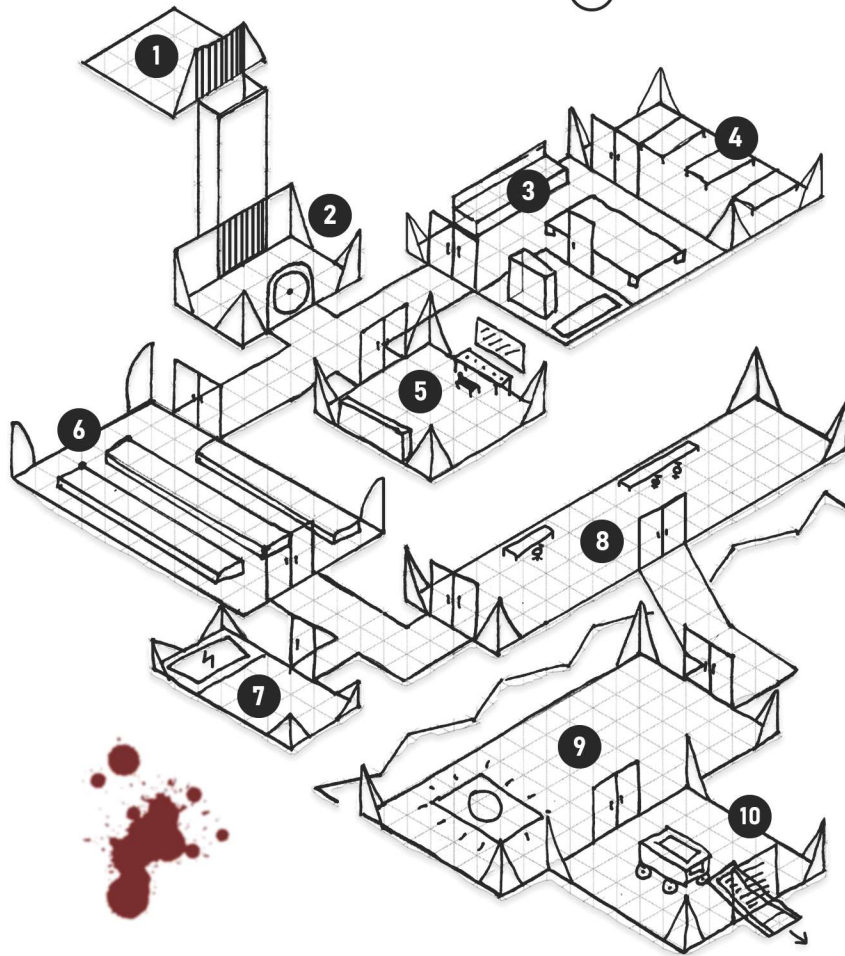


STATION W3-1RD



PREMISE ■

Station W3-1RD is an independent research outpost financed by the Halebret-Telan Company, a major pharmaceutical manufacturer. The station was built inside of a shallow cave network in order to allow the 12 scientists onboard to study the bioluminescent crystals found in the depths of the cavern. The PCs have either stumbled across the hidden station accidentally after receiving a garbled distress call from the head scientist Dr. Ela Chen, or have been hired to investigate the lapse in communications over the past month.

SITUATION ◆

About 2 months ago, the scientists on Station W3-1RD recovered a large, crystalline sphere from amongst a mound of radioactive biomatter and ancient carvings found deep in the mine. Over the course of the next month, those present were slowly enraptured by the overpowering aura radiating from the mysterious relic. As more of the scientists succumbed to the madness, a fight erupted amongst their ranks which left several dead. Their bodies are scattered throughout the station, and several ghouls now scour the halls looking for extra corpses with which to feed their crystalline master. The PCs are to enter the station, uncover the fate of the head scientist, retrieve any data recorded regarding the event, and secure any artefacts or substances uncovered by the research team.

MAP LEGEND ▲

- 1 The entrance to the station is carved into the rock face; a rickety, yellow elevator big enough for two people leads down to the bottom. It may drop unexpectedly if more than 2 people attempt to board, potentially harming those on board and blocking the exit. The entire trip down takes less than a minute.
- 2 A decontamination chamber which connects the elevator shaft to the tunnel system. A round, metal door sits partially unsealed; streaks of dried blood are caked over the lower portion of the door, with a trail leading down the soft-shelled tunnel towards room 6. PCs may begin to notice the lingering stench of decay at this point, and if they do not possess oxygen masks, will begin to suffocate in 1d6x10 minutes due to the **toxic miasma** which permeates the entire station. If they manage to repair the air purifier in room 7, they will be able to breathe normally again. From here out, the rest of the station is only barely lit up by emergency lights. Throughout the remainder of their stay, the PCs will receive telepathic messages from the sphere suggesting they leave or turn on their comrades.
- 3 The mess hall and lavatory shared by the station's crew. Signs of a struggle, but no blood. The table is arranged as if a meal was underway, and dirty dishes sit in the washing area. The lavatory is also empty. On the central table sits a **datapad** written by chief engineer Dana Whitross. It is dated to 2 months ago, and reads: "Finally something worth writing about. John and Cyrus found a huge crystal sphere deep in the mines today. Seems to be some kind of naturally occurring mineral. Placed in stasis in the lab for further study." Another entry, dated to 2 weeks later, reads: "I swear John has been following me for the past few days. Everytime I turn around, I swear he's just out of sight, almost like a shadow. Maybe I'm just losing it, but I swear he doesn't even sleep anymore. I always knew he was a bit weird but... ugh... what a creep..."
- 4 The sleeping chamber. 3 pods are lined up along the back wall for the crew to rest in. Of the 3 pods, only 1 is occupied at the moment. Inside is **one of the station's scientists, Dr. Emmet Kael**. He appears to be alive, though the PCs are unable to open his sleeping pod without damaging the internal life-support systems inside. To repair his pod, the PCs can either cannibalize the other two pods for parts (the harder route), or repair the main generator in room 7 which will take over from the backup generator (technically easier). If the PCs manage to open the pod, they will find a **passkey** on Emmet's person. If he is alive, he can tell them about what happened to the others (see SITUATION).
- 5 The comms room is currently locked shut from the inside and normally requires a passkey to open. An observant PC will notice a **laser trip wire connected to an incendiary bomb** that has been hastily installed in the door frame. If the PCs manage to open the door and avoid dying to the trap, they will find an emaciated **Dr. Ela Chen** hiding under the control desk. She is babbling incoherently to herself, clutching a datapad in one hand and a slugshooter in the other. She will react poorly to the sudden entrance of the PCs if they do not have Dr. Kael with them, but she can be convinced to lower her guard even if he is not with them. If talked down, she can no longer speak in full sentences, but will hand over her **passkey** and **datapad which contains some of her recent notes**. Her notes are almost incomprehensible but speak of several scientists clashing over possession of the crystalline sphere. This eventually erupted into violence, with 4 of the station's staff murdering the rest. Dr. Chen and Dr. Ace Kandar escaped to the comms room, though Dr. Kandar went to find food about a week ago and hasn't returned. During that time, Dr. Chen managed to rig together a distress beacon hoping the company would send backup. From this room, the PCs can see through the remaining two security cameras. One is in room 6, the hydroponics bay, and the other is in room 10, the machine room. The camera in room 6 seems to be faulty, and only a bloody streak can be seen leading to room 7 from between the planters. The entirety of room 10 is visible as the camera is fully functional. Additionally, a **crew manifest** can be found if the comms panel, which requires more power to turn on, is accessed.
- 6 The hydroponics bay. The room is humid and reeks of death. The streaks of dried blood lead through the room to the other side. In the middle of the room is the body of **Dr. Ace Kandar**, strung up by **mutant plant life**. Any PCs who try to cut him loose are attacked by the plants, though they shouldn't pose much of a threat to seasoned fighters. On his corpse is a **slugshooter** and an **oxygen mask**.
- 7 The heavy steel door to the generator room is locked from the inside, passkeys cannot open it. If the PCs make significant noise breaking in, the ghouls in room 8 or even 9 may hear. Inside is **Tek Morban, the other engineer**, who appears to have starved to death. The PCs can repair the **air purifier**, the **generator**, or both, though if power is fully restored, the ghouls in rooms 8 and 9 will notice. Hazardous plasma-arcs jump from the generator at random intervals, and anyone who attempts to repair it must be weary.
- 8 The office room is open and the blood streaks lead inside. If the PCs are quiet, they will notice a ghoul (**Dr. Dari Zuber**) at the far end of the room feasting upon the station's medical doctor, **Dr. Kizumi Tomo**. If they can successfully sneak up on the ghoul and neutralize it, the others in rooms 9 and 10 will not be notified. The ghoul will attempt to escape with Dr. Tomo's corpse to room 9, though it will fight back if cornered. These ghouls are mutated humans and are made stronger due to the sphere's influence. In the room are filed research notes regarding the sphere and its crew's initial experiences with it, though they abruptly end about 1 month ago. There is **one healing stim** on Dr. Tomo's body.
- 9 In the main laboratory is the crystalline sphere. It is mounted on a platform and beneath it are the bodies of the 3 remaining members (**Drs. Chris Talee and Ana Moors, as well as Dana Whitross**). The sphere appears to be consuming them, with several tendrils extending from its base into their skulls. Around them stand 2 ghouls (**Drs. John Eigel and Cyrus Nasr**) who appear to be chanting in some unknown language. They can be neutralized silently, though will fight to protect the sphere if alerted. If they fight, the other in room 10 will come to reinforce in 3 turns. Once the ghouls are dispatched, the sphere begins to glow a bright white. The PCs should make appropriate mental resistance checks or find themselves succumbing to the will of the creature inside the sphere. Those who fail begin to feel ill before turning on their comrades. For every 2 rounds the PCs have been in room 9, an extra penalty should be applied. If the orb is destroyed (which would require explosives), all those under its influence are released, though the 4 ghouls will die in 2d6 months. Inside the room are notes written by the 3 dead scientists regarding the writing on the ancient artefacts and the creature held within the sphere, which appears to be a dangerously powerful psychic lifeform which was being kept captive deep in the mine.
- 10 The machine room is filled with minicarts, drilling equipment, crates, and other miscellaneous machine parts. A large buggy sits on the rails in the center of the room with keys in the ignition and a bloody streak leading from the cockpit into room 9. Several of the carts have **bioluminescent crystals** in them, with a few other having **stone artefacts adorned in golden plating and glowing blue sigils**. Additionally, an overturned cart has **6 smaller crystalline spheres similar to the one held in room 9**. Several sets of footprints follow alongside the rails deeper into the mine, and any significant noise created in this room, as well as any gunshots or explosions in rooms 8 or 9, will alert the last ghoul (**Officer Zak Fales**) who lurks deeper down the mineshaft. He carries a **slugshooter** with 3 shots remaining.