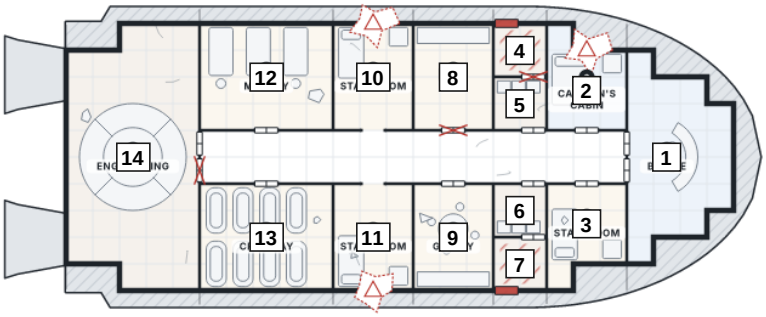
Cold Wake

Cheat sheet

A salvage crew boards a dead colony transport for the bounty and finds one survivor, a dead captain's log, and something warm walking around in the cold.

Mothership / 4 characters / 3 hours / Derelict (Steady Ferry)



Party enters at area 4. Climax in area 13.

PEOPLE

Dr. Ines Okafor ship's medic, last one alive
Wants: To get off this ship with proof the company knew. Very calm, very slow. Repeats the last thing you said before she... "Take your helmets off so I can see your faces."

SCENES AND FIGHTS

Area	What	Who	Challenge
5	**Pell in the suit** Everyone who sees the opened chest makes a Fear save. Anyone who fails gains 1...	No fight	Hazard
10	**The slow vent** Each round in the room: Body save or be dragged 1 square toward the hole. At the...	No fight	Hazard
12	**Okafor's barricade** She asks questions only a real person would answer quickly. If anyone lies, she swings...	No fight	Social
9	**Something in the cooler** It goes for the warmest target. After one hit it retreats into the corridor and stalks....	The Pale Passenger	Deadly, avoidable
13	**Minus eighty** It follows the warmest thing into the bay. Bait works: a heater, a flare, a person. It...	The Pale Passenger	Deadly, avoidable

CLUE CHAIN

The thing from pod 9 hunts heat and goes dormant in deep cold. A cryo flush will kill it. (for the ending)

area 8: Specimen dormant below minus 40. Do not warm. Termination: cryo flush at minus 80.
Dr. Ines Okafor: It goes slow in the cold. I've watched it. Freeze it right and it doesn't wake up.
area 1: Captain's log: pod 9 alarm, temperature rising, then 'it's warm, why is it warm'.

Engineering's door code is 0412, the captain's daughter's birthday. (opens area 14)

area 2: Juno, 9! 04/12.
Dr. Ines Okafor: Arvo used his kid's birthday for everything. April something.
area 9: Happy birthday Juno, April 12, from the whole crew.

PACING

0:00 Board through the jammed airlock in area 4. The suit locker body.
0:15 Explore the corridor: bridge, captain's cabin, the breached staterooms.
0:50 Medbay: Dr. Okafor, her story, her bone saw. Lab logs.
1:20 The thing hunts them through the galley. First real look at it.
1:50 The engineering code, the reactor restart, the lights come on.
2:15 Lure it into the cryo bay and flush it. Or run for the tug.
2:50 Who gets paid, and what's still in pod 9's drawer.

TREASURE

Area 14: The ship's jump core, intact (120,000 Cr as salvage, if they can get the ship home)
Area 2: Captain Lind's revolver and a pouch of credit chits (2,000 Cr)
Area 12: Three stimpaks (300 Cr each)
Area 13: 39 live colonists in cryo (10,000 Cr each from the company, or nothing if the colonists ask questions first)

IF IT GOES SIDEWAYS

If they never find the code, Okafor can rig the cryo panel to the medbay heater for one weak flush: the thing is slowed, not killed.
If someone is grabbed, the frost cocoon keeps them alive for an hour in the cryo bay.