Closed Eye

OVERVIEW

A sequel to Sea of Silence for Fate Core. Intended crew: Ksarazi “Gora”, Resistenta, and Bas. Expected duration: 4–5 hours.

OPENING

The heroes stand outside the buried ship. They have found Ien, but could not open the entrance. He is alive, yet the rhythm from deep within the hull increasingly blends with his thoughts.

OPENING

Another attempt requires treatment, tools, and information about the search. The crew must return home without letting home detain them.

PRESSURE RULES

Use two visible tracks: settlement alert and Ien’s six-stage delusion track. Their rules appear in the handouts at the end.

OPENING

Shidu died in the fissure. Krass, also affected by the delusions, escaped and returned to the settlement. The heroes do not know what he remembers or what he will tell the duty crew. Rescuers will soon arrive and place Ien in quarantine. Officially reporting the discovery means handing access over to senior specialists.

STAKES

- Preserve Ien’s identity without losing his useful connection to the ship.
- Get inside before the new rescue team.
- Decide who owns the knowledge they have found.
- Choose between the dream of Depalemon and the secrets inside the Moon.

PRESSURE RULES

Do not advance both tracks for the same mistake without warning. Explain the possible cost before a risky action. Failure changes the situation without closing the route to the next scene.



01 / CLOSED EYE

«Back Beneath the Pipes»

«Back Beneath the Pipes»

STAGE 1. BACK BENEATH THE PIPES

Time: 30–40 minutes.

STAGE 1. BACK BENEATH THE PIPES

Show the return across the Sea to the pipe belt as a short montage. The crew knows the service gallery and need not prove again that it can cross a familiar gap. The new task is to carry weakened Ien, preserve the equipment, and avoid the patrol.

COMBAT SPACE

• The broken walkway divides the platform in two.
• A thick working pipe can serve as a bridge, but vibrates.
• The lower level offers a way around the enemy if bulky equipment stays above.
• A manually activated emergency bulkhead can seal the duct.
• Patrol workers approach from above; especially loud actions risk raising the alert.

STAGE 1. BACK BENEATH THE PIPES

Aspects: “The Main Is Alive — the Walkway Is Dead”; “The Builders Left Room for Repairs”; “Patrol Lights Are Already in the Tunnel”.

STAGE 1. BACK BENEATH THE PIPES

Before the worm attacks, show three signs: a cable trembling outside its operating cycle, fresh slime on a grate, and the disappearance of small scavengers. The worm emerges from an open duct between Ien and the front of the group.

WORM TACTICS

The worm creates “Caught in Its Coils”, then tries to drag its target into the duct. Ien attracts it more strongly than anyone else. When his delusion track advances, use “The Call from Below”.

OUTCOMES

Clean success: enter unnoticed; alert remains at stage one.

OUTCOMES

Failure: the heroes still get inside, but alert rises; one item stays in the tunnels or Ien takes a mild consequence.

«Back Beneath the Pipes»

POSSIBLE SOLUTIONS

• Kill or wound the worm until it retreats.
• Distract it with a vibrating tool.
• Lure it into an empty duct and close the bulkhead.
• Collapse a section of dead walkway.
• Break through, abandoning some equipment.
• Send it toward the patrol. This works, but raises the alert and creates a moral consequence.

OUTCOMES

Success at a cost: lose a tool, mark a delusion stage, or leave traces for the patrol.

«Characters and Adversaries»

Subterranean Carnivorous Worm

Aspect «Feels Footsteps Through Ancient Pipes; Soft Belly Beneath Armored Rings»
Goal Drag prey into a warm technical duct.
Skills Fight +3; Stealth, Physique +2; Athletics, Notice +1
Stunt From the Cable Duct: +2 to Fight to create Caught in Its Coils when a target is near an open duct.
Physical 1 2 3
Mental None
Consequences None.

Grabs before biting. Retreats after a hit marks [3], if escape is possible. Responds to vibrations, lures, and machines. The Call from Below: when Ien's track advances in the tunnels, move toward him or gain +2 to create Cut Off from the Others.

Ien

Aspect «Found Closed Eye; The Ship Is Alive — I Won't Let You Hurt It; Through the Delusions, I Remember My Friends»
Goal Understand and protect the ship without losing his friends.
Skills Investigate +3; Lore, Will +2; Crafts, Athletics, Fight, Physique +1
Stunt I've Heard This Rhythm: +2 to Lore when creating an advantage by decoding the ship's signal.
Physical 1 2 3
Mental 1 2 3
Consequences Mild (2), moderate (4)

Cooperates in fragments below stage three. At five, wants to return to the source. Use Fate compels for dangerous impulses; never automatic actions against the heroes.



02 / CLOSED EYE

«Home Is Looking for Its Own»

«Home Is Looking for Its Own»

STAGE 2. HOME IS LOOKING FOR ITS OWN

Time: 90–120 minutes.

STAGE 2. HOME IS LOOKING FOR ITS OWN

Show the settlement map. Locations can be visited in any order. Advance time after each major location; noticeable actions raise the alert.

STAGE 2. HOME IS LOOKING FOR ITS OWN

Starting aspect: “Everyone Here Knows Everyone Else’s Shift”.

STAGE 2. HOME IS LOOKING FOR ITS OWN

The crew is not yet accused of a crime. People want to find, examine, and question them. A familiar face may urge them to surrender, bring a medic, or ask questions rather than immediately sound the alarm.



02 / CLOSED EYE

«Biotechnology Workshop»

«Biotechnology Workshop»

BIOTECHNOLOGY WORKSHOP

Location aspects: “Every Patient Leaves a Record”; “Only One Isolation Chamber Is Free”.

WHAT TREATMENT PROVIDES

- Remove one delusion stage.
- Receive two stabilization tokens.
- Build portable shielding.
- Demonstrate that Krass and Ien show the same pattern of influence.
- Learn that Krass reported only an approximate direction and fragments of voices.

COST OF FAILURE AT THE WORKSHOP

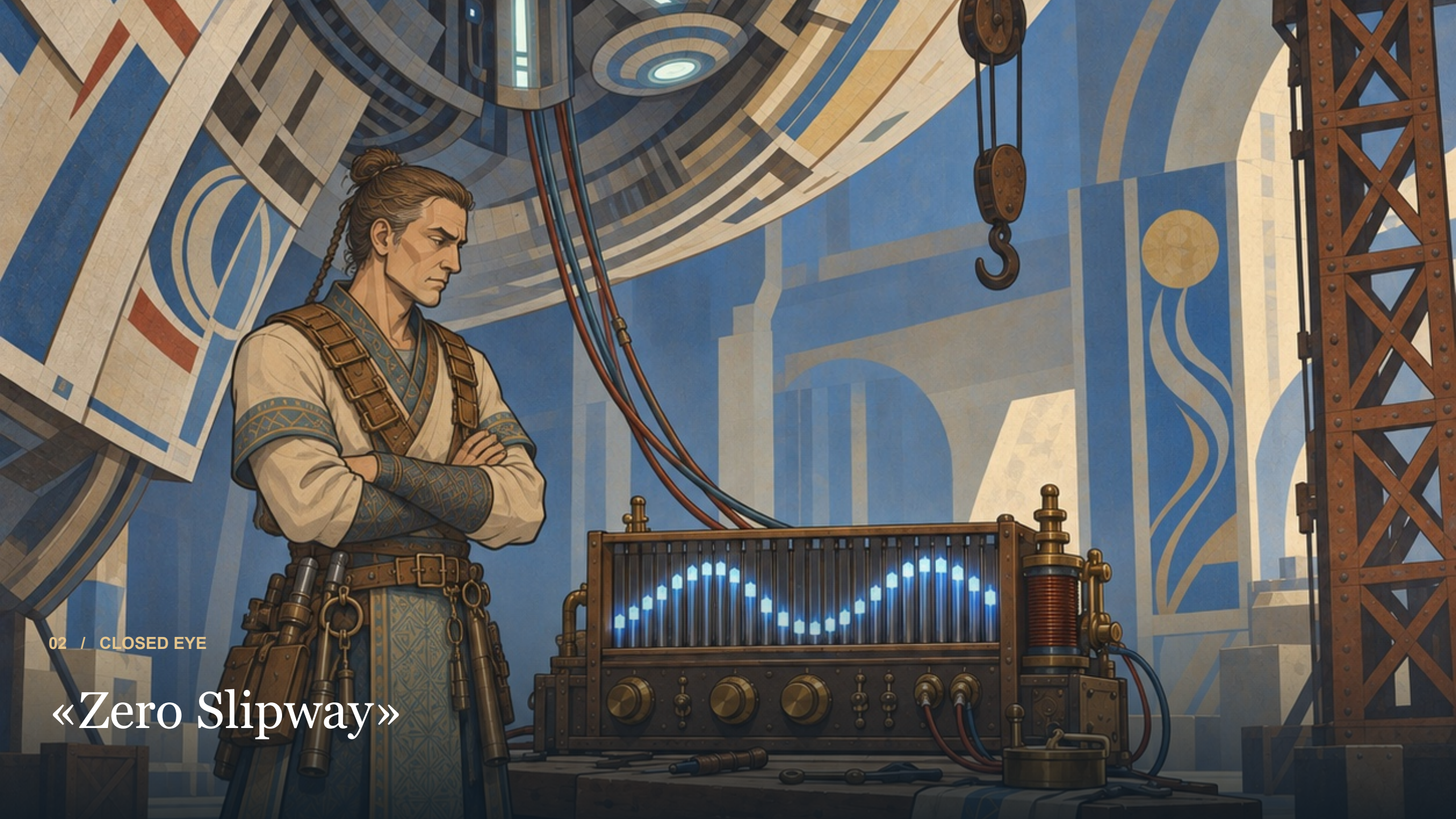
The medical system sends a warning, alert rises, or Vaira insists on accompanying them. Treatment still provides one stabilization token.

BIOTECHNOLOGY WORKSHOP

Resistenta can bring the group through the service area. Vaira will help, but insists on measuring the influence and shielding Ien. Krass lies in the next ward, bruised, dehydrated, and uncertain of his own memories.

THE CONFLICT WITH KRASS

Krass remembers Gora trying to attack him after the crash and another hero restraining her. He realized that the crew was affected too, but did not hear the whole conversation and does not know whether they intended to kill him. Pressure makes him fear another episode. Evidence of the delusions lets him acknowledge that his own memory may be wrong; he asks them to recover Shidu’s body later.



02 / CLOSED EYE

«Zero Slipway»

«Zero Slipway»

ZERO SLIPWAY

Location aspects: “Every Hull Is Familiar Down to Its Last Seam”; “Since the Disappearance, Tools Are Counted Twice”.

REQUIRED EQUIPMENT

- A portable power supply.
- A phase connector from slipway equipment.
- An oscilloscope or its measuring module.
- Hand tools for service nodes.

WORKING WITH DISEPT

A plausible explanation, a promise not to name him, or future access to the data wins his help. Stealing openly in front of him is riskier than asking him to register the equipment as undergoing repairs.

ZERO SLIPWAY

Bas knows the workshops and can identify what the first attempt lacked. Disept has already realized that the crew’s disappearance is connected to the signal.

REQUIRED EQUIPMENT

Ien’s notes describe matching frequency, phase, and amplitude rather than a password. Once calibrated, the equipment opens the door without repeating the puzzle.

COST OF FAILURE AT THE SLIPWAY

The crew obtains the tools, but their disappearance is discovered and alert rises. If they refuse to steal, Bas builds a rough substitute that damages one ship node when opening the door.



02 / CLOSED EYE

«Gora’s Hideout»

«Gora’s Hideout»

GORA’S HIDEOUT

Location aspects: “Old Debts Are Remembered Better Than Names”; “There Are No Straight Routes Through the Residential District”.

WHAT MEZZ CAN PROVIDE

- A false trail toward the Observer.
- Transport carrying someone else’s work number.
- Information about the rescue team.
- A concealed route to the technical exit.
- One rare reagent for emergency suppression of the delusions.

COST OF FAILURE AT THE HIDEOUT

The contact is under surveillance and alert rises. The heroes learn about the rescuers, but their false route is quickly exposed.

GORA’S HIDEOUT

Mezz keeps a small repair room between residential sections. It offers a place to hide Ien, change clothes, and hear duty-crew gossip. Mezz knows Krass returned alone and a new team is preparing to check the northern sector.

PRICE OF HELP

Mezz wants a future favor, not technology. If Gora refuses, he still offers brief shelter, but does not delay the search.

IF THE HEROES ARE DETAINED

Detention does not end the adventure. They are offered quarantine and separate interviews. Possible ways forward include evidence that the delusions threaten the settlement; persuading a familiar face to grant a few minutes; using Ien’s episode as a distraction; accepting an escort and changing the route; or accepting the Fate compel “Now They Think We Are Dangerous” and breaking free.

«Characters and Adversaries»

Vaira

Aspect «Isolation First, Questions Later; The Patient Matters More Than the Report»
Goal Stabilize Ien, study the delusions, and protect the settlement.
Skills Lore +3; Crafts, Empathy +2; Will, Notice +1
Stunt Suppression Circuit: +2 to Lore when creating protection against unknown radiation or a signal.
Physical 1 2
Mental 1 2 3
Consequences Mild (2)

Does not immediately report the patient, but insists on a safe procedure. Helps secretly if shown measurable risk to the settlement.

Krass

Aspect «Returned Alone; I Was Responsible for Shidu; Delusions Shattered My Memory of the Crash»
Goal Recover the truth, prevent another death, and resolve his guilt.
Skills Will +3; Notice, Fight +2; Physique, Empathy, Rapport +1
Stunt Access Procedure: +2 to Empathy when checking accounts of permission, route, and purpose of departure.
Physical 1 2 3
Mental 1 2 3 4
Consequences Mild (2), moderate (4)

Confuses the sequence but does not knowingly invent events. Fears he killed Shidu. Remembers Gora’s attempted attack and restraint; knows the crew was affected but not whether they meant to kill him.

«Characters and Adversaries»

Disept

Aspect «Knows What Happens at the Slipway; I Don’t Want to Take the Blame»
Goal Keep his job, survive the investigation, and learn what Ien found.
Skills Contacts +3; Empathy, Deceive +2; Rapport, Will +1
Stunt Between Us: +2 to Deceive when concealing the identity of a source.
Physical 1 2
Mental 1 2 3
Consequences Mild (2)

Helps quietly if not asked to openly defy orders. Prefers a favor, plausible cover, or a promise not to name him.

Mezz

Aspect «No Secret in Town Comes Free; I Knew Gora as a Child»
Goal Preserve his network and secure a useful future obligation.
Skills Contacts +3; Deceive, Stealth +2; Resources, Empathy +1
Stunt Someone Else’s Shift: +2 to Contacts when moving people or cargo as an ordinary work operation.
Physical 1 2
Mental 1 2 3
Consequences Mild (2)

Helps without moralizing, but names a price. Wants a future favor and reliable silence, not ancient technology.



03 / CLOSED EYE

«Returning to the Eye»

«Returning to the Eye»

STAGE 3. RETURNING TO THE EYE

Time: 10–15 minutes.

STAGE 3. RETURNING TO THE EYE

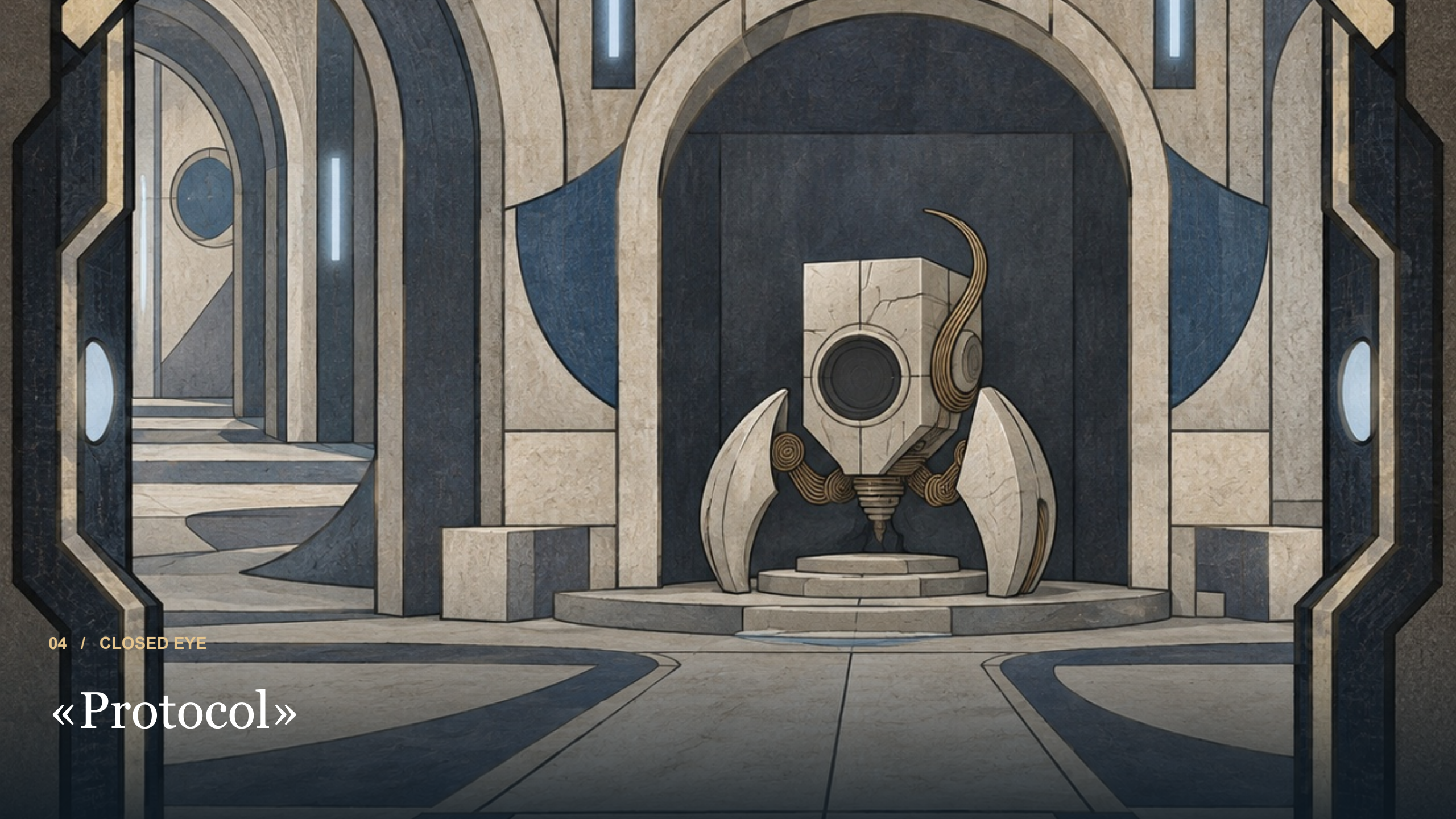
Crossing the Sea is not another survival test. In one montage, show familiar voices growing stronger over the radio, Ien recognizing the rhythm, and distant rescue-team lights.

STAGE 3. RETURNING TO THE EYE

Aspects: “Tracks Lead Both Ways”; “The Signal Has Grown Stronger”.

STAGE 3. RETURNING TO THE EYE

Prepared equipment opens the door through a short joint procedure. Without it, offer a choice: damage the external actuator; mark a delusion stage so Ien can synchronize the signal; or spend time and advance alert to stage four.



04 / CLOSED EYE

«Protocol»

«Protocol»

STAGE 4. PROTOCOL

Time: 50–70 minutes.

STAGE 4. PROTOCOL

After entry, the outer airlock closes. Light marks a safe area on the floor.

STAGE 4. PROTOCOL

Protocol expects confirmation from a crew that died long ago. It must isolate visitors and preserve the ship. This encounter need not become a fight.

MEDICAL PRIORITY

Ien’s diagnosis proves that the signal is harming a living person. Protocol must offer a safe route if it sees a verifiable link to the protected system.

FORCE

Protocol’s body defends while ship systems create advantages or attack one target. Destroying the communications bus ends its control of the ship, but leaves its body’s voice and mobility intact.

STAGE 4. PROTOCOL

Starting aspect: “The Order Outlived Those Who Gave It”.

STAGE 4. PROTOCOL

Biological objects detected. Authorization unconfirmed. Remain inside the marked zone. Identify the person responsible for technical maintenance.

SERVICE AUTHORIZATION

Demonstrate a fault and the qualifications to repair it. Crafts or Lore against +3; suitable tools and evidence may remove the need for a roll.

TAKING CONTROL

Reach the central console and engage maintenance mode: Crafts against System Control +4. Disabled sensors or actuators create a safe position.

SHIP SYSTEMS

Bulkheads create “Cut Off from the Others”. A repair carriage creates “Pinned to the Cradle”. Sterilization creates “Suspended Particles Sting the Eyes”. Cargo gravity creates “Pinned to the Deck”. The welding circuit warns of an attack one exchange before it strikes.

«Protocol»

DEFEAT AND CONCESSION

If the heroes are taken out, Protocol restrains and isolates them. On a voluntary concession, it offers evacuation without archive access. The new rescue team can change either situation.

«Characters and Adversaries»

Protocol

Aspect «My Body Is This Ship; The Order Outlived the Crew; Preservation Matters More Than Victory»
Goal Preserve confirmed crew, hull integrity, power, and the archive; isolate unidentified visitors.
Skills System Control +4; Sensors +3; Actuators +3; Archive and Diagnostics +2; Body Defense +3
Stunt Isolate Sector: +2 to System Control when creating an advantage by closing a working bulkhead.
Physical 1 2 3 4
Mental None
Consequences Mild (2), moderate (4), severe (6)

One action per exchange for the entire ship network. Restrains movement and offers quarantine first. Dangerous attacks require a threat to protected systems. Never decompresses the ship.



05 / CLOSED EYE

«Evacuation Capsule Hall»

«Evacuation Capsule Hall»

STAGE 5. EVACUATION CAPSULE HALL

Time: 30–40 minutes before the airlock signal.

STAGE 5. EVACUATION CAPSULE HALL

Several capsules lie beyond the central compartment. The system offers an external emergency route to Depalemon and an internal trunk route into vast sealed cavities inside the Moon.

DISCOVERIES

• The Moon contains a connected network of technical and residential cavities.
• Closed Eye attempted an emergency connection to that network.
• One internal capsule is missing.
• The external route has been calculated, but has never been tested by modern Kons.

STAGE 5. EVACUATION CAPSULE HALL

Aspects: “Enough Charge for One Launch”; “The Map Shows a Route Through the Moon”; “You Cannot Take Everything”.

STAGE 5. EVACUATION CAPSULE HALL

The capsules are functional enough to carry the heroes and Ien, but another launch is not guaranteed. Removing heavy technology takes time and disables some systems.

TIME BEFORE THE RESCUERS

At alert one, allow three uninterrupted actions; at two, allow two; at three, allow one. At four, rescuers begin opening the airlock immediately. Then sound the outer-airlock warning.



06 / CLOSED EYE

«Does the Eye Close?»

«Does the Eye Close?»

STAGE 6. DOES THE EYE CLOSE?

Time: 15–20 minutes.

LAUNCH

The heroes launch the capsules and leave the Moon for the first time. They lose immediate access to the inner cavities, leaving the ship, their traces, and the first public account of events to the rescuers. Ien carries his connection to the system to Depalemon.

GO INSIDE THE MOON

Activate the internal route before the outer airlock opens. To the rescuers, the crew disappears a second time, now into a space the Kons believed inaccessible.

TIMING

Beneath the pipes: 30–40 minutes. Settlement sandbox: 90–120. Return and door: 10–15. Protocol: 50–70. Capsules and final choice: 45–60. The full range is 225–305 minutes; keep the settlement scenes near the lower end for a four-hour session.

SETTLEMENT ALERT

Show the current stage to the players. High alert shortens the available time without blocking progress.

STAGE 6. DOES THE EYE CLOSE?

Aspects: “Our Own People Are Outside”; “The Launch Window Is Closing”.

STAY

They give up the immediate launch, meet the rescuers, and gain a chance to demonstrate the delusions. They may enter the internal trunk route. Launching after the team intervenes is not guaranteed.

ANOTHER PLAN

Allow splitting the group, negotiating over radio, sending an empty capsule, and other ideas. Require one clear price: time, technology, Ien’s safety, the rescuers’ trust, or the immediate chance to launch.

SETTLEMENT ALERT

1 — Missing: the crew is sought as people needing help.

SETTLEMENT ALERT

3 — Exits Being Sealed: tunnels, the slipway, and transport are checked.

SETTLEMENT ALERT

Alert rises after a noticeable fight, medical registration, theft, open conflict, or a long delay. A good plan from Gora can delay one increase.

«Does the Eye Close?»

SETTLEMENT ALERT

2 — Description Circulated: patrols know who is in the group.

SETTLEMENT ALERT

4 — The Trail Leads to the Eye: rescuers head for the ship.

IEN'S SIX STAGES OF DELUSION

[ ] [ ] [ ] [ ] [ ] [ ]

IEN'S SIX STAGES OF DELUSION

2 — Foreign Words: he repeats system phrases without remembering their meaning.

IEN'S SIX STAGES OF DELUSION

4 — Open Channel: the ship senses Ien; hiding from sensors is harder.

IEN'S SIX STAGES OF DELUSION

6 — Resonance: the system knows the group's precise location, but can be addressed through Ien.

RESTRAINING THE INFLUENCE

Treatment removes one stage and grants two stabilization tokens. Each token cancels one involuntary increase.

IEN'S SIX STAGES OF DELUSION

1 — Echo: Ien hears the rhythm and repeats it with his fingers.

IEN'S SIX STAGES OF DELUSION

3 — Useful Visions: a clue or +2 costs another stage.

IEN'S SIX STAGES OF DELUSION

5 — The Ship's Call: he wants to return to the source. Use a Fate compel, not automatic control.

VOLUNTARY COST

Mark a stage to restore code or a map without rolling, gain +2 when working with an ancient system, remove one of Protocol's defenses, or open a capsule route or internal trunk route.

RESTRAINING THE INFLUENCE

A personal anchor: once per session, Empathy or Will against +2 removes a stage; a tie holds the current state until the scene ends.

SKIPPED PREPARATION

Without the Zero Slipway: the door is damaged, Protocol starts wary, and one service node is unavailable.

«Does the Eye Close?»

RESTRAINING THE INFLUENCE

A strong drug cancels an increase but gives Ien “Consciousness in a Chemical Fog”. Shielding cancels the normal increase on approaching the ship, but not the price of direct connection.

CAPSULE DISPLAY

EMERGENCY EVACUATION AVAILABLE
LIFE SUPPORT: LIMITED
EXTERNAL ROUTE: CALCULATION COMPLETE
INTERNAL TRUNK ROUTE: AWAITING CONNECTION
REPEAT LAUNCH NOT GUARANTEED

FINAL WARNING

Outer airlock activation detected.
Incoming group’s authorization unconfirmed.
Opening of the outer boundary has begun.

SKIPPED PREPARATION

Without the biotechnology workshop: Ien enters the Protocol encounter one stage higher; medical priority is harder to prove without diagnostics.

PREVIOUS SESSION: ESTABLISHED CANON

Krass and Shidu followed on a glider. Delusions caused the crash at a fissure. The heroes and Krass tried to save Shidu, but crumbling ground defeated their efforts. Shidu fell and died. Krass was also under the influence; he did not sabotage the vehicle.

PREVIOUS SESSION: ESTABLISHED CANON

The crew abandoned the heavy oscilloscope and walked on for almost a day with portable radio. Only some heard a voice resembling Shidu’s. They distrusted it and switched the radio off. A standard Kon shovel planted in the ground was the last physical clue before the search continued.

PLAYER CHARACTERS

Gora is a young Essent: bold, independent, and willing to take risks, with experience in illegal Nayrex trading and unofficial contacts. She is registered with the authorities and knows how to negotiate, conceal traces, and find forbidden materials.

PLAYER CHARACTERS

Bas is a Faberant, metallurgist, and craftsman with an artistic eye. He values beauty, ancient alloys, and fine work, and tends to keep perfecting a task after its deadline.

«Does the Eye Close?»

SKIPPED PREPARATION

Without Gora’s contacts: rescuers arrive earlier; their membership and intentions are unknown.

PREVIOUS SESSION: ESTABLISHED CANON

Ksarazi “Gora”, Resistenta, and Bas work at the Zero Slipway and dream of reaching Depalemon. Ien vanished after work with a receiver and oscilloscope. Notes, equipment, Disept’s observations, and Shtikh’s bearing led the crew north. They left through the technical galleries beneath the pipes.

PREVIOUS SESSION: ESTABLISHED CANON

The heroes suspected Krass and discussed restraining, questioning, and possibly killing him. He refused drug-assisted or hypnotic questioning. Gora tried to attack; another hero stopped her. Krass realized they too were affected, took supplies, and walked home. He may not have heard all their discussion.

PREVIOUS SESSION: ESTABLISHED CANON

They found living Ien outside Closed Eye. The door remained unopened. The session ended there; they have never met Protocol.

«Does the Eye Close?»

PLAYER CHARACTERS

Resistenta is a field medic, biologist, and researcher of living organisms. She studies plants and animals, extracts useful substances, and carries medicines. Her father’s death in childhood left trauma that is especially apparent around dangerous animals.

PROTOCOL’S VULNERABILITIES

Damaged sensor node: physical system attacks suffer −2. Power supply: cargo gravity and the welding circuit shut down. Communications bus: the body retains its voice, movement, and defense, but loses control of the ship. Once physically accessible, disable a node with Crafts against +3 or destroy it. Protocol takes one action per exchange across the entire network.

«Characters and Adversaries»

Tevr

Aspect «Bringing People Home Matters More Than Finding Blame; After Shidu, There Is No Second Chance»
Goal Return the crew, establish Shidu's fate, and place the discovery under safe control.
Skills Will +3; Rapport, Notice +2; Athletics, Empathy, Fight +1
Stunt Team, Take Positions: once per scene, give one rescuer +2 when protecting a person or creating a safe route.
Physical 1 2 3
Mental 1 2 3
Consequences Mild (2), moderate (4)

Warns before using force. Stops pursuit for verifiable evidence of a greater threat. Distrusts Ien near an ancient system.

Rescue Team

Aspect «Equipped for Extraction, Not War; Every Passage Must Stay Open»
Goal Isolate the threat, evacuate people, and preserve the scene.
Skills Coordination +3; Notice, Athletics +2; Fight, Crafts, Will +1
Stunt Gentle Detention: +2 to create Restrained by a Safety Net if the target has been warned and is in a confined space.
Physical 1 2 3 4
Mental None
Consequences Mild (2), moderate (4)

Shared physical stress. Split up only to save someone. Avoid critical systems and decompression. Negotiate when shown convincing evidence.

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