

Lazarus 39 - Into the Fire

PC's

Diego (Ethan) *Level 12 | Variant Human | Monk of the Cobalt Soul / Oath of Vengeance Paladin*

Asugi (Clay) *Level 12 | Human | Tech Sorcerer*

Raven (Julia) *Level 12 | Human | Bloodhunter*

Kyson (Andrew) *Level 12 | Human | Life Cleric*

Strong Start

Your time at sea has been a blur, little rest and constant stress has made your sense of time hazy. You know that after being ejected from Glinda's simulation, you were discovered by Commander Kraugh; a battle narrowly won by the Caldera forces. You know that after your close defeat, you were unconscious for some time, awakening inside a cold steel interrogation room at the mercy of Lieutenant Hohstadt. You know that you found yourselves on the deck, overlooking the black depths of an angry sea. You know that Asugi escaped and tried to save you. You know that one slipped away. What you don't know, however, is what awaits you at the approaching island. The looming megalithic structure of concrete and steel that slowly grows larger on the horizon. Built in the eye of a storm, on an island with no name, lies Jericho Bay Station.

Scenes

A Break in Silence

- The staticky voice of Jacques enters all of your heads.
 - "Is anyone reading me? I repeat, is anyone reading me? Shadrach say something goddamnit! Do you hear me?"
- If he hears a response.
 - "Oh thank God. You've been dark for nearly a week. I only picked up your location when Glinda's position suddenly popped up on my radar."
- Talking ensues.

- “Well here’s the thing, once Glinda’s trace appeared I got a sense of where y’all are at and I did a sweep. I found Jericho. Whatever data blocker that was in place on the ship is still active ashore, only I was able to reroute it so we can talk. I’ve been booted from the system though, so I don’t know if they’re now expecting trouble seeing as they caught onto me.
- “Your location is pinging me from somewhere way off the coast of Easter Island. You’re a long ways from home, Shadrach.”
- “Now that I’m aware of the system’s whereabouts, I’ll try to help when I can. Open doors, shut off cameras, stuff like that. I know it’s not consolation, but Glinda gave me an in. I’ll try not to waste it.”

Arrival at Jericho

- Shadrach is on the Main Deck at the beginning of the session.
- As they approach, a swarm of Surveillance Drones flocks the ship, scanning for life forms.
 - They end up scanning the damaged sections of the ship
- A group of **Wintermute Helots** begin unlatching and preparing the cargo for transport into the base.
- There are **two** large **Stationary Turrets** posted at each end of a large, barbed chain link fence leading further into the station.
- There are also **two** cameras pointed out from the gate.
- The gates open and close periodically to let cargo in.
- There is a building on the left side of the area with a control panel that controls:
 - The Turrets
 - The Chainlink Gate
 - The Main Gate
 - The Cameras
- **Four Caldera Troopers** are on guard duty here, as well as singular **Caldera Golem**. **Two Surveillance Drones** are flying about.
- There are about 10 Wintermute Helots on duty.

Old Friends

- Diego finds himself stuck outside, hoping to try and hitch a ride on the Ship back to land.
- He will bump into the party during the first encounter.

Not the Droids You are Looking For

- When taking the Monorail Tram, there are security checkpoints situated before entering each Sector.
 - These checkpoints are guarded by two Laser Grids (10d12 Necrotic upon contact) that surround the Tram until a retinal scan is completed.
- If the party is caught, the grids do not subside and **two Caldera Harpies** appear.

Human Contact

- Taking the tram into **Sector B** will introduce the party to some of Jericho's staff.
 - **Dr. Sok Yu-Ni** (BioRedux Surgeon) is playing tennis with **Dr. Sonia Aadi** (BioRedux Chemist).
 - **Dr. Fabián Rossi** (BioRedux) is in the boardroom discussing with **Dr. Samuel Boltzmann** about possible ways to incorporate Neuropozyne into Husk synthesis to combat *neuroprosthesis rejection syndrome*. They hope to convince Donovan to consider opening a subsector in Sector D for Neuropozyne production.
 - A build-up of scar tissue that blocks electrical signals between augmentation electrodes and human tissue, ultimately resulting in rejection.
- Taking the tram into **Sector D** will introduce the party to some more of Jericho's staff.
 - **Dr. Linus Kelsen** and **Dr. James Horne** are anatomizing a young woman.
 - They seem to be debating whether or not the heart is healthy enough to be used as a template for others.
 - **Dr. Maddison Horner** and **Dr. Chao-fa Sriroj** are disposing of useless organs and preparing healthy templates for transport into Gene Casting.
- They will all give similar information:
 - Almost all of the employees work in the BioRedux Complex on Gene projects. The only people that go in and out of the Sapience Complex are **Dr. Ben Eshed** and **Dr. Pyrrus**. The only other staff outside Sector D are **Hohstadt** and **Kraugh** in the **Security Ward** (A subsector of Sector A) and **Deluge Superintendent Niko Vangelis** in Sector C.
 - Their job is to take drained Hosts and extract their DNA to make Husk facades.
 - Donovan and Goodwin are friendly and regularly engage in workplace activities such as movie nights and swimming competitions while

Kraugh is pretty edgy and does not partake. Hohstadt occasionally shows up.

- Though they do acknowledge they are very secretive on what goes on in the Sapience Complex.
- They have only been working in Sector D for around 5 months.
- They've heard the station itself has been here for 13 years
- They've heard **Dr. Rachael Deckard** was one of the first employees.

Theophany

- Donovan ben Eshed can be found in his Quarters, sitting at his telescope looking up at the sky.
 - “You know, while I sat here waiting for you to come; to demand answers or to merely take my head, I thought of a million different monologues. A million different things. All the things I could say. And I wish I could say I didn't have one, but I do. And I'm dying to get it off my chest. But ask away first. You can sit down if you'd like. There's no traps or anything. We're entirely alone here.
 - “During my many years alive I have seen terrible things. I have seen beautiful things, there is no doubt. But I have seen terrible things. Things that linger in the back of your mind and bite at your psyche in the night and make you wish it was all somehow different. I'm not going to pretend you haven't seen those things too. A family murdered. A mother taken. You've seen children enslaved as pawns in a futile war. You've seen hatred keep those unfortunate enough to be deemed unworthy beneath a boot. You've seen humanity blurred to such a degree where metal and flesh pale in comparison to a mind so heinously altered that the living soul is nothing but a spark to be extinguished. Look me in the eye and tell me that humanity deserves a second chance. A third, a fourth. Because I have given them millions. A million lifetimes to make something, anything with love, with selflessness. And a million chances have been thrown away, with every pleasure suicide and with every amusement murder. With every domestic abuse ending with “I'll buy you a new body”. Look me in the eye and convince me, because I don't think you believe it either.”
 - “I conceived immortality to give Humanity chances to do what they could never do in one lifetime. To love longer, to build higher, to expand further. But they take my gifts and they bastardize it, pervert it until it's nothing but a toy for thrill seekers and technofetishists to abuse and destroy. I have given humanity a dying planet, one that cannot sustain our kind for much longer. We're running out of food, of water. We're running out of space. We are running out. The way I see it, you have two

options. Kill me. Do what you came here to do, and watch our planet die slowly, inevitably, and without any chance to fix what has been lost. Or side with me. Open the Flood Gates and give those not tainted with the temptation of Foul Mechanics a new world, a better world, forever.

Family Reunion

- Inside the **Encephalon Chamber**, Dr. Goodwin Phyrus is finishing typing something into the computer.
- He doesn't notice the party enter.
 - "Good news Doctor, QUINCY has finally been brought back online. I don't know what triggered it, but I'm reading activity in the synapses. I'm guessing that we'll have full consciousness here in a second. Were those other voices I heard, Doctor----?"
 - To Kyson - "Oh my God, you made it. I hoped you would. I never gave up hope, you see. I wanted to write, I really did, believe me. It's just that my work is too important, and words are so lacking. You needed to see it for yourself."
 - "This is QUINCY"
 - "Son, I thought you of all people would understand what we're doing. You see the suffering in this world. The evil that rains down on us every day. We want to fix this. You may say that our method is cruel, but do you think the alternative is less so? Please, Kyson."
 - If you are afraid of dying you do not need to be. You and your friends will be unaffected as long as they aren't occupying a Husk.
- If the party tries to stop them, both Donovan and Goodwin try to reach forward, insert a key into a hole, and turn to activate the countdown.
 - The Countdown is for **3 Minutes/180 Seconds/8 Rounds**
 - Each round of combat takes away **30 Seconds**.
 - Jacques can attempt to hack in to give extra time. Each successful hack increased the time by **30 Seconds**.
 - DC25 + 10 to hack into the Countdown.
- Once QUINCY goes rogue Donovan and Goodwin try to escape.

Secrets and Conditions

Precious Cargo

- Lazarus is having "drained", naturally born Eden Corp Hosts cryogenically frozen and shipped to Jericho where they will be used as Gene Hosts.
 - Once a Host is emotionally drained from service, they are shipped to Jericho Bay Station.

- Lazarus extracts, duplicates, and modifies their DNA to create new Husk facades.
- Lazarus does this to maintain funding from Eden Corp, despite Donovan's distaste in the practice.
 - Eden Corp pays Lazarus to take their used Hosts which allows Donovan to secretly fund his Great Flood plan.
- The Caldera Initiative (Funded by Eden Corp) also has a habit of using prisoners for the same practice.

A Change of Heart

- Goodwin Phyrus has come around to the concept behind Donovan's plans, and believes that a hard reset is in the best interest of the species.
- He has been aware of the bounty on his wife's head but has done nothing about it, insisting that it kept her out of the dangers of the city and from intervening in the Great Flood, of which he knows she wouldn't approve.
 - He believes that she would be fine during the flood, because she is not in a Husk and that they could finally be a family again after it's all over.
- He left the journal in the house so that maybe Kyson could find his way to Jericho and join him.

Not Quite How I Remembered Him

- Due to Glinda's Modify Memory, Lieutenant Hohstadt has now been convinced that Kraugh is working against her sister in a deliberate attempt to tear them apart.
 - The party can find them dueling in the **Security Ward** of Sector A.

The Dove

- Donovan initially created Prophet Abraham in collaboration with **Dr. Rachael Deckard** to create a prototype race of Nephilim to exist after the Flood.
- Donovan eventually was hit with the absurdity of the plan and terminated the project immediately.
 - The idea to create a godlike race out of technology after technology made all the problems in the first place was lost on him in the beginning.
- Abraham had already gained too much sentience, escaped, and created the Puritans after learning about Christianity.
 - Donovan kept him around to see if he could eventually become useful again.

Adaptive Manipulator

- QUINCY was originally created to help Donovan devise the Great Flood because Donovan had no cooperatives in the plan. It was a total secret, and he needed help.
- QUINCY was outfitted with adaptive, machine-learning technology which allowed him to constantly self-improve and learn.
- Because he was born to devise a strategy to end human life, QUINCY began to utterly despise the creatures, and wanted to control them, rather than kill them all as he saw it as a more severe punishment.
- Donovan is using QUINCY as a tool to broadcast the Flood signal all over the planet.

Key Locations

Sector A - Freight & Resources (Floor 00)

Ugarte Dock: The Dock is a massive port where all the goods shipped into Jericho arrive.

- There are two large **Stationary Turrets** posted at each end of a large, barbed chain link fence leading further into the station.
- A small control building stands behind the fence.
 - The Hangar and Chain Link doors can be controlled from here, as well as the Turrets.
- **Four** Caldera Troopers are on guard duty here, as well as singular **Caldera Golem. 2** Surveillance Drones are flying about.

Cargo Holds: The initial Cargo hold is a large holding facility accessible directly from the Ugarte Dock.

- There is a lot of heavy equipment inside to transport the goods.
 - Forklifts and an overhead cargo crane.
- There are about **15** Wintermute Helots moving equipment and transporting goods.
 - They are guarded by **4** Caldera Troopers
- There are massive shelving units large enough for shipping containers stacked maybe a hundred feet up.
- There are two doors leading out of this hold.
 - The first door, about as large as the first hanger door, leads into the **Transit Bay.**
 - The second door leads into parallel holding facilities.

Transit Bay: Jericho Bay Station uses a Monorail Tram system to transport freight and staff. This system uses TWO SEPARATE TRAMS for both personal and freight and goes through numerous security checkpoints on its way to any of the 5 main Sectors.

- **Sector A - Freight & Resources**
 - The entrypoint into Jericho Bay Station from Ugarte Docks.
 - Storage holds for all materials.
 - Also leads to the waste management section of the Station.
- **Sector B - Dormitories & Recreational Facilities**
 - Dorms, gyms, mess halls, entertainment centers for all scientists.
 - Also houses the infirmary.
- **Sector C - Hydro Electric**
 - Lowest level sector - below sea level.
 - Syphons water from the ocean to power the facility.
- **Sector D - BioRedux Complex**
 - The sector where scientists reengineer drained Hosts and turn them into templates for Husks.
 - Segmented into two larger sections.
 - *Gene Extraction:* The Gene Extraction facility is where Hosts are taken from their Cryopods and operated upon.
 - *Gene Casting:* The Gene Casting facility is where the extracted genes from Host donors are molded into potential Husk Templates.
- **Sector E - Sapience Complex**
 - The sector where AI experimentation happens.
 - Quincy is located in the **Encephalon Chamber**
 - Also where the Great Flood plan is synthesized.

Security Ward: The Security Ward is accessible through a long hallway that is guarded by a **Stationary Turret** that leads to a control room and **Dormancy Chamber**.

- The control room is guarded by both **Hohstadt** and **Kraugh** who are dueling when the party arrives.
- The control panel is guarded by a Core Seer BaitHook (DC 25 + 10).
 - Once inside, they can choose to disable all security measures not inside or leading into **Sector E**.
 - Cameras
 - Turrets
 - Checkpoints

Dormancy Chamber: The Dormancy Chamber is a massive storage facility filled with hundreds of dormant Wintermute Helots, Caldera Troopers, Caldera Harpies, and Caldera Golems.

- The enemies are dormant unless provoked.
- There are **Stationary Turrets** placed on either side of each row of stacked troopers.

Sector B - Dormitories & Recreational Facilities (Floor 01)

Staff Accommodation: The Staff Accommodation portion of Jericho is outfitted to be as comfortable as possible and to account for all employee needs including housing, recreational, medical, and nutritional needs.

- Each employee (35) has their own room that is labelled with a placard embossed with their name and position.
 - **Kraugh's Chambers**
 - The room is astonishingly bare. No art on the walls or any personalization. There is a small Jade Turtle sculpture on the nightstand and a small book of poetry underneath his pillow.
 - **Hohstadt's Chambers**
 - The room is decorated with landscape paintings and smells faintly of paint. There are a few unfinished watercolors propped against the wall. Mostly landscapes but a few nudes. Tasteful.
 - **Phyrrus' Chambers**
 - The room is mostly empty aside from a family photo on the nightstand and a college diploma from UCLA on the wall. There is a hidden compartment in the drawer (DC 13) filled with hundreds of unfinished letters to Kyson and Frona.
- There is a communal swimming pool, movie theatre, tennis court, basketball court with locker rooms for each.
- The mess hall is at the center of the Sector and is attached to the kitchen.
 - The Common Room is adjacent.
- The Medical Office is located in between the dormitories and the recreational facilities.

Sector C - Hydro Electric (Floor B1)

The Deluge: The Deluge is the powerplant of Jericho, providing energy to the entire complex and powering the many security measures of the station as well as the projects they protect. It is a massive undersea sector that uses the power of the

natural Ugarte Falls to turn massive turbines and expunge used water back into the sea.

- There is a central command deck that controls the plant that is guarded by a squad of four Caldera Harpies and **Superintendent Niko Vangelis**.
- The plant is being tended by a few dozen Wintermute Helots in various dangerous scenarios.
 - A squad is repairing one of the turbines while the torrential downpour of sea water barrages them from above.
 - A squad is fishing fallen cargo out of the rapids.
- You enter facing a grated platform that overhangs above a massive subterranean river where three gargantuan turbines are spun by a torrent of water, presumably from the waterfall above. A small building is perched upon the mass of metal scaffolding and catwalks that spiderweb above the plant.

Sector D - BioRedux Complex (Floor 02)

Gene Extraction: The Gene Extraction facility is where the Hosts transported to Jericho are dissected, tested, and stored for future use.

- The facility is set up in multiple areas for use.
 - Surgical Chambers
 - Cold Storage
 - Supply Storage
 - Board Rooms
 - Security
- There are 10 Surgical Chambers that are each manned by a head doctor and two assistants.
- The Cold Storage units hold the used bodies and act as a massive meat refrigerator.
- The Supply Storage holds all the necessary drugs, instruments, etc needed to perform the surgery.
- The Board Rooms are where employees discuss the needed actions and quotas and etc.
- The Security chamber is active to make sure no items, Hosts, or etc are stolen or altered.
- The Gene Extraction Facility is run by **Dr. Hubert Kobes**.

Gene Casting: The Gene Casting facility is where the extracted DNA from the Gene Extraction facility is used to grow new Husk templates. There is also an AutoCEMP chamber located in this area.

- The facility is set up where large, adult sized synthetic wombs are hung from overhead conveyor belts and are sent along a track where they are pumped full of growth hormones and genes to create perfect humans.
- You enter from the top and look down over the wombs from wide concrete catwalks and overpasses. The facility glows with a dull orange light that slightly pulses at times. There is the constant clanking of machinery as the conveyor belt moves, halts, and then picks up again.
- There is a section of the facility where Defect Husks are waiting to be incinerated.
- The AutoCEMP chamber is a room with a large machine, reminiscent of a Cryopod where the user can automatically and surgically implant any Augment without the need of a CEMP.
- There is a control room directly opposite the entry point that is guarded by Four Caldera Harpies and is overseen by **Superintendent Dr. Grayson Clarke**.

Sector E - Sapience Complex (Floor 03)

Foyer: A large 30' by 55' room with high ceilings that includes large bookshelves on the left side and high, floor to ceiling windows beside a large door on the right. There is a large Persian rug situated lengthwise on the dark marble floor. Deep bordeaux leather sofas are situated in a L shape on one end of the room with a small glass coffee table between them. A painting of an open sea is set between the bookshelves. In the center of the room is a large, gyrating and spinning, floating orb that is suspended in space, gently shifting metal panels from place to place on its circumference.

- The Orb depicts the QUINCY ORB but is merely an interactive sculpture.
- There are a few noteworthy books on the shelves.
 - *Life 3.0 by Max Tegmark*
 - The book begins by posing a scenario in which AI has exceeded human intelligence and become pervasive in society. Tegmark refers to different stages of human life since its inception: Life 1.0 referring to biological origins, Life 2.0 referring to cultural developments in humanity, and Life 3.0 referring to the technological age of humans. The book focuses on "Life 3.0", and on emerging technology such as artificial general intelligence that may someday, in addition to being able to learn, be able to also redesign its own hardware and internal structure.
 - 2017
 - *Homo Deus: A Brief History of Tomorrow by Yuval Noah Harari*
 - The book sets out to examine possibilities of the future of Homo sapiens. The premise outlines that during the 21st century,

humanity is likely to make a significant attempt to gain happiness, immortality, and God-like powers. Throughout the book, Harari openly speculates various ways that this ambition might be realised in the future based on the past and present.

- 2015
 - *I Have No Mouth, and I Must Scream* by Harlan Ellison
 - The short story is a horrifying look into a post-apocalyptic hell. The computers created by humans to fight their wars for them join together into one linked and unified computer, AM, which discovers sentience. It quickly runs data to kill all on Earth except for five survivors on whom to play out its sadistic and revenge-filled games. Although AM often appears to be godlike, it is no god, as AM cannot create life, although it can prevent the survivors from dying.
 - 1967
- Looking out the windows depicts a lush jungle with vibrant flora and fauna, all living in perfect balance.
 - It is not real, an artificial environment that can be changed based on mood.
- Can be transferred to an Ocean, Desert, Mountaintop.

Donovan's Quarters: The doors open into a long chamber with high ceilings of similar marble in which a king sized bed is set up in the center, lacking any privacy. Around the bed are two side tables, each of which have small paper lamps set upon them. Following your eyes to the left reveals dual staircases leading up to a loft area where a telescope and globe are set up; opening the ceiling to a glass dome. There is a large flatscreen television near the bed and a well worn Charles Aemes chair adjacent to it. A table made of reclaimed wood sits empty on one side and a Grand Piano on the other. But surrounding all the walls, shelves, art pieces, and another door on the right, are beautiful and well kept plants and flowers; all a beautiful and healthy green.

- There is tons of art in the room and all of it is very interesting.
 - A carved elephant tusk depicting druids in the middle of a ritual.
 - A disk of clay with extremely fine etchings of semi-concentric lines that seem to spiral outwards from the center in tight, semi-random wiggly spirals. It has been broken into three shards.
 - A singular wooden box, with 1-year worth of every spice in the world.
 - The painting *Saturn Devouring his Son* by Fransisco Goya
- The telescope has a journal next to it with drawings of different constellations.
 - Caelum – The Chisel

- Caelum is one of the constellations created by Nicolas-Louis de Lacaille. Lacaille originally named the constellation Caelum Scalptorium which is Latin for “the engraver’s chisel.”
- Cetus – The Whale
 - Cetus constellation represents the sea monster sent by Poseidon to ravage King Cepheus’ land after his wife Cassiopeia had boasted that she was more beautiful than the Nereids.
- Columba – The Dove
 - Columba constellation represents the dove. It was introduced by the Dutch astronomer Petrus Plancius in the 16th century. Plancius originally named the constellation Columba Noachi, Noah’s Dove, in reference to the dove that signalled to Noah that the Great Flood was receding.

Encephalon Chamber: The Encephalon Chamber is a stark transition from Donovan’s Chambers. From elegant and luxurious to cold and mechanical. From warm and natural to steely and artificial; like stepping from the forest into a military bunker. Inside, a narrow steel catwalk extends over to a computer desk with multiple large monitors set up around it. Above it, hovering a few feet in the air is a gargantuan version of the Orb you saw in the foyer, only now it has grown to four times its original size. Situated on nine pillars over the vast chasm below, seemingly leading into the sea, are other smaller computer stations.

- The Encephalon Chamber houses QUINCY, the enlightened AI (Dormant until after the RP).
- Each of the pillars houses a hackable computer (DC 18 + 5) which controls the Overload.
 - Someone must hack two computers within the same round of combat to initiate the Overload which deals massive Radiant damage to QUINCY

Important NPCs

Dr. Donovan ben Eshed PHD (Chaotic Neutral) Has a goal and plans to finish it.

- 56 year old Male. 6’ 0”, lean. Thin scar above his left eyebrow and over the left side of his lip, hazel eyes, short black hair the ends in a widow's peak.
- Wears a white tailored suit with a sky blue undershirt. Poking out from his right sleeve is a fully mechanical hand, however it seems to be an older model. His left hand is normal.
- Present in the Sapience Complex in his Chambers

Commander Elias Kraugh (Lawful Evil) Wants to discover the Shadrach's motives.

- 57 year old Male. 5' 11", muscular. Chiseled jaw, piercing blue eyes, and short blonde hair.
- Wears a red uniform with the **Caldera Initiative** insignia: A large circle reminiscent of a crater with a small dove flying through it. Smokes a cigar and stares into your soul.
- Physically in Sector B - In charge of security.

Lieutenant Joie Hohstadt (Lawful Evil) Fiercely loyal to Kraugh. Wants to impress.

- 35 year old Female. 5' 10', muscular. Pretty but in an intense way. Piercing brown eyes. Long brown hair tied up into a top bun.
- Wears a black uniform with red trim with a similar **Caldera Initiative** badge.
- Kraugh's second hand. Physically in Sector B.

Deluge Superintendent Niko Vangelis (Lawful Neutral) Stays out of trouble.

- 43 year old Male. 5' 9", lean. Showing signs of age around the face. Pale blue eyes. Balding but wears a short brown toupee.
- Wears business casual shirt, tie, and slacks under stained blue denim overalls and rubber work boots.
- Tends to the Deluge and knows little about what goes on above ground. Gets paid well to not know. (\$100,000 a year).

Casting Superintendent Dr. Grayson Clarke (Neutral) Thinks of himself as a watcher

- 38 year old Male. 5' 9", thin. Youngest employee, but stress makes him look older. Grey eyes. Bleached blonde hair.
- Wears a white lab coat with the Lazarus Insignia on it and a pendant with a small whale on it.
- Tends to the Gene Casting facility in Sector D.

Dr. Goodwin Phyrus (Lawful Good) Convinced Donovan is doing the right thing.

- 53 year old Male. 5' 9", slender. Heavy bags under each eye. Tired brown eyes. Balding grey hair.
- Wears a smartly pressed white lab coat with the Lazarus Insignia on it.
- Kyson's father. Present in the Sapience Complex in the **Encephalon Chamber**.
- Has been working closely with Donovan to finalize the Great Flood.
 - Also has had a part in creating QUINCY years ago.

Dr. Hubert Kobes (Chaotic Good) Ignorant to Donovan's plans. Works in Sector D

- 44 year old Male. 5' 7", heavy set. Light scruff under the chin. Beady black eyes, augmented with superior vision. Thick white hair.
- Wears a light blue set of scrubs with the Lazarus Insignia on it.
- In charge of the Gene Casting facility in Sector D.

Enemies

Main Enemies

- **Surveillance Drone**
 - Operate in swarms.
 - Usually accompanied by Caldera Troopers in combat.
- **Caldera Trooper**
 - Heavily armored and armed android soldiers.
 - Most dangerous in squadrons, but can be lethal one on one as well.
- **Caldera Golem**
 - Uses *Arcane Golem* stats.
 - Heavy hitters and heavy takers: Can operate by themselves, but can be accompanied by Troopers
- **Caldera Harpy**
 - Uses *Fey Harpy* stats.
 - Dangerous flying machines that resemble skeletal females with large mechanical wings.
- **Wintermute Helot**
 - Not dangerous by themselves as they are not built for combat.
 - Can take a heavy beating however, as they are meant to work in high stress environments.

BaitHook Enemies

- **Cloaker**
 - Found only in low level BaitHook sequences.
 - Surveillance Drones
 - Interrogation Chairs
- **Core Seer**
 - Found only in high level BaitHook sequences.
 - Communications system
 - Security Synapse

Bosses

- **QUINCY**

- No more needed

Treasure

Caldera Blades

- A pair of uniquely crimson mantis blades extend from the user's forearms. Each blade glows with a blood orange energy that courses through the metalwork; giving the weapon a gentle hum of power. (Greatsword)
 - Located on **Elias Kraugh**

Living Armor (Half Plate)

- This hideous bio armor is formed from black chitin, beneath which veins pulse and red sinews glisten. To attune to this item, you must wear it for the entire attunement period, during which tendrils on the inside burrow into you.
 - Located on **Elias Kraugh**

Lightning Pylons

- These 3-foot long rods normally come in sets of 3 and are tipped with a fragment of a blue crystal of some kind. Each pylon channels the latent electrical energy within these fragments and can extend that energy to neighboring pylons to create an electrical barrier between them.
 - Located in **Sector C** in each Turbine. One Pylon per Turbine.

Mind Palace

- This small Neurochip looks as unassuming as a regular chip.
 - Located on **Donovan**

Rift Sheath

- This dark, metallic staff is actually a two-sided sheath for a pair of equally dark shortswords. When unsheathing the swords, the wooden sheath is shunted into a special extradimensional space until you decide to sheath the swords again, at which point it reappears between the swords.
 - Located on **Joie Hohstadt**

Bead of the Split Mind

- This small Neurochip looks as unassuming as a regular chip.
 - Located in **Donovan's Quarters** in a small bedside drawer.

Plate Armor of Etherealness (Half Plate)

- These interlocking black kevlar body armor panels shimmer with unexpected energy.
 - Located in Sector D, **Gene Casting**, among the pile of Defect Husks.

Heart of the Sentinel

- A blood red, synthetic heart that beats with increased vigor.
 - Located in Sector D, **Gene Extraction** in a pile of dissected parts.

The Ark

- This tiny, pulsating blue orb is encased in a metallic outer shell and can be easily implanted into a Neurosocket.
 - Located inside QUINCY and accessible after defeating him.

The Premonition

You watch as the gargantuan orb before you begins to shine with an intensely bright, purple glow. Like a sun has been put inside the chamber with you. Then suddenly, the metal panels on the exterior of the orb begin to shift in place, blocking out the lightning bolts of energy writhing and exploding inside. The platform you are on lurches suddenly, as it begins to move in place, almost in rhythm with the pulse of the orb. The sound of static electricity jumping from pylon to pylon erupts around you, as the entire chamber fills with a vigorous, sentient will to destroy.