

for EABA™

# Archetype Mine?

an adventure for NeoTerra™



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## Archetype Mine?

*A Delusional Champion Needs Rescuing*  
An adventure for **NeoTerra™**, by Aaron Kavli

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*"What had happened to the Undergrounders I did not yet suspect; but from what I had seen of the Morlocks - that, by the by, was the name by which these creatures were called - I could imagine that the modification of the human type was even far more profound than among the "Eloi," the beautiful race that I already knew."*

-Believed to be from the pre-Asymptote book called *The Machine of Time*.

▼ **CONCEPTS** - This adventure is designed for new characters, and can be completed in a number of ways by a range of character archetypes. It is designed to help get players not only used to the **EABA** system, but to some of the aspects of NeoTerra as well. There will be opportunities for combat, survival, use of the Net, and not least of all social issues *ala* NeoTerra. The first and second half of the adventure can be spread out over a larger campaign, and indeed **Archetype Mine?** could be turned into a long-term campaign.

If you are a player and not a gamemaster, stop reading now or you may find out the BIG SECRET. And if you tell the secret, we'll tell yours. Trust me, the Gamemaster's Guild knows what it is. Go ahead, don't believe us - we have pictures. We warned you.

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**Introduction** - It is assumed that the adventurers either already know each other, or that they at least have something in common, and hopefully live relatively close (in **NeoTerra** terms) to one another. Even if the group hasn't worked out exactly how they are connected, their upcoming employer is an artist. His delicate sensitivities and astrological readings could lead him to believe that any type of adventurer (even a drone!) will be needed on the mission. It is also assumed that the adventurers are relatively low on the Archetype scale and that their skills are Net assessed at reasonable (i.e. low) rates. As the characters go about doing whatever they usually go about doing, each receives a message over their comm unit. A pre-recorded message from one Carabol Effinger plays. Carabol is a local computer artist of some renown, and any adventurers with an appropriate Area Knowledge, such as Local Culture or Art Scene, will have heard of Effinger and possibly seen his work if they pass an Average(7) test. Carabol has paid to keep each transmission private for 10 days.

The message informs the adventurers that Carabol has a lucrative job opportunity and that they have been chosen after passing a very rigorous selection criterion. The job should only take a week at the most, and they will be paid well (as determined by the gamemaster and the adventurer's skills; see **NeoTerra**, page 3.6). A bonus of 1000Cr is also promised upon completion of the mission. Carabol talks as if it has already been decided, and as if the adventurers just wouldn't refuse the opportunity to work for him. They are to come to his place the next morning for a good breakfast.

Various pieces of information can be found out from the Net at any point in the adventure, about the major players (or anyone else). The gamemaster, using the information in the appropriate location and descriptions of the extras, will determine the relevant info they can find.