as inspiration for your own descriptions of how Caleb emerges into an Incoherent.

NPC RESPONSES

QUANTUM FELINES:

Condition: *The cat lingua are still present when the heart attack occurs.*

The feline creatures freeze at the sight of Caleb, raising their glistening hackles and eyes going wide in a moment of startled fear. They all begin to scurry into shadows and slip out of the car with desperate speed, all too aware of what comes next...

OTHER PASSENGERS PRESENT

Condition: *Players are present in Cart B as the heart attack occurs.*

The other passengers around you have been pressing against the walls and shouting as they try to back away from the shifting form of Caleb, but as the transformation completes their fear turns into an irrational panic. The citizens begin to wail cacophonously and violently beat their fists into themselves. Injuring others with no apparent goal other than mindless violence.

Caleb stands in the middle of it all in corpse-like tranquility.

A DISTANT OBSERVER

Condition: *Players are observing the transformation through the windows.*

You hear muffled shouts through the door to the next carriage and someone calling for help. The shouts rise into continuous screams and hollering. A silhouetted head is bashed against the window of the sliding door, and as the victim slides down they wipe away some of the ink obscuring your view into the car. Through the hole you see a flurry of limbs to accompany the pandemonium of voices.

The other passengers seem to be fighting amongst themselves, but acting more like apes than people. The only spot of stillness in the frame is a blue-shirted man standing in the middle of the aisle...

FRENZIED PASSENGERS

Humans //Panicking

STATS

Dice: Push 1, Intent 0, Feats 2, Conduct 0

Words: Slip

Health: 3d6 or 12 points

Defence: 3 **Initiative:** 0

Stamina: 4 **Speed:** 2d6 or 7

These normal bystanders have been overcome with PANIC and have been whipped up into a frenzy. These are unfortunate souls who were in the wrong place at the wrong time. They can be taken out easily enough, a quick blow or attempt at pacifying them will do the trick, but they're innocent, mostly.

BEHAVIOUR

Goal: Survive each other.

While in a state of blind rage and fear, the Passengers will direct their fury at the closest target, even each other. For unknown reasons, the only one safe from their anger is Caleb. Should the haze covering their minds be cleared, the Passengers will have a vague hazy memory of what occurred, some may even be appalled at their actions.

ACTIONS:

Maul: 2d6. Attack a single target.

CALEB STAMOS

Incoherent Of Panic//Sedated

STATS

Health: 4 **Image:** Perseverance 2, Potential 2

Syllables: 7 Intelligence 1, Insight 2

Potential: 4 Force 3 Finesse 1

Perseverance: 3 Charm 3 Cunning 2

Defence: 3 **Skills:** Perception 2, Athletics 3, Melee 3,

Initiative: 3 Acting 2, Empathy 4, Manipulation 3

Speed: 4 **Words:** Prayer, Panic, Pandemonium, Peace

BEHAVIOUR

Goal: Survive, Heal and Relax

The unconscious incoherent of Panic is focused on its recovery, after all, its body has just been brought back from the jaws of death. Each turn until it is interacted with, it will be using the action **Correlation (Enchantment/Hearts)** and stockpiling successes. This will give his first blow on the players a significant power, causing a health damage almost instantaneously.

Even without this stockpile, with a lucky draw, the players may suffer significant wounds or health damage. The incoherent is in purely defensive stance, in its attempts to restart its own heart. However, it does not have the means to do so on its own.

ACTIONS:

Retaliate: 6 Cards (Clubs). Attack a single target that has physically touched Caleb. Deal wounds equal to the difference in Defence and number of successes gained by Caleb's check.

Correlation: Caleb absorbs the panic in the environment /people around him, pacifying them momentarily. He may do this as long as at least one person is in a state of disorder around him, his target will be more sedate and require to spend their turn recomposing. Depending on the suit selected, this will trigger a different kind of effect.

Correlation (Emission/Spades): 3 cards.

Consume Panic in the environment.

On 2 Successes gain 1 Syllable, 1 Potential, 1Perseverance.

Correlation (Embodiment/Clubs): 4 cards.

Consume Panic in the environment.

For every 2 successes, return 1 card from the Wounds Pile.

Correlation (Enchantment/Hearts): 5 cards.

Consume Panic in the environment.

You may apply any successes gained into the next check.

PASSIVE:

Handyman: Aces always add 1 success regardless of suit.

Amplifier(His physical heart): While in possession of his HEART, increase Potential and perseverance by 1.

Singularity (Panic): Caleb's touch can cause panic to rise up in a person. When physical contact occurs with a player character, trigger this ability. Add into the player's deck the condition **Jack of Spades (Panic)**. If this card is already present, add a **Queen of Spades (Panic)** or subsequently as **King of Spades(Panic)**. For each (Panic) card in the deck, reduce the draw by 1. The players may not draw less than 2 cards.

PANIC ENCOUNTER

This encounter ought to seem hectic and dangerous to the players, and it might kill some or all of them if they play it wrong, but there are other options besides running away. The primary ways to resolve this situation are to kill the Incoherent, or to restart Caleb's heartbeat somehow so that he regains some of his rationality. The hostiles do not immediately target the players, as the Frenzied Passengers will target randomly and Caleb will remain still and unmoving until attacked. It should be noted that Caleb's strikes do not discriminate between friend or foe. If struck by a player, the passengers will unite against the new threat. While they could fire the pistol, they would most likely strike innocent bystanders. Below are the possible outcomes of the encounter, they have been achieved, move on to the next appropriate scene.

ESCAPE

Condition: If they exit the cart.

Check: Force + Athletics (Clubs)

Successes: 14 Successes

Forcing open the boarding doors, you stumble off the train and into the tunnel. The earth is still gently rumbling as dust from the tunnel roof settles. The chaos in the train and the collapse tunnel behind it are certain death. Salvation lies ahead. You sprint blindly into the dark and down the tunnel to get away.

Unlike the doors in **Cart A**, the players will be able to manually force these doors open. It will lead into the tunnels around the train.

MURDER

Condition: If they kill Caleb...

The blow sends Caleb falling to the floor like a slab. Lying on his back and looking up at nothing, the other half of Caleb's face relaxes into a dead composure. His hand releases its grip over his heart as the last strength of his body is released.

The passengers, if not already killed or knocked unconscious, snap out of their violent hysteria and huddle to protect themselves or trying to aid those they were assaulting only a moment ago.

It will take a few moments for the crowd to regain the presence of mind to acknowledge the players, thanking the players for saving them. They still retain vague memories of the last few minutes and could be going through any number of emotions. Acutely aware that help may not be coming, the remaining people will leave the train and attempt to make their way to the surface.

PARSING AWAY YOUR PROBLEMS

The most likely way to get Caleb's heart beating again is a miracle; that is, this is the perfect time in the module to introduce Parsing to your players if they have not already tried it. Parsing should come almost instinctively to Parselings, because as soon as their hosts make contact the Parcesytes within them can communicate. Parcesytes know how to influence the world around them with words, and so they allow their hosts to intuit the power as well. As the GM it is your job to decide how closely a successful Parse will replicate their intended meaning, and you should give them an idea of the possible magnitudes of power needed to reach their goal. You also must anticipate an equivalent penalty if the Parse should backfire.

REVIVE

Condition: If they wake Caleb.

The pandemonium abruptly silences, the silence hanging heavily until it is interrupted by a slow beating sound. Caleb's grip loosens around his newly pulsating heart, but remains held over it. The left half of his face eases into repose as his right eye opens again for the first time, his face arranging itself into an expression of waking from a nightmare.

Caleb seems about to move, shifting his weight until his left leg gives out as if it was paralyzed. He tumbles to the floor on his side before slowly folding into a fetal position and sobbing.

Although some of Caleb's sanity has been restored, he can never be fully restored from Incoherency. He is instead a caricature of his former self, now a hyperbolic representation of his own tendencies to panic and succumb to fear because of the manner in which he died. Now capable of speech, although he can only use half his mouth articulately and will sound slurred.

Players can attempt to calm Caleb into a state where he can converse. If they manage this, he will reveal earnestly that he has no memory of the chaos he caused or how he came to be. He has some memory of who he used to be, although may no longer consider himself to be "Caleb."

As the passengers come to their senses, will retain some idea of what had just transpired. Some passengers will see Caleb as a monster and want him punished or killed, while others will see his weeping state as remorse and believe he should be helped.

ACT 3: EPILOGUE

Using phones for illumination, you and whoever you managed to save from the train trudge down the train tunnel a long ways, accompanied by the scurrying shadows of rats as well as rumbles from the surface. After who knows how long and how far, a pale light in the tunnel emerges. It is the underground platform to Infes Memorial Station.

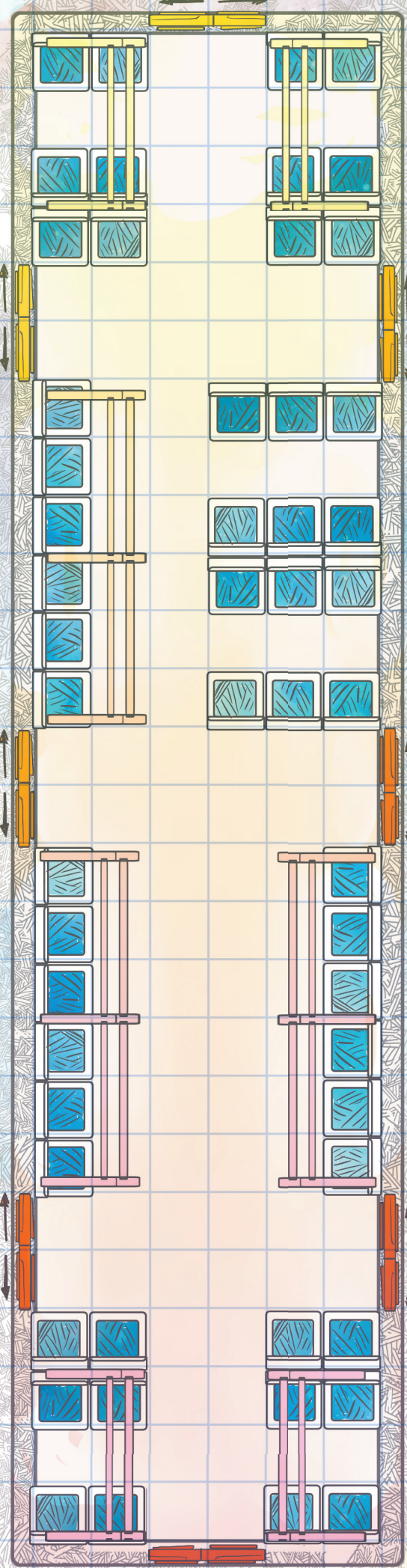
Climbing up the stairs and out of the subterranean purgatory which nearly trapped you in, you emerge onto dead streets. The building fronts and roads are clean, unnaturally spotless for a place where people live and pass through everyday. The air is cold and crisp, carrying only the sound of wind blowing through the street corridors. Floating far and above in the sky are bewildering cuboid forms gathering uprooted masses of debris and vehicles, spewing forth unceasing waterfalls from random windows and orifices in their perfectly escheresque surfaces.

Nominal City seems empty save for yourselves, and incomprehensible sight of these flying structures leave you all in a long moment awe and lostness as the pathways of a familiar unknown sprawl out all around you.





CART A



CART B

