COMMAND MODULE

1. **Lounge** – Metal tables. Shelf full of laptops - password protected.
H | *Mary's Laptop* (Locked – Password: Syndrome73)

2. **Storeroom/Kitchen** – All food and equipment have been taken.

3. **Barracks** – Small bunk rooms with minor personal decorations.
H | Anna Wallice is hiding under her bunk. Emerges when she hears people talking. **SCENE:** *Anna's Death*

4. **Bathroom** – Toilet, oxygen scrubber, and water reclamation.

5. **Vehicle Depot** –Only one drivable rover remains.

6. **Command Room** – Computer terminals. Camera feed from unknown source showing Bio-Lab (camera is moving erratically).
H | *Mary's Audio Log*

SCIENCE LABS

1. **Hydroponics** – Overgrown basins full of vegetables and fruits.

2. **Vehicle Depot** – Two rovers: broken. Vehicle repair equipment is scattered on the floor. **SCENE:** *Depot Attack*
H | *Paul's Audio-Log*

3. **Bathroom** – Toilet, oxygen scrubber, and water reclamation. Covered in blood.

4. **Bio-Lab** – Vials of blue slime (Bio-Facilitator). Two glass boxes: one with a chicken melded with a camera, the other has a pile of thick red sludge. **SCENE:** *Close Encounter*
H | *Micheal's Notes*

5. **Sample Analysis** – Microscopes on metal tables. A man sits melded to a massive computer. **SCENE:** *Living Computer*
H | *David's Audio-Log*

MINING FACILITY

WARNING – OXYGEN SYSTEMS OFFLINE
The Mining Facility is now bathed in a mono-red light

1. **Mineral Processing** – Mine cart rovers full of red rocks, industrial rock grinders. **SCENE:** *Mindless Drone*

2. **Nuclear Generator**– Large turbine tower with control panel.
SCENE: *Steve's Warning*

3. **Bathroom** – All systems removed

4. **Vehicle Depot** – Piles of destroyed rovers. Several blood stains.
H | Parts have been removed from the vehicles.

5. **The Mine** – Long tunnel with strange markings. Power cable leads to a strange metal device. ***THE CLIMAX***

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*Clues that are marked with a **H** are hidden. They are not immediately apparent but can be found with minimal investigation.*

CLIMAX

As the characters enter the cave, they see an arch structure of metal and flesh approximately 10ft tall. The walls of the structure seem to writhe as the bodies and machines it is composed of flex and extend to power the structure. The cyborg removes its cloak as it approaches the device. It takes out the heart of Anna, injects it with the bio-facilitator, and then places the heart into the archway. The machine begins to whir as a bright light forms in the center. On an attached monitor, a picture of earth forms. If the characters try to interfere, the cyborg will try to kill them. **Hostile Encounter (4d10)**

IMPORTANT PEOPLE

STEVE JENNINGS:
A corporate stooge for Bio-Future. He will be communicating with the players as they go through the module, but intermittent solar storms will cause him to cut out time from time to time. He knows a lot more than he is letting on.

What he will tell the characters-
The Gale Base went dark 10 weeks ago. From reports, it is assumed that the isolation caused severe mental breaks. The crew reported seeing ghosts shortly before communication was lost.

What he is hiding-
Rovers and construction drones discovered non-natural markings on the Martian rocks in the Gale crater during the initial construction of the Gale base long before the manned mission. Xeno-scientist believed the markings were likely a warning; that something dangerous was buried in the Gale crater. To Bio-Future, that sounded like a weapon, and weapons sell. At that point, the mission objective changed: find the weapon – learn of its capabilities.

ANNA WALLICE:
One of the mining team members of the Gale mission. She believes that they released a Martian spirit that is killing the crew. She has seen her friends carried off and torn apart from seemingly nothing. She wants off this planet as soon as possible.

THE BIO-FACILITATOR

A swirling blue slime that binds mechanical devices to living organisms. When a character comes in contacted with the Bio-Facilitator, they must either succeed a Body Save or gain the following condition:

Melding 3/2/1/-: *Your character is changing. Whenever your character moves to a new location, you must succeed a Body Save, or lower Melding by 1. When Melding reaches 0, you either become Melded (Condition) to whatever device you are in contact with or decompose into a puddle of sludge.*

Melded (Device): *You have become one with this device as if it were part of your body.*

AN EPISODE FOR THE
STRANGE & TIMES
MYSTERY HORROR ROLEPLAYING GAME

CREATED BY: GAVIN RUBIN
COVER ART: GAVIN RUBIN

GHOST OF MARS

INTRODUCTION

Gale Martian Base – Near Future

The mission to establish a Martian base inside the Gale crater was a complete success. The team of 12 astronauts all made it to the planet safely, habitable structures were constructed on schedule, and the hydroponic crops were growing better than expected. Even the chickens taken for experimentation were able to survive the 2-month voyage. The only issue was that the characters weren't on the mission. They were the back-up team only to be used if needed.

However, only 7 months after launch, the characters were contacted by Steve Jennings, the mission supervisor for Bio-Future Corporation. Gale Base has gone dark; comms have gone silent and no movement can be detected on the satellites. It is now the characters job to land on Gale Base and uncover what has happened.

When play begins, the characters are orbiting over the Martian surface. Steve Jennings, who chose to accompany the mission personally, briefs them on the mission objectives:

Find survivors, collect physical audio-logs and data drives, and return to the lander to re-enter orbit.

Jennings will be communicating with them as they go, but atmospheric effects make communications unstable. When the characters are ready, they can board the lander and begin the mission.

GM NOTE: *Ghost of Mars is designed for a cinematic playstyle and thus contains scenes to include in the game. However, these should be viewed only as suggestions and not hard rules to be followed.*

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Free Modules
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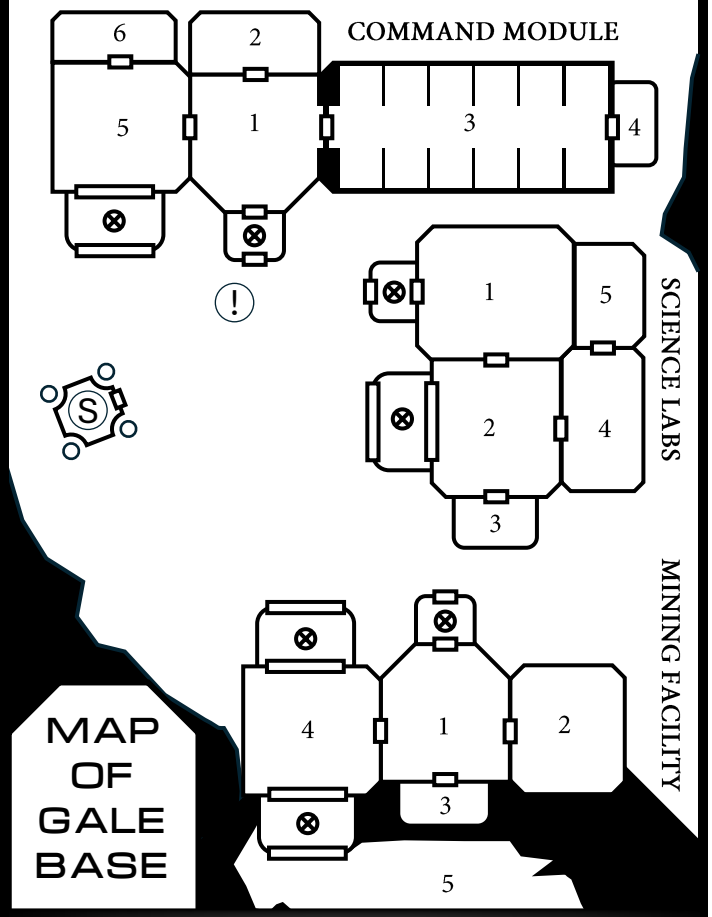
at StrangeTimesRPG.com



S **Lander** – Starting Position of Characters

⊗ **Air Lock** – Decompression Time: 20 Seconds

! **Corpse** – **SCENE:** *Captain Mary Found*

THE GHOST

The ghost is not a ghost at all, but an alien cyborg that is capable of becoming invisible. Its body is a mesh of organic and mechanical parts. Organs and pistons are visible from small openings in its pink flesh. Its neck is long and transitions into a bulbous head. No skin hides its teeth, and a circular screen takes up the majority of its face.

The cyborg sees no difference in the biological and mechanical. It wants to make a portal home and will need "parts" to do so.

The cyborg will kill indiscriminately to aid in the creation of its portal home but will not harm someone without purpose.

The outline of the invisible cyborg can be seen in red light.

CLUES

MARY'S LAPTOP:

Open chat log –

Mary: Mission Update – Broke into large chamber today. Miners noted unusual markings on the wall.
Jennings: That is to be expected. Was anything of note found?
Mary: A blue slime was on the walls. Non-organic. Please clarify what you mean by "That is to be expected"
Jennings: **New Directive – Top priority is research of blue substance found.**
Mary: Understood. Please clarify "That is to be expected."
Jennings: You have your orders. Jennings signing off.

MARY'S AUDIO-LOG:

This is Captain Mary Stockholm. I am recording this because Bio-Future is not taking my concerns seriously and I want a physical record of my objection. I understand that the term "ghost" is one that gets met with skepticism, and for good reason. Ghosts are not real. But what my crew has been experiencing is. Doors opening for no reason, equipment and chickens going missing, objects being seen floating away in the distance… I don't want to go around calling it a poltergeist either, but until I get an explanation from Bio, that is going to be the story I go with.

PAUL'S AUDIO-LOG:

Putting in this log before fixing the damn buggies again. I felt a jab in my shoulder while workin'. No blood; just pain. Probably nothin', but I'll be damned if I get tetanus on Mars and not have Bio-future pay for my "pain and suffering." **(Metal Clanging in Background)** *There goes that damn ghost again… Welp, back to work.* **(Sound of a blowtorch igniting)**

MICHEAL'S NOTES:

Bio-Facilitator Test 1: Henry
0 Minutes after injection – No results
10 Minutes after injection – Odd Movements
14 Minutes after injection – Feathers falling out. Skin appears loose
19 Minutes after injection – Complete loss of physical form
Bio-Facilitator Test 2: Henrietta with Camera
0 Minutes after injection – No results
9 Minutes after injection – Odd Movements
17 Minutes after injection – Skin is bonding with camera

DAVID'S AUDIO-LOG:

I am currently looking at what Micheal is calling the "bio-facilitator," I call it the weird blue slime from the cave, under a microscope to see what is going aaaand… yeah, not seeing much. Whatever is going on, it is too small to identify. Better luck next time, Mike… Wait… Is that?... I uh, don't know how to describe this, but it appears that… protocells are forming? How is that even possible? I… I think I am seeing abiogenesis… I need to send this in to Bio-Future now.

SCENES

CAPTAIN MARY FOUND:

Outside of the Command Module is a kneeling frozen corpse. Their helmet has been removed and placed at their side. Cause of death is clearly exposure to the Martian atmosphere. Their suit says, "Captain Mary Stockholm." They have a note clutched tight in their hand.
Front of Note: *Do not let yourself become a part of His design*
Back of Note: *Stockholm: Syndrome73*

ANNA'S DEATH:

Shortly after finding Anna, the airlock alarm sounds indicating someone else is entering. "You led Him here!" Anna exclaims. "We need to hide… Now!" Anna is then lifted in the air by an unseen figure. Her abdomen bursts outward before she falls to the ground dead. Lying on the ground, her open wound begins to move. Her liver floats up into the air before falling to the ground. With a wet snap, so do her lungs. Then finally her heart is raised high into the air before vanishing. The airlock sounds again shortly after.

DEPOT ATTACK:

A cybernetic moaning is heard from behind one of the vehicles. If the characters investigate, they will see an amalgamation of flesh and metal. A humanoid figure is hunched on the floor, flesh seemingly dripping off of their skin. Chunks of metal rip through their body and, in place of hands, two lit welding torches jut out of their forearms. The figure looks up with burnt eyes. "Get away, ghost!" In a delusional mania, the figure attacks. **Hostile Encounter (2d10)**

CLOSE ENCOUNTER:

The door to the lab opens on its own. Shortly after, one of the vials is lifted into the air before disappearing.

LIVING COMPUTER:

A man sits in a chair with wires and cables running over and within his skin. He speaks in a monotone voice, but whatever man once lived inside is gone. He is now just a terminal for the computer. The players may speak to him, and the computer will answer.

MINDLESS DRONE:

Stepping out from behind one of the machines is a shambling mass of flesh and metal. His right arm twists into a bloody drill. His lower jaw a rock grinder. He clearly should be dead, but the metal forces him to continue his work. **Hostile Encounter (2d10)**

STEVE'S WARNING:

As the players step into the generator room, Steve chimes in:
"Hey, be careful in there! That reactor has been working non-stop for 2 months. It should be stable, but one wrong move and we will make a whole new Gale crater."