

Deciding it'd be better to split up to search more ground, Sarah goes to find a different way in, knowing that most of these outposts had a main entrance and a separate entrance usually used as a fire escape.

She walked round to the side of the building and found a red painted steel door, the paint faded slightly and chipped from the sand around the edges, though she could still make out the words 'Fire escape' near the top of the door in large lettering.

Pushing against it creaked open and allowed her inside into a dark storage room with two doors leading out on either side.

The centre of the room was filled with various items left behind when the outpost was left behind, most were just spare parts and scrap metals which she scooped up into a bag she carried.

Amongst them however she spotted 3 objects that seemed to stand out amongst the rest.

A clear tube capped at one end with a green substance inside, seeming to move on its own.

A powercell that made her hair stand on end just being near it.

And a mask that gives off a weird vibe.