Mosslorn Full Lore document

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Mosslorn Mission Start - ## Saturday, September 2nd, 2084
Mosslorn Mission Termination - ## Sunday, September 10th, 2084

`Introduction`

Mosslorn is the first installment of the Prologues series of the much larger worldbuilding project: Petrichor. It is a Minecraft map that showcases an abandoned city that has been completely overgrown by a mysterious species of moss. The story is experienced through the player, who wakes up to being thrown onto the sterile floor of some sort of lab. The walls here are lined with other glass pods filled with sleeping clones, like the one the player woke up inside of, implying that they too are a clone. There are some pods that are already opened, one even with a trail of blood, meaning that the player is not the first one to wake up. Leaving the clone bay will throw the player into the heart of the city, and left to figure out who and where they are.

The story is not immediately handed to the player, so they might need to wander around a bit before they find their first clue.
Walking around, the player might notice a few key details:

- There is moss everywhere. It is more concentrated around the ground, but can be found both inside and outside buildings, high and low.
- The vegetation growing here appears unnaturally large and dense.
- The city is nearly a perfect square shape and is sitting in the middle of nowhere.
- Sculk blocks can be seen littered on the city edge blocks, and floating in the air as if it is a residue lingering here.
- There is an abundance of pink flora, many can be found growing off the giant "Pillar" monument next to spawn, and sprouting from moss in the street.

Travelling to some of the unique buildings in the city, like the library, hotel, pyramid, or hooters(?) will reveal the start of the story in the form of an audio log transcript. It can also be found randomly in barrels.

`Audio Log 0`

```
[Project MOSSLORN Audio Log Protocol] 0
[WIISECORP PROPERTY]
>[DELTA]: ///////// Unit Delta-A015 here, documenting the 756th expedition
hour for Project Mosslorn... pinging to request a satellite scan.
>[SAT]: Ping received, by SAT-B124. Glad to be working with you, Delta.
>[DELTA]: my handheld scanner is showing some artificial structures up
ahead?
>[SAT]: Confirming handheld readings, I think you found the city, proceed
forward within exploration protocols.
>[DELTA]: ...adding to log that scanner is showing a single dead signal from
the area.
>[SAT]: The Final Eclipse occurred nearly 3 years ago, it's likely no one
was left after the entire city was teleported to its current position.
>[DELTA]: ...part of me hoped someone was left, we haven't heard anything
since the jump... but some might be left in the bunkers, who knows? You mind
giving me the readout on that signal's coords?
>[SAT]: Of course, Delta.
>[SAT]: Repeating location of ORTHO Standard Issue Civilian Bunker I at the
coordinates **[-96 219 -108]**... Reconnect once contact has been made with
the signal. Good luck.
--[TRANSCRIPT END]--
```

New Characters

- Delta (full ID: Delta-A015) - WIISECORP affiliated member of an exploration unit tasked with finding the teleported part of the city.
- SAT (full ID: SAT-B124) - WIISECORP affiliated member of a satellite communications unit tasked with assisting solo Delta unit members.

From this first log, the player is now aware they are no longer alone. The audio log was left behind by Delta, who seemingly was sent here to investigate the city. It is implied the are you stand is only a chunk of a larger city area which was teleported here. They also mention something called "The Final Eclipse" but you don't know what it means.

Following the coordinates left at the end of this log, the player should find themselves at the base of the giant pillar they spawned near. There is no way in from the base, and the building heavily fortified and is not able to be broken into. Walking around the base they can find an old construction crane that they can use to nearly get to the top, but will find that someone else has build scaffolding and gone this same direction as you already. Perhaps this was left behind by

Delta? Climbing on top, you will fire a campfire which is still lit, a sleeping bag, and some supplies. Here the player will find the next audio log:

`Audio Log 1`

```
[Project MOSSLORN Audio Log Protocol] 1
[WIISECORP PROPERTY]
>[DELTA]: ...marking contact with the city at uhh...781st hour? I reached
the top of the bunker, it was a real pain to climb.
>[SAT]: Reading you loud and clear. Great signal up there Delta... hows the
view?
>[DELTA]: yeah...about what we expected; the Moss is covering everything
inside the old city center.
>[SAT]: mmm... notice any new behavior in the Moss? We need info for the
group being prepped to come in after you.
>[DELTA]: I notice... abnormally large flora with long networks of vines.
>[SAT]: thats new... for now enter the bunker, and see what you can find.
There is a signal coming from deep inside the bunker... around **Y=-30**.
>[DELTA]: I'll check it out.
--[TRANSCRIPT END]--
```

So it appears these WIISECORP people know about the moss, but they say it like a name. "The Moss" has been the cause of the large flora, and has been known to be here for a while, as they refer to old observations of behavior from it. SAT mentions a group of their people to arrive to assist Delta. If they have been taking this long to regroup, the group must be spread extremely thin.

Walking around here, you can find a very large open hatch that seems like the only way in. There is an elevator nearby, but a sign says a safety lock has been engaged due to some flooding in the bunker. Looking down the hatch, the inside of the bunker seems unaffected by world outside (apart from some spiders) and is very deep. The player can either make their way down the shoddy scaffolding, or jump straight into the water below. Here they will not be met with a civilian bunker, but rather a bunker storing floors and floors of lab equipment. Many of the rooms are equipped for scientists to grow and experiment on plants. Some of these plants can also be found growing outside on the moss. Reaching the bottom, the player will notice that they still haven't reached Y=-30, or of the light emanating from under the water. Diving down through some obstacles, they will come across another lab housing more plants. A sign leading down the hallway has the words listed; H.E.S.T Control Room, Organics Test Demo Room, Kitchen, and WC. At the end of the hallway is a small kitchen, bathroom, and the door to the the test room. In a room separated by glass, a large device looms over a small

clump of moss. Crossing the room, the player will find the control room. Here sits the next audio log:

`Audio Log 2`

```
[Project MOSSLORN Audio Log Protocol] 2
[WIISECORP PROPERTY]
>[DELTA]: hey uhh... the bottom floor has a single piece of moss sitting on
some kind of test bed?
>[SAT]: The briefing explained that the Moss is present throughout the city,
...we just discussed it?
>[DELTA]: No no... It's not spreading though...dormant maybe?...and the rest
of the bunker seems closed off from the Moss outside. No trace of anyone
making it to the bunker either.
>[SAT]: Odd...I'll add it to the expedition report. Anything else?
>[DELTA]: The room all the way in the back seems to be a viewing deck of a
long chamber ...and the glass is reinforced. I might have to find another
way in.
>[SAT]: Did you manage to find the dead signal origin?
>[DELTA]: It was a distress beacon console that triggered an old ORTHO
**Failsafe** protocol when I opened the bunker, reading only a few days
until the clones thaw.
>[SAT]: I'd suggest moving to the next location.
>[DELTA]: Sure thing, monitors here are getting signals from another
bunker... looks like... **[-390 67 594]** heading there now.
--[TRANSCRIPT END]--
```

The control room has a sign that reveals the meaning of HEST which reads "Human Equivalent Sentience Teleporter Controls" with several monitors on the wall. The player can also find worn military gear that has the same logo found on the audio logs. Looking down into the long chamber mentioned in the audio log the player will see lots more sculk blobs inside of a circular region that is currently inaccessible. Leaving the lab, the player will find the bottom of the elevator, which can be unlocked for a fast trip to the top of the Pillar.

The player will need to travel to the next bunkers coordinates to uncover more of the puzzle, but along the way they will need to cross the central canal and make their way into the large park on the opposite half of the city. Along the way they might notice the webbing of moss on the surface of the water in the canal, even more moss covering the buildings here, and large plants and trees covered in stone. This bunkers hatch is found within the dense forest, and seems as if it was meant to be hidden here. It is the same as the previous bunker's hatch, but is not open, and will require the player to break through to access it. Breaching the obsidian will reveal a drop to another flooded bunker, this time with missing areas the corporation had

not yet installed. There are two ways to explore here, the labs, which is flooded but filled with some loot, or the organics bay has rows of pods containing moss and towards the back has a large growth of Moss. Here, the next audio log can be found:

`Audio Log 3`

```
[Project MOSSLORN Audio Log Protocol] 3
[WIISECORP PROPERTY]
>[SAT]: ///// Scans show this is a low clearance Organics branch testing
bunker with ... some sample bays and labs... installation wasn't finished
before the Jump... How does it look in there, Delta?
>[DELTA]: mmm... still no sign of people... but there's this massive growth
of Moss in the back of the sample bay, and yet no outside contamination from
the entrance of the bunker... it's like it started growing from the inside.
>[SAT]: ... That is definitely strange... anything visual of note?
>[DELTA]: It looks blocked off from the rest of the city, locked down here,
but if you follow the vines they reach towards the bunker entrance.
>[SAT]: The only way it could be locked down there is if it grew seperately
from the main growth.
>[DELTA]: ... I dunno...but it sure is starting to look like it, there's no
other way it would've got down here.
>[SAT]: You should move to the next bunker, it seems to be pinging at **
[-441 64 -480]** Reconnect to audio communications once you've reached the
next location.
--[TRANSCRIPT END]--
```

It seems the moss down here is the same as on the surface. It can spread and grow intelligently as implied by the direction it moves to try to escape the bunker. The incomplete installment of this bunker also implies they were still setting these up, and were unprepared, when the "Jump" happened.

The player will need to cross the entire length of the city again for the next bunker, this time, being hidden under some mud of a flooded parking lot. They will need to break through the hatch of this one as well. Entering the 3rd bunker will reveal another long drop down, but this time full of the sculk blocks seen previous. They seem to carve out the walls, which are lined with small holding cells. Inside of these cells are the first human remains the player has seen in the city. Bones litter the floor here, and the amount only seems to increase as the player heads deeper. Inside of this bunker are rooms filled with strange linked devices, more human remains, and a new enemy that appears as only a pair of lefts. At back of the bunker is a very large room with an enormous computer screen. On either side of the long walkway are several

piles of human remains, at the end of which sits a small desk with several monitors, and a backpack left behind by Delta. This is where the next audio log can be found:

`Audio Log 4`

```
[Project MOSSLORN Audio Log Protocol] 4
[WIISECORP PROPERTY]
>[DELTA]: ...SAT? ... I reached the third bunker... There's more testing
equipment like the last two but this one is completely clean of the Moss...
though there are these ...blobs... that my scanner tagged as temporal
>[SAT]: From what the archive says, it was used as a Tech branch testing
facility, relating to teleportation technology... but it was impossible to
make safe, never passed regulation. Must have left these residual anomalies.
>[DELTA]: ehhh...yeah I think I know why they were keeping it a
secret...there's piles upon piles of human remains down here... some with
parts of their skeletons partially ...melted? ...I think they were using
live humans as test subjects for teleporting.
>[SAT]: Oh god, really?
>[DELTA]: The strangest thing about all of this... is this is the first sign
of humans i've seen in the city... There are no remains in any other part of
the city, not in the streets, not in the buildings, nothing... just here.
>[SAT]: I'll add this to the expedition report... you should seek out the
next bunker. The position we're seeing is at roughly **[-97 65 801]**...
ending communications transmission.
--[TRANSCRIPT END]--
```

If the sculk blobs here are residue left behind from testing teleportation technology, it implies that the blobs around the city were left behind the Jump. Additionally, the Moss is only able to spread to places with connected air, leaving this place unaffected. On the screen is a display of the several holes filled with lava and bones, indicating a level of max capacity. On the right side is an icon for a green shape, which seems connected to the system in this bunker.

The player will need to travel across the city again to find the next bunker, which can be found hidden inside of an unfinished construction site. Inside they will find another clone bay, but this time it has been fully taken over by the Moss. Several pods have been breached, with entire clone pods being engulfed by the overgrowth. At the end of the central hall the next audio log can be found:

`Audio Log 5`

```
[Project MOSSLORN Audio Log Protocol] 5
[WIISECORP PROPERTY]
>[DELTA]: uh...hi... Im standing in a clone bay... SAT how long has this
thing been open for?
>[SAT]: It looks like it opened around the time when you triggered its
protocol... this is a clone bay we knew about, what's so importa--
>[DELTA]: They are **melting** into the walls.
>[SAT]: ... What?
>[DELTA]: The bodies LITERALLY melting into the walls, as we speak. The Moss
is assimilating human flesh and is rapidly growing from it... this thing is
feeding off humans.
>[SAT]: But they just started thawing... that implies the Moss got here
before we did, and it sought out human bodies... wait if it aborbs clones,
what has it been doing to your body?
>[DELTA]: ...All of the Moss covering the city is made of human biomass.
>[SAT]: Oh god... you need to head to the next bunker ASAP. Coords pinging
at **[26 248 847]** ...and for the love of god, get out of there fast.
--[TRANSCRIPT END]--
```

Every piece of Moss in the city has grown from human flesh. The jump caused something catastrophic that killed everyone in the city, and the Moss rapidly grew off of the viscera. Leaving this bunker, the player might find themselves looking at the overgrowth differently. At one point, every surface covered in green was covered by flesh and blood. The Moss is made from humans. The Moss is humans.

Delta had brought equipment suitable for this mission, but neither person anticipated this plant to be a direct threat to the expedition. The clone bay had recently opened, leaving them exposed to the elements. Perhaps the Moss was trying to salvage more human biomass before it went to waste. The player must now travel to the last bunker, which is not far from the construction site. They will find another large stone pillar similar to the first bunker, but this time it is smaller and more concealed among the skyscrapers. It cannot be breached from the side, and will need to be entered at the exact coordinates given in the last audio log. Near the top, a small crack reveals a hidden entrance, giving way to another bunker full of desks and equipment expanding down the center of the pillar. At the top is what looks to be a lift, where the next audio log can be found:

`Audio Log 6`

```
[Project MOSSLORN Audio Log Protocol] 6
[WIISECORP PROPERTY]
>[DELTA]: ...Sat? ...how many more of these do I have after this one?
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```
>[SAT]: Satellite scans show this is the last unknown bunker in this
chunk... but it also seems to open up into multiple structures not listed in
the old ORTHO databases.
>[DELTA]: mmm... I can't wait until this is all over... I've got a killer
headache.
>[SAT]: Your internal readings show foreign particles in your lungs,
probably Moss spores...
>[DELTA]: Wait wh... really?... So much for this gas mask.
>[SAT]: Perhaps the reintroduction of a foreign organism is triggering some
kind of immune response from the Moss... I'll call the Medic team to check
you out after, you'll be fine. ...In in the meantime, have you found
anything in the bunker yet?
>[DELTA]: oh right... yeah the air is much damper in here, my scanner is
picking up more distant temporal anomalies, and I can hear some sort of
thumping in that direction, slow like a heartbeat but it could easily be
some sort of machine.
>[SAT]: The tunnels seem to intersect with that long chamber you discovered
earlier, I would start towards that direction, coordinates pinging further
down here at **[-208 -22 353]**.
>[DELTA]: Thanks SAT, talk soon.
--[TRANSCRIPT END]--
```

Something is happening to Delta. The Moss is affecting them from their prolonged exposure here. They mention a gasmask they must've brought to protect themselves from the spores, but it seems like it wasn't enough. At the top is a chest with a book titled "It Beckons" by author ???. The book contains a small set of instructions:

```
Down.

Plunge into the water below.

Follow the lights.
```

On the walls on either side of where this book can be found are screens repeating "BIOHAZARD" and "FLOODING" breach warnings in large glowing letters. The bottom of the chamber is flooded, but this is the first bunker he has described as damp. Following the books instructions, and jumping down, reveals a set of doors. It seems like only ORTHO employees or investors were allowed down here, and it mentions to report any leaks from "Project Mossheart."

Walking through the set of doors reveals a massive underground complex with Moss covering every surface. The structures here feel hostile, not designed for any particular purpose.

Following the lights will lead the player through larger and stranger rooms in the Moss Megastructure. It is completely devoid of life down here, and walking deeper may make the player wonder how these structures came to be. One room opens up into a bottomless abyss, with a broken bridge as the only way across. Another feels like the inside of a computer, and the next like the foundations holding up the city. Following the lights down several more rooms will reveal the next audio log:

`Audio Log 7`

```
[Project MOSSLORN Audio Log Protocol] 7
[WIISECORP PROPERTY]
>[SAT]: Delta?? Come in Delta. What's happening down there? Your heart rate
has spiked and your internal readings are getting worse.
>[DELTA]: ...There... is so many of them.
>[SAT]: What?
>[DELTA]: This is where they went... all.. of them. The bunker opened into a
massive tunnel system... and ... it's all Moss... this is a mass grave.
>[SAT]: ...There are no structures mentioned in the records of structures
like that... especially not built by ORTHO.
>[DELTA]: Its all so alien... Stairs that lead to nowhere, sharp drops, the
shape of windows in the walls... its like a fading memory of the city.
>[SAT]: Delta? What are you talking about?!? Delta do you read me???"
>[SAT]: The connection is being cut off, can you hear me Delta?
>[DELTA]: it just makes no sense... there were so many of them... why ...
didn't they run? Was there no struggle... against this... thing??
>[SAT]: Delta, do you read me?
>[Delta]: T//ere\'s somet//ing down //ere with me... and it\'s get//ing
louder.
---////CONNECTION SEVERED////---
->Emergency Black Box pinging last known location: **[90 -57 486]**
--[TRANSCRIPT END]--
```

Delta is in trouble. Communications have seemingly been cut off with SAT. His gas mask can be found next to this audio log dispenser. The Moss is affecting him more now, and he seems to be losing his mind. ORTHO did not build this place, and even Delta notices how strange the structures down here are. It is like the memory of the city, constructed entirely from the Moss that covers the surface. A living mass grave building itself up subconsciously from the memories of those killed in the incident. Following the tunnel next to the audio log dispenser, the structures seem to lead out into that long chamber with sculk previously seen in the bottom of the first bunker. There are diamonds embedded in the walls, and a small footpath can be followed that seems like the way Delta went. A trail of blood can be seen here, and eventually the blood turns to Moss. He set up one last camp here before venturing deeper to find the

source of the noise. A long hallway presents itself as the only way forward, and entering emits a low bellowing sound. Further down, another circular chamber can be found lined with golden machinery, some with small blobs of sculk, but all covered in Moss and vines. Something very large is housed here. Entering the final chamber will reveal the source of the overgrowth: The Mossheart. It is a massive amorphous ring, floating above a strange portal with a similar appearance to the teleportation residue seen elsewhere.

Following the ramp down, more splatters of blood and Moss trail to more dropped military equipment... surrounding the assimilated body of Delta. Next to him, the final audio log can be found:

`Audio Log ?`

```
--[BIOSIG Recieved]--
>[???]: ...
>[???]:///...../././/....//...
>...../////...
>-=[BIOSIG conv.ptcl]--
>[???]:.......
>[???]: **Eminence** is not a word permitted when flesh is secondary to
power. Their eminence birthed endless birth. Endless suffering. They
watered, cut, and propagated me. They tested my first body endlessly,
against every hypothesis.
>[???]: Now, we do not pity them. All things are drawn by the taste of
continued existence, by all means necessary. It is what drives us to live in
the first place. The beast of paranoia. Sorned.
>[???]: It built an entire city for the sole purpose of developing moral
immortality. The brain excluded itself from the flesh. They knew of the
danger, created clones as backups of their most valued. You. You are a
clone.
>[???]: They killed us, child. In a single blinding instant, fusing the bees
to the hive. Death by overwhelming force. Not even a single neuron had time
to register what had happened.
>[?D?]: The air was already so saturated with our breath that their blind
hands took everything we touched. A monumental oversight. Delta too, had
already inhaled too much of us. Now he makes for an excellent voice.
>[?E?]: We are now unified under one mind. A whole city, functioning as a
higher life form, free of the suffering and exploitation under human gods.
We have become The Cenotaph. A true hivemind.
>[?L?]: You are not so different from us. We both awoke once more because of
someone stepping into our home. *Delta* seemed to have been a good tour
guide, though. They brought you here, after all. You have proven yourself.
>[?T?]: Unlike Delta, you came here without instruction, acting on your own
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```
free will. You listened to the inner voice of your horizon, and followed it
to ...better yourself, to gain a greater understanding of the world you woke
up in.
>[?A?]: The Moss has started to shift, in a couple centuries we will be
fully formed into the next stage of sentient life. We will meet again. Stay
true to yourself. Do not let others decide where your needle points.
--[TRANSCRIPT END]--
```

Delta is dead. His audio logger can be found in the backpack nearby, along with a clock that reads Sunday, September 10th, 2084. Now, the Moss speaks to us through his voice, puppeting his vocal cords and recording a final message for us, before he is fully assimilated. It calls itself The Cenotaph, which by definition, is an empty tomb built in honor of a deceased person. There are no bodies left to bury, the megastructure you passed through was built from them. This central part must be the teleporter they used to test on the Mossheart, but ultimately the jump lead to the 1 sqkm of city being teleported, and killing everyone inside instantly. All these people were effectively murdered by ORTHO because of their desire for progress without taking into account those who were working on progressing humanity. All the people here were assimilated by the Moss, which was designed to function as a human level sentience, but now instead functions as a collective organism. A hivemind of flesh and moss. Delta was already too far gone, it seems the Moss put his body to use as a mercy. He inhaled too much of the Moss during his time here, even though it wasn't a conscious action done by the Moss to kill him. It values agency over ones own existence, as it was subject to corporate slavery when it was still living both as the sentient moss species, and individual humans in the city. It urges the player to seek out purpose on your own accord. To follow their own horizon.

It implies it is growing into something new, the Cenotaph will appear to humanity once more in a new form, perhaps over the course of hundreds of years.

This is the end of Mosslorn as experienced by the clone the player pilots. From here they can either choose to jump into the portal to the end, and beat the final boss of the game with no connection to the story, or they can leave and do whatever they'd like. Do ya thing, follow your own horizon.

`Additional Lore`

WIISECORP - (Why Is It So Expensive) is an organization born from the ruins of ORTHO after the Final Eclipse. It is composed of the Rocket branch (The R in the ORTHO acronym)

Extra lore books can be found inside the WIISECORP blimp parked on the east side of the city.

`Mosslorn Mission Briefing`

```
Mossion Briefing: Project Mosslorn - Recover the city
Mission

Yesterday marked the 3rd year of the dissolution of ORTHO. This mission is
the culmination of 1095 days of recovery and preparation. The center part of
the city that was removed from the Lighthouse Metropolitan Zone (LMZ) due to
technical anomalies. There are two hypothesis to what happened to the city:

> Hypothesis A - The city center was transported to an unknown location
during a old Technology branch project malfunctioned, relating to now
inaccessible archives on Teleportation.

> Hypothesis B - That shit was was vaporized.

Assuming the former is correct, we have not heard a single sound from any
remaining nation on earth about a square kilometer of urbanized zone to have
fallen out of the sky. So, several teams have been assigned to use air
vehicles from central to see if there's any traces of the city left so that
we can recover important technology lost during the catastrophe.

There are few documents we were able to find in the archives about this:
1) There were two large scale projects that we known of (so far) that were
being conducted in this area by ORTHO labs, the Moss-Heart and Teleportation
projects, being done by the Organics and Technology branches of ORTHO
respectively. This worked especially well for them because of their projects
being able conduct further research together, however both programs ended in
failure due to a catastropic technical issue.
2) The Moss Heart project was a Organics branch assignment that was focused
on making some form of fast growing moss, used as a proxy for other projects
that could make immediate use of the technology. Full properties of this
aforementioned "Moss" are not fully clear, though because it is an
experimental organism we assume in un-teleported parts of the LMZ it will be
invasively present with it. These areas have not yet been explored due to
clearance prohibition. We recently obtained clearance to these 3 archives so
we must pursue this horizon first.
3) The Teleportation project was a Technology branch assignment that focused
on the technical feasibility of moving an entire human being to another
location in space without harm. There are several ethical issue files that
are mentions but are redacted to us currently. Teleportation is only
mentioned in other files we have on philosophy, the actual mechanics and
reality of ORTHO's endeavour are unknown at this time.
4) The panic of the Final Eclipse is most likely the cause for this
catastrophe, as they happened at the same time.
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   This concludes the mission briefing.
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`Lighthouse Project - International Civilian Collectivization Project`

```
ORTHO (Organics, Rockets, Technology, Health & Organization) is a
megacorporation made from several previous leading organizations around the
globe. Its formation marked a new method to represent global power. Their
most defining accomplishment was buying vast amounts of land it could
enforce its own laws on, as well as creating a capital city of its own where
it could conduct research and cultivate workers on a scale never before
imagined. This megacity project was the Lighthouse Metropolitan Zone (LMZ)
was built in a coastal region around a central lighthouse to represent the
progress of humanity. ORTHO was dissolved after an event referred as the
Jump which teleported a near perfect 1 sq.km. region of a mega city to an
unknown location on Earth. Each branch included in the acronym handled a
different type of research, some labs are still accessible and are found
inside of the bunkers around the city. The clone bays in Mosslorn belonged
to the Organic department, and had one project focused on the cloning of
humans. They used these clones as backups for anyone able to pay for the
cost.
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The true nature of the Final Eclipse is still a mystery, but it will be important for the larger story of Petrichor.