

MYSTERY OF THE MOON MONOLITH

INTRO

A moon mining expedition uncovered a cyclopean monolith hidden in a lunar mountain range. Your team has been sent to investigate and report to the MegaCorps what you find within this strange structure.

1. Monolith Entrance Hall

The monolith opens into a large chamber with stairs leading up to a second floor against the back wall. A corpse wearing an ancient spacesuit is slumped against the wall nearest to the entrance. A large circular depression takes up the center of the room – surrounded by 5 small stone pillars (one of which has a rope tied to it).

Investigating the Corpse

The corpse seems to have been here for a long time – the body mummified by the lunar conditions. In his hand is clutched a small – perfectly spherical – object.

2. Upstairs Chamber & Mechanism

The stairs open into another room – on the far wall a depiction of the planets in the solar system. Underneath the mural are 7 perfectly spherical objects of various sizes (matching the one from the astronaut) rest against the wall. In the center of the room is a pillar with a glowing orb on top. 8 concentric circles expand out from the center, each with a small circular depression.

Activating the Mechanism

The eight spherical objects each represent a planet in the solar system – placing them in the correct order on the concentric circle depressions activates the mechanism – opening a circular hole floor in the floor below while the entrance to the monolith closes (locking the party in).

A message appears across the mural:

Commander ident chip required for airlock cycling
ERROR* REPULSORLIFT MALFUNCTION *ERROR

3. Security Scanner

A small room with large screens set into the walls. A technological-looking pedestal with a green gemstone sits in the center. As the players enter, the gem pulses.

One of the screens flashes with the words: **Intruders Detected. Guardian Protocol Initiated.**

4. Lab

A biological research lab – the remains of an astronaut (matching the first) are splayed out across a table covered in dried gore along with cluttered papers with notes on physiology and biology of various earth creatures. Suddenly a gaunt, ten foot tall figure shambles into view – it appears to be some kind of gigantic moon mummy.

COMBAT: 1x – Moon Mummy (See Sidebar for Stats)

5. Specimen Vault

A large open vault with walls lined with specimen pods. Some seem to be cracked open. Vents on the far wall seem to be busted open and provide access to rooms below. *Roll on encounter table for room contents.*

6. Science Officer Quarters

One vent opens into simple accommodations with a large tech-sarcophagus that has been cracked open. *Roll on encounter table for room contents.*

7. Storage

Simple storage, stacked with metallic crates and sci-fi tools. *Roll on encounter table for room contents.*

8. Secondary Repulsorlift Shaft

A vertical shaft connecting the science officer's quarters (top) to the reactor (at the bottom) or the bridge (in the middle) – players should make a climb check (DC 10) to avoid falling when taking damage in combat.

COMBAT: 2x Crypt Crawlers (See Sidebar for Stats)

9. Bridge & Commander's Post

A large room with a vaulted ceiling and a floor that slopes up revealing a large tech-sarcophagus situated in the center. As the party enters, the room activates with a hum – two sarcophagi against the back wall hiss open as two moon mummies step out. The sarcophagus at the center begins to reshape into a cloak around an imposing mummified figure seated on a monolithic throne.

COMBAT: 2x Moon Mummies (See Sidebar for Stats) – Once Defeated, enter Crypt Commander

10. Reactor Core

A massive chamber filled with strange alien machinery – on one wall, tanks of what appear to be coolant are piped into a large glowing reactor on the other side. Several of the coolant pipes have some kind of insect hives growing through them.

COMBAT: 5x Crypt Crawlers

MONSTERS

Crypt Crawler

A scarab-looking insect roughly the size of a cat

HP: 3d6 (12) | AC: 14 | Spd: 40ft (20ft Climbing)
Damage Immunities: Cold | Damage Weakness: Fire
Attack: Bite +3 (1d6 piercing + 1d4 cold)

Moon Mummy

A tall & gaunt alien bipedal figure – mummified by its long tenure entombed on the moon

HP: 3d12 (24) | AC: 13 | Spd: 20ft
Attack: Entropic Slam +3 (1d8+3) – Con Save DC 12 or take an additional 1d4 next turn

Crypt Commander

A regal moon mummy encircled by a nanobot swarm and wielding a nano-control staff

HP: 5d12 (40) | AC: 15 | Spd: 30ft
Attack: Entropic Slam +3 (1d8+3) – Con Save DC 12 or take an additional 1d4 next turn

Entropic Blast 15ft cone – Dex Save DC 12 or take 2d6–1 necrotic damage (half on successful save)

ROLL (1d6) FOR ROOM CONTENTS TABLE

- 1 – 1d4–1 Crypt Crawlers Attack
- 2 – A warning screen flashing "MELTDOWN! Reactor Coolant Blocked"
- 3 – 1d4+1 vials of medical nanopaste (healing potion)
- 4 – 1d4+1 Crypt Crawlers Attack
- 5 – A crate labeled "Morphological Food Paste" – filled with pink ooze
- 6 – Escaped specimen from the "Specimen Vault" (GM's Discretion)