

GHOSTS OF MARS

An advanced science outpost lost contact with the main Martian colony. You are called to investigate what has occurred and a terrible secret has been discovered. A sci-fi terror scenario for levels 1-5, ideal for 3 players.

[1] Main Airlock

There are four lockers for exosuits in the room. Two are empty, the other two with untouched exosuits, seemingly in perfect condition. There are tools scattered on the floor. There is no breathable atmosphere on site. A door in the back gives access to the base.

[2] Corridor

This corridor gives access to 3 doors. On one screen you see written store, in the other workshop and other main access. On the floor there is a kind of green fungus. There is no breathable atmosphere on site.

[3] Workshop

The workshop has tools scattered across the countertops and on one of the 3D printers, there is a weapon that has not been completed. No signs of fighting just confusion. One of the walls is taken by the green fungus. There are tools that can be used as weapons. Draw on the table

[4] Warehouse

The warehouse is a mess. The supply boxes are spread out and spread across the floor. All are covered with green fungus, and the appearance seems to be rotting. Toolboxes and equipment are untouched.

[5] Main Junction

At the main junction there are 3 doors. One for sector A, another for sector B and the door from which it gives access to the entrance part. There are burn marks on the wall, as if someone had used a torch. There is no green fungus here.

[6] Science Lab

The laboratory is totally destroyed, with signs of struggle everywhere. There are milestones of energetic weapon fire through the walls. And the green fungus dominates the whole room. There is a door written sick bay, other greenhouse.

[7] Greenhouse

The greenhouse is totally taken up by the fungus and the hydroponic farming system destroyed. On one of the walls is written the hand: "The Fungus Kills"

[8] Sick Bay

Upon entering sick bay you are faced with a tremendous confusion. In addition there is a body lying on the ground covered with fungus, wearing a scientist's uniform. As he approaches, he begins to move and will attack the group. If the characters beat him, they find out that the fungus has something to do with what's happening.

[10] Crew Quarters

The crew quarters are destroyed, with clothes and belongings strewn across the floor. However it is not empty, a female-shaped fungus zombie is in place and attacks the group.

[9] Main Control Room

The control room is completely damaged, however a terminal works. There is a door written on Crew Quarters another Digging site. When accessing this terminal appears the following diary.

05.05.2047

Commander David, Personal Log

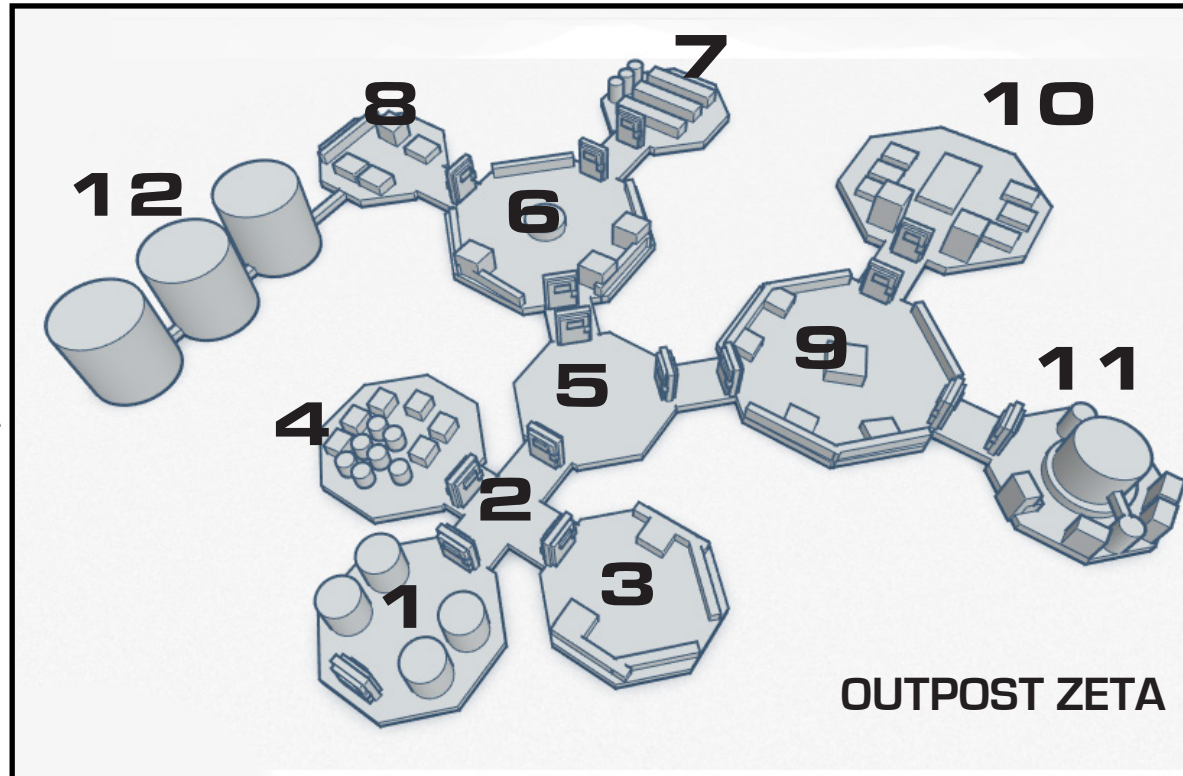
The digging site revealed a strange fungus that eventually infiltrated the station. It seems that this fungus causes some kind of madness in people. Mike and Jana were infected and go crazy in the process. They killed each other and took Doctor Chandra along. I am alone and I can not risk infecting others. Now I'm going to throw the bodies in the digging hole and then I do not know what I'm going to do ..."

[11] Digging Site

The digging site is covered by the fungus, and is totally contaminated. When entering the room you come across a strong and tall humanoid figure, covered with remains of the uniform and formed by the fungus. In the remnants of the uniform you see written "Commander David". Time to face what's left of that human being.

[12] Support Tanks

The life support tanks are apparently in perfect condition. There is nothing remarkable about them.



OUTPOST ZETA

Fungus Zombie

This monster is equivalent to a zombie level 3 of any system. When attacking and hitting, he has 40% of piercing the suit and causing an infection in the attacked character. The character will die and become a zombie in 1d6 hours.

Comander David, Fungus Zombie

This monster is equivalent to a mummy level 5 of any system. When attacking and hitting, he has 50% of piercing the suit and causing an infection in the attacked character. The character will die and become a zombie in 1d6 hours.

Aftermath

If the players beat Commander David, they take a sample of the fungus and take it to study. The master will explain that that fungus is responsible for all that.

In the process they will destroy the outpost, preventing the spread of it. If they are defeated, they will all become zombie fungi.

Weapon Table

d6 Roll - Weapon

- 1 - Flame Thrower
- 2,3 - Steel bar (eq. to mace)
- 3,4 - Steel Knife (eq. to shortsword)
- 5,6 - Steel Cutter (eq. to long sword)

Credits

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