

A woman with dark hair and heavy eye makeup looks directly at the camera. She is positioned in the lower half of the frame. Above her head is a large, glowing orange sphere, resembling a sun or moon, set against a background of blue light and floating particles. The scene is framed by dark, metallic-looking structures.

Shadows  
Over Sol

Thirst



# Shadows Over Sol

## Thirst

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# Introduction

This is an investigative horror scenario for four to six players. As the scrappers explore the landscape of Mars, they should experience conceptual horror. Take the scenario's prompts and create an atmosphere where everything is just... off.

It is recommended for the GM to have a few things written down beforehand, ready to be passed out to players when the time comes. This will serve to preserve the atmosphere of the scenario better than simply announcing the contents to the whole group out loud. For easy reference, these handouts are included in sidebars throughout the text.

It is possible that in playing this scenario the players will become uncomfortable. To a certain extent, this may a sign that the tone of conceptual horror has succeeded. But know your group, and don't take things too far. Some players don't particularly like to dwell on such things. This scenario gives the GM a guide; it's up to her to make it truly horror.

Teach the players not to fear for their characters' wound consequences. Make them fear for their characters' souls.

## Author's Forward

There are many types of horror. In America 2018, gory horror seems to reign supreme. Thus, I think we have become immune. From action movies with CGI blood splattering everywhere, to the

torture porn movie genre, our fantasies are soaked with blood and viscera, and it doesn't bother us anymore.

Another subgenre, however, is making a bit of a resurgence. Lovecraftian horror—conceptual horror—is on the rise. So in this adventure I am riding that wave, I guess.

What is it like to be possessed? To have your will completely subdued by an invader; to find your very psyche is no longer your own, but is instead the plaything of something else? The violation of the very soul, with no corner of your mind to hide from it?

Sartre wrote about the Nazi occupation of Paris, saying, "Never were we freer than under the German occupation." When the Nazis conquered them, violated all their rights, and tried to even destroy their identity and control their thoughts, this created more opportunity for freedom. "The more the Nazi venom crept into our thoughts the more each precise thought became a conquest," he explained.

What is it like when even that freedom is stripped from you?

When even the soul of the person is conquered, what freedom is there?

How much must a person dread such a violation! Western society, particularly American society, is highly individualistic. The rights of the individual are sacred. The violation of individual rights is abhorrent. The violation of all rights, of the person themselves?

Unthinkable.

## Synopsis

This scenario begins with the team in a remote region of Mars. Depending on their backgrounds, they might either have rented a rover and traveled out there as tourists to watch a large shipment of ice hit the crash zone as part of the terraforming effort, or they might have been hired to fix a series of malfunctioning sensors.

Whatever their reason for being in this remote part of the Martian outback, as they go to leave their rover will experience a malfunction, rendering it useless with extensive repair. Radioing for help, the team will come into contact with an isolated terraforming station which offers to house them until help can arrive.

At the station, the scrappers will meet with Alana Orkins, the community leader, and get invited to dine with the station heads. Afterward, the characters will be shown to their quarters, but will at all times be accompanied by guides.

At this point, the players should begin to get an uneasy feeling about the station, and this will grow even more pronounced during dinner. Over the course the meal, the team will have a chance to meet with the six station heads, ask questions and get a feel for the local community. Everything should seem just a bit off—and with good reason. Although the players won't know it yet, the crew of the station have become infected with some sort of strange microorganism brought in with one of the many ice shipments arriving from Saturn.

## Content Warning

I want to remind the GM to know her players. This is a horror scenario that deals with the violation of the person and possible loss of children. There is a difference between making players uncomfortable because it's horror and enraging players. Be sensitive to your audience. Don't go too far. Don't lose friends.

This organism, the Saturnine Influence, is bending the perceptions of the station crew, causing their actions to become erratic and manipulating them in a way that serves its own ends. In some sense, it is possessing them, and has formed a cult-like following within the station.

As they are shown to their habs after dinner, team members may realize that they have been drugged. Some may shrug off the effects, while others may succumb to sleep. Sleeping characters will promptly be captured by the station crew, who seek to infect the characters in a bizarre drowning ritual. Those who shrug off the drug's effects, on the other hand, have a chance to avoid the guards, explore the station and rescue their fellows.

As the team explores more and more of the station, they will have a chance to learn about the influence infecting the crew. They may come to learn its origins, its intent to spread its tendrils across Mars and what it has done to the crew. If they are very lucky, they may even learn of a cure.

Of course, some of the team may be infected at this point as well—trojan

## Other Adventures

*Thirst* 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.

- **Eviction Notice:** Another adventure set on Mars, *Eviction Notice* works well in conjunction with *Thirst*. Perhaps after the events of *Eviction Notice*, the team is hired to track down the headquarters of the gang, which is located far away in the Crash Zone, leading to the team's presence in the Crash Zone at the beginning of *Thirst*.
- **Dreams and Dust:** The third adventure set on Mars, *Dreams and Dust* works best once the team has established a reputation for themselves. Perhaps the events of *Thirst* are just what the team needs to make or break this reputation.
- **Lethal Inheritance:** Since *Lethal Inheritance* is intended to be a good introductory adventure, it is best run before *Thirst*. Maybe once the team acquires their ship, they find evidence that the ship's previous owners left a cache of valuables in the Martian Crash Zone. This would explain the team's presence in the region at the beginning of *Thirst*.
- **Small Mercy:** After the events of *Small Mercy*, the team may need to lay low for a while, having potentially upset Jenseitech. A remote region of the Martian outback may be just the place to make themselves disappear.
- **Heir to Darkness:** In this adventure the team is hired to track down some of the squatters from Fururi Station that have been sold into indenture. It is possible that the team will be hired to track down others of the squatters, some of which may have found their way to Station 7378.

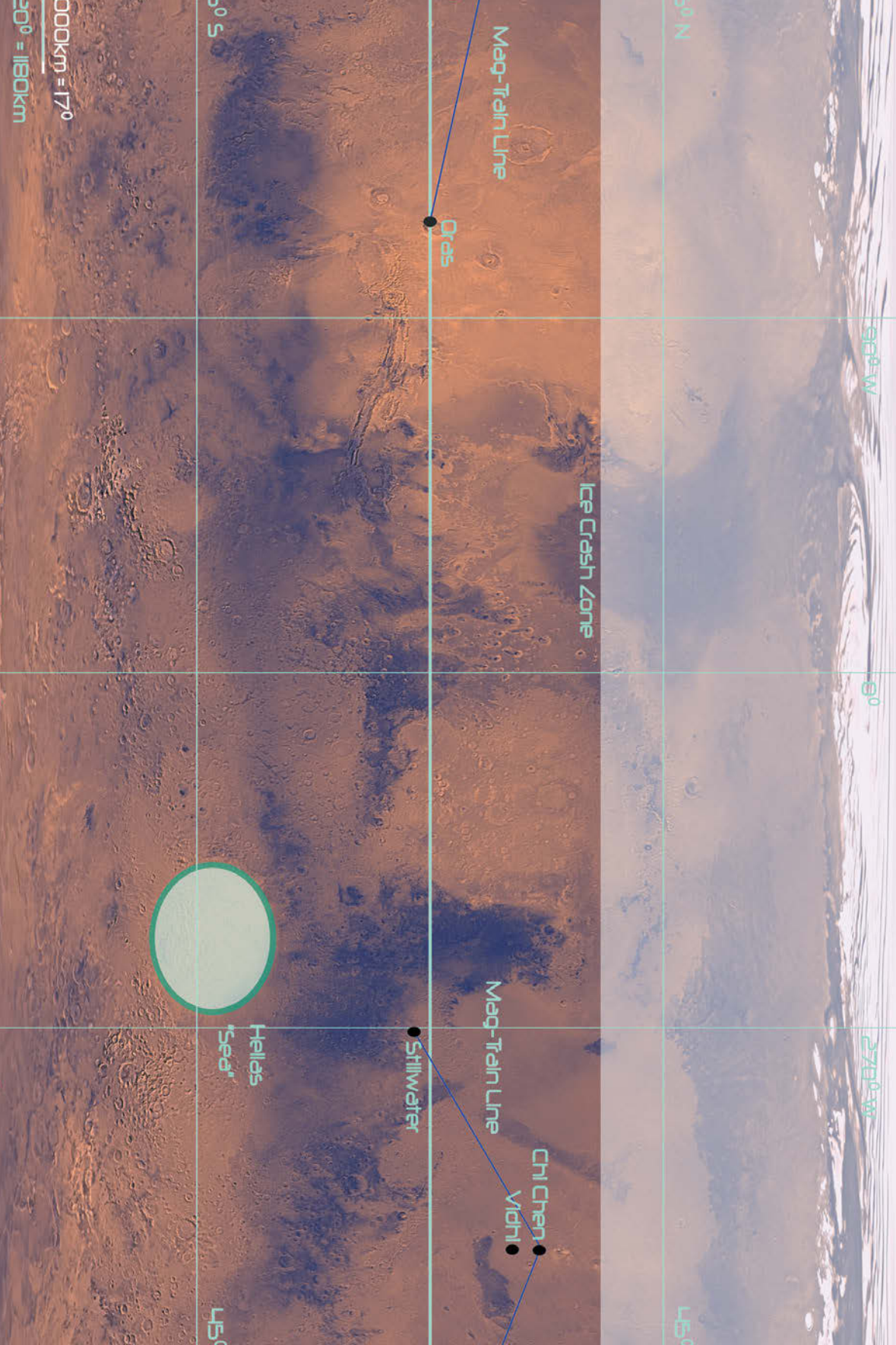
horses waiting for their opportunity to strike—breeding an atmosphere of fear and paranoia. The team will have their backs to the proverbial wall, not knowing whom to trust.

Eventually, events will come to a head. It's possible that the team may escape the station, bringing word of the influence to other colonies on Mars so that it can be eradicated. If they're very clever and very lucky, they may even eradicate it themselves. Of course, less successful scrappers will find themselves as the next thralls of the influence...

## Ready-Made Heroes

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

Of particular interest are: Aleksander Gugenheim, who is a native to Mars; Alex Pryce, who has experience investigating stations; and Sam Wong, who is also a Martian native.



# Crash Zone

This scenario begins *in media res*, with the team in a rover on Mars, passing through Acidalia Planitia, a lowland area west of the Martian prime meridian. They are at about 30° N, 115° E—the edge of the Ice Crash Zone. The mountains of Tempe Terra rise nearby to the west.

## The Setup

Why the team is so remote in the Martian outback isn't particularly important to the scenario. Nevertheless, a few possibilities are given below.

- If the team are all new characters, they might be a sightseeing group here to watch a new shipment of water land in the Crash Zone. It is not every day a person gets to see it rain boulders of ice from the sky. This is, however, not the normal location to watch. Tourists usually do a brief day's drive north out of Chi Chen. But, as this is a particularly large shipment, it's been scheduled to land far away from the Martian colonies. In this case, the
- characters have decided to rent a rover out of Oras and spend a few days in the outback, enjoying the show.
- On the other hand, if the characters are an experienced team, they might have been contracted by Unitech to check and perform maintenance on an array of sensors that monitor the edge of the Crash Zone. Recently the sensor net has been sending back erratic data, and Unitech wants the team to find the faults and effect repairs. In this case, if the team makes it back to civilization after the scenario, they will each receive a Wealth 7 payment for their services.
- One final possibility is that the team has traveled to the Crash Zone looking to salvage material from a freighter, which mysteriously crashed here along with an ice shipment several months ago. If this is the case, the team has already located the remains of the freighter, picked it over for valuables and loaded what little they found into their rover.

### Martian Coordinates

The Martian prime meridian is defined as passing through the center of a small crater named Airy-0 in the Sinus Meridiani region of Mars. This convention dates back to the German astronomers W. Beer and J. H. Mädler, working in 1830 to measure the rotation of the planet.

Unlike with the convention for longitude on Earth, coordinates on Mars use a “planetocentric” rather than a “planetographic” system. This means that longitude is measured from the prime meridian, heading east in a 360° circle, rather than in 180°, east or west. This convention was standardized by the International Astronomical Union in the year 2000.



## Rover Problems

The scenario begins when the team is getting ready to head back to Oras. They've packed up their gear, and either the show is over or the sensors have been repaired. They all climb into the rover. The driver presses the ignition. And nothing happens.

Give the players a moment to investigate and attempt to solve the problem. Unfortunately, there will be little they can do.

- No matter what the team does, the rover is unfixable—regardless of what skills they possess. The frimbobulator is dead, and they don't have a backup, nor the equipment to manufacture or jury-rig a new one.
- A rescue mission mounted immediately would take three days to reach them from Oras by rover.
- A broken frimbobulator means that their air supply will only last the characters one more day.

- The ice crash is kicking up a dust storm that is already diminishing solar power efficiency, meaning their batteries will only last 12 more hours, anyway.

## Radioing for Help

Ideally, one of the players will think to use the rover's comms and try to pick up someone nearby. If none of the players think of this, the GM can give them a hint by having the comm make a warning beep, indicating that it only has half a day's battery power.

Once the team attempts to reach others by comm, they will get a fuzzy response. The voice is friendly and understanding. There is a terraforming platform—Station 7378—a few kilometers away at the base of the foothills of Terra Tempe. The team is welcome to stay at the station until rescue arrives.

This will be the only station the team manages to reach with comms.



## The Metagaming Temptation

We all know that *Shadows Over Sol* is a horror game. With this can come a temptation to abuse metagame knowledge, perhaps even unconsciously, in an effort to gain the upper hand.

At this point the team should have no reason to be suspicious. If a player is acting out of character, be sure to have the NPCs react like normal people would: ostracize or politely ignore the offending character who is being weird and rude. The people of the station should have a bit of an off vibe, but nothing that living in isolation doesn't explain.

## Station 7378 Downtime

From the team's current location it is a three-hour walk to the station, just on the other side of one of the nearby foothills.

Upon arrival, the scrappers will be met outside the station by a figure wearing an old, well-used vac suit. She contacts them via intersuit comms, telling them to follow her to the main airlock. Once the airlock is cycled, the woman takes off her suit. She introduces herself as Alana Orkins.

Alana helps everyone stow their suits in the equipment room nearby. She also asks the team all to stow any firearms they have on them. These will be safely kept in a gun locker in this equipment room. She will not compromise on this point. This is a station with children, and even an accidental shot can pierce walls and kill people.

Once this is done, Alana shows everyone to individual guest quarters to clean up and change after their hike. As each character arrives at her assigned quarters, someone will already sitting be outside. Alana introduces these individuals as guides, who will lead the characters to dinner once they've had a chance to freshen up.

- Alana Orkin's stats can be found on page 12.

The team now has a bit of time to shower and change, or do whatever else they want in their rooms. When they leave, their guide will go with them and will lead them to the dinner (see page 11).

Each guide will do her best to keep her assigned player character from going anywhere she shouldn't. This is for her own safety: after all, this is an aging station with a lot of heavy machinery. They have also heavily modified the station, and large sections of it are under construction.

The guides will not be swayed from this course. The characters can force a violent confrontation with them if they want, but that's pretty psychopathic. However, we all know players love to do their own thing. If all else fails, wing it!

- Slipping away without the guides noticing and immediately putting a stop to it requires a successful Dex/stealth-14 flip. If this happens, the station crew will approach the other characters, politely asking for their help in locating the missing team member.
- If necessary, the guides use the Cultist stats found on page 210 of the *Shadows Over Sol* core rulebook.



# Dinner

When the team members arrive for dinner, they will be seated with the heads of the station. To keep conversation from splitting into two groups, every scrapper will be seated next to a station head. The residents here don't get visitors very often, so they want to throw a celebratory feast! At the start of dinner Alana introduces the station heads, who are all attired appropriately for the affair (no weapons or armor). They are as follows:

- **Toussaint Bergmann**, head hydrologist (see page 13).
- **Gerald Popov**, head of hydroponics (see page 13).
- **Irena Bergmann**, head of tech and maintenance (see page 14).
- **Ximena Benjelloun**, head of communications (see page 14).
- **Fen He Jones**, head of logistics (see page 15).
- **Kim Siyabonga**, head biologist (see page 15).
- **Alana Orkins**, whom the team has already met (see page 12).

## The Meal

Workers bring in one dish after another. The food smells and tastes amazing—at least as far as station rations on the edge of Martian civilization go.

This is a good opportunity for the GM to have the NPCs interact with the team, thereby helping cement them in the players' memory. This is also a chance to drop subtle hints foreshadowing the events to come. Maybe the crew's skin is unusually moist, or maybe their questions are just a bit... off.

## Dinner Conversation

For the dinner conversation, the GM should familiarize herself with the background information in the various NPC stat blocks found later in this chapter. Any of this might come out during dinner. In addition, other facts the team might learn include:

- The crew all love the station. They all take pride in the next generation continuing their work and expanding the settlement. They envision it one day becoming a large colony in its own right—one that won't need to be enclosed and environmentally controlled when Mars is green with blue oceans. They believe strongly in their purpose.
- The station's residents are very proud of their work. They think they have the best quality water in the Sol system.
- Finally, the crew are fascinated by visitors. They don't get many strangers passing through here, usually just the annual inspection from a company overseer. They are eager to learn about their guests, to make them comfortable and welcome. If anything, they seem almost a little too eager to do this...

## Observations

Over the course of dinner, the characters will have a chance to notice some things about the residents of the station.

- About halfway through dinner, have all of the player characters make a Per/awareness-10 flip. Anyone who succeeds should receive a slip of paper

## Alana Orkins

**Geneline** Martian Standard, **Subculture** Neoret

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

**Defense** 8/17, **DR** 10, **Shock** 22, **Wound** 5, **Wealth** 7, **Lifestyle** 7

**Skills:** Awareness 2, Bureaucrat 4, Comp-Ops 2, Conspiracy 4, Deception 4, Empathy 3, Guns 2, Lib-Arts 2, Melee 2 Persuade 4, Socialize 4

**Machine Laspistol:** +4 (♠18M/♥12M/♦6M/♣3M), Autofire 3, Range 10, Shots 10

**Baton:** +4 (♠21L/♥14L/♦7L/♣3L)

**Gear:** AR Implant, Biomonitor, Combat Armor (Big 6), Expert System (Pro: Persuasion; Pro: Bureaucrat), Hand Terminal, Personal Assistant, Workstation

The leader of Station 7378, Alana has pale skin, but her hairstyle honors her aboriginal ancestors. She is warm and welcoming, talking easily with everyone. Under her leadership, the station has gone from a tiny outpost in the middle of nowhere into a thriving—if isolated—community. Her team looks to her with love and respect. When wearing her armored combat suit, it is obvious it is not the standard USD-44p, but something likely built on-site.

pointing out that there are more children and pregnant women around than is normal for a remote station like this. If the scappers bring it up, the station crew respond with pride, noting how they're building a better tomorrow. Be sure to have the crew respond appropriately. If a scrapper asks rudely or awkwardly, respond with wounded pride.

- Additionally, if any of the scappers are carrying a concealed weapon, have the player now make a Per/thievery-12 flip to determine how well it's hidden. Do not tell the players whether their weapons have been noticed or not. Keep a note of whose weapons were noticed.
- Finally, the station crew will ask the team questions about what they were doing out so far in the Martian outback, and whether anyone is expecting them back home. These questions should seem just a little too probing...

## Dessert

As the meal is coming to a close, a long day of trekking through the Martian outback and heavy eating begins to take its toll.

- Towards the end of dinner, have all of the players make a Det-12 flip. Everyone is tired from a long day and lots of food. Anyone who failed the flip has fallen asleep, and by the end of the meal and must be woken up to get to her room.
- The guides escort the characters back to their rooms and wish them a good night's sleep. They also ask if the team needs anything else. They will be as helpful as possible, but will not leave the characters unattended. Finally, they say that they will leave someone nearby in case the team needs anything in the night.

## **Toussaint Bergmann**

**Geneline** Martian Standard, **Subculture** Neoret

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

**Defense** 8/17, **DR** 2, **Shock** 12, **Wound** 4, **Wealth** 5, **Lifestyle** 5

**Skills:** Comp-Ops 2, Crafts 3, Engineer 3, Guns 1, Mechanic 2, Melee 2, Ordnance 1, Phy-Sci 4, Program 3

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

**Baton:** +5 (♠18L/♥12L/♦6L/♣3L)

**Stun Grenade** ×2: +4 (♠24L/♥16L/♦8L/♣4L), Area 5, Stun, Thrown

**Gear:** AR Glasses, Expert System (Pro: Phy-Sci), Hand Terminal, Reflect Suit (Reflect 3), Workstation

Dr. Bergmann is the head hydrologist. His devotion to the station's mandate of terraforming Mars is closely tied with his devotion to his wife, Irena, and their five children. He often stares off into space, brow furrowed deep in thought, as he tries to solve a problem or better implement the next task, even when not at work.

## **Gerald Popov**

**Geneline** Budget Upgrade, **Subculture** Techno

**Str** 6, **Dex** 6, **Spd** 5, **End** 6, **Int** 8, **Per** 6, **Chr** 4, **Det** 7

**Defense** 8/17, **DR** 5, **Shock** 18, **Wound** 6, **Wealth** 5, **Lifestyle** 5

**Skills:** Comp-Ops 2, Crafts 3, Engineer 4, Mechanic 3, Melee 3, Ordnance 3, Phy-Sci 2, Program 4

**Baton:** +6 (♠24L/♥16L/♦8L/♣4L)

**Monowhip:** +6 (♠6S/♥4S/♦3S/♣1S), Pierce 10

**Stun Grenade** ×5: +6 (♠24L/♥16L/♦8L/♣4L), Area 5, Stun, Thrown (Range 6)

**Gear:** AR Glasses, Expert System (Pro: Engineer), Hand Terminal, Tactical Suit (Big 6), Workstation

Mr. Popov is the head of hydroponics. He received his training apprenticed under his predecessor, Dr. Watanabe Nofoto, who built most of the original hydroponics in the station. Apprenticed to Dr. Watanabe as soon as he could, he spent most of his life learning at her side before her accidental death six years ago. Since then, he has brought the station's hydroponics to new heights, greatly expanding the station's water and cultivation capacity. He is bright and eager, excitedly talking of the next expansion project and what it will add to the station's terraforming capabilities. His tactical suit, when worn, is obviously of local manufacture rather than the usual mass-produced armor.

## Irena Bergmann

**GeneLine** Martian Standard, **Subculture** Neoret

**Str** 7, **Dex** 4, **Spd** 5, **End** 7, **Int** 7, **Per** 6, **Chr** 4, **Det** 9

**Defense** 7/15, **DR** 15, **Shock** 31, **Wound** 7, **Wealth** 5, **Lifestyle** 5

**Skills:** Comp-Ops 3, Crafts 4, Engineer 4, Guns 2, Mechanic 4, Melee 1, Ordnance 1, Phy-Sci 2, Program 4

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

**Baton:** +3 (♠27L/♥18L/♦9L/♣4L)

**Gear:** AR Glasses, Expert System (Pro: Engineer), Hand Terminal, PowerShell Armor (Big 16, Vac), Workstation

Dr. Bergmann is the head of technology. She is a jovial woman entering middle-age, and has a husband and five children, with another on the way. Her familial sentiments extend to her team as well, whom she sees as younger brothers and sisters. She and her crew oversee the maintenance of current technology as well as the development and manufacture of new machines and tools for the station's purposes.

In theory, they could build the team a new frimbobulator for their rover, but it would take a few weeks and cost a (comparatively) outrageous amount, being custom-made rather than mass-produced.

Her PowerShell armor is obviously cobbled-together at the station with materials on-hand or smuggled in. As such, it is not as efficacious as the Xenocom Infinity.

## Ximena Benjelloun

**GeneLine** Budget Upgrade, **Subculture** Former

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

**Defense** 8/16, **DR** 3, **Shock** 14, **Wound** 4, **Wealth** 5, **Lifestyle** 5

**Skills:** Comp-Ops 4, Conspiracy 3, Crafts 1, Engineer 2, Guns 3, Investigate 3, Mechanic 4, Melee 1, Ordnance 1, Phy-Sci 2, Program 3

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

**Baton:** +4 (♠18L/♥12L/♦6L/♣3L)

**Gear:** AR Glasses, Coverjack, Expert System (Pro: Bureaucrat), Hand Terminal, Workstation

Mrs. Benjelloun is head of communications. She is responsible for writing up all station-wide communications as well as the maintenance and management of intra-station and extra-station communication lines. She is often slow to respond to questions as she carefully words her answers so that her listener will understand exactly what she wishes them to understand.

## **Fen He Jones**

**Geneline** Martian Standard, **Subculture** Neoret

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

**Defense** 9/19, **DR** 2, **Shock** 18, **Wound** 7, **Wealth** 7, **Lifestyle** 7

**Skills:** Awareness 1, Bureaucrat 4, Comp-Ops 2, Conspiracy 2, Deception 3, Empathy 3, Guns 1, Lib-Arts 2, Melee 4, Persuade 3, Socialize 3

**Light Pistol:** +3 (♠12M/♥8M/♦4M/♣2M), Range 10, Shots 10

**Baton:** +6 (♠27L/♥18L/♦9L/♣4L)

**Gear:** AR Implant, Ballistic Suit (Gel 3), Biomonitor, Expert System (Pro: Bureaucrat), Hand Terminal, Personal Assistant, Workstation

Mrs. Jones is the head of logistics. She enjoys old-fashioned things, even going so far as to wear circle-lensed AR glasses with a top hat and pinstripe suit pants. She also maintains a garden in a space borrowed from Dr. Kim's regolith experiments. As other station heads brag about their accomplishments, she will chime in with how her department managed to obtain their supplies and materials ahead of schedule and under budget.

## **Kim Sisybonga**

**Geneline** Wild Type, **Subculture** Heed

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

**Defense** 10/20, **DR** 3, **Shock** 15, **Wound** 5, **Wealth** 5, **Lifestyle** 5

**Skills:** Bio-Sci 4, Comp-Ops 2, Crafts 2, Engineer 3, Mechanic 3, Melee 3, Phy-Sci 2, Program 4

**Baton:** +5 (♠21L/♥14L/♦7L/♣3L)

**Monowhip:** +6 (♠5S/♥3S/♦2S/♣1S), Pierce 10

**Gear:** AR Glasses, Coverjack, Expert System (Pro: Bio-Sci), Hand Terminal, Workstation

Dr. Kim is the head biologist. He loves to brag about the new cultivars of vegetables that he and his team are developing. At dinner, he will eagerly point out the tweaks he's made to what they're eating and how he did it. As his title indicates, the vast majority of his team's work is grown hydroponically, but they are also working heavily on cultivars (both crops and non-crop plants) that will grow in the regolith, with the thin Martian atmosphere and unimpeded solar radiation.





# The First Night

With dinner over, the team members will be shown back to their respective rooms. If they can manage stay awake, they will have the opportunity to escape their guides and explore the station.

## Staying Awake

At this point, the players can individually decide what to do next. Try to limit the table talk here, since none of the team are in the same room, and thus have no way to discuss plans among themselves. Unless one or more of them possesses a dedicated personal comm, the walls of the station otherwise block hand terminal wireless between the characters.

- All team members, however, must first make a Det-12 flip to stay awake. Those who failed to stay awake at the meal suffer a -4 penalty, as they are clearly exhausted. Failure means the character just cannot keep her eyes open. Success means that she stays awake, but receives the Fatigue (moderate) consequence.
- Begin with the characters who are awake. What do they wish to do?

## Leaving the Room

If the scrappers try to leave their respective rooms, there will be a guide sitting about four meters down the hall from each door, reading something on a hand terminal. If the guide notices the character, she will

stand and offer to help with anything, but will not allow the character to roam the station unguided, giving the same excuse mentioned before (see page 9).

- To leave her room without the guide noticing, the character must succeed at a Spd/stealth-12 flip. There is not much keeping the guide occupied, and hiding is not easy in the illuminated, bare corridors. With a bit of speed and luck, however, it is just possible to sneak out the door and down a different corridor without attracting attention.
- Attempts to distract the guide are unlikely to work well. The guides are very familiar with the station and very aware that strangers are nearby. If something seems amiss, a guide will instinctively check the guest she's watching over, because that's the most likely cause of a disturbance. However, let the players be creative and attempt to come up with a plan. Whatever the approach, distracting a guide should be somewhere around TN 14, barring any modifiers based on the feasibility of the plan.
- Remember, the guides have so far invoked no violence on the team, and as far as anyone knows, they're simply guarding their home from strangers rummaging through it.

## Sleeping Characters

Once the awake characters have each had a chance to fall asleep, escape their

guides or do something else entirely, it's time to resolve events with any sleeping members of the team.

First, the GM should ask herself: Have any of the sleepers made themselves into a threat in any way? Did one refuse to surrender her gun for an inordinately long time? Did one have a weapon that got noticed at the dinner scene? Have any of them tried too hard to slip past the guides?

This is the problem with acting too suspiciously in a horror game: anyone who has made herself a target is now at the top of the list to be neutralized. While the character who has made herself the biggest target is asleep, gas is pumped into her room's vents, keeping her sedated.

### Visitor In the Night

Any sleeping character who didn't make such a hard target of herself won't be gassed and thus will have a chance to notice when an intruder enters her room in the night.

- Have any such character make a Per/awareness-12 flip to notice the intrusion and wake up. Make sure to have all sleeping characters make this flip at the same time before moving forward.
- Any character who succeeds wakes up

to see her guide standing over her. The guide has a mask attached to a canister in his hand. He is getting ready to fix the mask over the scrapper's face.

- Characters woken up in this fashion will likely want to fight off the guide, who will fight back wielding a baton. The intent is to incapacitate, not kill. If the scrapper loses the fight, she will be knocked unconscious.
- Use the Cultist stats found on page 210 of the *Shadows Over Sol* core rulebook.
- Note that characters who have slept don't suffer the same Fatigue consequence as those who remained awake.
- Characters who failed to wake up sleep through their additional sedation. They may be able to attempt to wake up and escape later, in the Baptism section on page 24.

### Getting Away

A character who escapes this attack is now able to explore the station, but had better hurry, as she immediately will hear someone walking towards her room from around a corner. This someone is, in fact, two people who are coming to help carry her unconscious body away.

- The scrapper only has about 10

## Help, Everyone's Asleep or Captured!

It's possible that everyone on the team just went to sleep, that none of them woke up when being subdued or they lost a fight and were otherwise captured. Now what? Here are a couple options.

- Skip to the Baptism scene on page 24 and make it easier for them to escape.
- Or maybe the station crew screwed up and left several of them unattended without enough sedatives to keep them unconscious. They may wake up and attempt a rescue of their companions!

seconds to slip away or hide before the oncoming guards arrive and they spot her. Slipping away unnoticed requires a successful Spd/stealth-12 flip.

- The guards will attack if they spot her, likewise aiming to subdue rather than kill. Use the Cultist stats found on page 210 of the *Shadows Over Sol* core rulebook.
- Alternatively, the character might opt to flee. Getting away is an opposed extended action. It is Spd/stealth vs. Spd/athletics (Tally 5, 10 seconds). If the scrapper reaches the Tally first, she escapes, losing the guards in the corridors of the station. On the other hand, if the guards reach the Tally first, they will have her cornered, forcing her to fight them two-on-one.
- Should a character escape, the guards will then alert the rest of the station. For the rest of the night, the team will have to avoid roving bands of guards, who travel in pairs.

acters will have resisted falling asleep, escaped her guide and will be at large in the station. The more the merrier, as it keeps those players engaged in the action!

- One or more of the characters, however, may have succumbed to sleep, been exposed to sedative gas or gotten themselves captured. At this point the GM should pick one of these characters and secretly give her player the Possessed handout. From this point forward she has been possessed by the Saturnine Influence. The text of the handout is below.
- The GM should also take a moment to gauge whether the team has killed any of the station crew. If they have, the violence of the crew response will escalate in kind. The station crew are defending their home and their families: they will not hesitate to kill someone who has killed their own. Any crew encountered will now have both a knife and a pistol on them, and they will not hesitate to use them! The crew may also increase the frequency of their patrols and mobilize their heavy bruisers.
- If the team has killed, from this point forward, use the Thug stats found on page 213 of the *Shadows Over Sol* core rulebook rather than the Cultist stats.

## Evaluating the Situation

This is a good point for the GM to stop a moment and take stock the situation. Ideally, one or more of the player char-

### **Handout: Possessed**

This character is now being controlled by the Saturnine Influence. Her will is fully subjugated to that of the cult on the station. She will help in the apprehension and possession of the rest of the team in any way she can.

Her possession should be roleplayed with nuance: For the time being, she should behave as normally as possible to retain the other characters' trust. She is a Trojan horse on the team until outed. If she is cured of the Saturnine Influence, this possession ends.

# Exploring the Station

At this point the team can begin to explore the station. The GM should be prepared to make things up as they explore, keeping in mind that there will be a lot of construction, dark hallways and occasional roving bands of station crew searching for the escaped guests.

The GM should take turns, going from player to player, resolving what

her character encounters as she explores. As the scrappers move about, the GM should either pick from the events listed in the next section or draw a card and look up the results on the table below. If the result does not make sense in the character's current situation, apply the next result on the table.

- Station crew travel in groups of two or three. Use the Cultist stats found on page 210 of the *Shadows Over Sol* core rulebook, unless otherwise noted above.

Card	Event
Ace	<b>Witness:</b> The scrapper witnesses one of her fellow team members being inducted into the cult. Go to the Baptism section (see page 24).
2 – 4	<b>Peaceful Hab:</b> The character comes upon one of the station habs with a family inside. Go to the Peaceful Hab section (see page 21).
5 – 7	<b>Terminal:</b> The scrapper comes across a small lab or workstation with unrestricted station access. Go to the Terminal section (see page 22).
8 – 10	<b>Wiring Hazard:</b> The character wanders through one of the station's many construction sites with exposed wiring. Go to the Wiring Hazard section (see page 23).
King	<b>Ambush Opportunity:</b> The character hears someone coming. She may attempt to hide and attack a lone, unarmed station head. Choose a station head other than Alana Orkins (see pages 12 to 15). If the scrapper succeeds in subduing her target, she can then interrogate the station head to learn more about the situation. Go to the Interrogation event (see page 21).
Queen	<b>Supply Cache:</b> The scrapper stumbles across a supply cache of useful equipment. Choose one or two helpful items from the Gear chapter of the <i>Shadows Over Sol</i> core rulebook (beginning on page 177). Potential picks include a heavy tool to use as a weapon, a medical kit, a vac suit or some Stimulox. The character may take these items and be on her merry way.
Jack	<b>Forces Combine:</b> The scrapper comes across another player character wandering the halls (pick one). They may now join forces. If the character she comes across encountered a different event during her last chance to act, they meet right as that event is resolved. Combine the two events as seems right for the team and the context.

## Events

If the GM has decided to pick the event encountered as the character explores, or if the card flip indicates an event in the next section, refer to the events listed below. Alternatively, the GM can simply wait for the player to attempt something and then react accordingly. Likely events are as follows.

### Interrogation

Once a character has managed to isolate and subdue one or more station crew, she may opt to interrogate them.

- Successful interrogation requires a Det/persuade-14 flip. The GM should assess bonuses or penalties to the flip based on the situation and cleverness of the player.
- Torture is notoriously unreliable, and the possessed crew members here don't care so much about their wellbeing, anyway. Most effective will be attempts to create common ground and empathy.
- Success will reveal the Outer Station secret. The GM should give the appropriate handout to the player (see page 23). Success with Mag 5+ on one of the station heads will also reveal the Inner Station Secret.

### No Way Out

A scrapper may attempt to find her way out of the station, but doing so is more difficult than she may surmise. Construction on the station has since sealed away the entrance the team used, causing it to no longer be a viable exit. It is obvious it will take a very long time to clear. They are not getting out that way.

- To discover another exit by prowling the hallways, a character must succeed on an Int/investigate-12 flip.
- Alternatively, accessing the station computer and hacking it to locate an exit requires first locating a terminal and then succeeding in an Int/program-10 flip (internal station security is pretty lax).
- Failure on either of these flips leaves the character wandering the corridors for a time. Additionally, failure to hack the computer terminal will alert the station's crew as to the failed attempt and the terminal's location. If the character continues to linger near the terminal for too long, she may encounter guards sent out to investigate.
- Use the Thug stats found on page 213 of the *Shadows Over Sol* core rulebook. Two will respond to a failed hacking attempt.

### Peaceful Hab

The character comes across a family hab in the station. The player may choose what to do with this information, such as use it as a hiding spot, attack the inhabitants or avoid it entirely—players can be surprising with what they come up with!

- A particularly ruthless character might even take the inhabitants hostage. Doing this, however, will increase the violence of any future station crew encounters. Oddly enough, people do not react well to their families being threatened.
- The scrapper might also choose to interrogate one of the inhabitants. In this case the GM can skip to the Interrogation event (see the event to the left).

## Random Patrol

It's possible that a character wandering the halls will run into a roving security patrol.

- She should make a Per/awareness-10 flip. On a success, she will hear the patrol coming in time to hide or flee.
- Hiding from the patrol requires a successful Spd/stealth-12 flip.
- Fleeing the patrol before being noticed requires a successful Spd/athletics-10 flip.
- Failure on either of these means the character blunders into the patrol or fails to evade them.
- Use the Thug stats found on page 213 of the *Shadows Over Sol* core rulebook. There will be two guards in the patrol.

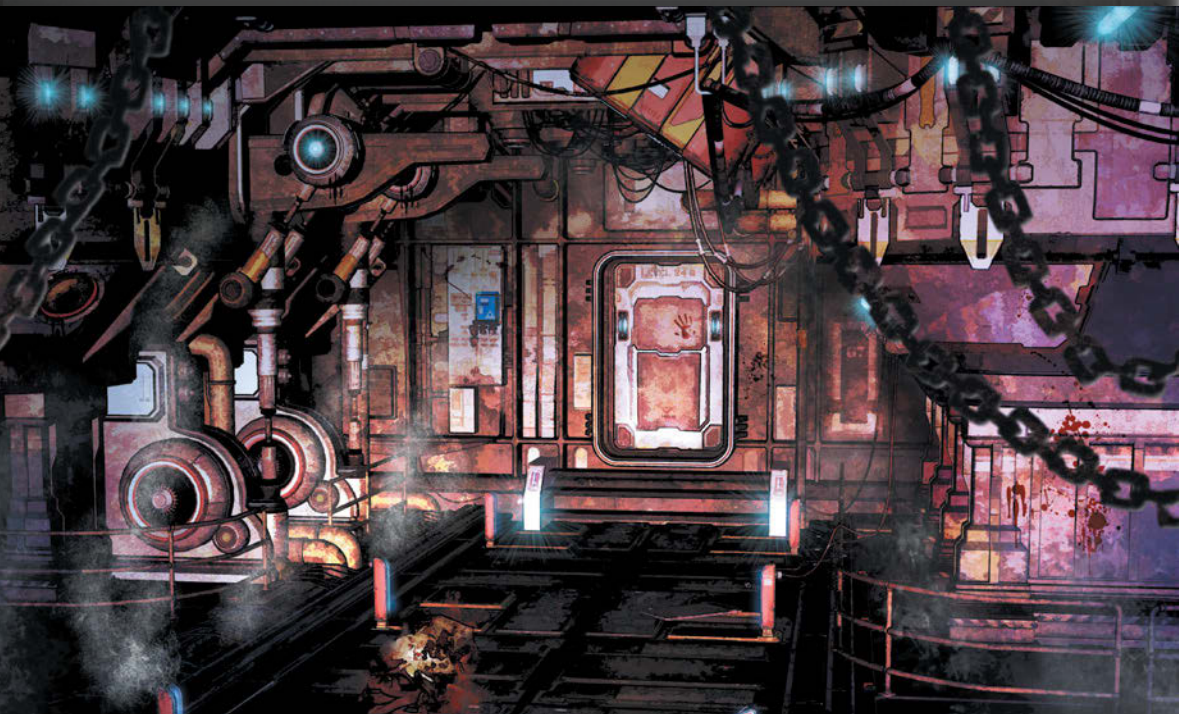
## Terminal

The scrapper finds a small laboratory or a workstation with greater database and network access than the more common hall terminals.

- She may make an Int/program-12 flip to gain access to the secure terminal.

Failure alerts the station crew to her location. Success gives her access to the station's more secure files. These include lots of mundane files about terraforming and hydrology-related projects.

- With a successful Per/bio-sci-12 or Per/phy-sci-12 flip, it will reveal that the terraforming goals in the files are significantly different from the normal Martian terraforming plans. If followed through, these would create a far wetter Mars with much higher sea levels. In fact, if their goals are met, this entire station will become an undersea station. It's otherwise built about six meters above the ideal Martian sea level.
- With a successful Per/comp-ops-14 flip, the character may also notice a project simply named "Wormwood."
- This file is powerfully encrypted requiring an Int/program-14 flip to access, and any failure will alert the crew to her location and increase the violence



of their response. Should she succeed, however, she will learn both station secrets. Give the character both station secret handouts (see below).

### **Wiring Hazard**

As the character wanders through one of the many construction sites on the station, she comes across a section with many loose live wires.

- As the scrapper is crossing the hazardous section or as she is about to leave, she will be attacked by a long station guard. Use the Thug stats on page 213 of the *Shadows Over Sol* core rulebook.
- At some point in the fight the guard will fall into one of the live wires, delivering to her an electric shock which cures her of the Saturnine Influence. Refer to the Excorism section (see page 26).

### **Handout: Outer Station Secret**

“It all started when Irena Bergmann drowned. She fell into one of the treatment tanks. Her assistant was on lunch break, so no one found her until it was too late. She was taken to the medical bay, dead to the world. Toussaint was called to come and see the body, but by the time he arrived, she was sitting up. We all thought it was a miracle. We were wrong. I’m not sure whether she drowned her assistant first or her husband. Either way, that’s how it’s done. They throw you in a vat of water and watch you drown. But there’s something in the water; it won’t let you die. You wake up, water pouring from your lungs, and you belong to it. You’re one of them, and you’ll do anything for them. All that matters is the group.”

### **Handout: Inner Station Secret**

**Note:** If one of the characters learns this secret, she should also learn the Outer Station Secret (see the handout above).

“My God, you’ve got to stop them! This thing! This thing in the water! It’s from Saturn’s rings! I don’t know what is is. Some sort of virus or something? It can’t take control of you while you’re living—that’s why they have to drown you. You can eat and drink it all day long and be just fine, but once you’re dead, it has you! But that’s not all! It wants something! It wants Mars! It wants the whole solar system! It wants humanity. They’re infecting all the water on Mars with it as fast as they can, but it’s only been a couple of months.

There’s a lab hidden in the mountain, accessible only through the machine shop. It’s using them there. Project Wormwood! They’re building a special ship to spray infected water into the atmosphere on Earth! It will infect every last drop of water on the planet! If it infects Earth, it can’t be stopped! You have to destroy it! Destroy it, please! In the hidden lab! Through the machine shop!”



## Baptism

Deep in the heart of one of the new station sections still under construction, the team may witness a terrible ritual—with one of them as an unwitting participant! Any scrappers wandering the halls will come upon this scene as it unfolds. One of their unconscious or captured companions will be subject to it.

- The GM should first choose one of the unconscious or captured player characters to be subject to the ritual. Try to pick one who hasn't had a chance to be part of the action for some time.
- The wandering characters come upon a large room with a huge vat of water embedded in the center. Alana Orkins stands with three station crew in front of it, and with the semi-conscious scrapper bound in a straightjacket lying in front of them.
- The closest approaching character must first succeed on a Dex/stealth-8 flip to remain unnoticed. On a failure, Alana will hear something and then send four of the station crew to go investigate the character's hiding spot. If the scrapper is spotted, all four will give chase and attack.
- Use the Cultist stats found on page 210 of the *Shadows Over Sol* core rulebook.
- Alana Orkins' stats are found on page 12. In this scene, she is not wearing her combat armor, since she is not anticipating a showdown. If a fight breaks out and her side seems to be losing, she will run away and gear up.

## Ritual

If the wandering scrappers succeed in remaining stealthy, they have a chance to witness the rest of the ritual.

- The bound character is lifted by two of the crew members and thrown into the vat of water, where she begins to drown.
- She is semi-conscious, but may now attempt a Det-8 flip to fully awake and resist drowning.
- She is bound in a straightjacket, and her ankles are tied together, making swimming exceedingly difficult. She must succeed at an End/athletics-14 flip or increase her Fatigue consequence a severity. Success allows an attempt to escape from her bondage. Failure means she takes the Fatigue and must try again or drown. She drowns if this would reduce her Fatigue above critical severity.
- Slipping out of the straightjacket requires a Dex/thievery-12 flip to escape her bondage and swim freely.
- Climbing out of the vat requires a Str/athletics-14 flip if bound (TN 8, if freed).
- Of course, if a character manages to escape her bondage and swim free, the crew members will attack her immediately and bludgeon her back into unconsciousness. Should she manage to flee or, somehow beat them all—most likely with help from the witnessing characters—they may now wander the station together.
- If she is caught and knocked unconscious again, she will be unceremoniously bound and thrown into the tank again. This time she is unable to resist and will drown.

## Completion

Should the team watch the scene all the way through, and the drowning character fails to escape, they must watch their friend drown. Eventually, she lies still on the bottom of the water tank. Alana and the crew wait for five minutes, then four crew members dive in and drag the character out.

She is awake, calmly regurgitating water as Alana watches her, supported by the others crew members. Alana asks her if she is feeling better, and they all leave together.

- Give the player the Possessed handout to read secretly (see page 19).

## Intervention

Any character who witnesses this ritual, of course, may intervene at any point to save her teammate. This is a feat best attempted with backup, however, as a single character will be heavily outnumbered.

If a character is caught at any point during this situation, she will be bound and thrown into the water to drown as well.

## Repetition

At the end of the first night, any players who failed to wake up or were subdued at any point during the night may go through this from the perspective of the character being baptized.

The GM may also run this with a group as the subjects—with everyone bound, as it is unreasonable for the station crew to think the characters would escape without backup.



## Ritual Storytelling Example

Ted was unable to stay awake tonight. He awoke to find his guide standing over him, but failed to break free. The last thing he remembers is the mask going over his mouth and nose, the smell of chemicals, and his limbs feeling like cold lead.

The jolt of hitting the water wakes him, and he succeeds at the Det-8 flip to awake. He desperately tries to keep his head above water, but struggles and fails, losing the End/athletics-14 flip. As a consequence, he increases his Fatigue to light severity.

Ted is dimly aware of his teammate, Shelly, dropping on Alana from above before reaching out for him. He attempts to struggle his way out of his straight-jacket, remembering to apply the penalty from the Fatigue consequence, but fails.

He makes a heroic effort, but his lungs fill with water and the world begins to fade. His last sight is of one of Alana's thugs driving a baton into the back of Shelly's head as she falls to the ground. Shelly's body soon lies next to his on the bottom of the tank.

## Exorcism

Once a character knows the outer station secret, she may attempt to find ways to cure the Saturnine Influence. This is possible, although it may take longer to figure out than one night allows.

## The Cure

One solution to cure possession by the Saturnine Influence is with a massive electrical shock. It is unclear why this is: maybe it disrupts the neurons the influence has hijacked, or maybe the extraterrestrial biology is simply particularly susceptible to electrical interruption. Regardless, a massive electric shock will destroy what is causing the possession, freeing the individual who received the shock.

- The players may have a chance to learn this cure by accident when fighting a patrol near heavy machinery, or it may be done when trying to revive someone with a defibrillator, or via some other method.
- One possibility is described in the Wiring Hazard event (see page 23).

## Administering the Cure

Since such shocks stop the heart, it is very risky to administer this cure, as it may result in the death of the subject.

- Administering the cure requires success on an Int/medic-12 flip. Failure results in the subject suffering a critical wound. Success will cure the patient, but this still causes a light wound.
- The medic will, of course, also need to find a tool capable of giving out

this sort of electrical jolt. One possibility is a defibrillator. A defibrillator is used to stop the heart in the hopes that it will essentially reboot, sort of like turning a computer off and on again. This is usually done under certain circumstances when the heart is beating incorrectly. The heart is stopped so that it will resume beating in a correct rhythm.

- A proper tool can be located if a character searches the station's medical bay and succeeds on a Per/medic-10 flip. Otherwise, an improvised tool can be discovered in one of the construction sites with a successful Per/investigate-10 flip.

## Saving the Locals

One of the biggest complications to saving the locals is moral: There are many children on the station, and they are less likely to survive such a large electric shock. What's more, there are many visibly pregnant women on the station, and such a shock could potentially harm the fetus. Once this method for exorcism is discovered, the players must decide on whom they may use it in good conscience.

- Once a crew member is exorcised, she will reveal the Inner Station Secret, desperate for the team to help (see the handout on page 23). But she also begs the characters not to kill anyone. The station crew is being puppeted; they aren't responsible for their actions. They're people being controlled by an external force, but they're all good people. Don't kill husbands and wives, sons and daughters, children and parents!

## The Saturnine Influence

What is the Saturnine Influence? Where did it come from? This is what the possessed might know, should they be freed and be able to tell all:

The possessed know that it's from the rings of Saturn. They're not sure where it came from before that, but the Influence gave them vague impressions of a watery world with a small, red sun; a world it is trying to recreate. It has a fuzzy recollection of drifting into a ring of debris around a gas giant—the host will recognize it as Saturn—and then nothing again until the impact with the Martian regolith restarted whatever it possesses that passes for consciousness. As it re-froze, a vehicle approached, which the host recognizes as one of the station's ice transport rovers, with "STN 7378" marked clearly on the side.

The Saturnine Influence rose to full awareness for the first time in eons in the water treatment tanks. Various chemicals were poured into it, like a knife into its side. But it survived.

Then an opportunity came. Irena Bergmann fell into the tank. There she died, but the Saturnine Influence knew it could help. As the woman drowned, it was drawn into her gasping lungs, moving from the circulating water to her body. When she died, it was able to take control, to bring her back.

The Influence needs to survive, to thrive. It needs to create a new watery world. With full access to the nerves and synapses of Station 7378's humans, it sees that it can do this. First by taking Earth. Then continuing the terraforming project on Mars. With its control and humanity's tools and genius, it can re-create the entire solar system into a paradise. In time.

Like humans before the microscope, it has no concept of cells and cell types. It does not know exactly what form it takes. Nor is it interested: it is what it is. That is all it has ever needed to know about itself. The human hosts suspect it is something like a virus, and maybe it is, but that is mostly guesswork, since it survived their filtering process.





# Resolution

It's been a difficult night for the team. They've been guarded, gassed, assaulted and chased. Some of them may no longer be operating of their own free will. Some may not know whom to trust. But a new day is about to dawn.

## The Next Day

Eventually the night will come to an end. The next day will dawn. The patrols will come to a stop and the crew of the station will begin to act as if nothing was amiss or happened in the night. They will address the team as guests and will continue to go about their business, leaving guides to keep an eye on the characters as before.

How the team responds to this is up to them. It's quite possible that one or more members have become possessed by the Saturnine Influence in the night. Ideally, this sudden transition from night to day should come across as creepy and jarring for the remaining characters.

## Following Nights

The next night the patrols and rituals will resume. Eventually all of the non-possessed members of the team may either be taken over by the Saturnine Influence, or the remaining members may attempt something desperate, such as an escape or an attack on Project Wormwood, should it have been discovered.

Be sure to let the possessed and non-possessed player characters interact. Espe-

cially if one character witnessed another drown. How far are the non-possessed scrappers willing to push it, knowing that they're hugely outnumbered?

The most this will go on for is three nights. After this point, the signal from the team's rover will attract a rescue party, who will arrive to give the team a lift back to Oras colony. Depending on whether the characters are possessed, this may unknowingly spread the Saturnine Influence (see *Whom to Trust*, page 30).

## Bringing Events to a Close

There are a variety of ways that this scenario may end, depending on how events played out and on which loose ends the players chose to follow up. Some possibilities are explored below. The GM should mix and match these to fit the events of the session and the interests of her gaming group.

### One Left

If and when team dwindles down to one non-possessed player character, subtlety becomes pointless. Alana and the possessed characters will confront the remaining team member. They will attempt to persuade her to join them. Failing that, they will attack, using non-lethal force but with overwhelming numbers. Victory is unlikely for the sole non-possessed survivor.

- Try to play this up like the dark and desperate end of a horror movie. The

possessed team members and station crew should give the survivor one last chance to “join us...” but they won’t be stupid about it. The end is near and they know it.

- This is also a good opportunity to give the remaining character a moment of spotlight. Will she make a dramatic last stand? Or will she attempt to flee, alone and underequipped, into the Martian outback and choose death by suffocation over possession?
- It is also good to remember that some players don’t like playing out lengthy losing scenes. These players may prefer the GM to end the session with a note of uncertainty. For example, the GM might end the session right as the overwhelming hordes of possessed characters rush into rip apart the survivor, thereby implying the survivor’s death without it actually happening “on screen.”

### Whom to Trust

If the scenario reaches the fourth day, a rescue rover arrives from Oras, ready to take the characters back to civilization. The driver of the rover may be puzzled by the distrustful disposition of the team, but a job’s a job.

The surviving characters can pile into the rover, eyeing each other warily, not knowing whom to trust. One of more of them is quite possibly possessed by the Saturnine Influence, but it may be impossible for them to know who it is. They have a Trojan horse in their midst, but this is a problem for another day.

### Tell the World

A non-possessed character who knows at least one of the station secrets can proceed to tell everyone just what is going on at the station, to the best of her ability. Of course, to many this will simply sound like the rantings of a lunatic.

- Convincing any of the authorities in Oras or from the Mars Terraforming Project to even send a patrol out to investigate Station 7378 is difficult. This requires a Chr/bureaucrat-12 flip. On a success, the authorities will still doubt the character’s story, but will grudgingly send out a patrol.
- Unfortunately, a small investigative patrol may end up killed or possessed, just like what might have happened to the team.
- Attracting enough attention to the problem to drum up a return in force requires both connections and success on either a Chr/bureaucrat-14 or Chr/persuade-16 flip.
- This may lead to a follow-up adventure with the team returning to the station in force, or the GM can choose to simply leave the mystery unresolved.

### Getaway Rover

If the non-possessed characters manage to band together and overcome the station crew guarding the escape routes, they might attempt to steal a rover. Unfortunately, the station’s two rovers are both in a nonfunctional state. Significant work and materials will be required to repair one.

- Performing the repair requires access to one of the broken rovers and

the operation of large and noisy machinery. If the team has been sneaking around, this will definitely attract attention from roving guards.

- Many of the necessary replacement parts aren't stored in the rover garage. To obtain these parts, the team will need to locate them elsewhere in the station and bring them to the rover.
- Finally, an Int/mechanic-12 flip is required to actually effect the repairs. If successful, the team may now escape the station and return to Oras.

### Complete Annihilation

If all members of the team succumb to possession by the Saturnine Influence, the end is bleak. In future adventures other characters may encounter traveling members of the station crew, seeking to spread their influence. The technical issues with Project Wormwood are years from completion, and the completion of Mars terraforming will take centuries more, during which the cult will continue subverting first individuals, then outposts, then full colonies. Some of the possessed characters may even turn up again as part of the expansion effort.

Have fun with how this impacts your future *Shadows Over Sol* adventures!

### The Cure

If the team manages to find the cure for the Saturnine Influence, they can apply it to all they dare. If they equip themselves properly, they might even be able to take control of the station and start the eradication of the influence altogether, as they see fit.

If the team attempts this, they will encounter increasingly violent resistance, but the station crew largely consists of civilians and families, with only a few combat-trained individuals living among them. Should the team manage to equip themselves well enough and come up with a good enough plan, they might be able to gain control of the station.

- The station is home to 31 noncombatant adults. Aside from the station heads whose stat blocks begin on page 12, these characters use the Cultist stat block found on page 210 of the *Shadows Over Sol* core rulebook.
- There are 9 people on the station with combat experience. These characters use the Thug stat block found on page 213 of the *Shadows Over Sol* core rulebook.

### Wormwood Deposed

If the team discovers the Inner Station Secret, they might decide to assault and destroy the hidden Project Wormwood lab. Any station heads or characters that are still possessed will be there to stop them, and will defend it with all the violence they can muster. Should the team win, they may destroy the lab and everything inside it.

- With a successful Int/ordnance-12 flip and the right explosives, the team can even destroy the partially-constructed ship in controlled way, refraining from blowing up the whole base. Failure means everyone dies as the base is destroyed entirely.
- Proper explosives can be located elsewhere in the station with a successful Per/investigate-10 flip.







# Shadows Over Sol

Something unexplained is happening at the remote Martian Terraforming Station 7378. After the last ice shipment, the crew cut off communications with Oras colony, and have started modifying the parameters of their terraforming efforts. Something inhuman was brought in with the last ice shipment—something horrible.

The team must get to the bottom of this strange behavior before it endangers the entire terraforming project. They may not like what they find.

*Shadows Over Sol: Thirst* is an adventure supplement for *Shadows Over Sol*. It features a frightening investigative horror scenario and is designed to run between one and two gaming sessions.



Tab Creations

