

# STILL OUT THERE

A ONE PAGE ADVENTURE BY QUICKPHIX

The crew of outpost Bravo has found a mysterious artefact which appeared in the Portal Room. First lab results suggest, that it is a living being. It also seems to distort the space around itself. Please doctor, you and your team must come down and see for yourselves.

## Bump in the Night

You are greeted by the head scientist and lead around the outpost. They briefly show you the artifact, before inviting you to a celebratory dinner. Apparently, the artifact contains organic material: proof of a life! You all go to bed excited and boozed up. You are awoken by a loud crash which can be heard from the generator room. The emergency lights come on just in time for you to see a grotesque monster rip one of the scientists in two and then disappearing. You must get out of here!

## Distorted Space

- The presence of the monster distorts space. If the players move from one room to the next, they are teleported to a room using 1d12.
- Players & Monster can only teleport to rooms which have a fitting entrance. Meaning while exiting a room East they can only be teleported to a room with a West entrance.
- The connection between the rooms looks the same everywhere: a white corridor with a barrier at the end. If this barrier is currently locked, the player must return to the previous room.
- Players moving as a group from one room to another will end up in the same room. If they move separately, they'll end up in different rooms. Stretching an object (e.g. a rope) between rooms, will result in it being forcefully ejected in one of the rooms. Nothing can be in two rooms at the same time.

## The Monster's Behaviour

- If in a room with a player, it will spend 1 round attacking and teleporting away at the end of the second round.
- Teleportation to a room using 1d12

## The Player's Strategy

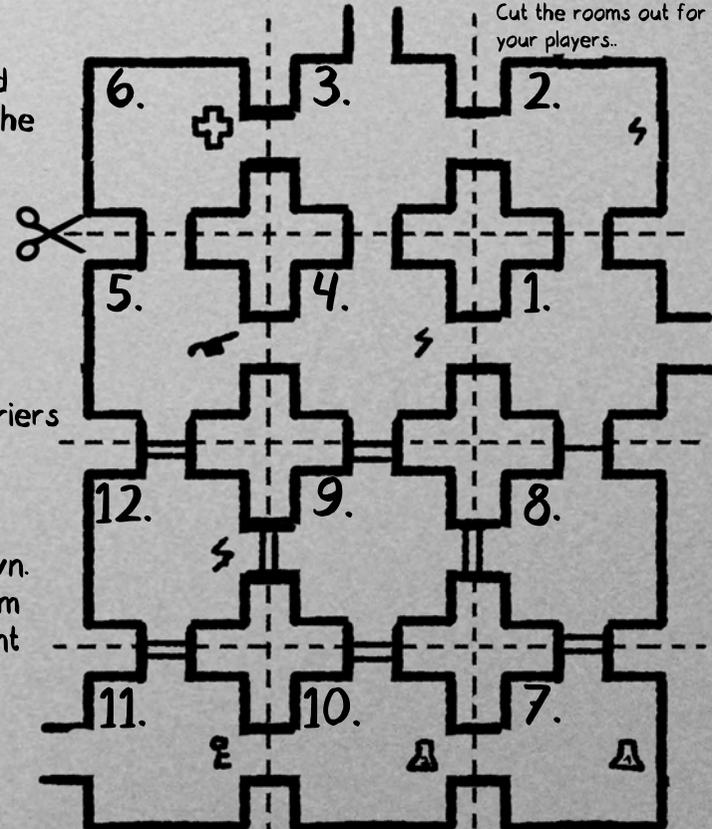
1. Find the key in the Garage to unlock the control room
2. In the control room, it takes one round of concentrating to open one of the double barriers
3. Mixing the DNA sample from the Biolab with the solution in the chemistry room (1 round)
4. Get weapons in the equipment storage, load them with solution and hunt the monster down.
5. Splitting up can be effective. The control room sees all other rooms and 1 round can be spent to close any two doors at will.

## The Monster's Strategy

1. Teleport around each round until reaching a room with a generator.
2. Take two turns destroying the generator. All lights in the surrounding rooms go out.
3. Teleport twice each turn until reaching a teleporter room, repeat step 2.
4. Teleport around thrice each turn until reaching the last generator, repeat step 2.
5. Teleport around four times each turn until reaching the teleporter room.
6. Take one turn to duplicate itself
7. Hunt down the rest of the players.

## The End

You use your combined wits and your acid blasters to kill the beast. The distorted space returns to normal. However, a lot of questions remain: Why did the artefact appear in the portal in the first place? Where did it come from and who sent it? More importantly: Are some of these things still out there?



1. Entrance Hall  
Contains multiple lockers with survival gear
2. Kitchen  
Contains a generator
3. Leisure Room w. Balcony  
Contains alcoholic beverages
4. Storage Unit  
Contains a generator
5. Equipment storage  
Contains improv. weapons
6. Sleeping Room  
Contains a first aid kit
7. Biolab  
Contains DNA sample
8. Control Room  
Door controls & CCTV
9. Portal Chamber  
Portal protected by barrier
10. Chemistry Lab  
Contains chem. solution
11. Garage  
Contains key to room 8
12. Generator Room  
Contains generator