

A woman with long, flowing hair is the central figure, standing in a futuristic, metallic environment. She is looking upwards, and her hair is blowing in the wind. Above her is a large, glowing orange sun. The background is filled with intricate mechanical details and a blue, ethereal light. The overall mood is mysterious and sci-fi.

Shadows Over Sol

Dreams and Dust



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Introduction

Dreams and Dust is a complete scenario in which the player characters will be in charge of constructing a new outpost on Mars. The Stillwater Catholic Church is among the investors that have recruited the team to lead the construction, due to the team's proven abilities and past experience. It is designed to run between two and four gaming sessions.

Player characters in this adventure should be established and notable, but not so famous that the new colony's investors believe they will be too missed if anything goes wrong... The pitch, after all, will be that this is their opportunity to go down in the history books!

If making new characters for this scenario, players should pick specific leadership roles and have those in mind during character creation. For example, if one of them wants to be head of security, she'd better take some charisma and persuasion as well as combat characteristics, or she'll have a hard time leading her team! Let the players come up with roles for themselves, but as a friendly GM, feel free to point out areas that they may have missed or left unfilled.

Synopsis

Over the course of this scenario several factions are at work. As the scenario progresses, the machinations of each faction should be unveiled.

Libya Outpost

Mars is served by a singular space elevator, located in Oras colony. This means that all of the other Martian colonies depend on Oras for their supply of all offworld goods. As Stillwater is the largest Martian colony, it has long wanted to free itself from this dependence. In recent years this has become increasingly important, as the brewing conflict between Unitech and the Stillwater Catholic Church threatens to cut off Stillwater's supply lines—

Unitech, after all, owns a major stake in Mars' singular space elevator.

To rectify this situation, the Stillwater Catholic Church—along with a few other investors—has been developing plans to build an outpost with their own space elevator. They've already secured funds and picked out a site, which they've dubbed Libya after its ancient identification as an albedo feature. For reasons of orbital physics, this site has to be some 200 km away, located at the Martian equator.

The agreement between the Church and the other investors mandates that third-party experts be hired to oversee the construction of the outpost. This gives the Church and other investors some distance from being the public face of the new development.

Unitech

Unitech's control of the Oras space elevator is key to their influence over the Martian colonies. They have much to lose if a second space elevator outside of their control is constructed, especially if its controlled by a group with which they have a longstanding conflict. Throughout this scenario Unitech will be attempting to delay or stop the outpost's construction.

Dextra Dei

A secret faction exists within the Stillwater Catholic Church which calls itself the Dextra Dei, the Right Hand of God. This secretive group holds the belief that original sin is something encoded into the very genes of humanity. With the right genetic changes, they believe that they can cure mankind of original sin itself, brining all of humanity a step closer to a return to the Garden of Eden.

They are attempting to develop a "Sin Vaccine" to fix the damning DNA. Towards that end, they have stolen the relics of many

Catholic saints—those who were unusually pure, and thus freed from sin. So far they have been attempting to extract remnant genetic material from these relics, which they can sequence and compare, thereby isolating what makes the saints genetically distinct. It will only be a matter of time, however, until their experiments lead them to the Kronos Protein and into damnation.

Naturally, all of this subterfuge and research costs a pretty penny. The Stillwater Catholic Church has recently prioritized the construction of Libya Outpost, and they are dumping a large amount of money into the endeavor. The Dextra Dei have embedded themselves in the project in order to syphon money away towards their own experiments. As construction of the outpost gets underway, the outpost's isolated nature will also make an ideal testing ground for their new experimental developments.

Milites Filii

The Roman Catholic Church knows the Stillwater Catholic Church has stolen the relics of many saints. In response, the Roman Catholics have sent members of the Milites Filii, a lesser-known military order of the Church to recover the relics and shut down the Dextra Dei's sin vaccine project. As the players make the way through the scenario, the Milites Filii may prove to be ether allies or enemies. Either way, they may provide vital clues as to the existence and aims of the Dextra Dei.

The Kronos Protein

As both the construction of the outpost and experiments of the Dextra Dei go on, Doctor Estrella—who is part of the secret order—will reach out to his old contacts in Jenseitech's Accelerated Research Division looking for possible leads that will amount to a breakthrough in his experiments. Seeking to undermine their rival, Unitech, and seeking to glean their own knowledge from

Doctor Estrell's experiments, elements within Jenseitech will supply him with a sample of the Kronos Protein (see *Fatal Frontier*, page 30). This remarkable protein of unknown origin will indeed lead to a breakthrough, but not the kind that anyone has predicted. Its results will be very evident when the finale of the adventure is reached.

Enter the Players

This scenario is divided into three parts, of which the second is by far the largest. In the first part the players are introduced to the job for which they've been hired, as well as the major NPCs featured by the scenario. The players also have the opportunity to learn some key facts that will help them later.

During the second part of the scenario the players will be in charge of planning and overseeing the construction of the Libya outpost. This section is not a linear series of events, but rather a set of decisions and challenges, interspersed with events that should drop clues pointing at the Dextra Dei and other actors working behind the scenes. GMs should pick and choose both, playing through them as makes sense given the players and their interests.

Eventually the players should piece together what the Dextra Dei are doing. This kicks off the third and final part of the

Ready-Made Heroes

The team found in the *Ready-Made Heroes* supplement is a good match for this scenario: just assume that they've added a few accomplishments to their names by the time they're hired for this job. Aleksander and Sam both grew up on Mars, and so will be on their home turf. Alex has past experience in management. Ozan has contacts in Unitech, which may be useful in the events to come. Steve spent time at the university in Stillwater.

Other Adventures

Dreams and Dust can be used alone or in conjunction with other published *Shadows Over Sol* adventures. Below are some notes on how to combine this adventure with others.

- **Eviction Notice:** Since this adventure also takes place on Mars, it is an obvious fit. *Eviction Notice* could either be ran before the events of *Dreams and Dust*, as an explanation of how the player characters made a name for themselves, or it could be ran during the middle part of the adventure—in which case the gang residing in the ruins of Vidhi Colony also poses a threat to the players' new outpost.
- **Ghost Ship:** This adventure could be made relevant to *Dreams and Dust* if the ship taken over by the Insurrection Virus was in the process of bringing supplies to the players' new outpost. This might compel the team to make a trip to space to investigate.
- **Memories:** Although this adventure was written for specific player characters, it foreshadows Project Theta, in which Doctor Estrella was involved. It also foreshadows the conflict between Unitech and the Stillwater Catholic Church. This adventure could be ran as a one-shot "side story" to foreshadow these developments.
- **Small Mercy:** This adventure also features the Kronos Protein (see *Fatal Frontier*, page 30). As such, it might be ran before *Dreams and Dust* as a way to foreshadow the appearance of the protein.

scenario, in which the player characters must struggle to survive against the monsters that have been created. Ultimately the players must put an end to the Dextra Dei's machinations.

Modes of Horror

This scenario is a bit of an odd duck when it comes to the three modes of horror. Thematically this adventure is more of an investigative horror scenario, but the vast resources that will be put in the hands of the player characters will allow them to gear up much like action horror, should they so choose. This fact makes the scenario a good one for GMs who want to escalate their campaign from survival or investigative horror to action horror.

If making new characters for this adventure, we recommend that GMs begin their players at investigative horror. This should set the right expectations for the scenario. If, however, players gear up beyond the normal levels of investigative horror, then that's simply to be expected.

Further Reading

An enterprising GM might want to familiarize herself with the sections of the *Shadows Over Sol* core rulebook relating to the Stillwater colony (see page 86), the Stillwater Catholic Church (see page 73), Unitech (see page 60) and the Kronos Protein (see *Fatal Frontier*, page 30).





Meet & Greet

The following scenes open the scenario. Their purpose is to establish the roles of the player characters, introduce the major NPCs and to jumpstart the plot of the adventure. This is a ray of hope before the storm. It ends when the PCs reach the site of the Libya outpost.

Introductions

This scenario begins with the player characters sitting in an ornate conference room in the Martian colony of Stillwater (see the *Shadows Over Sol* core rulebook, page 86). The team has been approached by a group of investors who wish to finance the establishment of a new outpost near Stillwater. This site is to eventually be home to a new space elevator, which will bring a good deal of trade and economic independence to the colony.

If the characters are not part of an established team, give the players a moment to describe their characters to each other. In front of each PC is a thick envelope with her name on it, as well as a glass and a pitcher of water. The table is real wood, which is a very expensive luxury on the Red Planet. Characters may also have gathered some information either through past research or by accessing the net:

- A successful Int/conspiracy-10 flip will reveal that the group of investors who contacted the PCs primarily consist of the Stillwater Catholic Church, as well as a few associated businesses. A failure still turns up this

info, but alerts the church to the character's snooping.

- Succeeding on an Int/phy-sci-8 flip will remind a character that for a space elevator to maintain stable geosynchronous orbit, it needs to be built at the equator—meaning the planned outpost will have to be fairly remote and eventually connected to Stillwater by mag-train.
- Players who open the envelope in front of them early will find two printed copies of the contract for the job. A successful Int/bureaucrat-10 flip will determine that the contracts are pretty standard for a job like this and include a non-disclosure agreement that lasts until the outpost is officially opened.

Keeping Track of NPCs

This section introduces no less than six NPCs, each of whom will play a significant role later in the scenario. Keeping track of all these characters can be a daunting task, especially for new GMs.

One way to help players keep track of the NPCs is to create small, fold-up name tags for character (PCs included) and place one on the table in front of each player. Then, as NPCs are introduced, the GM can place the appropriate name tag in front of her. Short descriptions or small profile pictures could also be included on the name tags for added effect.

Enter the Bishop

Once the players have had the opportunity to introduce themselves and maybe gather some information, the door will open and in will step Bishop Adofo Dwamena, closely followed by his assistant, Father Hafthor Schmidt-Sexton.

The team will be familiar with the both of them: it was Bishop Dwamena who contacted them about the job. Father Hafthor, as his assistant, always appeared on screen first and connected them to Bishop Dwamena.

- “Thank you all for coming. As you know, I am Adofo Dwamena, Bishop Coadjutor of the Stillwater Archdiocese. I assist Archbishop Takanagi with executive oversight. This is

Father Hafthor Schmidt-Sexton, my assistant whom you have all already met. I understand you have some questions, I will hear them now.”

Bishop Dwamena will be willing to answer a few questions the players may have regarding the economic importance of the outpost, the interests of the Church in securing the independence of Stillwater or why the characters themselves were chosen. He will only answer two or three questions, though, before continuing onward—leaving the players wanting to know more.

The Three Doctors

Once a handful of questions have been answered, Bishop Dwamena will interject

Father Hafthor Schmidt-Sexton

Geneline Modern Superman, **Subculture** Serv

Str 6, **Dex** 5, **Spd** 6, **End** 6, **Int** 8, **Per** 9, **Chr** 6, **Det** 7

Defense 10/20, **DR** 0, **Shock** 13, **Wound** 6, **Wealth** 9, **Lifestyle** 9

Skills: Awareness 2, Bureaucrat 3, Conspiracy 3, Deception 3, Investigate 4, Lib-Arts 3, Melee 2, Program 3, Thievery 3

Light Pistol: +2 (♠12M/♥8M/♦4M/♣2M), Range 10, Shots 10

Gear: AR Implant, Hand Terminal

Father Hafthor is toweringly tall and mildly obese, but he moves with an assured stride, glancing at each of the PCs and obviously mentally checking them off of a list in his head. His black cassock and sash are in stark contrast with his pasty-white skin. He serves as Bishop Dwamena’s secretary and assistant, acting as go-between in all of Bishop Dwamena’s official communications. He is of mixed Scandinavian, Germanic and English origin.

As with Bishop Dwamena, Father Hafthor is a member of the Dextra Dei. He minimizes his direct contact with the order, however, as he has made political enemies within the Stillwater Catholic Church who would love to dig up dirt on him. If the players were to come up with any damning evidence on Father Hafthor, a certain Bishop Baglio would be very interested in that information.

that the conversation must be moving on—there will be time for more questions later. He first wants to introduce the team to the doctors the investors have chosen to head up the ecological development of the new outpost. He gestures to Father Hafthor to open the door to the conference room, letting in three more people.

Enter Doctor Estrella

The first person to enter the room is a short man with tan skin, wearing slacks and a button-up shirt.

- “This is Doctor Thyoden Estrella. He is a brilliant geneticist and he has oversight of all of the science departments on the expedition. He also personally leads the genetics team and facilities. I ask that you all defer to him in matters of science—he has command there.”

Enter Doctor Nakatomi

The second person is a woman of average build and height, also wearing slacks and a button-up, over which she wears a white lab coat.

- “This is Doctor Nakatomi Patricia. Doctor Nakatomi is the chief medical officer for your expedition. She will be overseeing all of the medical staff and facilities.”

Enter Doctor Hassan

Last to enter is a short, plump woman, her long, black hair kept in dreadlocks. She looks around cheerfully, beaming as she bustles over to her seat. She is dressed almost identically to Dr. Estrella, but her slacks and shirt are loose and somewhat wrinkled.

- “And this is Doctor Evelyn Hassan, head of terraforming R&D.”

Bishop Adofe Dwamena

Geneline Celebrity Deluxe, **Subculture** Serv

Str 4, **Dex** 6, **Spd** 6, **End** 6, **Int** 6, **Per** 9, **Chr** 8, **Det** 6

Defense 10/21, **DR** 0, **Shock** 12, **Wound** 5, **Wealth** 4, **Lifestyle** 7

Skills: Athletics 2, Awareness 2, Bureaucrat 2, Comp-Ops 2, Conspiracy 4, Deception 4, Guns 2, Investigate 3, Lib-Arts 2, Persuade 2, Socialize 2, Stealth 2

Heavy Pistol: +5 (♠15M/♥10M/♦5M/♣2M), Autofire 2, Range 10, Shots 10

Gear: AR Implant, Hand Terminal, Injector Unit, Stimulox, Torpestat

Bishop Dwamena is a tall, commanding man. His dark skin complements his simple black cassock with red trim and a purple sash. A large cross lays on his chest, suspended from a neck chain, and large gold episcopal ring, on which glitters an amethyst.

He is a proud man of pure Akan ancestry. He is also the team’s main contact with the Stillwater Catholic Church, as Bishop Coadjutor of the Stillwater Archdiocese, assisting Archbishop Takanagi Samuel in his duties as overseer of the Libya Outpost Project. Unfortunately, he is also a member of the Dextra Dei.

Doctor Thyoden Estrella

GeneLine Genius Deluxe, **Subculture** Techno

Str 2, **Dex** 5, **Spd** 6, **End** 4, **Int** 9, **Per** 8, **Chr** 5, **Det** 8

Defense 9/19, **DR** 0, **Shock** 12, **Wound** 3, **Wealth** 5, **Lifestyle** 5

Skills: Bio-Sci 5, Bureaucrat 2, Comp-Ops 2, Conspiracy 1, Deception 3, Engineer 3, Investigate 3, Mechanic 3, Phy-Sci 3, Program 3, Vehicles 2

Light Pistol: +2 (♠12M/♥8M/♦4M/♣2M), Range 10, Shots 10

Gear: AR Implant, Hand Terminal

Doctor Estrella is a genius but fanatical geneticist and head of the Sin Vaccine project for the Dextra Dei. He is very warm and welcoming except when he is working, when he is so focused he loses all track of everything around him. He seems sleepless and will be found in his lab at any hour—day or night—even seeming to forget to eat for days at a time.

Doctor Nakatomi Patricia

GeneLine Spacer's Standard, **Subculture** Neoret

Str 3, **Dex** 6, **Spd** 6, **End** 2, **Int** 9, **Per** 7, **Chr** 8, **Det** 6

Defense 9/19, **DR** 0, **Shock** 12, **Wound** 3, **Wealth** 5, **Lifestyle** 5

Skills: Athletics 2, Bio-Sci 4, Bureaucrat 2, Crafts 3, Investigate 3, Lib-Arts 2, Medic 4, Naturalist 2, Program 2

Fists: +3 (♠9L/♥6L/♦3L/♣1L)

Gear: AR Implant, Hand Terminal, Medikit, Surgery Kit

Doctor Nakatomi is the chief medical officer of the project. She is cold, uninviting, and standoffish. She can be downright insulting if anyone seems to question her ability. She mainly does medical research, but will patch up a worker if absolutely necessary. She is of mixed North American and Japanese ancestry.

Doctor Evelyn Hassan

GeneLine Modern Superman, **Subculture** Heed

Str 6, **Dex** 6, **Spd** 5, **End** 6, **Int** 8, **Per** 9, **Chr** 6, **Det** 7

Defense 10/20, **DR** 0, **Shock** 13, **Wound** 6, **Wealth** 6, **Lifestyle** 4

Skills: Awareness 2, Bio-Sci 4, Deception 2, Empathy 4, Naturalist 4, Phy-Sci 3, Program 2, Socialize 3

Knife: +3 (♠18M/♥12M/♦6M/♣3M)

Gear: AR Glasses, Hand Terminal, Torpestat

Doctor Hassan is a free spirit with an amazing mind. She is of mixed Kurdish and Eastern European ancestry. Dr. Hassan is to be the head of terraforming R&D at the Libya outpost. She is also a Torpestat addict, having become addicted while recovering from a serious injury during previous employment on Schwangi station. This unfortunately led to her involvement in a minor drug smuggling group there, leaving her wanted by the station authorities.

If the Team has a Doctor...

It is quite possible that the team already has a PC doctor. If this is the case, Doctor Nakatomi can be replaced easily enough with a player character. Should she be replaced, all actions undertaken by Nakatomi later in the scenario can instead be undertaken by Doctor Hassan.

Elevator Pitch

With all members of the leadership team for Libya outpost introduced, the Bishop moves on to his personal pitch for the project. He makes the pitch to the group, but may also tailor parts of the pitch to specific team members, targeting his rhetoric at what motivates them. Some lines he may say include:

- “We’ve invited you to be a significant part of an historic undertaking. Mars has only one space elevator, and the Oras colony has flourished because of it. But what were to happen if it were somehow damaged in some way—if one of the gangs sabotaged it, or a ship failed to dock properly and it couldn’t be fixed in time? The people of Stillwater—no, the people of Mars—would be in grave danger. The Vidhi colony starved as World War Three cut off its supplies. We are much more self-sustaining now than the Vidhi colony was, but we are not out of danger. It will be centuries before Mars is properly terraformed, and until that day, we will continue to be dependent on off-planet resources for our survival. Were we cut off, we’d die much later than did Vidhi, but the danger is still present.”

The Details

At this point Bishop Dwamena moves on from the initial pitch to the details of

the plan for the Libya outpost. Here is the information to convey:

- “For the protection of the people of Mars, and for the prosperity of the people of Stillwater, we have decided to establish an outpost for a new space elevator. As you know, we are not far from the equator here in Stillwater, but that is not quite enough. We must establish this outpost directly on the equator for geosynchronous orbit.”
- “Fortunately, a mere 200 kilometers away is an ideal site for the outpost. As Stillwater grows, this new development will eventually become a hub of the new and greater Stillwater.”
- “This site—currently called Libya after its ancient identification as an albedo feature—is ideal for a number of reasons. You may notice it is not directly north of us, but about 70 kilometers to the west.”
- “Surveyors have located a number of promising mineral deposits in that area, which makes the site valuable for mining. What’s more, Libya is on the rim of a crater that is of a very useful size for us to conduct terraforming research.”
- “Preparations are already underway. By the time you get there, the crater should be full of water ice. We have purchased several shipments of ice from off-planet, diverting it to our little crater instead of to the northern polar regions.”

- “An array of mirror satellites are currently under construction in orbit above Oras. When they are finished, they will move into geosynchronous orbit over Libya and begin melting the outer edges of the crater ice, so as to create a semi-marshy area. Dr. Estrella and Dr. Hassan will be working closely together to create new, hardier and more efficient strains of bacteria and algae to continue building atmosphere, which will one day supply the outpost.”
- “As you can tell, we are sinking a lot of resources into this. You have been selected because you are all proven experts in your field. But let me make this clear: you will succeed. This investment will not come back void.”

Enter the Archbishop

Bishop Dwamena lets the team know that he will answer all of their questions soon, but first he has one final person to introduce. This person is Archbishop Takanagi, who is in charge of the project, as well as its finances. He is the one to whom the team will ultimately be held accountable—aside from God, of course.

Surveillance Afoot

The Bishop has Father Hafthor open the door, and a group of security personnel sweep into the room and start collecting readings on handheld sensors as they search the area.

Within a few seconds there is a crunching sound from one of the security personnel, and then she says, “We have an audio recording device, a bug. It’s been disabled.” A few seconds after that

another one of the security personnel declares, “The room is now clean.”

The PCs might notice the Bishop muttering a few choice words under his breath—it was after all, his duty to have the room secured earlier. If the PCs ask about the bug now or later during the Q&A session, he will let them know that the bug probably belonged to Unitech, who opposes the establishment of a new space elevator.

The Archbishop Speaks

With the bug destroyed, the Archbishop will enter the room and deliver a short speech:

- “I won’t hold you long. I just wanted to let you know how excited I am that you are all here. Bishop Dwamena and I have been working hard for years to get this plan off the ground, and now the time has finally come! We selected you personally for this expedition. It will be difficult, but with God’s grace it will succeed! Know that our hopes—not just for ourselves, but for Stillwater and for all of Mars—rest on your success. My thoughts and my prayers—and those of all of us here in Stillwater—are with you. Thank you very much.”

Q&A Continued

Finally, the players have time to ask all the questions that they desire. Bishop Dwamena will do his best to answer anything involving the logistics of the project. This is also a good time to have the players discuss the upcoming job with each other and with the three scientists with whom they will be working.

Archbishop Horatio Takanagi

The Archbishop is a man of medium build, his olive skin standing out over his black vestments. He is dressed almost identically to Bishop Dwamena, but around his shoulders is pallium, a narrow ring of white lambs wool with six red crosses. It rests on top of his shoulders, except for a loop that drops down the middle of his chest, front and back. He frequently smiles.

The Archbishop cares deeply about the Libya Outpost Project, but as he is getting on in years, he has let Bishop Dwamena do an increasing amount of planning. He is unaware of the existence of the Dextra Dei, but fully aware of Unitech opposition to the project. If stats become necessary for the Archbishop, use the Executive stats on page 212 of the *Shadows Over Sol* core rulebook.

Signing the Contract

Bishop Dwamena directs the team, including the three doctors, to open the envelopes in front of them. Inside each are two physical copies of the contract for the job. The team is asked to each look the contract over and sign when ready.

- “Congratulations! You are now all officially part of the greatest undertaking in the history of the Stillwater! Welcome!”

Afterward

So far this portion of the adventure has involved a lot of interaction and information gathering. More action-focused players may be getting antsy for something to punch. If one’s gaming group includes players such as these, this would be a good time to inject some action into the scenario.

Between the initial meeting and the upcoming planning for the project, the team has some free time to make themselves home in Stillwater or to pursue their own agendas. Player characters may have personal goals here that would inject some

action into the scenario, otherwise here are some ideas on how to ramp up the tension:

- One of the player characters may find her room bugged with a device similar to the one found in the conference room earlier. This again is Unitech attempting to learn what they can about the plans for the Libya outpost.
- Players who have their characters hit the bar or other public venue may notice that they are being followed. In people following them will attempt to avoid a confrontation, but if forced to talk, will reveal only they they are local freelancers hired over the net to keep an eye on the characters. Use the Rent-a-Cop stats on page 212 of the *Shadows Over Sol* core rulebook.
- The team could also be targeted on the street by local gangers, such as member of the Red Sands gang network. This sort of mugging is less common in Stillwater than in less reputable colonies, such as Chi Chen, but it still happens, particularly to people who look like visitors or tourists. Use the Thug stats on page 213 of the *Shadows Over Sol* core rulebook.

Planning

Eventually the team will be called in for a second and final meeting before the expedition sets out for the construction site. The purpose of this meeting is to handle necessary logistics and finalize plans.

Some players are the sort who love drawing up plans, making decisions and handling aspects of building and exploration. If this is the case for your group, let them go wild with planning! Subjects to keep in mind include: life support, power, food, water, housing, facilities, maintenance, warehousing, commerce and entrepreneurial space. This outpost is eventually going to be part of Stillwater, after all. The inhabitants will need to find ways to serve their community and make a living!

On the other hand, logistics bore some players to tears. If this is the case for your group, the actual logistics here can mostly be abstracted as a Det/bureaucracy-10 flip. The investors, after all, have been drawing up plans for years. On a success, the character catches a few significant errors. On a failure, something major is overlooked.

Below are a few challenges that the GM can prompt players to undertake. These examples can serve as inspiration for GMs who want to come up with their own critical decisions for the planning stage.

Departments

Each head of department should submit a list of things their department needs, and if the players want to argue about it, they can. This includes each of the three doctors, as well as any PCs that are in charge of a department. The GM should use common sense when evaluating what the PCs are asking for in

their department budgets. Anything too excessive will cost points from the discretionary budget (see page 15)

- **Genetics Department:** If the players choose to examine Dr. Estrella's requests in detail, the player reading it should make a Det/bio-sci-14 flip. On a success, she will note that there is an abnormally large amount of gear that could be used to genetically alter and develop human cells. If the players choose to confront Dr. Estrella about it, he will justify it as redundancy in case of sabotage. He will also say that he has plans for geneline development suited to the Martian environment. Despite this weird allocation of funds, his proposal is within budget.
- **Medical Department:** Examining the medical department budget requires a Det/medic-10 flip. This reveals an unusual amount of funds allocated to treating injury and other trauma. This causes the proposal to be over budget, costing one point of discretionary budget should the team decide to fund it. Dr. Nakatomi justifies this as being worried about Unitech interference.
- **Terraforming Department:** Examining the terraforming budget requires a Det/naturalist-12 flip. There is nothing particularly unusual about this budget, other than a few pieces of equipment that can also be used to manufacture drugs. Dr. Hassan will explain this as necessary for worker happiness. Her proposal is within budget.

Power Core

The outpost will be more than 200 km away from Stillwater proper and it will need its own power supply. This means

Handling Budget

Rather than tracking every microcredit and trying to pinch pennies, we recommend using the following system to handle budgeting matters. The team has 10 points of discretionary budget at their disposal. Each point represents a large chunk of money or other resources—enough for at least a Cost 13 payment.

As departments submit their budgets, the proposal will be either within budget or over budget. Proposals within budget will require no additional funds. Proposals that are over budget will require the team to spend one or more points of discretionary budget. Otherwise, the team can always deny the proposal.

Similarly, if unforeseen expenses crop up, the team may need to spend points from their budget to handle the expense. The same goes for paying for expensive player character plans. These points will carry over to the next section, as the players oversee the initial construction of the outpost.

a large thorium fission core that's capable of supplying the outpost's needs. As the demand for these cores is small, they are not manufactured in large numbers and thus the players' choices are limited.

The best core on the market currently is the Sinoex Frimbobulator 7000. Unfortunately, purchasing one of these is just outside of the project's budget. Players may choose spend one of their discretionary budget points to secure a top-of-the-line power core, or they may choose to purchase a used Sinoex Frimbobulator 6500, which is within their budget, but which may prove to be unreliable once installed. Alternatively, characters looking a third option might succeed on an Int/comp-ops-14 flip to find a Sinoex Frimbobulator 7000 for sale within budget. The downside is that it's in the Belt and will have to be shipped to Mars, meaning it will arrive months after the characters begin construction, leaving them short on power in the meantime.

Shitty Mistake

The plans drawn up for one of the maintenance domes lacks a simple, but critical

feature—there are no toilets anywhere in the dome! What are the workers supposed to do, crap themselves? Looking over the plans and succeeding on an Int/engineer-10 flip will reveal this critical oversight and allow the plans to be changed in a way that won't cost extra money to fix after the fact.

Recruiting

The outpost is not going to build itself. The team will need to recruit construction workers, foremen and other laborers. If the GM wants to introduce a new NPC or bring back a reoccurring NPC, this would be a good way to do so. Interviewing a potential hire for a key role in the construction could also make for a fun scene.

- Players who want to gloss over recruiting can do a sufficient job with a successful Chr/empathy-10 flip. On a failure, someone problematic was hired. This person could be anyone from a Unitech spy to a simple drunk who is going to crash a construction vehicle into a dome one day, setting the team back a discretionary budget point.

Travel

The final part of the first act of this scenario is the physical transit to the construction site. As with any long trek, things are bound to go wrong along the way. Even though the destination is only a little over 200 km away, the journey will take most of a day, as workers will be moving heavy equipment, including precision instruments that really shouldn't be broken.

Choice of Route

There are two possible routes that the convoy can take to the Libya outpost construction site. The first is the more direct route—it will get the convoy there before Martian nightfall, but is a more difficult route, risking damage to equipment and vehicles along the way. The second route won't get the convoy to the site until after nightfall, but is an easier trek. The players should make a decision on which route they want to take.

- If they choose the first, faster route, whichever character is heading up the convoy will need to make a Dex/vehicles-10 flip. On a success, everything goes well enough and remains intact. On a failure, however, some of the delicate terraforming equipment is damaged. Fixing or replacing this equipment will set the players back one discretionary budget point.
- If the second, slower route is chosen, the autonav system on the vehicles can largely handle the trek on its own. No vehicles flip is necessary, however, when the gang attacks they will have the cover

Don't Forget the Doctors

During the journey it may be easy for players to forget that the three doctors are also along for the trek and in positions of importance. The GM should remind players of the doctors' presence by occasionally having a doctor comment on the current situation or offer an opinion. The GM should not, however, use the doctors in a way that deprives players of their agency in decision making. The intent is simply to provide the players with more chances to see the personalities of the three doctors, and to remind players of their presence, which will be important in the next part of the scenario.

of darkness, giving them an advantage (see "Gang" Attack!, page 17).

Breakdown

As the team is caravanning to the site, they're moving some very heavy equipment over some potentially rough terrain. A little over halfway there one of the vehicles will suffer a breakdown. It appears that the vehicle was not designed to handle the weight of the Frimbobulator power core. There are several ways that players may choose to handle this:

- One possibility is to simply repair the vehicle and hope that it continues to hold out long enough to reach the construction site. This requires a Per/mechanic-12 flip. If successful, the vehicle can lumber along to the site, but it will still need serious

repair afterward. On a failure, the team will need to get replacement parts from either Stillwater or their supply. This will take long enough that the vehicle will have to weather the Martian night at this spot.

- Another possibility is to transfer the power core to an unbroken or more capable vehicle. This means either purchasing a new vehicle (costing a point of discretionary budget) or a major shift in cargo to accommodate the change. Overseeing this shift without incident requires a successful a Per/bureaucracy-10 flip. On a failure, something is misplaced or broken. Either way, the process likely lasts into the Martian night.

"Gang" Attack!

Unitech won't just sit by and let the Stillwater investors build a new space elevator. They're determined to stop the entire project. As such, they've sent some local toughs on their payroll to lay an ambush for the caravan. These toughs have been dressed up as members of the Red Sands gang in a half-assed attempt to hide Unitech's involvement.

- As the team nears the site of the outpost, have anyone in the lead make a Per/awareness-12 flip. If night has fallen, apply a -2 penalty unless the team has night vision equipment. On a success, they will notice the ambush in time to fully act the first round. Otherwise, the toughs gain surprise on the caravan.

- If attacking during the day, there are a number of toughs equal to the number of PCs. Use the Thug stats found on page 213 of the *Shadows Over Sol* core rulebook.
- If attacking at night, Unitech can afford to be less subtle. In this case the thugs are backed up by two fully-equipped soldiers. Use the Soldier stats found on page 213 of the *Shadows Over Sol* core rulebook.

The primary goal of the attack is to damage expensive equipment and cause as much disorder and delay as possible. The toughs, however, will be more than happy to shoot to kill should they be hard-pressed. They will retreat once half or more of their number are down.

Aftermath

After the fight, the team may want to examine their bodies of their attackers.

- A successful Per/investigate-10 flip reveals that the attackers aren't actual members of the Red Sands gang, despite efforts to appear as such. Success by Mag 4+ also reveals their association with Unitech. If Unitech soldiers were present, any success will reveal this.

If the toughs were able to successfully perform any actions during the fight to "damage expensive equipment," count the number of such actions taken. For every three such actions the team will be set back a point of discretionary income to replace the damaged equipment.



Things Fall Apart

In this section the players will oversee the beginning of the construction, as the Libya outpost starts to become a reality. This is also where things begin to get scary. Over its course, the tension of the scenario should slowly rise, until finally the climax of the adventure is reached in the next section.

Unlike the other two parts of the scenario, this section does not consist of a linear series of scenes, but rather a set of hooks and follow-up events that can happen in any order. GMs with proactive players should let them largely pursue the construction of the outpost, interspersing these events between player-initiated activities. GMs who need to prompt their players to action should choose to simply describe bits of the construction process, while cutting to these events between short bits of narrative.

Early Events

The events in this section are broken up into early events, middle events and late events. These groupings, however, are merely suggestions on when they should be ran. The following events assume they happen early in the construction process.

Activities of the Dextra Dei

During the early events, the Dextra Dei is working behind the scenes to siphon money from the Libya Outpost Project and to set up their operations at the construction site. Dr. Estrella is working to set up his lab and to pursue his genetic experiments. Unfortunately for him, however, the experiments all prove to be failures. This will prompt him to reach out to his Jenseitech contacts for aid.

The Case of the Missing Frimbobulator

Despite the best efforts and planning, something important will either be missing or damaged. This may especially be the case if the team failed any of the planning flips in the last section, or if the Unitech “gangers” managed to damage some of the equipment on the convoy. The damage could even be to the outpost’s expensive Sinoex Frimbobulator power core.

Whatever the case may be, the team will need to either spend a discretionary budget point to purchase a replacement, or will need to come up with another plan.

- A skilled mechanic might even be able to repair broken equipment with a successful Int/mechanic-14 flip.

Thyoden’s Obsession

Dr. Estrella is a fanatical geneticist, often losing track of all time—and his surroundings—as he pursues his research.

- Once his permanent lab is established, the first time a PC with the Bio-Sci skill enters, have her make a Per/bio-sci-12 flip. On a success, she will realize

he's fiddling with some very obscure human alleles (DNA variants)—the sort of thing that's not part of any normal gene therapy. Otherwise, she has no idea what he's working on.

Having been caught unawares once, Dr. Estrella will not make the same mistake again and no one else gets this opportunity—it's one time only.

If the PC asks Dr. Estrella what he's working on, he will simply say he's developing a new geneline for adaptation to the Martian environment. If pressed, he'll pretend to go in-depth on the explanation, using the most arcane and technical words he can.

- A successful Per/empathy-12 flip reveals that he is obviously hiding something. No amount of persuasion will get him to reveal what, however.

Terraforming Dome

Dr. Hassan is having troubles in her newly constructed dome. It appears that some of her lab equipment was damaged in transit. If the “ganger” attack went poorly, she may even have important personnel that were killed. The team will need to figure out how to get the terraforming work back on track.

“Gang” Raid Redux

Unitech will do much in their power to prevent the outpost from succeeding. Oras has the only space elevator on Mars, and Unitech has the majority share in Oras. They will not hesitate to go to mobilize their forces preserve their monopoly.

Shortly after construction is fully underway, Unitech will launch their next

attack. This will again come in the form of hired toughs dressed as members of the Red Sands gang. However, Unitech's goal this time will be different. Rather than targeting equipment, they plan to target civilian workers. Meanwhile, Unitech has individuals planted in the outpost's ranks with multimedia recording equipment.

The plan is to make the attack particularly brutal and to record the entire thing. This footage will be edited and then released anonymously on the net in a segment designed to emphasize just how dangerous it is to sign on with the outpost. The goal here is to encourage workers to quit and to make it difficult to recruit new labor, as recruits will fear for their own safety.

- During the attack have the PCs face off against a number of toughs equal to their own number. Use the Rent-a-Cop stats on page 212 of the *Shadows Over Sol* core rulebook. This won't represent all forces mobilized in the attack, but rather the action closest to the PCs in a larger, coordinated fight.
- In the aftermath of the attack, a character can spot one of the plants with audiovisual equipment with a successful Per/awareness-12 flip.
- If the video gets posted to the net, the team will have to cough up a point of discretionary budget if they don't want recruitment to dry up. New recruits will demand higher wages due to the danger.
- Characters skilled in computers may attempt an Int/program-12 flip to hack certain net nodes and take copies of the recording offline.

Substance Epidemic

Reports are beginning to come in from security of a growing substance problem in the outpost. Workers are showing up high, fights are breaking out, people's money is being stolen and there has been at least one drug-related murder. It will be up to the players to track down the source of this problem and deal with it.

- A successful Int/investigate-10 flip turns up evidence that a Chi Chen-based criminal network known as the Rakhimov Syndicate has started smuggling drugs to the outpost in an effort to expand their influence.
- A successful Chr/socialize-10 flip talking to the outpost's workers will reveal that many of them lack entertainment in their spare time and some have turned to the recent inflow of drugs to fill that need.

Priorities

The team will need to lay out a plan for building everything, setting an order to the priorities. Will they build the main dome right away, or will they trust to the temporary domes to meet people's needs while the outer habs gets constructed? Will they set up the thorium generator while they're setting up the solar field, or will the group rely on the solar field for a long time? Let the PCs work out their priorities, then bring in people who don't like those priorities.

As they establish the colony there will be several different heads of departments all making demands on the PCs.

While the team is overseeing the installation of the thorium reactor, for example, the entire mining team is sitting around doing nothing—and they'd much prefer to have their domes built ASAP so that they can start doing their jobs.

Feel free to instigate some confrontations. If the PCs are putting off establishing mining operations and such, they will have a lot of blue collar workers sitting around bored. Many of them get to drinking and stirring up trouble. If the PCs don't handle it right, they may end up with a riot on their hands.

The Stranger

In its early days, the outpost is very small, and as leaders of the construction, the team should know just about everyone's face, even is not necessarily their names. While a member of the team is out taking care of business in a crowded area, she spots a face in the crowd that she does not recognize. Before she can approach the person or investigate him sufficiently, the figure is gone.

- A successful Per/comp-ops-12 flip will allow the player to use the outpost's meager security cameras to track the individual on the security grid, finally seeing a recording of him suiting up and exiting the dome. He does not reappear on the security grid.

This unknown person is a Unitech scout, casing the outpost or collecting intelligence from a spy embedded with the colony's construction workers. The same agent will not return to the colony, especially if he has any idea that he was observed.

Middle Events

These events assume that construction on the Libya outpost is well underway, but not yet nearing completion. As such, they are likely to happen between the early and late events.

The Empty Crater

Dr. Hassan's terraforming dome is set up and functioning, but there is a problem. The geosync mirror that was supposed to be put into orbit to melt the ice in the nearby crater hasn't yet been deployed. Without the mirror, little terraforming work can get done.

Investigation will turn up that deploying the mirror has been held up due to Unitech manipulating the bureaucracy of the orbital stations. It will be up to one of the PCs to work through the issue and get the deployment of the orbital mirror back on track.

Erratic Behavior

The next few times the team sees Dr. Estrella, they will notice that he is becoming increasingly agitated. They catch him saying things like, "I can fix it! I know it's there!" and "There has to be a way! Just the wrong direction!" If pressed, he will say that he's reached a roadblock in his research. If thus pressed, he will begin to shun the PCs.

Sabotage

Unitech isn't done trying to stop the completion of the Libya outpost. Their next attempt to stop progress will be one of sabotage. Their target is the outpost's Sinoex Frimbobulator power core. As the GM, one now has a judgement call to make: Have the players put into place adequate security measures?

If the GM rules that the outpost's security is good enough, the team will be forewarned of Unitech's plan via an intercepted communique or similar means. At this point their job becomes topping the Unitech plan before it happens.

- For a Unitech agent use the Spy stats on page 213 of the *Shadows Over Sol* core rulebook.

If, however, adequate security measures are not in place, the team will only learn of the plan once a bomb has gone off inside the power core. If the PCs skimmed earlier, buying an old and outdated power core, this will be very bad indeed, as radiation will immediately leak out into the surrounding outpost. On the other hand, if the PCs did buy a top-of-the-line power core, the safeties worked flawlessly and the team is left to clean up a mess that is expensive, but not especially deadly. Repairing the power core will cost a discretionary budget point.

Gang War

The actual Red Sands gang network plans to lay claim to the new outpost as

Activities of the Dextra Dei

By the time of the middle events, the Dextra Dei has firmly established itself within the Libya outpost. Meanwhile, Dr. Estrella has heard back from his Jensei-tech contacts and a sample of the Kronos Protein is on the way. Once the sample arrives, Dr. Estrella will begin to make a number of breakthroughs.

their turf. As such, they've recruited a cell from either the youths of the outpost or moved established members there. The team can either hear word about this on the street, or maybe they realize this when the gang attacks them personally, looking to make a name for themselves. This could be a good opportunity to inject more action into this part of the scenario.

- Use the Thug stats on page 213 of the *Shadows Over Sol* core rulebook. There are a number of thugs equal to the number of PCs present.

You've Been Warned

One of the PCs receives a package in her physical mailbox. Inside is a data chip containing an audio message. The message is heavily edited to disguise the voice, but it clearly says that the Stillwater Catholic Church is up to something sinister at the colony. The speaker doesn't believe every church member is in on it, but something evil is going on.

- A successful Per/investigate-10 or Per/comp-ops-12 flip will reveal security video of an unknown figure coming into the dome from outside, leaving the package in the PC's delivery box and then leaving the dome again.

The mystery person is Frater Vladimir Sutton, a member of the Milites Filii, who seeks to use the PC as a pawn in uncovering the activities of the Dextra Dei.

Poor Regolith

Local surveys screwed up, and one of the outpost's domes has been constructed on unstable regolith. With the added weight of the dome, the underlying rock has shifted, leading to

major damage to the dome. How will the PCs deal with this crisis?

Strange Occurrence

The PCs receive a distress call late at night from a local hab dome. In the background they can hear the sound of wailing and the occasional gunshot. The voice on the other end is crying, "My whole life has been a lie. Why the hell am I on Mars? Why was I even born? I hate it all! I hate it all! I hate it all, and it's going to end now!" Then a loud gunshot and a thud.

By the time the PCs arrive everyone is dead. Investigation reveals that parents killed their children before killing themselves. The security feed from the dome has been wiped. They don't know it yet, but St. Therese the Desolate—the first of Dr. Estrella's successful experiments with the Kronos Protein—visited the dome (see page 25).

Late Events

The following events assume that construction on the outpost has been mostly completed, not including construction on the space elevator itself.

Hassan's Problem

The PCs have heard a report that Dr. Hassan's drug problem has gotten worse and it is affecting her work. First a groundcar gets damaged in a traffic accident, then there is small gas explosion due to negligence with the terraforming dome's methane reserves. Now some of the workers under Dr. Hassan are threatening to quit unless something is done. How do the players intervene? Do they find a replacement for the doctor or do they help her work through the addiction?

Behold and Despair

While traveling between domes, the team sees a lone figure in a vacc suit in the distance, walking along the Martian surface. Unknown to them, this figure is Saint Therese, one of Dr. Estrella's first successful experiments with the Kronos Protein (see page 25). Upon seeing this figure, they each begin to feel a sense of despair.

- All characters present should make a Det-12 flip. On a failure, the character's Dazed consequence increases a severity.
- If the characters approach, the figure will attempt to hide. Only a successful Per/awareness-12 flip will allow them to keep track of the genetic saint. If pressed, the saint will fight. For stats, see page 25.
- If the characters decide to check the security logs to determine which dome the creature came from, a successful Det/comp-ops-12 flip will reveal that it came from the main colony dome. Ten minutes later those logs will be erased by a hacker (an agent of the Dextra Dei).

Invasion

Unitech is willing to make one final, large push to stop the Libya outpost, and this time they're willing to bring the conflict out of the shadows. En route to the outpost are three squads of fully-armed and equipped Unitech soldiers. These troops are backed up by three tactical mechs.

If the team managed to get the geosync mirror launched and operational (see The Empty Crater, page 22), they'll have forewarning of the approach of these forces, as the troops are detected via satellite imagery. Otherwise, they won't have warning until the forces are almost upon the outpost.

It is suggested that GMs run this event as a sudden alert and quick tactical planning, followed by a tense and extended combat. Each squad will break up into two sections of five troops each, allowing players to engage a single squad while NPC security forces tackle the remaining sections. The goal of the Unitech soldiers is nothing less than the complete destruction of the outpost. They are a professional military force, however, and will retreat if the situation looks hopeless for them.

If the team wins this fight, Unitech will finally leave them alone.

- For the troops use the Soldier stats on page 213 of the *Shadows Over Sol* core rulebook. There are five sections of six soldiers each.
- If the GM has access to the *Shiny New Toys* supplement, use the USD-10k2 "Domo" Tactical Mech stats for the three mechs, found on page 62. Otherwise, the GM can substitute in Armored Crawlers, found on page 216 of the *Shadows Over Sol* core rulebook

Activities of the Dextra Dei

By now Dr. Estrella has created a number of "genetic saints" using the Kronos Protein, which has pleased his superiors in the Dextra Dei to no end. It will only be a matter of time before these experiments get out of hand, leading to the finale of the adventure.

Stats for the various genetic saints can be found on pages 25, 28, 29 and 31.

Saint Therese the Desolate

Str 5, **Dex** 7, **Spd** 6, **End** 7, **Int** 7, **Per** 9, **Chr** 10, **Det** 7

Defense 11/22, **DR** 5, **Shock** 19, **Wound** 6

Skills: Awareness 4, Empathy 3, Guns 3, Investigate 4, Melee 3, Stealth 3, Thievery 2

Heavy Pistol: +6 (♠15M/♥10M/♦5M/♣2M), Autofire 2, Range 10, Shots 10

Claws: +6 (♠15M/♥10M/♦5M/♣2M)

Gear: Unitech “Sunspot” C3 Vac Suit (Big 5, Bulky 1, Vac, Worn)

Despair Aura: To look upon Saint Therese the Desolate is to know despair. At the beginning of every round, each character who can see Saint Therese must make a Det-12 flip. On a failure, that character’s Dazed consequence increases a severity, or two severities if the character fails by Mag 5+.

Saint Therese the Desolate is a young woman of about 25, but few remember what she looks like. Looking at her causes waves of despair to wash over the viewer. Saint Therese takes advantage of this to shoot her enemies while their gaze is averted.

Contact

The Roman Catholic Church knows that the Dextra Dei has stolen the relics of many saints—after all, they stole many of those relics from the Church! In response, they have sent members of the Milites Filii, a lesser-known military order of the Church, to recover the relics and shut down the Dextra Dei’s sin vaccine project. Since their arrival, these members have been lying low, digging up what information they can.

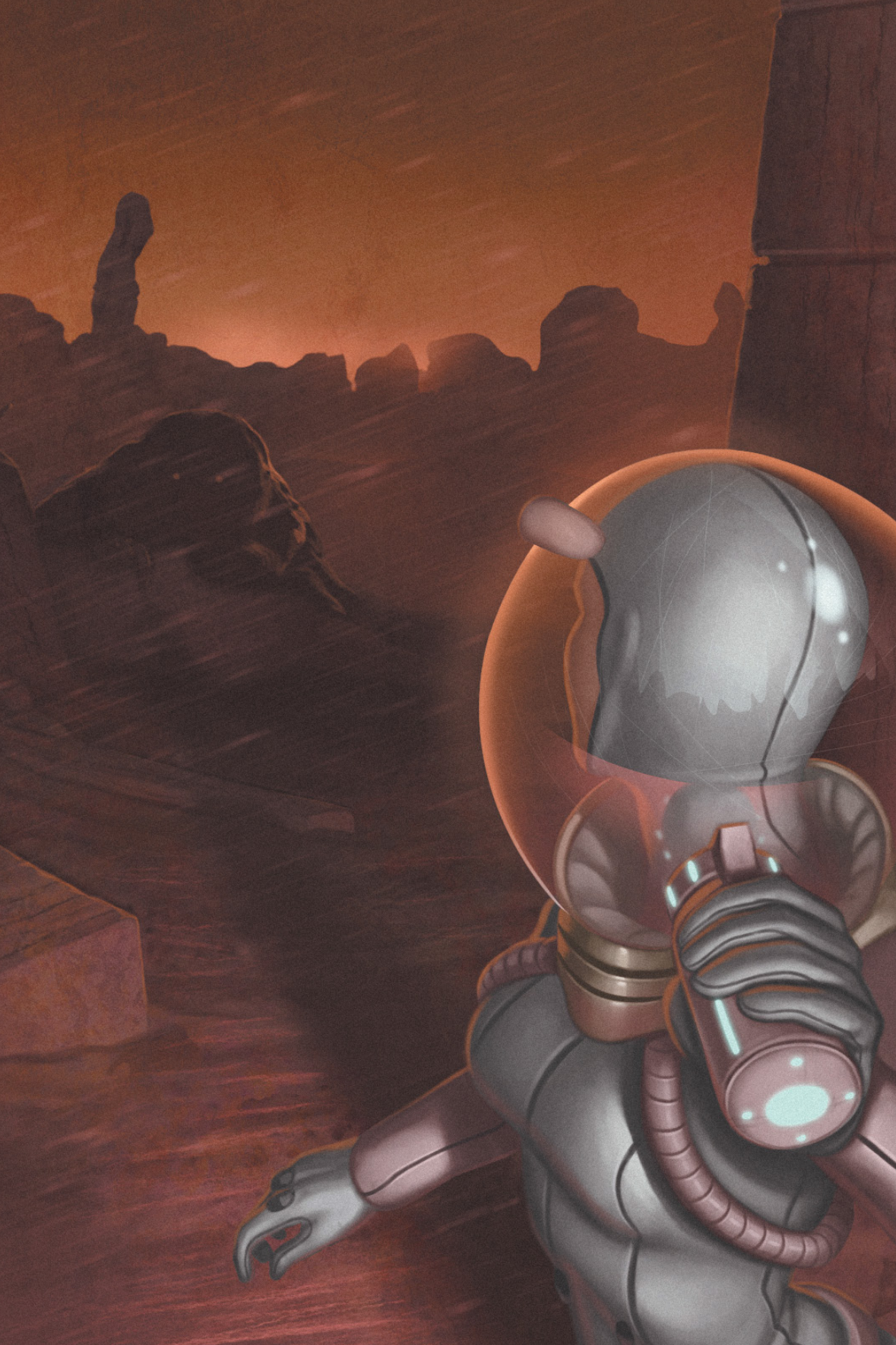
This event begins when the Milites Filii leaves the team another package similar to the one they left in the You’ve Been Warned event (see page 23). This package appears in one of the characters’ physical delivery box. Instead of containing a data chip, however, it contains a radio comm which will send an encrypted signal. This comm is preprogrammed to contact Frater Guhathakurta, the head operative of the Milites Filii here on Mars.

If the PCs make contact, the voice from the other side of the comm will ask to meet them in the Martian outback, some 30 km north of Libya outpost. Little other expla-

nation will be offered over comms. The whole situation should seem quite mysterious and more than a little disconcerting.

At the meeting, two men will be waiting in a groundcar. These are Frater Guhathakurta and Frater Vladimir Sutton. Once the team meets them in person they will be willing to share more, explaining everything they know of the Dextra Dei, their work on the sin vaccine, the theft of saintly relics and reports that their experiments have recently yielded success in creating some sort of monstrosities. At this point the GM should feel free to share any information in the scenario about the Dextra Dei, aside from the actual identities of the members. This knowledge should be the catalyst needed to move on to the final part of the adventure.

- If stats are needed for either Frater Guhathakurta or Frater Vladimir Sutton use the Cultist stats on page 210 of the *Shadows Over Sol* rulebook.
- With a successful Chr/persuade-10 flip, a PC might be able to convince the Milites Filii to send aid during the final part of the scenario.



We're All Going to Die Here

In this final part of the adventure all of the disparate plot threads begin to come to a head. In a short time the outpost will be cut off from the outside world, as its long distance comm arrays have been destroyed and vehicles damaged beyond operation. If the team wants to abandon the outpost, they'll have to build a rover from scratch—and abandon their workers, otherwise they will be forced to fight.

With a Bang

Events begin with an assassination attempt on one of the player characters. The GM should pick a PC who she thinks can handle a sudden attack. Just as the character heads in for the night, her room will be flooded with a poison gas.

- Have her make a Per/awareness-10 flip. On a success, she smells the gas and gets to react before the poisoning gets to her. On a failure, she still smells the gas, but it increases her Fatigue consequence a severity due to the poisoning,

Getting around the poison gas is as easy as opening the door to the room and dispersing the gas, however, as soon as this is done, the character will be attacked by the assassin herself! This assassin is a Chi Chen professional hired by the Dextra Dei.

- Use the Contract Killer stats on page 210 of the *Shadows Over Sol* core rulebook.

Hopefully this sudden attack will make the team personally involved in the conflict. It's now no longer about the colony as a whole, but it's about their own survival.

Monster Party

As soon as the PCs get together after the attack, reports should come in that one of the domes has stopped responding. GMs should have this event happen in very short order after the last, while the players are still figuring out what to do. Then another report comes in of a second dome that has stopped responding. Then another. Finally, one small hab dome contacts the team with a distress call. They report that they're under attack, but the call is interrupted by the attacker—the PCs listen as the people in the dome die.

Analyzing the data shows that the periphery domes are going quiet one at a time, in a pattern heading towards the main dome. The attacks started in a pattern that emanates from Dr. Estrella's genetics dome. Something will have to be done very soon, otherwise whatever is killing them will reach the outpost's main dome.

Calling for Help

If players try to contact Stillwater or elsewhere on Mars, they'll quickly learn that the outpost's long distance comms are all offline. Something has damaged them, effectively isolating the outpost and cutting off any communication beyond 50 km.

Heading Out

Characters who head for the outpost's vehicles will quickly find them either missing or damaged beyond easy repair. Furthermore, one of Dr. Estrella's genetic saints is lurking in wait, having just destroyed critical parts on all of the vehicles.

Saint Ignatius will immediately launch an attack. If the characters have split up, be generous allowing other players to get involved facing the genetic saint.

- For Saint Ignatius' stats see below.

Turncoats

The Dextra Dei have a number of agents among the workers in the

outpost. Once the PCs start to work against the gene monsters, these embedded agents will show their true colors, attempting to launch an unsuspecting attack on the PCs. This will take the form of two workers who pretend to be friendly, but who will turn on the characters at the worst time.

- When the agents attack, use the Spy stats on page 213 of the *Shadows Over Sol* core rulebook.

Millites Filli

If the team has made allies of the Millites Filli, they may prove useful at this time. The primary goal of the militant order is to raid Dr. Estrella's genetics dome and remove any remaining saintly relics that may be in his possession. This may align well with the team's goal of stopping this chaos, as it apparently originated from that same dome. At the very least it may provide a distraction as the team slips in to confront Dr. Estrella. It will be up to the PCs, however, to persuade the Millites Filli to provide any additional aid.

Saint Ignatius the Wrathful

Str 10, **Dex** 7, **Spd** 9, **End** 10, **Int** 5, **Per** 4, **Chr** 2, **Det** 7

Defense 10/20, **DR** 5, **Shock** 22, **Wound** 10

Skills: Athletics 4, Awareness 4, Investigate 3, Melee 5, Stealth 4

Talons: +8 (♠30M/♥20M/♦10M/♣5M)

In life, the original Saint Ignatius was a former soldier turned saint, founder of the Jesuit Order. Thanks to genetic meddling by Dr. Estrella, Saint Ignatius is now a horribly warped creature of uncontrollable wrath. He is huge, with muscles visibly bulging even under his tremendously thick and horny skin. Worst of all are his hands, which end in foot-long talons instead of simple fingers. He glares at his victims with undisguised hatred before charging insanelly to rip them to shreds.

- A successful Chr/persuade-10 flip will convince friendly members of the Millites Filli to provide the team with minor aid.
- If stats become necessary, use the Cultist stats on page 210 of the *Shadows Over Sol* rulebook.

Facing Dr. Estrella

When the team reaches the genetics labs, Dr. Estrella will be there sending off a final communication to Bishop Dwamena—he apparently has a private long-distance comm array he kept hidden! As the PCs enter, Dwamena closes the comm channel.

For his part, Dr. Estrella is torn between an insane giddy glee that his creations have had such a profound effect and a sense of despair that what he has discovered isn't the cure for original sin that he sought.

- Socially skilled characters can talk Dr. Estrella down with a successful

Chr/persuade-14 flip. On a success, Dr. Estrella will stand down and hand himself over to the team. On a failure, or another other course of action, Dr. Estrella, weeping, presses a button. Hidden doors open behind him and Saint John the Black-Mouthed steps out, vaporizing Dr. Estrella with a black beam from his mouth. The final fight begins.

- For Dr. Estrella's stats see page 10.
- For Saint John's stats see below.



Saint John the Black-Mouthed

Str 10, **Dex** 8, **Spd** 10, **End** 10, **Int** 5, **Per** 6, **Chr** 6, **Det** 10

Defense 12/24, **DR** 10, **Shock** 30, **Wound** 10

Skills: Athletics 3, Awareness 3, Guns 3, Medic 3, Melee 5, Thievery 2

Talons: +9 (♠30M/♥20M/♦10M/♣5M)

Black Beam: +7 (♠15S/♥10S/♦5S/♣2S), Ignores DR. Saint John commands the target to die, emitting a black beam from his mouth. At the beginning of every round draw a card. The black bean can only be used on the first round and on later rounds when a face card is drawn.

Saint John the Black-Mouthed is the failed attempt to reproduce Saint John Chrysoptom (“Golden-Mouthed”). Where in life his words were life and hope to many, now they rip the very air, bringing death and destruction. He is inhumanly tall and imposing, with a narrow face and high forehead. He moves with lightning speed and his olive skin seems to soak up most damage.

Aftermath

In the aftermath of this fight the team can search the lab to find documents outlining the whole conspiracy to abolish original sin by altering the genetic code of saints. These documents implicate Bishop Dwamena, Father Schmid-Sexton and Dr. Estrella in the bizarre experiments. In another hidden alcove are the relics from which they've been doing their experiments—the Milites Filii will want these, and will fight the team to obtain them if the PCs are unwilling to surrender the relics.

Now it's up to the players. What will they do about it? Will they broadcast the files to the solar system at large? Will they confront Bishop Dwamena about it directly? Will they try to take down the Stillwater Catholic Church as a whole, or turn all the files over to the Roman Catholic Church to do with as they will? It's up to the PCs what they want to do from here, and the end of the scenario will depend entirely on them.

Cardinal Sin

If the team decides to confront Bishop Dwamena directly, he will offer them an outrageous payoff to become part of the Dextra Dei. If they accept, the scenario will end on an ominous note.

If they refuse, he will call in his guards and to arrest the PCs, having forged financial records that implicate the characters in embezzlement. If attacked, he will call upon Father Hafthor to defend him, in addition to the guards he summons.

- Bishop Dwamena's stats can be found on page 9.
- Father Hafthor Schmidt-Sexton's stats can be found on page 8.
- For the guards use the Rant-a-Cop stats on page 212 of the *Shadows Over Sol* core rulebook. There are a number of guards present equal to the number of PCs.
- Characters who want to defend themselves against these charges can do so legally by succeeding on a Chr/bureaucrat-10 flip.
- Proving the documents were forged is more difficult: a character must succeed on an Int/conspiracy-14 flip. However, proving them a forgery will leave a smoking gun pointing to Bishop Dwamena, who will then be arrested and defrocked.

The World Needs to Know

The PCs are, of course, free to broadcast the evidence across the solar system at large. If they do this, the team will soon find out that Bishop Dwamena and a dozen other people have been arrested and defrocked by the Stillwater Catholic Church. However, the church is also unhappy with the team for making all of this so public. They will terminate their contract with the team. The PCs will receive their full payment, but will never work for the Stillwater Catholic Church again—they violated the church's trust by airing their dirty laundry to everyone.

Additional Genetic Saints

Below are two additional genetic saints that can be used to expand the scenario. Maybe these two even escaped Dr. Estrella's lab before the team's arrival...

Saint Ia the Torturer

Str 8, **Dex** 7, **Spd** 6, **End** 9, **Int** 6, **Per** 6, **Chr** 6, **Det** 7

Defense 9/19, **DR** 5, **Shock** 21, **Wound** 8

Skills: Athletics 5, Empathy 3, Guns 3, Medic 3, Melee 4, Stealth 3, Thievery 3

Axe: +7 (♠27M/♥18M/♦9M/♣4M)

Stun Grenade: +8 (♠12L/♥16L/♦8L/♣4L), Area 5, Stun, Thrown

Agonizing Touch: +7. A touch from Saint Ia's hand relays some of the perpetual anguish she feels to her target, wracking them with pain. Upon a successful hit, the target's Stun consequence increases two severities, or three on a critical hit.

Gear: Unitech "Sunspot" C3 Vac Suit

The body of Saint Ia the Torturer is riddled with tumors along her nerves, causing her to live in constant torment. She appears as a twisted, agonized woman with a perpetual grimace. She incapacitates her enemies with her Agonizing Touch, then beheads them with her axe.

Saint Agia the Widow-Maker

Str 7, **Dex** 10, **Spd** 13, **End** 9, **Int** 5, **Per** 5, **Chr** 3, **Det** 6

Defense 14/28, **DR** 5, **Shock** 20, **Wound** 8

Skills: Athletics 3, Deception 4, Guns 4, Investigate 4, Melee 4, Ordnance 4, Stealth 3

Machine Lasrifle: +9 (♠24M/♥16M/♦8M/♣4M), Autofire 3, Hands 2, Mil, Range 20, Shots 10

Stun Grenade: +8 (♠12L/♥16L/♦8L/♣4L), Area 5, Stun, Thrown

Gear: Unitech "Sunspot" C3 Vac Suit

Emanate Fear: Saint Agia may take a concentrate action to spread a sense of fear. Anyone nearby must succeed at a Det-12 flip or increase her Fear consequence a severity.

Inhuman Speed: Saint Agia the Widow-Maker is inconceivably fast. She gains 4 AP at the start of every round instead of the usual 3.

Saint Agia is hard to pick out of a crowd. Nothing about her projects anything odd or otherwise noteworthy, looking and acting completely average... Until she lets loose a sense of fear and begins killing all the people around her.