

A FREE ONE-SHOT ADVENTURE

Cold Store

Beanfield Hold's seed vault has been cold for fifty-two years. Its last old-world valve has just cracked. The seed has eight days, and the Directorate has already offered to keep it safe.

LEVEL 2 | 4 SURVIVORS | ABOUT 2½ HOURS | READY-MADE CHARACTERS INSIDE

READ THIS ALOUD

The Job

> The crew is trading at Beanfield's walled yard when the hold's bells ring a pattern no visitor has heard. Warden Silas Crane comes up himself, which he never does, with his chief engineer, Petra Hollis, oil to the elbows. The cold vault's refrigerant valve has cracked. Petra can patch it for eight days; after that the seed starts to warm, and fifty-two years of clean stock begins to die. There is one valve of the right pattern she knows of: in the freezer car of a stranded refrigerated train at Switchyard, if nobody has taken it. And a Census wagon is already at the gate, with a very polite offer.

4	2	2½h	3
SURVIVORS	LEVEL	TO PLAY	SCENES

Play it with the AI Dungeon Master

No prep, no rulebook. Scan the code on the back page or visit rustbelt.world, press play, and the AI Dungeon Master runs this adventure for your table — every voice, every roll, every rule. Solo or with up to six friends.

Run it yourself

Everything a Game Master needs is in here: what really happened, the cast and their secrets, the locations, the scenes, the opposition with full stats, three endings, and 4 ready-to-play characters. Players: stop at the end of this page.

Inside

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2. The Cast
3. The Locations
4. The Scenes
5. Trouble on the Road
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7. Ready-Made Survivors

THE TRUTH

What Really Happened

The valve exists. It is in the third car of a refrigerated freight train that stopped at Switchyard on the night of the Bright Week, in a part of the rail yard where the Pickers will not go because the wrecked cars are full of something that nests in the cold. Getting it out takes tools, a day there and a day back, and a fight.

The Directorate's offer is genuine and generous: Census-Marshal Corbin Ashe has a refrigerated wagon from Continuity, powered by a working generator, and offers to carry the seed to the Records Hall's cold store and keep it until Beanfield's machine is fixed. The Compact's rule says no hold may trade away seed. Ashe is careful to say he is not asking for it to be traded, only stored. Half the hold's council wants to say yes; Crane does not, and cannot say why without admitting that he does not trust the Directorate to give it back.

And there is a second problem. Somebody inside the hold cracked the valve deliberately: the patch Petra applied last month has been filed through. It was Councillor Abel Whitcombe, who believes Beanfield must join the Directorate to survive, and thought a crisis would make the vote for him. He did not think the crew would go to Switchyard. He has sent word to a Picker boss there to make sure they do not come back with the valve.

WHO'S WHO

The Cast



CHIEF ENGINEER OF BEANFIELD HOLD

Engineer Petra Hollis

Short, brusque, oil to the elbows, swears fluently.

SECRET

She knows the crack was filed. She has not told Crane, because she suspects a councillor and has no proof.



WARDEN OF BEANFIELD HOLD

Warden Silas Crane

Grave, formal, carries the weight of three hundred people and fifty-two years of seed.

SECRET

He will not let the seed go to Continuity, and will be outvoted by Friday unless the valve comes back.



A MEMBER OF THE HOLD COUNCIL

Councillor Abel Whitcombe

Reasonable, anxious, speaks warmly of the Directorate's medicine.

SECRET

He filed through the patch. He has bribed a Picker boss at Switchyard to stop the crew.



AT THE GATE WITH A REFRIGERATED WAGON

Census-Marshal Corbin Ashe

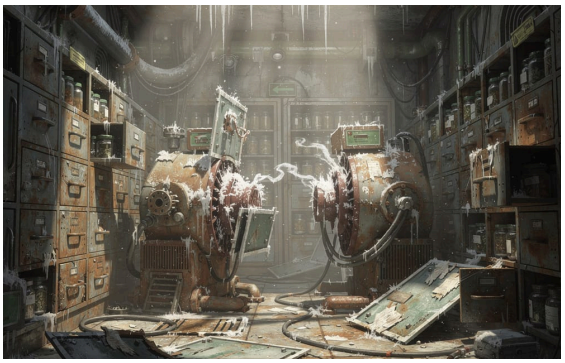
Affable, patient, calls everyone by their first name.

SECRET

He knows nothing of the sabotage, and would be appalled. The Board has told him to bring the seed home.

WHERE IT HAPPENS

The Locations



01 The Cold Vault

A steel room on the tenth level, drawers of seed, two compressors and a valve leaking frost.

What happens here. Petra shows the crack, and the file marks. The temperature log goes up a tenth of a degree an hour.



02 Switchyard

A rail yard of rusted freight cars, the refrigerated train in a far siding, white with old frost on the inside.

What happens here. The valve is in the third car. So is the nest.



03 The Walled Yard

The surface yard of the hold: beanfields, a hatch in the hill, and a Census wagon at the gate.

What happens here. Ashe's offer, and the council's vote on Friday.

HOW IT PLAYS

The Scenes

1 COMBAT ●●○○ MEDIUM

Switchyard. The bribed Picker crew waits on the far side of the sidings to take the valve off the crew on the way out.

Opposition: Picker *(full stats in the gallery)*, Scav-Hound *(full stats in the gallery)*

2 EXPLORATION ●●●○ HARD

The refrigerated car. Getting the valve out without cracking it takes an hour of careful work, a DC 13 check, and the right tools. Something has nested in the cold cars.

Opposition: Wasteland Stalker *(full stats in the gallery)*

3 SOCIAL ●●○○ MEDIUM

The council vote. Exposing Whitcombe needs Petra's file marks and the Picker boss's word. Ashe, shown the sabotage, withdraws the offer of his own accord.

KNOW YOUR ENEMY

Trouble on the Road



Scav-Hound

A dog the wasteland turned into something hairless and hungry.

AC 13 **HP** 19 (3d8 + 6) **Speed** 40 ft **Threat** 1

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Bite. +4 to hit, 1d8 + 2 piercing; if moving 20 ft first, DC 12 Str save or prone.



Wasteland Stalker

The apex mutant predator of the ruins. Nothing hunts it.

AC 16 **HP** 115 (11d10 + 55) **Speed** 50 ft **Threat** 6

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	4 (-3)	14 (+2)	9 (-1)

Multiattack. Two claws and a bite.

Claw. +9 to hit, 2d8 + 5 slashing.

Bite. +9 to hit, 2d10 + 5 piercing.



Picker

A ruin-rat with a rope, a pry bar and a better map of this building than you have.

AC 12 **HP** 9 (2d8) **Speed** 30 ft, climb 20 ft **Threat** 0.25

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	10 (+0)	11 (+0)	13 (+1)	10 (+0)

Pry Bar. +4 to hit, 1d6 + 2 bludgeoning.

Sling. +4 to hit, range 30/120 ft, 1d4 + 2 bludgeoning.

Knows the Ruin. Can Disengage or Hide as a bonus action inside a building it has picked.

EVERY CASE CLOSES SOMEHOW

How It Can End

I

The valve comes back in six days and Petra fits it with an hour to spare. Whitcombe is exposed and leaves for Continuity of his own will. The seed stays cold, and Beanfield trades the crew a sack of it — which it has never done.

II

The valve is broken on the way back. The council votes to send the seed to Continuity for safekeeping. It is very well looked after. It has not yet been sent back.

III

The crew does not return in time. Petra keeps the seed alive by hand, a drawer at a time, in buckets of snowmelt, for a month. A third of the strains are lost for ever.

These are the likely ends, not the only ones. When your table finds a fourth, let it.



READY-MADE SURVIVOR

Mae Harlan

GUNSLINGER · LEVEL 2

Former convoy outrider who rode shotgun for the Roadies until a load went wrong.

13	20	+2	30	+2
ARMOUR CLASS	HIT POINTS	INITIATIVE	SPEED (FT)	PROFICIENCY
Patched Armor	hit die d10			

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
-1	+2	+2	+0	+1	+1
8	15	14	10	13	12

Saving throws

- ○ Strength -1
- ● Dexterity +4
- ● Constitution +4
- ○ Intelligence +0
- ○ Wisdom +1
- ○ Charisma +1

Skills

- ● Acrobatics DEX +4
- ○ Animal Handling WIS +1
- ○ Athletics STR -1
- ○ Deception CHA +1
- ○ History INT +0
- ○ Insight WIS +1
- ● Intimidation CHA +3
- ○ Investigation INT +0
- ○ Medicine WIS +1
- ○ Nature INT +0
- ● Perception WIS +3
- ○ Performance CHA +1
- ○ Persuasion CHA +1
- ○ Sleight of Hand DEX +2
- ○ Stealth DEX +2
- ● Survival WIS +3

Weapons

WEAPON	HIT	DAMAGE	RANGE
Hunting Rifle	+4	2d6 + 2 piercing	100/300 ft
Shiv light, finesse, concealable	+4	1d4 + 2 piercing	melee

Gear

- **Canteen**
- **Rifle Cartridges**
- **Dust Goggles** — with a mask or wet rag, the wearer is not blinded in a dust storm and has advantage on its saves
- **Bandage** — end Bleeding Out; regain 1d4 HP

Who they are

Personality Counts bullets the way other people count water. Never fires first; never fires twice.

Ideal A promise made on the Road is kept on the Road.

Bond Owes a Roadie captain a debt she cannot pay in chits.

Flaw Holds a grudge longer than she holds her breath.

> WHY YOU TOOK THE JOB
>
> You were trading in Beanfield's yard when the bells went. Clean seed is worth more than any rifle on the Road, and somebody has to guard it.



READY-MADE SURVIVOR

Jonah Rook

SCAVENGER · LEVEL 2

Picker who has been into more ruins than anyone his age and come out of all of them.

13	15	+2	30	+2
ARMOUR CLASS	HIT POINTS	INITIATIVE	SPEED (FT)	PROFICIENCY
Patched Armor	hit die d8			

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
-1	+2	+1	+1	+2	+0
8	15	12	13	14	10

Saving throws

○ Strength	-1
● Dexterity	+4
○ Constitution	+1
○ Intelligence	+1
● Wisdom	+4
○ Charisma	+0

Skills

○ Acrobatics DEX	+2
○ Animal Handling WIS	+2
○ Athletics STR	-1
○ Deception CHA	+0
○ History INT	+1
○ Insight WIS	+2
○ Intimidation CHA	+0
● Investigation INT	+3
○ Medicine WIS	+2
○ Nature INT	+1
● Perception WIS	+4
○ Performance CHA	+0
○ Persuasion CHA	+0
● Sleight of Hand DEX	+4
● Stealth DEX	+4
○ Survival WIS	+2

Weapons

WEAPON	HIT	DAMAGE	RANGE
Pipe-Gun jams on a natural 1	+4	1d8 + 2 piercing	40/120 ft

Gear

- **Geiger Counter** — detect radiation zones and irradiated creatures nearby
- **Lockpick Set** — open locks without a key or explosives
- **Scrap & Salvage** — crafting and repair material; barter
- **Duct Tape**

Who they are

Personality Restless, curious, never sits with his back to a door. Tests every floor with a thrown brick.

Ideal The old world left everything behind. It is a crime to waste it.

Bond Keeps a map of every ruin he has cleared, and the one he has not.

Flaw Cannot pass a locked door without trying it.

> WHY YOU TOOK THE JOB
>
> One valve, and a rail yard full of freight cars nobody has picked. You were going to Switchyard one day anyway.



READY-MADE SURVIVOR

Dr. Hesper Vale

FIELD DOC · LEVEL 2

Travelling doctor who works the Long Road town by town for whatever people can pay.

12	15	+1	30	+2
ARMOUR CLASS	HIT POINTS	INITIATIVE	SPEED (FT)	PROFICIENCY
Patched Armor	hit die d8			

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
-1	+1	+1	+2	+2	+0
8	12	13	14	15	10

Saving throws

○ Strength	-1
○ Dexterity	+1
● Constitution	+3
○ Intelligence	+2
● Wisdom	+4
○ Charisma	+0

Skills

○ Acrobatics DEX	+1
○ Animal Handling WIS	+2
○ Athletics STR	-1
○ Deception CHA	+0
○ History INT	+2
● Insight WIS	+4
○ Intimidation CHA	+0
○ Investigation INT	+2
● Medicine WIS	+4
○ Nature INT	+2
○ Perception WIS	+2
○ Performance CHA	+0
● Persuasion CHA	+2
○ Sleight of Hand DEX	+1
○ Stealth DEX	+1
● Survival WIS	+4

Weapons

WEAPON	HIT	DAMAGE	RANGE
Pipe-Gun jams on a natural 1	+3	1d8 + 1 piercing	40/120 ft

Gear

- **Med-Stim** — regain 2d4 + 2 HP; ends Bleeding
- **Rad-Flush** — removes the Irradiated condition and reduces Rad Sickness
- **Field Surgery Kit** — advantage on Medicine; auto-stabilise
- **Purification Tablets** — purify one canteen

Who they are

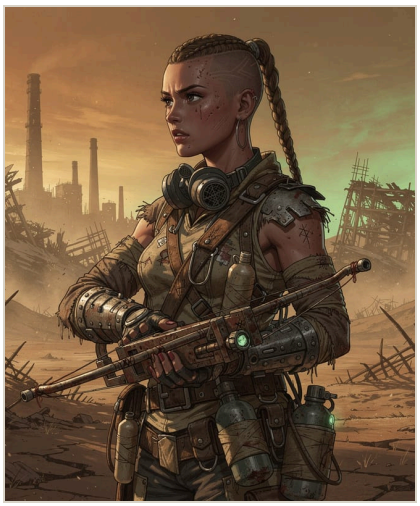
Personality Gentle with patients, merciless with fools. Has seen every way a body can fail.

Ideal Everyone gets the same measure — of water and of care.

Bond Trained under a Wellkeeper healer at Dry Wells.

Flaw Trusts anyone who is sick, which the wrong people have learned to use.

> WHY YOU TOOK THE JOB
>
> Fifty-two years of clean seed is fifty-two years of people not starving. You would cross the Road for less.



READY-MADE SURVIVOR

Tamsin Reyes

SURVIVALIST · LEVEL 2

Raised in the wastes between towns; reads weather, tracks and people with the same patience.

13	15	+2	30	+2
ARMOUR CLASS	HIT POINTS	INITIATIVE	SPEED (FT)	PROFICIENCY
Hide Wraps	hit die d8			

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
+1	+2	+1	+0	+2	-1
12	14	13	10	15	8

Saving throws

○ Strength	+1
● Dexterity	+4
○ Constitution	+1
○ Intelligence	+0
● Wisdom	+4
○ Charisma	-1

Skills

○ Acrobatics DEX	+2
○ Animal Handling WIS	+2
○ Athletics STR	+1
○ Deception CHA	-1
○ History INT	+0
○ Insight WIS	+2
○ Intimidation CHA	-1
○ Investigation INT	+0
○ Medicine WIS	+2
● Nature INT	+2
● Perception WIS	+4
○ Performance CHA	-1
○ Persuasion CHA	-1
○ Sleight of Hand DEX	+2
● Stealth DEX	+4
● Survival WIS	+4

Weapons

WEAPON	HIT	DAMAGE	RANGE
Scrap Crossbow silent; reload	+4	1d10 + 2 piercing	60/240 ft
Machete	+3	1d8 + 1 slashing	melee

Gear

- **Gas Mask**
- **Canteen**
- **Water Filter** — filter water
- **Snare Trap** — DC 12 Dex save or restrained

Who they are

Personality Quiet, watchful, laughs rarely and loudly. Sleeps cold and wakes first.

Ideal The land is honest. People should try it.

Bond Her family's camp was lost in a dust storm; she has never stopped looking for the others.

Flaw Distrusts walls, towns and anyone who lives behind them.

> WHY YOU TOOK THE JOB
>
> You know the way to Switchyard and back in two days. Nobody else in the hold does.

rustbelt

Play it tonight. No prep. No rulebook.

Scan the code and the AI Dungeon Master runs **Cold Store** for your group: every voice, every roll, every rule — with battle maps, character sheets and a world that remembers what you did.

Free to start — three sessions a month

Solo or with friends — up to six at one table

A world that remembers — every faction keeps score

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