

SURVIVORS

Vitya Polnikov - A lucky teamster. Was organising the storage room when it happened. Scared shitless. Risk-averse.

Theo Starclipper - Pilot on duty. Was on her ship when it happened. Wants to fly off this fucking rock, and blow the LZ to kingdom come while she's doing it.

JUICE - Hazardous fuel transfer droid. Looks like a big tin can. Knows what happened. Communicates via terminal. Loves to express themselves via emoticons: :) :O :P :V :D :(:/ :

DANGER: LUNAFROST

Deadly ice hivemind that feeds on water. Razor-sharp crystalline tentacles cling to surfaces and probe the air. Materialises ice shards if threatened. Attracted to heat above 275K. If trapped in heat, will try to escape desperately before it melts.

Will attach to anything with a moisture content above 45% (humans). Temperature of anything in contact rapidly drops to sub-200K. (HD: 8, AC: chainmail, MV: 50m, Attacks: shard d8, grasp d10, freezing cold)

DANGER: FROST-DEAD

Shambling freeze-dried corpses of LZ personnel. Connected to the ice hivemind.

Similar to Lunafrost, they crave liquid. They are much more resistant to heat and will not melt at room temperature (298K). (HD: 2, AC: leather, MV: 20m, Attacks: scratch d4, chilling touch)

DANGER: SNOWSTORM

Official Company reports have stated that prevailing meteorological conditions remain favourable for the continuation of mining operations. External projections of climatic conditions are far less favourable. Timeline of the snowstorm presented in game session time. When moving outside, perform the action indicated after [!] at every marked interval of **!**.

30 minutes: Wind picking up. Visibility reduced to 30m.

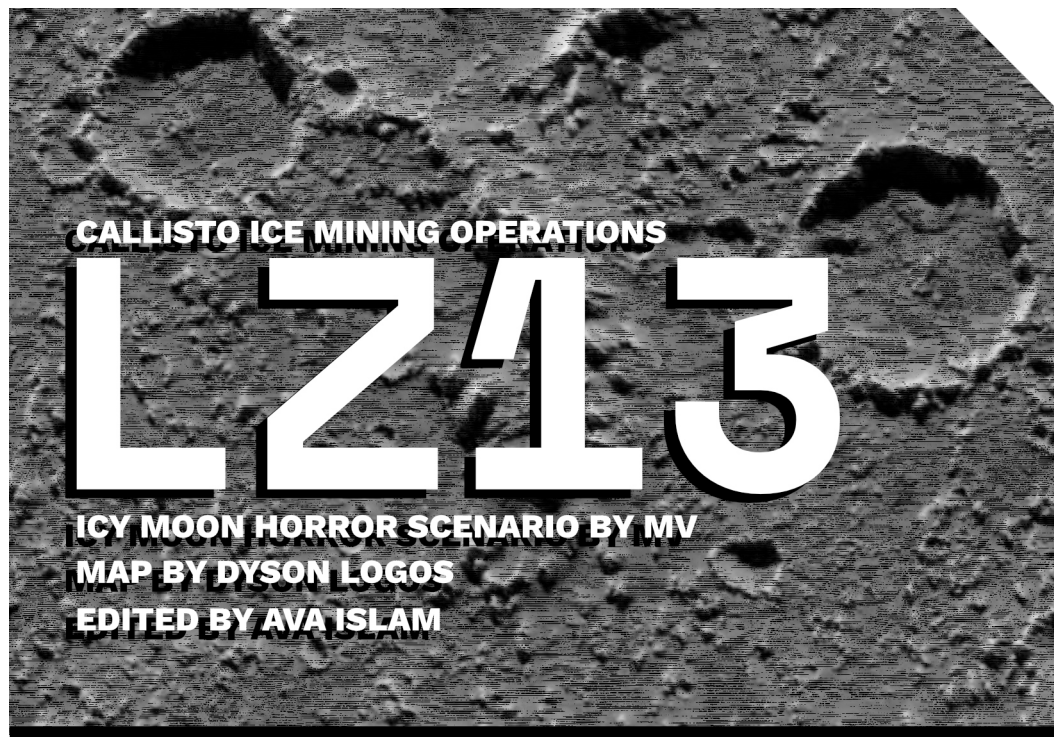
1 hour: Lunafrost spreading. [!] 50% chance of random encounter.

1 hour 30 minutes: Strong winds shatter structures. [!] Save with disadvantage or get hit by debris (d8 damage, stun) + 20% chance of encounter.

2 hours: Deadly amounts of snow particles. [!] Save with disadvantage or get buried in the snow.

d10 SEARCH THE BODY

- 1 Nothing.
- 2 Space blanket.
- 3 Personnel badge, access to (5)
- 4 Thermos; coffee still hot.
- 5 Revolver, d6 bullets.
- 6 Pamphlet, "Callisto and you".
- 7 Manual, "10 steps to warmth".
- 8 Anti-hypothermia pills, d8.
- 9 Computer passcode (IAMCOLD).
- 10 Lunafrost shards.



WHAT'S GOING ON?

The Landing Zone stands on the edge of a crater, providing connection between the moonside extraction facilities and the broader interstellar Company infrastructure. A contract for a scouting mission to a potential clean ice deposit was posted last night, scheduled for earlier today.

Despite the storm brewing on the horizon, the crew on-site accepted the job. After all, this was supposed to be their last day on this god-forsaken moon.

The shuttle crew returned with a block of ice for inspection. There was something frozen inside. Something ancient. Something alive.

It was awoken. It desired nothing but its own survival.

WHY ARE YOU HERE?

Choose the reason your group is at the LZ. You must complete your objective before the storm makes it to the station.

Arriving scientists: sent here by the Company to extract samples. *Task:* collect samples of Lunafrost. *Challenge:* easy. Start at (1).

Returning workers: workers from the mining station need a shuttle home. *Task:* fix the shuttle and escape. *Challenge:* moderate. Start at (4).

LZ personnel: the night shift wakes up from the cold; the day crew never shows up for shift change. *Task:* find all 3 survivors and escape. *Challenge:* hard. Start at (6).

LZ13 MAP KEY

1. Landing pad 1 - 243K. Vacated pad. Series of footprints leading to (&).

2. Landing pad 2 - 243K. Callisto Shuttle 02. Missing: *cooling liquid, fuel, electronics* (frozen over).

3. Storage room - 290K. Shelves with enough supplies for a single day (2-in-6 chance to find useful equipment). Vitya, counting provisions out loud (d10 provisions).

4. Corridor - 285K. Cold weather gear, skis, sleighs. Frost-Dead on the floor, ski pole stuck in head. Low voice coming from (3). Footprints to (1). Door to (5) requires a personnel badge.

5. Common area - 295K. Pool table, couch, book shelves, TV. d4 frozen corpses near the window.

6. Personnel quarters - 298K. 12 bunks and lockers. Clothes and personal items left behind in a hurry.

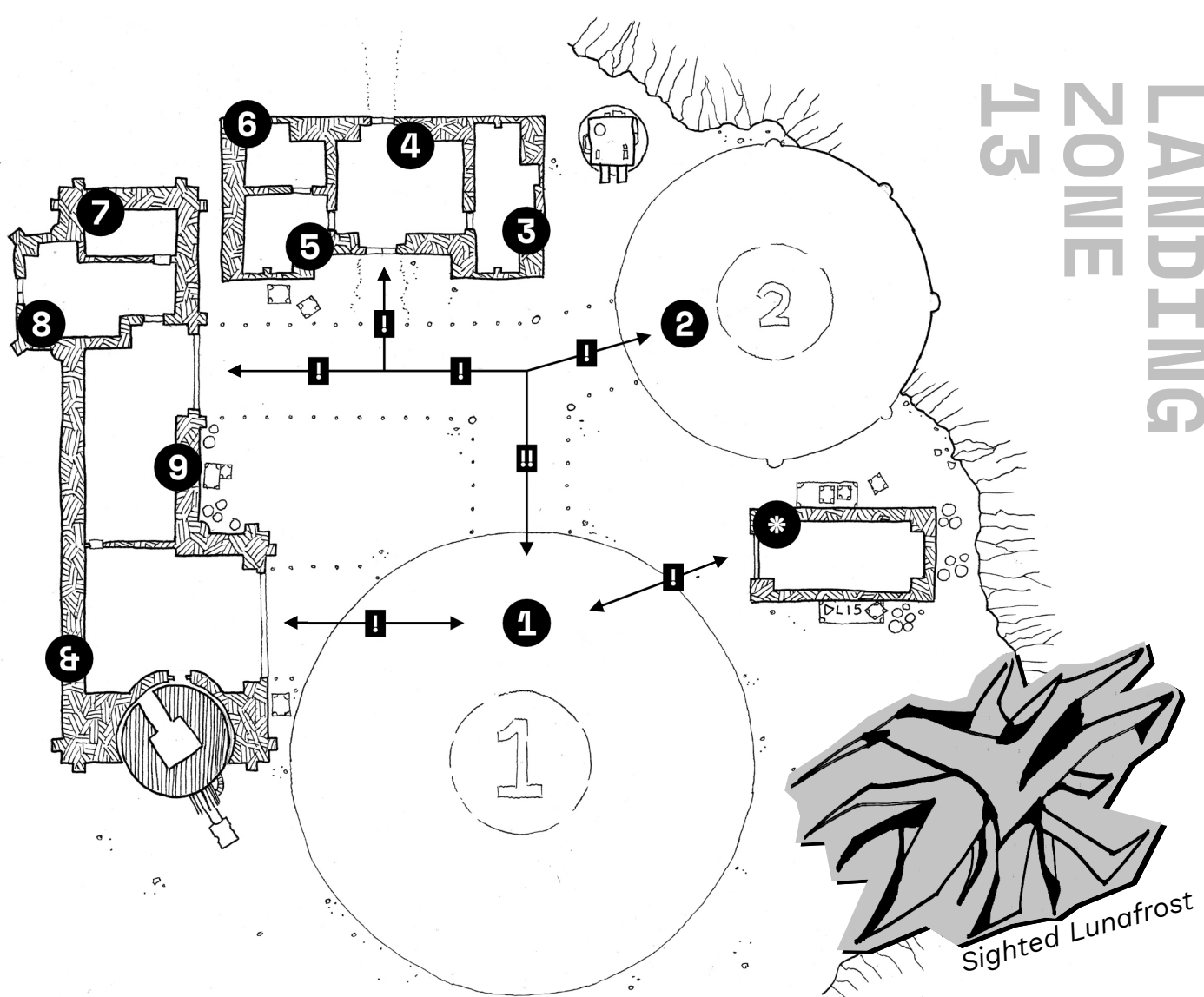
7. Computer room - 298K. EM tape behemoths, *cooling liquid* runs in between. Tiny terminal in the corner. Has info on all personnel, map, flight plans. 7 letter passcode required to access admin level documentation detailing Company plans to weaponise Lunafrost.

8. Generator - 310K. Roaring heart of the LZ. Powered by hydrogen *fuel* (runs out after 1 hour of game time, temperature in the facility drops to 200K).

9. Depository - 280K. Heat proof ice containers, loader vehicle. In the center, a 2x1x1m block of ice. Its core is missing. Machine humming from (8).

&. Operation security - 285K. Crates of military equipment. Theo, collecting all the weapons she can find. Hatch leading to the turret (Frost-Dead gunner inside).

***. Refuelling station** - 275K. Pumps, d4 barrels of fuel. JUICE, completing a fuel check routine.



d10 ENCOUNTERS roll every room

- | | |
|---|--|
| 1. Lunafrost, hunting, crawling on ceiling/walls. | 6. Heating failure. -2d10K, Save vs d6 cold dmg. |
| 2. Lunafrost, escaping via windows and doors. | 7. Rapid cooldown. -4d10K. Save vs d10 ice dmg. |
| 3. Lunafrost, still attached to a Frost-Dead. | 8. Vitya, hiding behind boxes (unsuccessfully). |
| 4. d4 Frost-Dead | 9. JUICE, transferring remaining fuel. |
| 5. 2d4 Frost-Dead | 10. Theo, planting explosives. |