

Talk Story 1

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World:

Na Kumu

Na Kumu is a deserted exotic island where our story takes place. This story will have a tropical cyberpunk setting by combining the natural environment of the island with advanced technology. The whole island is surrounded by calm crystal blue waters that make Na Kumu feel like an isolated paradise. A rocky beach covers the south end of the island, which is where our players will start their journey. The beach leads to a thick jungle that covers most of the island. In the very center of Na Kumu, lies a great active volcano, looming over everything else, producing a cloud of thick smoke that shrouds the entire island in darkness.

Surrounding Water

- Water is patrolled by an angry Kraken
- Players can't swim without being attacked and thrown back to shore
- Smoke on the water makes it impossible to see any other land forms or nearby ships

Beach

- Cracked glass platforms can be found where the Player Characters wake up, surrounded by tall stone pylons marked with strange symbols
- Unfamiliar tracks and black stained sand lead from the glass platforms, into the jungle
- The beach seems to be empty aside from the spot where our players initially find themselves

Jungle

- The jungle is made up of strong trees that produce a thick canopy of exotic foliage, allowing only a little light to pass through
- Jungle is inhabited by strange shadow-beasts
- Ransacked tribal villages can be found scattered throughout the jungle, among the trees
- Trees and brush of the jungle begin to appear withered and lifeless, towards the center of the island, almost like they are rotting

Volcano

- Very tall, smoke continuously billows out from the top

- Small eruptions, every 12 hours
- Inside the volcano, lies a secret scientific facility where several robots and machines work

Scientific Facility

- One man runs the facility by building and repairing more android helpers
- Facility is mining out a rare material that can only be found on this island
- Interior consists of a maze of brightly lit, sterile white hallways
- A series of organized wires, cables, and pipes line the ceilings, while high-tech holo panels mark each door.
 - Most holo-panels are glowing red to signify the doors are locked
- 3 main sectors of the facility,
 - **Android Production Wing** - same sterile white environment, but filled with complicated machines and assembly lines all in full production mode. Newly built models are being lifted off the end of the conveyor belt and into isolated chambers where their core programming can be installed and tested. Several different types of androids are being built here, from clean-up to combat.
 - **Mining Sector** - Here the androids are put to work. Bulky Drill Droids force their way deeper into the island's core. Quick Collection Droids sift through rubble and dust, looking for the rare materials they seek. Massive Transport Droids carry away chunks of rock and debris to clear space for more drilling. Each of them are dedicated to the task at hand, never stopping until they eventually collapse from overheating or disrepair; and soon after, another droid is sent in to replace them.
 - **Power Core** - This facility uses heat energy from the volcano to power all of the machinery operating within. In order to avoid depleting the volcano of its useful magma, a mass of broken droid are tossed into the volcano every 12 hours, causing minor eruptions and an increase in smoke. Energy from the volcano is stored in 3 power couplings, guarded by heavily armed combat droids and several other security measures

Problem:

Who are we?

- Our characters find themselves stranded on an unknown island with no recollection of how they ended up here

What is happening here?

- The once lush and vibrant island of Na Kumu is quickly dying, as if it has been infected with a disease
 - Jungle life has begun to decay, spreading outwards from the island's volcano
 - The once friendly and welcoming wildlife has now become hostile and dirty
 - The tribal people who used to worship this island have gone missing

Who is behind this?

- An evil scientist by the name, Dr. Raven, is using his army of robots to mine a rare mystical mineral from the island that keeps balance on Na Kumu and is the source of life energy for every living thing on the entire planet
 - Ola Stones (fragile, glass like stone, bright green in color with a shimmering natural glow)

Characters:

Player Characters

- Wake up on individual cracked glass platforms surrounded by tall stone pylons with strange markings
 - Markings read "Welcome to Na Kumu, the origin of life itself"
- Not originally from this planet
- No recollection of how they arrived after they wake up
- No weapons
- Immediately notice the strange tracks leading into the jungle
- Eventually discover they are agents sent from an intergalactic organization. They have been tasked with stopping the evil scientist and returning the Ola Stone back to their resting places within Na Kumu.
- Transported to the island via experimental teleportation, using the ancient Ola Stone platforms on Na Kumu combined with the Intergalactic Organization's own technology - results in memory loss among all users (Biological or Mechanical)

Database Droid 227 or DB

- Special droid used to securely store data in a protected memory drive
- Engineered to teleport to strange places ahead of time and then return lost memories to any other individuals who teleport to that location

- Was meant to be waiting for the Player Characters when they arrived via teleport to wake them up and return their memories so they would be aware of the mission. Obviously, DB was not there
- Tracks leading into the jungle will take Player Characters to a severely broken DB, left with just enough power reserves to inform players of the mission.
- Player can attempt to repair DB if they desire, but when he wakes up again, any other memories he was storing will be lost. He also cannot fight as he is only a floating sphere.
- DB can be used as a scout to see what might be ahead of the group
- DB is also a nice pal to bring along for the adventure

Malia

- Young tribal girl, found hiding in an abandoned village
- Hesitant to trust PCs
- If Malia is scared by the PCs, she will run away from them and never be seen again
- If Malia trusts the PCs, she will speak to them
 - Offers information about who kidnapped her people and destroyed her village
 - Brings PCs to the hidden village temple, where they display ancient weapons they believe were used by their gods
- Too young to come along for the adventure, so instead she will wait on the beach for PCs to return after their mission is completed and her people are saved

Dr. Raven

- Evil Scientist!!!
- Expert robotic engineer
 - Has set up the facility to basically run on its own. Theoretically, Dr. Raven doesn't even need to be there. And maybe he isn't...
- Works for an evil corporation, the name of which he will never disclose
- Sent to mine the Ola Stones and bring them back to the Corporation's headquarters so they can be used as a nearly endless source of power
- Once the decay from Na Kumu has spread across the galaxy, the corporation will use the Ola Stones to protect them and all of their allies, forcing planets to surrender to them and live under their control forever

Goal:

- Discover who you are, where you are, and why you are on this island
- Stop Dr. Raven from mining the Ola Stones and restore life and balance to Na Kumu, before the decay consumes the planet and spreads across the galaxy

- (Optional) Save the native tribal people who have been kidnapped and enslaved by Dr. Raven

Ways to Get There:

Phase 1

Players wake up confused and lost on the beach of an unfamiliar island. They can remember themselves as individuals and their relationships with each other based on emotions; however, they can't remember how they know each other, or for what reason they would all be on this island. The beach itself seems unusually barren, aside from a few metallic artifacts in the distance and the glass platforms underneath each of them. The platforms look cloudy and dull, and even have a few cracks running across them. Surrounding the glass platforms are 3 tall pylons, marked with strange symbols that almost seem familiar in a way. On the ground next to the platforms, there seem to be strange tracks and black stains in the sand, leading from the beach into the dense jungle to the north. On the opposite side, lies a beautiful crystal blue ocean with calm waves hitting the shore every so often. On the horizon, lies a swirling dark smog that seems to surround the island entirely and block out the sky.

Options:

- [Read the symbols on the pylons](#)
- [Try to swim](#)
- [Search the beach](#)
- [Follow the tracks](#)

Read the Pylons

- If a player chooses to read the pylons, they will be designated as the intelligent cyborg, who has been programmed to translate thousands of known languages across the galaxy. This ability still remains functional even without having their memories restored.
- The pylons read, "Welcome to Na Kumu, the origin of life itself"
- **Benefit:** All players now know where they are, and have some sense of why this island is important.
- **Consequence:** None

Try Swimming

- If a player chooses to swim, they'll be designated as the strong and brave character (species does not matter), who is willing to take risks and is highly skilled in combat
- By swimming, it is revealed to the players that a large Kraken patrols these waters so un-welcomed guests stay out and thieves can never leave.

- The player who tries to swim is quickly snatched up by the Kraken and thrown forcefully back to shore, landing next to the rest of the party.
- **Benefit:** None
- **Consequence:** None

Search the Beach

- If a player chooses to search the beach, they'll be designated as the curious and perceptive character. They may notice things that other players might not notice about the environment or other characters.
- A few paces away from the glass platforms, there appear to be pieces of broken machinery buried in the sand. One piece in particular stands out and the player who is searching discovers it is an energy blaster attached to a metallic arm, surprisingly still in working condition.
- Just beyond the buried scrap, is a tall rock that looks pretty easy to climb. Upon climbing to the top, the player has a much better view of the island and can see how the jungle covers mostly everything. They can see a menacing volcano in the distance, towards the center of the island, and surrounding it the jungle seems darker for some reason. It also becomes clear that the dark smog surrounding the island is originating from the mouth of the volcano.
- **Benefit:** One player has a pretty good weapon now, and all players have a better sense of what's on this island and where the smoke is coming from.
- **Consequence:** After climbing the rock, the player quickly remembers they are afraid of heights, and must embarrassingly ask the rest of the party to help them get down. This player is now also attributed with being incredibly shy.

Follow the Tracks

- By choosing to follow the tracks, players will leave the beach and enter the jungle
- The tracks lead directly into thick bushes that the players will have to work themselves through
- Just beyond the bushes, a path opens up that seems to have been freshly cut down and those same black stains from the beach continue forward.
- While following the path, it quickly gets dark as very little light can get through the canopy above. Branches swing back and forth in a synchronized fashion as if the entire jungle is breathing. It's quiet. Too quiet. The only sound our players can hear is the slight rustle of leaves every now and then and their own hearts beating.
- Eventually our heroes reach a clearing in the brush where they find a disturbing scene. Continue on to [Phase 2](#)
- **Benefit:** The story progresses
- **Consequence:** None

Phase 2

Deep in the jungle, our heroes discover a clearing, littered with the hollow remains of several robots. Scorch marks cover the ground and the surrounding plant-life. Chunks of metal torsos and exposed wire are scattered across the jungle floor. Metallic arms and joints are hanging from the vines above and stab tree trunks. The black stains that our heroes have been following lead to a pool of dark oil in the center of the clearing where a metal orb sits, torn open on one side. A small screen on the orb slowly pulses with a bright blue light that seems to be getting more dim with each passing second. One of the players (just pick one) suddenly feels a wave emotion come over them that seems to come from deep within themselves. With tears welling in their eyes, they shout "DB!"

Options:

- [Interact with DB](#)
- [Fix DB](#) (interact with DB will still happen first)
- [Search the clearing](#)
- [Continue down the path](#) (interact with DB will still happen first)

Interact with DB

- **This is a necessary action**
- The player will run up to DB and hold them in their arms
- DB's screen will flash bright blue and display a short message that says, "Biometric Scan Successful"
- DB's screen will go dark and a blue circle with a thin ring surrounding it will fade in. DB will say "Greetings Heroes. Here are your memories"
- An incredibly bright white light will flash from DB's screen and a pulse of energy will expel from them on all sides. All players will be pushed backwards and start to feel a lot of pressure on their heads, almost like a momentary critical migraine. Their vision goes blurry for a second and all of a sudden, they remember.
 - Our heroes heads are filled with flashing images of a state of the art ship, floating among the stars. All of them are lined up next to each other as a tall slender woman speaks to them. Holograms of Na Kumu are on display with marked locations on the beach, the jungle, and the volcano. They see an army of robots marching through a scientific facility and drilling deep into the island while bright green stones fall out of place.
 - Their mission is now clear. Our heroes were sent by the intergalactic organization they were recently recruited by to discover an underground mining facility being run by a legion of androids, built by an evil scientist named, Dr. Raven. These androids are digging for a rare mineral, only found on Na Kumu called Ola Stones. These stones have a mystical property that keep balance on Na Kumu and provide life energy to every living thing on the entire planet, and possibly, the

galaxy. As the island's supply of Ola Stones is decreased, an infectious decay spreads across the island, affecting all forms of life that it touches. If Dr. Raven isn't stopped, this decay could potentially consume the planet and begin to spread across the galaxy, causing the end of all life everywhere.

- As our heroes start to collect themselves and their vision becomes clear again, DB's screen starts to fade and they say very softly, "You have your mission now. I apologize for not being at my post when you arrived. The machines took me. The droids who confiscated your weapons escaped and continued north toward the volcano. Please, save this island heroes. The galaxy depends on it." And with that last message, DB's screen goes dark and they become unresponsive, no matter how hard the player shakes them.
- **Benefits:** Players now know why they are here and where they came from. They have a clear end goal now. Plus, they met a new character
- **Consequences:** The bright light from DB has attracted the attention of Shadow Beasts, though the players are unaware of this at the moment.

Fix DB

- **Players will have to interact with DB first before these events can play out. Choosing this action, will automatically play out the Interact with DB events if they haven't happened yet.**
- Though DB seems to be completely unresponsive, there are a lot of spare parts from other robots scattered around the clearing.
- The player can find the parts DB needs to repair them and close up the tear on their backside. This will take some time, so other players can make some actions while this is happening.
- Once repaired, DB's screen will boot up and they will begin to float instead of lie on the ground. DB will say "I am Database Droid 227. How may I be of service"
- **Benefit:** DB will be added as a party member! DB can be used to scout ahead and report back to players so they know what they can expect up ahead.
- **Consequences:** DB will be reset entirely, so they no longer have memories or any relationships with the players. They only are aware of their core programming. DB also has no combat functions which means they will be essentially useless in fights.

Search the Clearing

- This action can happen at any time; however, the timing of this action can change what information they become aware of.
- In any case, the player will notice that a lot of the dismembered robot arms in the clearing have blades attached to the ends of them. The player will hand arms out for each of them to use as spears from now on.
- If the players have already interacted with DB, they will hear the sound of rustling brush around the clearing, and notice shadows moving through the trees. It becomes clear that

our heroes are about to be attacked. The player informs everyone of this discovery, so they are all prepared.

- If the player haven't interacted with DB yet, all they will notice is that the trees seem to be scarred with large claw marks and that player will become suspicious and feel unsafe.
- **Benefit:** All players have a weapon now. The spears aren't great, but they're better than nothing. Depending on the timing, players will now be prepared for an attack so they aren't thrown off guard.
- **Consequences:** None

Continue down the path

- **This will not result in anything useful until the player interacts with DB. If they continue down the path without interacting with DB, they will wander around aimlessly, until they eventually find themselves back in the same clearing and admit they are lost. The interact with DB events will then play out automatically before these events below play out.**
- With their new goal clear, our heroes continue down the path, heading north toward the volcano.
- If no one searched the clearing and became aware of the oncoming attack:
 - As they exit the clearing, they begin hearing deep breaths coming from the brush on either side. A shadow darts by in the corner of their eyes and they turn around, but see nothing. As they cautiously turn back around to continue moving forward, 2 large Shadow Beasts with vicious claws and threatening teeth leap in front of our heroes and block their path. One of the beasts swipes their claws at one of the players and does serious damage. Their mouths drip with thick black saliva as they continue to crawl towards the players.
 - The players run back to the clearing to try to escape, but 2 more Shadow Beasts cut them off, preventing the players from getting back to the beach. All of the Shadow Beasts' eyes glow white with hunger. The Beasts prepare to pounce on our heroes as if they were weak prey, only meant to satisfy a meal. Our heroes are thrown off guard, and scramble to find something to fight back with, among the robot wreckage. Each player finds a spear-like arm and the Shadow Beasts immediately leap through the air; their teeth aimed on the soft tissue of each of the players' throats.
- If someone searched the clearing and became aware of the attack:
 - The heroes slowly exit the clearing, their backs against each other. They watch the brush move around them and aren't surprised to see dark figures dart by. One of the players notices large glowing white eyes hidden in the bush and tell the other players to look for others. 3 other pairs of eyes can be seen watching the party, but the beasts have yet to reveal themselves.
- Upon defeating the Shadow Beasts, the players run north to avoid running into any other monsters that might be lurking in the darkness. It isn't long before the path opens up to a small village, right on the edge of the decay. Continue on to Phase 3.

- **Benefit:** All players have weapons now if they didn't before. The story progresses.
- **Consequences:** Some players might be seriously injured.

Phase 3

The village is quiet. Dust is starting to collect on the buildings but nothing seems to be falling apart. This place is abandoned, but only recently. The buildings appear to be made out of materials found in the jungle--carved branches, thick palm leaves, vines wrapped into sturdy ropes, etc--and then built around the trunks of very tall trees. The roofs are painted with bright colors, shiny tomato red and a matte banana yellow. Beautiful wood statues are scattered around the village. Rope bridges connect the buildings and ladders lead up to what appear to be more huts in the branches. A large temple, decorated with painted hides and delicate carvings, sits in the center of the village, waiting for people who are nowhere to be found.

Just beyond the village, what used to be vibrant plant life now looks frail. Everything beyond the village is gray and withered. The canopy is gone completely, allowing lifeless light to creep into the village. A poisonous haze covers the ground and swirls in every direction, chaotic in nature. The volcano is close now and clearly within sight through the dead trees and rotten hanging vines. The decay slowly creeps into the village, turning the grass brown, then black.

Options:

- [Pass through the village & enter the rotten jungle](#)
- [Search around the village](#)
- [Explore the temple](#)

Enter the Rot

- A player can choose to leave the village at any point and try to trek through the rotten jungle, towards the volcano
- The closer the player gets to the decay, the more the sounds of the jungle, the silence of the village, and the murmurs from the group are drowned out by a loud humming. The player is almost entranced by the decay. They can see nothing but death consuming the world in front of them, but all they want is to be a part of it. The rot is calling, tempting them to come closer and closer until their feet rest on the edge of the grass that still remains green.
- The humming is deafening now. The decay is screaming for attention and the player gives in. They lift their foot and the chaotic haze wraps around their ankle and pulls their foot forward. As soon as their foot makes contact with the black grass and the haze curls between their toes, the humming stops and is replaced with screaming. Suddenly out of their trance, the player finds themselves screaming in pain, ripping their foot away from the grip of the decay and retreating back to the village in a full sprint.

- A black smudge stains the bottom of their shoe and seeps into the stitching, infecting the player's foot with darkness.
- **Benefit:** None
- **Consequences:** The player is now infected with decay. It will slowly spread from their foot to the rest of the body. If the player doesn't find a way to treat the infection, the decay will consume them and corrupt their mind, turning them into a Shadow Beast.

Search the village

- This can be done at any time
- If a player searches the village, they'll look through some of the empty huts, but won't find much. It looks like the huts were ransacked of all goods and supplies. Maybe this village wasn't abandoned on purpose; maybe these people were taken.
- **Benefit:** A little more insight into what happened in this village
- **Consequences:** None

Explore the temple

- This can also be done at any time
- When the players enter the temple, they'll find tall statues of godly figures lining the sides of the temple interior, with arms raised to hold up the ceiling.
- Dried up flowers, lie at the feet of most of the statues along with scrolls of paper and melted candles with wax gathering around them on the floor.
- At the opposite end of the temple, facing the entrance, the players see a large wooden gate with symbols similar to those on the pylons on the beach written above it. Golden curved handles rest on the center of each side of the gate's doors.
 - The symbols read "Here, our bravest lie in peace. Only the purest hearts may enter."
- As the players make their way to the gate, they notice a small figure, dash out of sight behind one of the statues.
- **If players react calmly and with restraint, the following will happen:**
 - A little girl with short hair and a beautiful, but dirty, green dress pokes her head around the corner and eventually reveals herself to the players. Around her neck, rests an elegant necklace that looks too big for her, with a bright green stone in the middle.
 - Malia offers information about who kidnapped her people and destroyed her village. After resisting to comply with Dr. Raven's commands, he commanded his robot army to pillage the tribe, kidnap all who live their, and force the people to work in the mines.
 - Malia managed to escape by hiding high in the trees where her father told her stay.
 - If a player is infected with the decay, Malia will show them how Ola Stones can ward off the infection. By touching the stone in her necklace to the area of infection, the decay stops spreading and quickly begins to fade away entirely.

- She warns the players that once a life is consumed by the decay, it will take a lot more than one Ola Stone to bring them back
- She asks the players to open the gate and brings them down into what she calls, the Warriors' Tomb. Malia guides the players down the very long staircase until any natural light from the surface has been completely replaced by the warm glow of torches lining the walls. Malia turns a corner where the light fails to reach, and opens a door hidden in the shadows. She calls this room, the Sanctuary of the Ancients, and this is where they display ancient weapons they believe were used by the gods
 - Each of the weapons is made of a strong golden material and have an Ola Stone embedded in them.
 - Weapons include: a bow with a quiver full of Ola Stone tipped arrows, a spear with Ola Stones lining the shaft, a sword with an Ola Stone at the base, and a large axe with an Ola Stone right in the center of the blade. (Make up a few more if there are more than 4 players)
- After each player has selected a weapon, Malia brings them back into the long tomb and tells them at the end, the tomb connects to a series of underground tunnels. She's heard loud, clanging noises coming from their, but has been too afraid to check it out on her own. She then pleads the players to bring her father home, along with the rest of her tribe.
- Knowing the decay will consume her village soon, Malia leaves the temple and runs back towards the beach where she will hopefully be safe.
- **If the player reacts aggressively, the following will happen:**
 - A little girl with short hair, a dirty green dress, and an oversized necklace runs out from behind the statue.
 - With tears running down her cheeks, she screams and runs out of the temple. When the players step outside to see where she went, the little girl is nowhere to be found.
 - When the players try to open the gate, the doors won't budge. By working together, their combined strength manages to bust the doors open. A long winding staircase leads down, underneath the temple so our heroes enter the Warriors' Tomb.
 - After taking a few steps down, a low rumbling sound can be heard within the walls of the tomb. Suddenly, the steps beneath them turn into a slide and our heroes find themselves tumbling all the way down.
 - Bursts of fire singes the tops of the players' heads and poisonous darts fly back and forth as the slide deep underground.
 - Barely surviving the journey, the players land in the heart of the tomb. But the danger isn't over yet. A very loud rumble can be heard from above them. Our heroes stand and turn to face the stairs, only to be greeted by a large boulder coming straight for them, determined to pound them into the dust beneath their feet.

- The players are forced to sprint down the long hallway, past the Sanctuary of the Ancients, to the end of the hallway and dive into a natural passage, out of the boulder's path of destruction.
- Players can hear a loud clanging coming from deeper within the tunnel.
- Continue to [Phase 4](#)
- **Benefit:** Well, depending on how players reacted to Malia, they could have some pretty awesome new weapons and be totally healthy, free of infection
- **Consequence:** Again, depending on how players reached to Malia, things could have gone pretty badly. Players might have no new weapons, could be pretty banged up after dealing with the traps in the tomb, and could possibly be infected with decay still

Phase 4

The clanging gets louder as the players continue through the tunnels. The tunnel curves around a bend and opens up to a large cavernous opening. Thousands of robots are working away, mining Ola Stones out of the walls, leaving a dark hole behind. Bulky Drill Droids force their way deeper into the island's core. Quick Collection Droids sift through rubble and dust, looking for the rare materials they seek. Massive Transport Droids carry away chunks of rock and debris to clear space for more drilling. Each of them are dedicated to the task at hand, never stopping until they eventually collapse from overheating or disrepair; and soon after, another droid is sent in to replace them.

Floating above all of his machines, Dr. Raven sits in a sleek hovercraft, watching over his creations as they work for him. Energy blasters on the bottom of his craft threaten the tribal people chained up on the floor of the mine below. Dr. Raven seems to be entirely focused on the holographic control panel in front of him. His back is to the players, but he is significantly higher than him.

Droids are constantly flying by, looking for new parts of the cavern to penetrate. A Drill Droid flies into the tunnel our heroes are lurking in. The players hide around the corner and go unnoticed while the droid drills into a spot on the wall near the mouth of the tunnel.

Options:

- Ride the Drill Droid to attack Dr. Raven
- Take the Drill Droid down
- Scale the wall
- Rescue the tribal people
- Really, anything else the players can think to do to take Dr. Raven and his army of robots down...

End Paths

- All of the options in this phase lead to the ending of the story. There isn't one right path for the players to take in this phase, instead it is up to them to decide how they want to complete the mission.
- If the player's choose to attack Dr. Raven, before the tribal people are rescued, they'll be put in serious danger. It's possible that taking this route will result in the death of Malia's father, or even the entire tribe. If the fight gets too intense, the structural integrity of the mine will falter and huge chunks of rock will start falling from above.
- Players can rescue the tribal people first, but risk being noticed by Dr. Raven or any of the droids flying around. If the droids alert Dr. Raven, any advantage the players might have will be lost.
- Players can attack Dr. Raven from far away using whatever weapons they have, they can try to crush him by destroying the ceiling of the cave, they can get up close to him by riding a droid until it gets close enough for them to jump on Dr. Raven's hovercraft
- Once Dr. Raven is aware of the presence of intruders, all Drill Droids will attack the players while the Collection and Transport Droids flee. It won't be long before squads of armed Combat Droids enter the mine and chaos ensues.
- Taking Dr. Raven out by surprise is totally possible and results in the cleanest victory. By using Dr. Raven's control panel, the heroes can command the robots to return all of the Ola Stones back into Na Kumu's caverns
- It's also possible for the entire party to die, by destroying the facility, caving the mines in, and ruining all of Dr. Raven's plans. While this will technically complete the mission, it's not the best way to approach it.