



Shadows
Over Sol

Return to Titan



Shadows Over Sol

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Introduction

Return to Titan is a complete investigative horror scenario for *Shadows Over Sol*. It tells the tale of the third manned mission to Saturn's moon, Titan. It also follows up on and reveals secrets hinted at in the *Small Mercy* and *Heir to Darkness* adventures, although playing through these two earlier scenarios is not necessary to enjoy *Return to Titan*. It works equally well as a standalone adventure.

Over the course of the scenario the scrappers will visit humanity's most distant outpost, explore an ancient ruin and confront terrors of both human and inhuman design. *Return to Titan* should contain enough mysterious exploration and looming horror to cover between two and four sessions of play, depending on the actions of the players and pacing set by the GM.

Synopsis

Return to Titan is a multi-layered investigative scenario, with several actors each having their own secret agendas. The goals presented to the team at the mission's start just scratch the surface of what's going on behind the scenes. However, determined investigators should be able to dig deeper and expose the scenario's inner working.

A History of Titan's Exploration

In 2168, an unmanned Jenseitech probe landed on Titan. It failed in its

primary mission of finding exploitable hydrocarbons, but not before it broadcast back anomalous readings near Doom Mons, the largest mountain on the Saturnine moon.

In 2189, the Exterus Mission, the first manned expedition to Titan was aborted after two crew members disappeared while exploring the same site. This resulted in a wave of media attention and prompted Jenseitech to review the readings of its earlier probe. To the Jenseitech scientists reviewing the data, the readings look very interesting indeed.

This data in hand, in 2192, Jenseitech launched its own mission to the moon, the Kronos Expedition. This mission retrieved the bodies of the two missing explorers, but not before making a startling discovery: the anomalous readings came from a series of ruins which were clearly not of human manufacture. *Something* else has been to Titan in the distant past.

Unfortunately for the Jenseitech explorers, from Titan they brought back a stowaway—something inside the bodies of the two dead crew members.

Further Reading

More information on the history of Titan, its human exploration and the Kronos Protein can be found in the *Fatal Frontier* supplement, starting on page 26.

The Kronos Initiative

Inside the bodies of the two dead crew members was a novel, alien protein. Jenseitech discovered the protein after it killed the pathologist doing the autopsy, as well as several other science staff. This prompted the megacorp to begin a secret project to further study the new discovery. This was dubbed the Kronos Initiative.

Unfortunately, the protein proved difficult to contain. As it consumed biomass, it seemed to increase in complexity, further adapting to make escape attempts. Eventually, after numerous Jenseitech deaths, the project was shuttered. That is, until recently...

Infighting & Outbreak

While all this was happening, the Jenseitech board of directions meanwhile was having its own troubles. The corp's board was increasingly divided into two mutually antagonistic factions: one lead by Mallory Segall and the other by Edith Segall, both members of the powerful Segall family.

This infighting led each faction to try to gain a leg up on the other. In an effort to come out ahead, Mallory Segall ordered the Kronos Initiative reopened at a secret research facility near Fururi Station.

As before, however, the protein escaped confinement. It infected both the staff of the secret research base, as well as squatters from Fururi who discovered the facility and attempted to raid it for supplies.

Jenseitech was left to cover up the incident and tie up loose ends.

Further Reading

The full story behind the outbreak near Fururi Station and the resulting Jenseitech response can be experienced through the *Small Mercy* and *Heir to Darkness* adventures.

Enter X-tract Corp

The cover up has not been perfect. The existence of the protein has been leaked to several rival corps, including Utakar System Dynamics. USD wants their own sample of the protein, so Jenseitech doesn't gain a monopoly on any resulting discoveries.

Given the dangers involved, however, USD feels it best not to act openly. Instead, through a series of opaque shell companies, they have directed a brand new subsidiary—X-tract Corp—to undertake this effort on their behalf.

As a result, X-tract Corp is planning the third manned mission to Titan. The

Ready-Made Heroes

The nine player characters presented in *Shadows Over Sol: Ready-Made Heroes* are ideal for use with *Return to Titan*. Simply print out the character sheets, give them their listed "Investigative Horror" loadouts and they are good to go!

Of particular interest are: Francisco DeLorenzo, who has experience operating inside ruins; Viveka Wadhaw, who has experience with secret corp projects; and Steve McClintock, who is a dedicated explorer.

Other Adventures

Return to Titan can be used alone or in conjunction with other published *Shadows Over Sol* adventures. Below are some notes on how to combine this scenario with others.

- **Lethal Inheritance:** This adventure is designed to introduce players to the game and to kick off a new *Shadows Over Sol* campaign. It gives the team their own ship, and as such it is best run before *Return to Titan*. One of the hiring members of X-tract Corp could even be tried to the ship's previous owners.
- **Dreams and Dust:** While this adventure also starts as investigative horror, it assumes that the player characters have already developed a reputation for themselves. As such, it may be best ran after the events of *Return to Titan*.
- **Small Mercy & Heir to Darkness:** The *Small Mercy* and *Heir to Darkness* adventures both present plot elements that are followed up on in this scenario. As such, they are best run before the events of *Return to Titan*, with the player characters' involve in those adventures justifying their being hired by X-tract Corp.

stated goal of this mission is explore the moon's potential for a colony and to survey available resources. The player characters have been hired to help crew this mission. No mention of the Kronos Protein has been made to the scrappers or to the public.

If the PCs have played through *Small Mercy* or *Heir to Darkness* they will have past experience with the Kronos Protein. If this is the case, their experience will secretly be the reason they've been hired. Otherwise, it's simply bad luck.

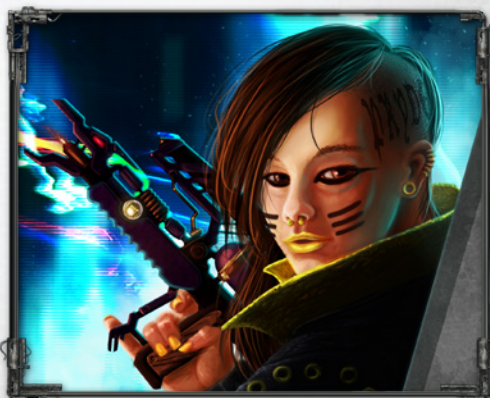
Havel. Each of these reps have their own motives beyond simple monetary ambition. Lukáš had an old girlfriend who disappeared after she became involved in the Kronos Expedition. He secretly wants to discover her fate. Jaya, on the other hand, knows of USD's involvement in X-tract Corp and secretly wants to collect a sample of the Kronos Protein for the parent corp.

The team's expedition has stopped at Rhea for two reasons: The first is that

Investigation on Rhea

For the players, the adventure will begin with their characters' arrival at Saturn's moon, Rhea. This is the most distant human outpost in the Sol system, where a few hundred ice miners, harvester pilots and associated hangers-on eke out a living.

Accompanying them will be two X-tract Corp reps, Jaya Soun and Lukáš



as the closest human settlement, this is the mission's final chance to resupply. The second is that the colony is also the home of Tadala Ekene and Lin Jian, two veterans of the past missions to Titan, whom the reps hope to hire.

On Rhea, the team will be tasked with tracking down both Tadala and Lin, and making the initial pitch. Unfortunately this will be more difficult than it sounds, as Lin has descended into a paranoid madness that makes her difficult to find, while Tadala will be away from the colony for the first few days after the team's arrival.

To make matters more complicated, Jenseitech has a spy embedded in the Rhea colony. This spy, Bob Hudson, will become suspicious of the team shortly after their arrival, and will make their time in the colony more difficult. He will both tip off Jenseitech and take actions that will result in several public incidents, including the murder of Tadala Ekene.

For many of the colonists, the murder of Tadala will be the final straw. An angry mob will form, agitated by Bob Hudson, and attempt to bring vigilantee justice to the team and their accompanying X-tract Corp reps. The scrappers will have to either talk down the angry mob or make an escape.

Return to Titan

From Rhea, the trip to Titan is only a matter of days. This gives the team plenty of time to prepare, perform scans or otherwise get ready for the core mission. Once they arrive, the ship will land at the same site as the earlier two expeditions, a flat plain near Doom Mons.

Having arrived, the team can begin to explore the moon, checking for hydrocarbons, exploitable minerals and suitability for a colony. While performing this initial exploration, they will stumble upon the entrance to the ruins, as well as a metal access stairway that Jenseitech installed during the height of the Kronos Initiative.

Descending into the ruins, the inhuman nature of their design should quickly become apparent. As the characters explore the tunnels, things should become increasingly creepy. While exploring, they will come across an abandoned lab with data from Jenseitech's early experiments. They will also come across an old excavation station, from earlier attempts to open up more of the tunnels. Finally, it will soon become apparent that *something* is alive down here...

The characters won't have too long to dwell on this fact, however. Shortly after this discovery they will be interrupted over comms by Jaya Soun, who warns them that a Jenseitech troop transport has just landed, and that they will soon have company.

This will be the beginning of tense standoff with Jenseitech forces, who will demand that the scrappers surrender themselves. This will also be when the creature in the ruins attacks, bringing death to the scrappers and Jenseitech troops alike. This creature is what remains of Lukáš Havel's former girlfriend who disappeared after becoming involved with the Kronos Initiative. She has long been infected with the Kronos Protein, which has repurposed her corpse towards its own alien ends.

With any luck, the team will avoid the creature, allude the soldiers, escape the tunnels and make it back to their ship alive.

Modes of Horror

Return to Titan is written with the investigative horror mode of play in mind (see the *Shadows Over Sol* core rulebook, page 164). Throughout the events of this adventure, the team will face hidden agendas, inhuman monstrosities, shadowy corp maneuvering and a mystery that lurks at the heart of the previous expeditions to Titan.

This scenario can be ran as a survival horror adventure with very few changes.

This is particularly fitting if the adventure is being run as a standalone scenario rather than a followup to *Small Mercy* or *Heir to Darkness*. The GM simply needs to keep in mind that players will have fewer pieces of useful equipment to get them through the investigative parts of the scenario. The GM should manipulate events to make sure that the players discover the necessary clues to move the story forward.

Running this adventure with the action horror mode of play is also fairly straightforward. Players might have gear at their disposal that makes short work of the early investigative parts of the scenario, but this can be made up for by doubling down on the attack that Jensei-tech launches at the adventure's climax.





Rhea

The adventure begins with the team's arrival at the colony on Saturn's moon, Rhea. This is the most distant human outpost in the Sol system, where a few hundred hardy souls eke out a life in the water trade.

The scrappers are here because they have been hired by X-tract Corp, a fledgeling company looking to survey the nearby moon, Titan. X-tract Corp hopes to find exploitable hydrocarbons which can be manufactured into plastics, then shipped throughout the Sol system. If the small corp is lucky, the trade could fund its own colony on the Saturnine moon.

The team and associated X-tract Corp representatives have stopped at Rhea not only as a final point of resupply before continuing on to Titan, but also because the colony is home to Tadala Ekene and Lin Jian, two veterans of the past missions to Titan (see pages 12-13). The corp hopes to recruit these two explorers for the mission, or failing that, hopes to at least get as much information as possible from the two.

The Offer

Before the characters disembark at Rhea and begin tracking down the two veteran explorers, however, it may be useful to play through a flashback of the offer the team received from X-tract Corp. This introduces the two corp representatives who will be traveling with the scrappers and gives the players the opportunity to ask questions regarding their compensation or the mission itself.

Further Reading

More information on Rhea can be found on page 93 of the *Shadows Over Sol* core rulebook.

The Approach

While the team is in port they will receive a video message from Jaya Soun and Lukáš Havel (see page 10). In the message they will explain that they are two of the founders of X-tract Corp, which is a brand new corp, just starting out with this mission. They want to explore Titan for hydrocarbons and they need experienced explorers to help undertake the survey.

- The two will initially offer each of the characters a 1% stake in the company, promising that this will be worth a fortune if the fledgeling corp takes off. They are willing to up this as far as 3% each if the PCs prove to be hard negotiators. Alternatively, they are willing to pay the team each an Income 9 payment, with no stake in the corp.

If the Team Has a Ship...

By default, this scenario assumes that the team doesn't have their own spaceship and that they will be traveling in the Venture, a Unitech CH-9 Harvester, owned X-tract Corp (for stats, see *Shiny New Toys*, page 58). If the team does have their own ship, the X-tract Corp representatives are just as happy to travel with the scrappers aboard their vessel.

Jaya Soun

Geneline Spacer Standard, **Subculture** Ghostman

Str 4, **Dex** 5, **Spd** 6, **End** 4, **Int** 6, **Per** 5, **Chr** 7, **Det** 5

Defense 8/16, **DR** 3, **Shock** 12, **Wound** 4

Skills: Bio-Sci 2, Bureaucrat 3, Comp-Ops 3, Conspiracy 3, Deception 3, Empathy 3, Guns 2, Investigate 2, Lib-Arts 2, Medic 2, Persuade 3, Socialize 2, Vehicles 2

Heavy Laspistol: +4 (♠15M/♥10M/♦5M/♣2M). Autofire 2, Range 10, Shots 5.

Gear: Hand Terminal, Unitech “Sunspot” C3 Vac Suit (DR 3, Big 5, Bulky 1, Vac, Worn), USD-840L “Horus” Heavy Laspistol, Voice Mask

Jaya grew up in several of the smaller colonies on the moon. He has spent his life as a struggling entrepreneur and is willing to do whatever it takes to become the proverbial “self-made man.”

Unlike Lukas, Jaya is aware of USD’s stake as the primary investor behind X-tract Corp, and he secretly acts as their liaison on the mission. He both knows of the existence of the Kronos Protein and, if the characters have past experience with it, he has secretly chosen them for this very reason. At no point will he mention this until the climax near Doom Mons. USD is paying him very well to ensure that a sample of the protein is brought back to them so that they can break Jenseitech’s monopoly.

Lukáš Havel

Geneline Spacer Standard, **Subculture** Neoret

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

Defense 8/17, **DR** 3, **Shock** 15, **Wound** 5

Skills: Athletics 2, Awareness 2, Bureaucrat 2, Deception 2, Investigate 2, Mechanic 3, Medic 2, Melee 2, Naturalist 3, Persuade 2, Socialize 2, Stealth 3, Thievery 2

Knife: +5 (♠15M/♥10M/♦5M/♣2M)

Gear: Chem-Sniff, Combat Utility Knife (Conceal), Hand Terminal, Unitech “Sunspot” C3 Vac Suit (DR 3, Big 5, Bulky 1, Vac, Worn)

Lukáš Havel is a grizzled man who is technically in his 70’s, but his biological age is closer to 50 due to long periods of time in stasis. He’s the quieter of the two X-tract Corp reps, but is prone to telling old stories when he does speak. He had a past girlfriend—Maia Irma—who was involved with the Kronos Initiative, but she never returned. No mention of her fate was made by Jenseitech (she was one of the first consumed by the protein). He secretly hopes to discover what happened to her. For her fate see page 22.

Arrival at Rhea

The team will arrive at Rhea without incident. They will be awoken from stasis, have time to recover and will be quickly cleared to have a shuttle land at the colony.

In fact, they are the only ship here at the moment aside from a handful of local harvesters used in the water trade. Few people visit Rhea unless they're hauling ice or stationed there as part of a Sinoex mining crew. This means that the ship's arrival is a noteworthy event for the small community.

Jaya and Lukáš will direct the scrappers to find Lin Jian and Tadala Ekene so that they can make an offer. Meanwhile, the two reps are going to begin making payments and overseeing the logistics of resupply.

Jenseitech Agent

Jenseitech knows that the Kronos Protein continues to exist on Titan in the tunnels beneath Doom Mons. They don't want to destroy their access to the site, but they also don't want to draw attention to it either. Instead of stationing troops on Titan itself—which might draw the eye of rival corps—they've instead embedded an agent on Rhea, the closest human settlement.

This agent is Bob Hudson. He runs the colony's local bar and reports back to Jenseitech when he feels he has useful intel. The team's arrival has piqued his interest, and during their stay on Rhea he will make three attempts to glean what

information he can. Run the following three events as the scrappers go about their business in the colony. Ideally, these events should appear mysterious and up the tension of the session.

- Bob uses the Spy stats found on page 213 of the *Shadows Over Sol* core rulebook.

Ship's Airlock

Bob will first attempt to visit the team's shuttle while they are away. He will apply a plasma torch to the airlock, but will fail to gain entrance. One of the characters should notice the scars from the torch when they return to the shuttle.

Electronic Intrusion

Bob's second attempt to gather intel will be to hack into one of the characters' hand terminals. Pick a character with mediocre computer skills. At some point this character's terminal will chime, warning of a possible security breach.

- A successful Int/program-10 flip will be enough to lock the hacker out. Success with Mag 5+ will trace the hacker back to Rhea, but won't yield any more specific information.

Shadows

As a final attempt, Bob pays a local drunk to stealthily follow the team around the corridors of the colony.

- Use the Thug stats on page 213 of the *Shadows Over Sol* core rulebook.

The Madness of Lin Jian

Lin Jian was part of the crew of the Kronos Expedition, the second manned mission to Titan. Although she spent most of her time on the ship and never personally encountered the Kronos Protein, she nevertheless noticed the veil of secrecy regarding the expedition and noted when people began to go missing (consumed by the protein).

Shortly afterward, she mustered out Jenseitech's expeditionary forces and was questioned at length about her involvement with the expedition. Since then she has noticed corp agents following her on several occasions.

All this has left her restless and paranoid. This is the very reason why she is living on Rhea working as an ice foreman: to lose herself at the fringes of human civilization. She believes that it is only a matter of time before the corp comes for her to "clean up a loose end." To her paranoid mind, anyone asking about the expedition is probably there to put a bullet in her head.

Finding Lin Jian

Tracking down Lin Jian takes more work than the characters may expect. While she's listed in the colony's registry as a resident, her hab and hand terminal are unlisted. She's also notoriously reclusive and rarely visits the colony's public spaces.

- Success on an Int/comp-ops-12 flip will reveal her listed employer. She can then

be contacted through her workplace.

- Alternatively, the colony isn't so large and success on a Per/investigate-10 flip while stalking the corridors will allow the characters to locate her hab.

Speaking to Lin Jian

Lin Jian will refuse any initial requests to speak with the characters and will become noticeably upset if either Titan or the Kronos Expedition are mentioned. Only through persistence or cornering her in person will the scrappers be able to get a word in.

Unfortunately, this sort of behavior also convinces Lin that the characters are corp agents finally there to kill her. At this point she believes it is kill or be killed. She will seek to arm herself and then agree to meet the team at her hab. She reasons that if she strikes first and takes the team by surprise, she'll be able to stop them from killing her and flee to a new life somewhere else in the Sol system.

Attacked by Lin Jian

Lin will quickly draw a pistol and attack with little warning. While she does this she will shout "You will not silence me that easily!" She will fight to the death and under no circumstances will she allow herself to be taken alive. She knows the sort of treatment that Jenseitech shows prisoners.

- Lin Jian uses the Scrapper stats on page 212 of the *Shadows Over Sol* core rulebook.

Old Man & the Rings

Tadala Ekene was a member of the first manned expedition to Titan, the Exterus Mission, but he never got a chance to explore its surface. He was scheduled to go out as part of the second venture, but the first two explorers on the surface never returned. Instead, he was stuck manning the comms, trying hopelessly day after day to contact the missing crewmen. Eventually, his expedition was ordered to leave the moon. They never returned and he never stepped foot off the ship.

He's now an old man and has long been in love with the rings of Saturn. That's what drew him to be an explorer in the first place and is why he still lives on Rhea. He's made a life here as the senior harvester pilot, in charge of training the young Sinoex pilots as they regularly cycle through.

When the team arrives on Rhea, Tadala will be out on one of these training runs and won't make it back to the colony until they've been there a couple days.

Setting Up a Meeting

While he's out on the training run the characters can leave messages for Tadala, but he won't be reachable.

- Asking around at the colony's bar and succeeding on a Chr/socialize-10 flip will reveal that Tadala is out on a harvester run and will return in a couple days.

- Alternatively, a Chr/investigate-10 flip will reveal the same thing, only through the official channels at Tadala's workplace.

Loose Lips

Once he's back in the colony, setting up a meeting with Tadala is easy. He'll be quite chatty and invite the team to his hab to speak—he rarely gets visitors. For his part, he will enthusiastically listen to the offer. While to him Titan brings back bad memories of the previous expedition, he has always wanted to return. He will even tell stories about his past voyage, passing along information about the landing site.

Tadala can't just up and leave at the spur of the moment, however. He needs at least a day to get his things in order, to pack and to let his current employer know that he's taking a leave of absence.

Once an agreement has been reached, he will bid the scrappers farewell and let them know that he will contact them the next day once that's all taken care of. Unfortunately, this will be the last time any of them see him alive...

Consequences

The next day no message from Tadala Ekene will be forthcoming. During the night cycle, Bob Hudson tracked him down and murdered him in an effort to stop him from providing information to the team. Characters who drop by his hab the next day will find his body. Otherwise, late in the day they will learn of his untimely death.

Lynch Mob

Rhea is a small community and news travels fast here. Since the team's arrival on the station, two people have been attacked or killed, both of whom were last seen with the scrappers. Needless to say, this looks suspicious.

Confrontation

Shortly after the team discovers that Tadala Ekene has been murdered, they will be confronted by a mob of angry colonists looking for blood. These men and women suspect that the team's behind the murder of the two veteran explorers, and they're willing to skip a formal investigation and trial to ensure that the killers don't escape.

- There are three times as many colonists present in the angry mob as there are PCs. They use the Citizen stats (see the next page).
- Calming down the angry crowd is an extended Chr/persuade-10 (Tally 10, 20 seconds) action. Have the players roleplay what they're telling the colonists to calm them down, then award bonuses or penalties as appropriate.
- The characters only get three flips in the extended action to try to calm down the mob. After this, the mob loses its patience and attacks. Reaching Tally 4

will result in 1/3 of the crowd holding back or simply watching as the others attack. Reaching Tally 8 will result in 2/3 of the crowd simply watching. At Tally 10 the crowd is dispersed.

- The mob will flee once half or more of the individuals have a moderate wound or greater.

Bob's Final Gambit

If the scrappers manage to successfully calm the crowd, Bob Hudson, the Jenseitech spy, is waiting nearby and will make one final attempt to turn things against the team. He will emerge from his loitering spot, call the attention of the crowd, point at the characters and loudly make accusations about how they killed Tadala, attacked Lin and, unless they're stopped, they will kill again.

- Bob will make a Chr/persuade flip which ought to be opposed by the characters speaking in their own defense. If Bob is successful, he will convince a number of people in the mob equal to his magnitude of success to immediately attack the team. If this final gamble is a failure, he will admit defeat and attempt to quietly slip away into the shadowy corridors of the colony.
- Bob uses the Spy stats found on page 213 of the *Shadows Over Sol* core rulebook.



Citizen

Str 5, **Dex** 5, **Spd** 5, **End** 5, **Int** 5, **Per** 5, **Chr** 5, **Det** 5

Defense 7/15, **DR** 0, **Shock** 10, **Wound** 5

Skills: Athletics 1, Awareness 1, Comp-Ops 2, Lib-Arts 1, Melee 1, Socialize 2, Vehicles 1

Baton: +3 (♠21L/♥14L/♦7L/♣3L)

Gear: Baton, Hand Terminal

These stats represent the common citizen—a simple blue collar or white collar worker who wants to do her job, live her life and survive the day.

A Timeline of Events

Below is a timeline of events relevant to this scenario. It can be used as quick reference for the sake of internal consistency.

- **Circa 500,000 BCE:** The Titan civilization suddenly comes to an end (see page 26 of the *Fatal Frontier* supplement).
- **2168:** An unmanned Jenseitech probe visits Titan and collects anomalous readings.
- **2189:** The first manned mission to Titan, the Exterus Mission, ends early when two crew members go missing on the surface.
- **2192:** Jenseitech launches the Kronos Expedition, the second manned mission to Titan. This expedition retrieves the two missing bodies from the earlier mission, and in doing so, discovers the Kronos Protein.
- **2193:** The Kronos Initiative is secretly started by Jenseitech in order to study the alien protein.
- **2196:** The Kronos Initiative is shuttered after the protein escapes confinement three times, leading to the deaths of numerous Jenseitech personnel.
- **2209:** Infighting on the Jenseitech Board of Directors leads to the formation of two rival factions, one led by Mallory Segall and the other by her sister, Edith Segall.
- **2211:** After a fifteen year hiatus on the secret project, Mallory Segall orders the Kronos Initiative reopened. Research will start anew at a secret facility near Fururi Station.
- **2214:** Fururi Station is decommissioned. The protein again escapes confinement, leading the existence of the protein to leak to rival corps.
- **Present Day:** X-tract Corp is secretly funded by USD and plans a new expedition to Titan to secretly collect a sample of the protein. Meanwhile, Jenseitech becomes suspicious of X-tract Corp and sends a small shuttle with troops to follow their mission to Saturn.



Titan

With the events on Rhea behind them, it's time for the team to make the voyage to Titan, where terrifying discoveries await. There they will trace the steps of the previous expeditions, explore the tunnels under Doom Mons, and ultimately encounter one of the earliest monstrosities created by the Kronos Protein.

Further Reading

More information on Titan can be found on page 93 of the *Shadows Over Sol* core rulebook and page 26 of *Fatal Frontier*.

En Route to Titan

Given Rhea and Titan's current alignment in orbit around Saturn, the trip from one moon to the other will take the team just under a week. This is well below the usual time threshold for being put into stasis, meaning that the scrappers and their accompanying X-tract Corp reps will likely spend the voyage awake and moving about the ship.

As a consequence, the scrappers will have a good deal of free time on their hands to do research, practice skills or take sensor readings of Titan as they approach. While the team's activities are limited by being in transit, creative

players are sure to come up with ideas of how to pass the time.

Sensor Readings

As the Venture (or other ship carrying the team) approaches Titan, the characters may want to take some sensor readings, either of the moon itself or of the landing site near Doom Mons.

- An Int/vehicles-10 or Int/comp-ops-10 flip is required to decipher the sensor readings. Success will indicate that there are no other ships detected on the moon, that there are signs of a previous landing at the aforementioned site near Doom Mons and that the mass, atmospheric composition and ambient temperature of the moon are exactly as expected.

Landing Site

The first two manned expeditions to Titan both landed on the same stretch of open plain near Doom Mons. The earlier Exterus Mission chose the site because it was flat, near interesting geological features and the weather there at the time was ideal for landing. The second Kronos Expedition also chose the site, but they did so because they were searching for the missing bodies from the first expedition.

The same site has again been chosen for the current mission. The given reasons

Features on Titan

Not only is Titan an astronomically and chemically interesting moon, but it is also full of geologic features with great, dramatic names. This makes it an ideal setting for science fiction stories. Features on Titan include: Doom Mons (a cryovolcano and the largest mountain), Kraken Mare (the largest methane sea), Shangri-La (an immense plain of dark material thought to be a dry seabed), the Aztlan Darklands (another dark plain), Xanadu (a region of highly reflective ice) and Arrakis Planitia (a region of low plains).

are that the plain is thought to be near both abundant hydrocarbons and possible minerals that could be mined for a colony's construction. In secret, however, Jaya Soun knows that the Kronos Expedition obtained their sample of the protein somewhere near here and he has insisted on this landing site because he has been tasked with obtaining a sample for Utakar System Dynamics.

- A Dex/vehicles-10 flip can be made to land the ship without incident. On a failure, one of the thrusters is damaged from the impact of the landing. It will need repaired before the vessel can take off from the surface.
- A character whose suspicions have been aroused can make an Int/conspiracy-10 flip to realize that the landing site chosen for the team's mission is the same as the two earlier expeditions.

Doom Mons

Doom Mons is a huge cryovolcano located in Titan's southern hemisphere, at the edge of the Aztlan Darklands and Shangri-La regions. Its twin peaks tower 1.45 km over the surrounding plain. On the western side of the mountain is a half kilometer deep indentation containing

a circular pit. It is from this pit that the tunnels—the ruins of an ancient and now extinct civilization—can be accessed, and in which the Kronos Protein was first encountered.

Titan's southern pole is home to a permanent hurricane. This hurricane sheds storm fronts, which travel northward and constantly bombard Doom Mons with wind, rain and snow composed of liquid methane, ethane and hydrocarbon dust. This near-constant weathering causes the terrain on and around the mountain to shift regularly, impeding navigation and creating mudslides or other environmental hazards for explorers.

Exploring the Surroundings

Once the ship has landed, the characters are likely going to want to put on vac suits and begin exploring the surrounding terrain. This will present them with a number of challenges, including the fierce weather, tholin haze and other natural hazards.

Lukáš Havel will likewise don a vac suit and accompany the characters in their exploration. Jaya Soun will stay behind on the ship, keeping in touch

with the team via comms—at least until they descend into the tunnels.

For the scenario to continue on track, it is critical that the team discovers the tunnels branching off from the pit on the western side of the mountain. Whatever actions the characters take while exploring, the GM should endeavor to manipulate events such that this discovery happens. If players are getting too off track, or the pace of the session is slowing down too much, the GM can always resort to the pit being detected by the ship's sensors.

Below is a list of actions that the players may attempt.

- Analyzing the local minerals and condensation for exploitable hydrocarbons requires an Int/naturalist-10 or Int/phy-sci-10 flip. Success confirms that an abundance of these resources are available.
- Not becoming disoriented and lost in the fierce storm and thick tholin haze may require a successful Per/naturalist-12 flip, at the GM's discretion.
- Mapping the surrounding area calls for a Per/comp-ops-10 or Per/lib-arts-10 flip. Success yields a viable map. Regardless of success or failure, however, this action prompts the character to stumble upon the indentation and pit on the western side of the mountain.
- Taking sensor readings of the pit requires an Int/comp-ops-10 flip. This yields strange, almost nonsensical, readings regardless of success or failure. Either way, it likely confirms that something

down there is affecting the sensors.

- Descending safely into the indentation requires a successful Dex/athletics-10 flip. Failure results in a tumble down the side, causing the character to suffer a light wound.

Stairway to the Depths

From the top of the pit, the entrance to the tunnels is clearly visible. The entrance is located almost half a kilometer below, but a metal stairway—similar to the stairway of a fire escape—has been bolted into the rock along one side of the pit.

This stairway provides access to the tunnels. It was left behind by the Jensei-tech researchers that followed the Kronos Expedition. These researchers needed access to the tunnels if they were to collect regular samples of the protein. These secret activities on Titan were abandoned when the Kronos Initiative was shuttered, and the stairway was left behind.

The existence of the stairway should no doubt come as a surprise to the team, who believe themselves to be the third ever mission to land on the moon. If the players don't pick up on this detail, the GM should feel free to point it out. It's *weird* that a stairway has been installed here.

- Success on an Int/phy-sci-10 flip while analyzing the weathering and oxidation of the stairway's metallic structure, suggests that the stair has been left to the elements for roughly twenty years, give or take a few.

The Blanket

Within the ruins, radio communication is regularly disrupted by a phenomenon Jenseitech has named the Blanket. This effect causes comms to cut out, causes hand terminals to lose access to the local net and even results in strange sensor readings.

The origin of the Blanket is unknown, but it makes it difficult to effectively coordinate teams within the ruins. Explorers are effectively isolated from the outside world. They can't contact the ship; they can't radio for help; and their vac suits won't connect to others to provide positioning or mapping data.

What's more, the Blanket's effect isn't constant. It waxes and wanes at unpredictable intervals. Sometimes comms work without a hitch, then without warning they quickly become nonfunctional.

For the GM, the Blanket is a tool to help build a sense of tension, isolation and horror. Perhaps comms work fine when the scrappers first enter the ruins and then gradually cut out at the worst possible moment. Maybe this leaves different members of the team isolated from one another. Certainly, without working radios, vac suits are going to muffle screams, such that they cannot be heard at too great a distance. Or maybe the comms begin functioning again—just long enough for a scream to be transmitted to the group, but not long enough for hand terminals to pinpoint a location.

Have fun!

Alien Discovery

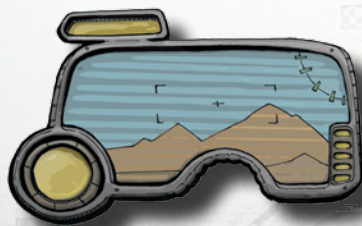
While from the outside the tunnels look like they might be natural in origin, from the inside they clearly are not. Natural rock quickly gives way to crumbling, albeit clearly manufactured flooring. The roof overhead becomes smooth and flat. Shattered bits of stone litter the floor near doorways.

The team is beginning to enter the ruins of the long-dead Titan civilization. Everything here is a bit larger than is comfortable. The walls are covered with bizarre, wavy geometric shapes that twist into spiral patterns or which curve throughout the tunnels. It's clear that this place is very, very old.

■ Inside the corridors will be pitch

black. Hopefully at least one of the characters has brought a flashlight or other illumination device. If not, Lukáš will have one.

- If one of the players doesn't beat him to saying it, Lukáš Havel will catch up with the team at this point and exclaim: "My god, it isn't human, is it?" He will then use his comms to inform Jaya Soun of the discovery.



The Ruins

The ruins consist of over a kilometer of darkened, twisting tunnels. These tunnels fork in multiple locations, sometimes circling back around to connect elsewhere, other times abruptly coming to a dead end. In many places the ceiling has collapsed, leaving a pile of rubble that either makes continuing onward difficult or prevents it entirely. Once there probably were many more kilometers of tunnels, but these have long since been lost to the ages due to structural collapse and erosion. Overall, the entire complex has a very maze-like quality.

As the characters explore the Titan ruins, the GM should endeavor to make the entire experience as creepy and nail-biting as possible. Try to describe the long, moving shadows as the team points their flashlights around the corridors. Occasionally suggest that one of the characters might have heard something rustle in the distance—but wait—maybe that was just an echo from one of the characters' footsteps. There are also a wide selection of vaguely sinister sound tracks available online that can lend an eerie atmosphere to this part of the session.

Entry Tunnels

Starting at the entry with the metal stairway, a single tunnel extends inward, leading deep under the rock. This tunnel is cloaked in darkness and curves gently to one side, reducing the visible distance, even when illuminated. Just past this curve, the tunnel forks in three directions. Then the maze begins.

No Map?

The ruins have not been given a canonical map. This is a deliberate choice in the scenario's design. Instead of adhering slavishly to a map of the structure, we instead recommend that GMs choose which areas the team comes across and when, based on the pacing of the session and an intuition of what makes a good horror story.

We feel that this approach provides the GM with more narrative freedom, and allows her to better manage the sense of tension and horror in the session.

The walls here are coated with a flaky brown crust, which forms mesmerizing swirling patterns and other geometric shapes. The ceiling are over 4m tall and everything seems just a little too large, dark and empty. Occasionally bits of stone litter the floor, where they've crumbled from the ceiling. Not too far into the tunnels a darker residue can be seen, frozen to the floor—blood from the earlier explorers.

Chasm

Down one of the branching hallways a massive crack has formed in the tunnel's floor, ceiling and walls, running perpendicular to the hall itself. This has created a large gap that must be crossed to continue onward. The gap is 5 m across and extends downward into the darkness and out of sight.

- Running and jumping across the gap requires success on a Str/athletics-10 flip. Titan's low gravity makes this easier than it would be on Earth.

Failure results in the character falling into the chasm and down some 25 m, dealing a moderate wound.

- Alternatively, the team might have rope, jets or some other technological mechanism to get across the chasm.

Monster's Nest

Something is living here in the ruins. It was once human, but is no longer. This creature has walked the abandoned tunnels

since Jenseitech shuttered the Kronos Initiative and pulled their people off of Titan.

It's built something of a nest in one of the vacant rooms that branch off from the corridors. There it's slumbered, still as a statue, as the long years have passed. But it's awake now. It knows that someone has entered the ruins, and it won't be at home when the characters first encounter the nest.

This room is coated in a thick layer of brown ichor, which has frozen solid

Monstrosity in the Ruins

Str 13, **Dex** 9, **Spd** 11, **End** 13, **Int** 5, **Per** 6, **Chr** 5, **Det** 8

Defense 13/26, **DR** 5, **Shock** 27, **Wound** 13

Skills: Athletics 3, Awareness 2, Empathy 1, Guns 2, Melee 4, Stealth 4

Claws: +8 (♠39M/♥26M/♦13M/♣6M)

Projectile Vomit: +6 (♠39L/♥26L/♦13L/♣6L), Area 3

Backslash: If a melee attack by the monstrosity misses, as a reaction it may spend another AP to make an immediate attack at the same target.

Enhanced Actions: The monstrosity gains 4 AP per round.

This ooze-encrusted creature is all that remains of Maia Irma, an explorer who was involved with the second manned mission to Titan and the early days of the Kronos Initiative. In life she was also the longterm girlfriend of Lukáš Havel.

Maia became infected with the Kronos Protein after it escaped confinement for the third time. This incident prompted Jenseitech to shutter the project, including quickly abandoning their makeshift facilities in the ruins. The retreating scientists were ordered to seal the entrance tunnels as they pulled out, but these orders were lost in the scramble. Maia's body was left behind in the rubble, where over time the infection learned to hijack human physiology, animating it towards its own alien goals. This animation would later become standard behavior for the protein.

The monster appears as a humanoid figure with hideously deformed hands that have sprouted wicked-looking claws. Its jaw hangs slack, with a constant stream of brown drool slowly trickling out. Strange swirling patterns have crusted over its skin, and its veins have darkened, becoming ribbed and almost machine-like. The creature moves with almost superhuman speed.

and litters the floor in crystalline shards. Many of the human objects left behind in the lab and excavation station have been brought here by the creature and dumped unceremoniously in a pile in the center of the floor. Among these are a broken hand terminal, a glass plate which holds samples for chemical analysis, several ration bar wrappers and an empty magazine for a heavy pistol.

A Silver Locket

Also visible near the pile of miscellaneous objects is a shiny silver locket which is partially crusted to the floor. If present, Lukáš will recognize it as a gift he gave to Maia shortly before her disappearance (see previous page).

Excavation Station

In one of the rooms that branches off of the tunnels, at the height of the original Kronos Initiative, Jenseitech set up an excavation station. At the time they had plans to excavate more of the ruins. This room once included a device for using sonar to locate collapsed structures in the rock, several crates of precision explosives, picks, brushes and a plasma cutter.



- When the Kronos Initiative was shuttered and Jenseitech pulled out, they removed the expensive sonar device, but otherwise left the rest of the supplies where they lay. There the supplies have been for almost twenty years, collecting dust and slowly aging.
- In this room are three crates of precision explosives, two picks, several brushes and a plasma cutter. All are covered in dust.
- The plasma cutter won't function until given proper maintenance. Repairing it requires an Int/mechanic-10 flip.
- A successful Int/engineer-10 flip will identify that this room was once an excavation station.
- If the team takes the explosives, each crate has the Big 5 property. (Lukáš may later suggest this, see page 28.) Setting and detonating the explosives requires a successful Int/ordnance-10 flip.

Movement in the Shadows

As the team is traveling through the tunnels, Lukáš will spot some movement out of the corner of his eye. When the scrappers go to investigate, however, whatever it was is gone and there are no signs that anything was present. The players won't know it yet, but the monstrosity in the ruins has now recognized Lukáš (see previous page).

- "Wait did something just move? Is something alive here?"
- "Nevermind, I guess it must have been my imagination. Sorry, these creepy tunnels have me on edge."

Makeshift Laboratory

In another room, a makeshift laboratory has been set up. This lab dates back to some of the earliest experiments conducted as part of the Kronos Initiative. Any of the computer equipment the lab once possessed was taken when Jenseitech shuttered the project, but enough physical lab implements were left behind to give a clear indicator of what this room once functioned as.

- A medical bed slowly collects dust in one corner of the room. On this bed is the shriveled corpse of one of workers who died after becoming infected with the protein. This infection took place before the protein learned how to repurpose the bodies of those it infected.
- Searching the lab will reveal a variety of beakers, flasks and plates, as well as a lab notebook on a data chip, which was forgotten when it fell behind a desk (see below).

Lab Notebook

Laying forgotten behind a desk is a data chip containing the lab notebook of one of the Jenseitech researchers. A character going through the data on the chip can turn up any of the following information:

- This lab belonged to Jenseitech. They built it after they discovered a novel alien protein on Titan. They named it the Kronos Protein.
- The protein is unlike anything found on Earth, being composed of right-

handed amino acids. It will attach itself to other proteins, bending them and altering their behavior.

- The protein has escaped confinement multiple times and killed several workers and scientists. What's more, the behavior of the protein seems to be evolving or learning. In the final studies detailed in the notebook, it has started to repurpose part of its host's biological systems.
- There are some physical descriptions of the modifications made to infected hosts by the protein, including the clawed hands, brown drool and darkened, ribbed veins.
- The last entry in the notebook is dated sometime in 2196. It states simply that the project has been discontinued, despite objections from a Mallory Segall on Jenseitech's corporate board.
- The GM should also feel free to detail anything else in the backstory of the Kronos Protein that she feels ought to be brought to light. See pages 3-4 and *Fatal Frontier*, page 30.

Played Small Mercy?

Characters who have participated in the *Small Mercy* adventure should recognize what the lab notebook is describing as very similar to the creature they encountered on the secret station near Fururi. Additionally, it matches the monstrosity they will encounter later in the ruins. If the players don't put this together, the GM should take the opportunity to point out these similarities.

We've Got Company!

While the team has been exploring the ruins, back on the ship, Jaya Soun has noticed a Jenseitech transport approaching the landing site from space. This has rightfully alarmed him, and he has been frantically attempting to contact the team over comms.

Unfortunately, the radio-jamming effects of the Blanket have thus far prevented him from successfully reaching the characters for more than a split-second. This may result in blips of audio coming through occasionally, but nothing will be intelligible. Eventually, however, he will manage to get a short message through before the Blanket once again blocks the comm signal.

- “Come in! Lukáš, anyone! We've got company! *garbled static* ...transport came down from orbit! *garbled static* ...hostile!”

- If one of the characters tries to respond it will be too late; the Blanket has already caused the comm signal to drop.
- If it would make the timing more plausible, this message could even have been *delayed* by the Blanket, having been sent by Jaya over an hour ago.

Initial Reactions

How the players choose to respond to this is up to them. They might do anything from looking for a defensive position to bolting for the exit. However they choose to react, before the scrappers can make it out of the ruins they will encounter a group of Jenseitech troops coming in.

These troops know exactly where the entrance is, as it was Jenseitech that installed the stairway and it's been marked on their heads-up display (HUD) maps. They don't need to waste time exploring the surrounding landscape.

Jenseitech Tail

Jenseitech has been suspicious of X-tract Corp's aims and investors since before the scrappers were hired for this mission. When the Venture first left port, Jenseitech intelligence operatives took note and determined that its likely destination was a moon of Saturn.

This raised a red flag among the Jenseitech operatives looking to keep the Kronos Initiative secret, and so they sent out a small transport with troops to follow the X-tract Corp reps and settle the matter once and for all. This transport arrived at Rhea two days after the team left.

There, the Jenseitech troops attempted to contact Bob Hudson, the local operative. Depending on the team's actions on Rhea, they may have found him either alive or dead. Regardless, Bob took detailed notes about the team's activities and intended destination. It wasn't long before the troops also had this information. With it in hand, they too headed to Titan.



Confrontation

This chapter represents the climax of the scenario. In it, the team's gradual exploration of the Titan ruins quickly turns violent, as they are confronted first by Jenseitech troops and then by the Kronos Protein-born monstrosity living in the ruins. If the scrappers play it smart, they have the ability to pit these antagonists against each other, otherwise they may be trapped between a rock and a hard place.

Warning Shots

As the characters are heading through the ruins they will suddenly notice three quick gunshots slam into the wall nearby. These are warning shots fired by a group of Jenseitech troops who have entered the ruins and who have just spotted the team.

One of the soldiers has a megaphone built into his vac suit, which he uses to loudly make demands of the characters.

- "Surrender! We have your ship, your pilot and we have you trapped down here! Resist and we will not hesitate to use lethal force!"

Standoff

The soldiers will attempt to negotiate a surrender. As they do this, they will slowly take cover and move into position around the team. If nothing else, this buys the soldiers time for more of their troops to move into the ruins.

The characters might play along, attempt some sort of trick or simply

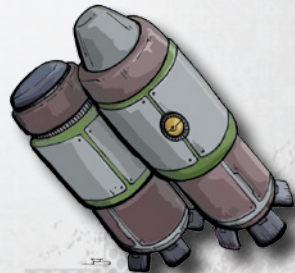
press the attack. Below are a few possible actions the team might take.

- Stalling the troops while another member of the team does something sneaky requires a Chr/deception-10 flip.
- A single character sneaking away without being noticed requires a successful Dex/stealth-14 flip.
- Concealing a weapon while pretending to be disarmed requires a Dex/thievery flip, with a TN that varies with the size of the weapon.

Fighting the Troops

The troops will fight defensively, attempting to make the best use of the available cover. If members of the team take cover of their own, the soldiers will use their stun grenades to force the characters to either abandon cover or suffer the effects of the grenade's primary blast radius.

- There are as many Jenseitech troops as there are player characters, minus one.
- Use the Soldier stat block on page 213 of the *Shadows Over Sol* core rulebook.
- A round into the combat, the monstrosity in the ruins will attack (see page 28).



Contemplating Surrender

If by some chance the characters do surrender, the troops will have them drop their weapons, then one of them will move forward to kick any guns or knives away, while the others keep their guns pointed at the team, ready to provide covering fire, if necessary.

The soldiers plan to disarm the characters and bind the team's wrists before leading them back to the transport ship. However, they won't even finish binding the characters' wrists before they're attacked by the monstrosity in the ruins, giving the scrappers an opportunity to break free (see below).

Monster Mash

The sound of fighting between the team and the Jenseitech forces quickly draws the attention of the monstrosity living in the ruins. Whereas before it was content to lurk in the shadows, now it senses blood and is primed to launch an attack of its own.

- A round into the combat, the creature will suddenly dart from the shadows. It will only be visible to the characters for a second—almost appearing as a quick blur—but in that time it will seize a Jenseitech soldier and disappear back into the darkness. For the next several seconds all involved will continue to hear the soldier's dying screams.
- This attack breaks all semblance of order for the soldiers. They will immediately flee, scattering in all available directions in an attempt to preserve their lives.
- The GM should break from combat rounds at this point, giving the players a chance to react in a larger sense without worrying about phases and rounds. Only resume combat rounds if the players press their attack on the fleeing soldiers

- If the scrappers do choose to pursue the soldiers, they will either need to pick one to hunt down as a group, or they will likewise be scattered in all directions—in darkened tunnels, with a monster and hostile forces on the loose. Have fun with that one!

Cat and Mouse

At this point the team will be somewhere deep in the darkened alien ruins, with a horrific monster and soldiers that want to kill them. This begins something of a game of cat and mouse. As the characters travel through the tunnels trying to round up their people, find the exit or return to the explosives, they will encounter glimpses of the monster, lone soldiers or the bloody aftermath of where the two have fought.

Let's Blow This Joint!

If the players don't think of it on their own, Lukáš will suggest that the team makes its way back to the mining station with the explosives. He wants them to use the charges to blow up the entrance to the

tunnels, thereby sealing in the monster and destroying the ability for anyone to claim new samples of the protein.

If Jaya were present, he would vehemently object to this, but as it is, he hasn't told Lukáš of USD's involvement or his plan to obtain samples of the protein.

The players may decide to accept or reject this suggestion as they so choose. Accepting it means that they will have another objective to achieve before hightailing it out of the ruins. It also provides a satisfying bit of closure to the events on Titan. On the other hand, the players may decide that discretion is the better part of valor, and they certainly can't be blamed for that.

- On the way to the mining station they should encounter one or two of the soldiers and a glimpse of the monster (see top right).
- Setting and detonating the explosives requires a successful Int/ordnance-10 flip. On a success, the tunnel will collapse, sealing away its contents under a kilometer of rock. On a failure, there is a technical glitch. A character will need to head back to where the charges have been laid and fix what went wrong.

Egress

Before the team can make it to the exit, at very minimum they should encounter a couple of the scattered soldiers (see right) and see the face of the monster (see page 30).

Climbing the Monster

While moving through the tunnels the scrappers may encounter the monster, barely visible at the edge of the shadows, messily feeding from the corpse of a dead soldier. This means that either they need to sneak away and find a different route, or they will need to face the beast.

- Sneaking past the monster without attracting its attention requires a successful Dex/stealth-10 flip.
- The monster uses the stats on page 22.
- Choosing to fight it will lead to Lukáš recognizing the face of the beast (see page 30).

Scattered Soldiers

In the ruins there are currently a number of soldiers equal to the number of player characters, plus any that survived the earlier fight with the team.

- These soldiers are not all traveling together, but instead have been scattered into sets of one or two.
- Use the Soldier stat block on page 213 of the *Shadows Over Sol* core rulebook.
- If the soldiers are proving too difficult of a challenge for the players, their numbers can be reduced by attacks from the creature. The team will hear the screams.
- For added complexity, maybe one of the soldiers is willing to make a deal with the scrappers: work together and escape alive. But can the team trust the trooper?

Coordination Difficulties

While both the scrappers and Jenseitech troops attempt to maneuver through the ruins, it's important to keep in mind that the Blanket is still in full effect. This makes it difficult to coordinate teams over a distance greater than line of sight. It also makes it impossible to radio for help or to warn others to avoid a particular area.

Smart players will take full advantage of this to divide and conquer. Since the Jenseitech troops have split up, they can be picked off one or two at a time. They might also be tricked into attracting the monstrosity's attention or even into endangering other troopers.

Face of the Beast

The monster in the ruins was once human. Before it became infected with the Kronos Protein and twisted into the half-alien *thing* that it is today, it was a woman named Maia Irma. She was also Lukáš Havel's girlfriend.

- For the full story, see page 22.
- Once the characters get a clear view of the creature's face, Lukáš will recognize Maia, even despite the years of being twisted by the alien protein.
- This will trigger Lukáš to have something of a mental breakdown. He may try to approach the creature, talking to it as if it were Maia. He may simply fall to his knees, sobbing. Convincing him to do anything else requires a successful Chr/persuade-14 or Chr/empathy-12 flip.

Return to the Ship

With the tunnels behind them, the team is likely to return to their ship. Unfortunately, the soldiers weren't lying earlier—the ship is indeed in their

possession, although it's been left with only a token guard.

- There are two soldiers on the Venture. One is manning the comms, while the other is guarding Jaya Soun, who is currently handcuffed to a railing. These soldiers are not expecting an attack, and have let down their guard.
- If the soldiers do become aware of the team, they'll first radio their fellows back on their own ship, then head toward the characters with intent to capture them.
- Use the Soldier stat block on page 213 of the *Shadows Over Sol* core rulebook.
- If the team finds themselves locked out of the ship, the airlock can be physically pried open with a successful Str/mechanic-12 flip or the system can be hacked to open the door with a successful Int/program-12 flip.
- Jenseitech's transport is still on Titan's surface, roughly half a kilometer away. It's waiting for the troops in the ruins to return. If they never do so, it will depart Titan after a day of waiting.

Jaya's Coal Unveiled

By the time the team makes it back and secures the ship, Jaya will have lost patience. He wants a sample of the protein and wants off this damned moon as soon as possible.

- Jaya will begin by flat-out asking the scrappers if they have brought back a sample of any “biological stuff” they found down in the ruins. If the players try to avoid the question, he’ll respond by turning to Lukáš and asking him.
- If they did bring back a sample, he wants it. If the team is reluctant to hand it over, he’ll try to negotiate, even going as far as to up the compensation for this mission to both an Income 9 payment and a 3% stake in the corp.
- Jaya will be furious if the team has collapsed the ruins using explosives. If they haven’t done this, he will attempt to insist that the team return so that he can gather a sample. Talking him down requires a Chr/persuade-12 flip.

Future

Developments

Whatever the team decides, the events of this scenario may lead to many exciting future stories. Some possibilities include:

- If Jaya gets a sample of the Kronos Protein, he will hand it over to USD, who will begin their own secret program to study it. The scrappers may run into their mishaps in the future.
- If the team now owns a small percent of X-tract Corp, they may find that this comes with more strings attached

than they would like.

- Regardless of what’s happened, the team is now on Jenseitech’s radar and is sure to hear them in the future.
- If the players discovered Mallory Segall’s involvement with the earlier Kronos Initiative, they may want to track her down and tie up this loose end (see pages 4 and 24).
- Alternatively, Mallory Segall may attempt to cut a deal with the characters. Clearly they are capable and know about the protein, so why wouldn’t she want them working for her rather than running around causing her problems?
- It’s possible that the protein itself will have taken notice of the characters at this point. This is particularly true if they’ve also encountered it in earlier scenarios. It might be interesting if it somehow tried to contact them...





Shadows Over Sol

In 2189 the first manned mission to Saturn's moon, Titan, ended when two of the crew mysteriously disappeared while exploring the surface. Aborting the mission early, the returning crew were quickly debriefed and the whole incident was hushed up.

Now a fledgling corp wants to return to the distant moon and discover the cause of that disappearance. The team has been chosen to crew that mission. In the process they may inadvertently discover the horror that lies in wait.

Shadows Over Sol: Return to Titan is an adventure supplement for *Shadows Over Sol*. It features a chilling investigative horror scenario and is designed to run between one and three gaming sessions.



Tab Creations

