

PUBLIC KNOWLEDGE: THE WORKERS

Prominent Path Results (Everliving Wood February)

- Those knowledgeable in the biology of the Mortis have described high degrees of similarity between the appearance of Workers infectious detritus left behind after encounters and the appearance of Mortis nerve fiber found in newly growing Mortis nodules.
 - Workers have an ultimately adversarial relationship to Blood Sap and it could be weaponized against them.
 - Strains who have died near Workers have not on that occasion left a discrete impression in the Gravemind from the moment of their death and Strains who permanently die within range of a Worker do not leave a final impression, nor is that Worker seen again afterwards.
 - Workers have exhibited signs of learning from the nightmares of those they psionically impact on a latent level
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Taleholder Info Gathering Results (March)

The Workers are under at least partial control of Flesher Calonyction. Their name, the Workers, has suggested to some that they work towards a purpose. If that is true, the cairns of Cracked Psionic Crystal rumored to be built by Workers that have been spotted at the edge of the Wood in recent days, growing in number, suggest that this purpose and designs will breach the Wood's borders in the coming months. Best to prepare.

The Workers' Path Imbued Fragment Info Gathering Results (April)

- The Workers are not solely an Everliving Wood phenomenon but have been trapped there by some forces of the past for a very long time. Whatever forces contain the Workers in the Wood have begun weakening in their hold, as Workers have been observed building Cairns closer to - and now at the edge of - the Wood's known boundaries. Whatever trapped them in the Wood might be a way to handle their threat.

- There are some signs of distinct "generations" of Workers, suggesting they have existed for a very long time, as has Blood Sap in some form. Understanding Blood Sap and cultivating new forms of it to combat the Workers may lead to ways to fight them, building off of existing research in the area.

- The Infection of Strains who have died near Workers has been found to have similarities to subjects of the old Gene Splicing technique of Trinkets of the Past, a Splice used to derive information from the dead. The Workers are learning and growing through not just the deaths of Strains in their presence, but also through the psionics that accompany them - when they reach into the minds of Strains, they push and pull at the mind of the strain, and create mental feedback loops between the Worker and Strain that could lead to great, if maddening knowledge for Strains and powerful tools for Workers.

- Workers have been in Barker Meadow before. There are telltale signs of their presence if you know where to look on the path. Barker Meadow's Morgue has been damaged before, and it has not just one but two Morgues, one of which is synthetic in nature and the other of which is organic, the latter being the one that is prominently in town. The synthetic Morgue is where the Workers would have been, as you understand the Workers are part of and 'exist' in the Gravemind when not out in the world. Studying this other Morgue could provide a window into the past of the Workers.

Unfinished Cracked Crystal Cairn Investigation (April)

- The Cairn is sending out psionic pulses and beholding a finished one would be psychically dangerous, they are a product of the Workers' Work and should not generally exist outside of the Everliving Wood for this long, this one has become disresonant.
- This Cairn was extracted from OUTSIDE the Everliving Wood.
- The Cairn is sending out psionic pulses to other Cairns that aren't reaching anywhere, it's unmoored from a larger configuration and very unstable.
- A finished Cairn would be a temporary structure with terrible effects on Strains nearby and the area of its creation.
- This is a ritualistic object of the Workers, almost like an act of Faith.
- With many Cracked Crystals and research, Strains may be able to create synthetic Cairns through a ritual that could be used against the Workers.

Revelation (April):

You understand now. The Workers are coming. Whatever kept them in the Wood won't last much longer. They're coming.

The maelstrom of psionics that surrounds a Worker and distorts Strain perceptions, ruins Strain minds and Infection, is also a **key weakness in the Workers**. If someone is **currently unable to have any psionics used on them**, such as being in a **Master Mental Endurance area**, they may call **"NULL"** when attacking or attempting to interact with a Worker (*i.e. a "5 Body Null" strike, or "Takedown, Null"*), which is **required** for the Worker to take the effects of the call.

Research Project: Trusted With Knowledge Of Blood Sap(June):

RESEARCH PROMPT -

The Workers have an inherently adversarial relationship with Blood Sap, which is mycotrophic and harms the Grave. The Workers are known to have grown through generations in parallel with the Overgrowth presence of Blood Sap. The conflicting nature of Cracked Crystal - which feeds and nourishes the Grave and Blood Sap, which harms it, was on full display in the expedition to the Everliving Wood, especially at Cracked Bone Cavern. How can understanding Blood Sap better be used to combat The Workers?

RESEARCH RESULT 1-

The Workers evolved alongside Blood Sap, which was not at first as intensely harmful to the Grave as it is today. At first, there was a more symbiotic relationship, but the elements of Blood Sap that were harmful to the Grave were drawn out and experimented on by Graverobbers, including Flesher Calonyction, and ironically as a project by Graverobber Tomas Gleaming Keep that was intended to be a pet project, but became key to trapping Flesher Calonyction in the Gravemind. This harmed the Grave and The Workers in the Wood, could tracing out the history and origins of these interactions and Blood Sap be the key?

RESEARCH RESULT 2-

It is through discovery of notes by Graverobber Tomas that a major key to understanding Blood Sap is found - by concentrating it and refining its most potent mycotrophic elements, a poison can be created that can be used to combat The Workers. In addition to this, the Blood Sap itself can be used to counter certain Grave Procedures, including possibly the Oblivio Mortis favored by Flesher Calonyction, which will require future research. For now, it is enough to know that Blood Sap can be properly applied to weapons to be used against The Workers by utilizing existing poisons and specialized distillation equipment.

Research Project: The Workers, The Morgue(June):

RESEARCH PROMPT -

Barker Meadow is home to two known Morgues: the Morgue found in town near the Saloon, and another in the forest, a Synthetic Morgue created by Flesher Calonyction. This is where The Workers "existed" when they were present in Barker Meadow, when not present in the living world, their presence in the Gravemind would have been focused at this Morgue. What secrets does this Morgue hold to fighting The Workers?

RESEARCH RESULT 1 -

The Synthetic Morgue where both the Sin-Eaters and Profane Wolves were created was, as many Grave workings happen to be, created through the sacrifice of many lives. Heretics of the Tribe of Seasons were rounded up and executed by Flesher Calonyction and those close to him to help create the Synthetic Morgue.

They were fed ritualistically to Undead and The Workers under Flesher's limited control over and over until they became Undead and the Morgue was able to be created. This horrific act used very specific Undead and required obscure, arcane methods. Could those ancient techniques be utilized against The Workers and if so, how?

RESEARCH RESULT 2 -

The Workers were "bound" or "drawn" to the Synthetic Morgue originally by Flesher Calonyction through Seasons rites, the naturalistic and blood-soaked quality of which left quite the impression on the Synthetic Morgue, later making it the perfect place to create the Sin-Eaters. It is this unique quality to the Morgue, its tie to The Workers, that echoes their tie to the Undead they are able to project a Spike Aura onto.

It is in the executioners' blades that something can be reverse-engineered: a weapon by which to sever the Spike link from Undead, this tie created by The Workers.

Research Project: The Workers' Minds(June):

RESEARCH PROMPT -

Strains have noted a push-pull effect on their minds from Worker psionics. Strains have regained lost memories and gained an understanding of Wood's Prominent Path. What happens when Workers exert this push-pull force on Strain minds, and how to use it against them?

RESEARCH RESULT 1 -

The Workers learn from their Strain interactions and Strains "learn" from the Workers. Both leave impressions in the Gravemind. The Workers evolve into new "generations" through interactions with Strains. This is how they have developed something like "faith." Where could this generational evolution lead?

RESEARCH RESULT 2 -

The ramblings and notes of madmen of the Wood reveal dark knowledge from Worker "minds". Strains can use this knowledge to bypass their psionic invulnerability. This requires Proficient Necrokinetics knowledge transfer and a Cracked Crystal Imbued Fragment. This, in a crude way, taps into the nature of Worker "faith". This is as close to a Worker ritual as one can get without constructing a synthetic Cairn, be careful.

Research Project: The Everliving Cage(June):

RESEARCH PROMPT -

The Workers go hand-in-hand with the history of the Everliving Wood. They, yet, have been elsewhere before: Barker Meadow. What has kept them, in recent memory, trapped in the Everliving Wood? Signs point to Flesher Calonyction's work, but how did Flesher do this?

RESEARCH RESULT 1 -

Flesher Calonyction trapped the Workers in the Everliving Wood as part of his Great Work. The Workers are Gravemind creatures. The Grave is the vehicle through which Flesher works towards his Great Work. Flesher doesn't understand, does not worship nor lord over them. He did manage to trap them in the Everliving Wood long ago by using Blood Sap. What's the history of the Everliving Wood's with the Overgrowth phenomena of Blood Sap? How might Flesher have used it to trap the Workers?

RESEARCH RESULT 2 -

The Everliving Cage trap that Flesher created can be partly reverse-engineered. Applying this research will create a weapon that resonates like this Cage. At its core must be a construction of Blood Sap and Cracked Crystal. It will be a powerful tool against The Workers.