

# Cargo Bay

## Location

- ▶ Signs of the Creature hiding among the empty crates
- ▶ The Creature is here, stalking you
- ▶ A confession of past wrongdoing

# Cargo Bay

## Location

- ▶ Lost amid the boxes
- ▶ The creature is right behind you
- ▶ What seemed like random chance isn't - this was all planned

# Primary Airlock

- ▶ A quiet sound breaks the stillness
- ▶ Storage for twenty space activity suits nearby, only eighteen are still there
- ▶ You can't go back to the ship

# Primary Airlock

- ▶ You lose contact with the ship
- ▶ Hallucinations become real
- ▶ Someone's life is changed forever, in a bad way



# Secondary

## Airlock

- ▶ A glimpse of someone from your past
- ▶ Someone goes outside to explore the outer hull
- ▶ There's something outside the ship moving around

Location





# Secondary

## Airlock


- ▶ Someone is thrown out the airlock
- ▶ A frantic chase
- ▶ A tiny mistake leads to ruin

Location



## Command Center



- ▶ A dead body slumped over the controls
  - ▶ Haunted by ghosts, real or metaphorical
  - ▶ The ship's computer records have all been encrypted
- 

## Command Center

- ▶ The PCs cannot trust each other
- ▶ The self destruct sequence is initiated
- ▶ Death, out of the blue




## Crew Quarters

- ▶ Blood stains the walls
- ▶ A PC's photo taped to a bunk
- ▶ A PC has gone missing, they cannot be found

## Crew Quarters



- ▶ A hole develops in the hull, losing air pressure
  - ▶ An out of control rampage
  - ▶ Something precious is on fire
- 

# Mess Hall

## Location

- ▶ Rotten food, left out half eaten, like a meal was interrupted
- ▶ An ominous message written in blood on the walls
- ▶ Blame and self-recrimination

# Mess Hall

## Location

- ▶ Life support systems begin to fail
- ▶ Kitchen implements improvised as weapons
- ▶ Pain and confusion

## Damaged Corridor

- ▶ Debris and rubble block the way through
- ▶ A vision of the future

## Damaged Corridor

- ▶ Someone is not as innocent as they seem
- ▶ You are dragged away into darkness
- ▶ One PC is trapped amid the rubble

# Armory

## Location

- ▶ The code locks prevent you from getting out the weapons
- ▶ Some of the weapons are missing from the armory
- ▶ “I’ve made a terrible mistake.”



# Armory



## Location

- ▶ A shot goes astray, hurting someone unintended
- ▶ A deadly standoff



# Engineering

## Location

- ▶ The engine controls have been sabotaged.
- ▶ Clouds of steam obscure your vision
- ▶ One body, torn in two pieces

# Engineering

## Location

- ▶ Your foot is caught by something
- ▶ Visions try to tempt you into doing something you shouldn't
- ▶ Artificial gravity is damaged

## Medical Bay

- ▶ Unusual test results from a crew member's blood sample
- ▶ Scorch marks from laser fire
- ▶ All the first aid supplies have been taken

## Medical Bay



- ▶ The PCs argue about what to do next
- ▶ Your body is warping, changing into... something else
- ▶ Someone panics



# Science Lab

- ▷ Destroyed lab equipment
- ▷ A philosophical debate
- ▷ A quarantine unit, broken open from the inside



Location




# Science Lab

- ▶ A terrifying discovery
- ▶ A PC is driven to attempt suicide

Location

## Sensor Array



- ▶ Anomalous signal detected from somewhere
- ▶ Ghostly figures at the edge of your vision

## Sensor Array

- ▶ The spirits want you to stay with them
- ▶ A decoded message contains a dire warning



# Landing Vessel

## Location

- ▶ There's someone alive in there, refusing to let anyone in
- ▶ Insane ramblings
- ▶ An unidentified organic substance spreading from the lander's support strut



# Landing

## Vessel

- ▶ Lies and misdirection
- ▶ You watch from the Alecto as the Lander plummets to the planet below
- ▶ Cold blooded score settling

## Artifact Chamber

- ▶ The artifact is covered in alien glyphs
- ▶ Alien geometries
- ▶ Whispers in your mind

## Artifact Chamber

- ▶ An argument whether or not to destroy the artifact
- ▶ A PC is driven mad
- ▶ A good plan comes unraveled



# Antimatter Core

- ▶ Strange reading from the Baryogenesis Control Module
- ▶ This place is haunted, literally or figuratively
- ▶ A quiet revelation



# Antimatter Core

- ▶ The system goes critical
- ▶ A conversation with a dead man

Location