

CAPTAIN GOTHNOG

PRESENTS

# THE PIPELINE

A 1980s SCENARIO FOR  
CALL OF CTHULHU



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# INTRODUCTION

An interesting backdrop can set a story above and beyond the rest, turning a mundane investigation into an epic fight for survival. Just imagine Key Largo without the hurricane or The Thing without the Antarctic setting.

The purpose of this scenario is to explore and expand the concept of survival in Call of Cthulhu. Besides providing additional challenges and pressures for the investigators to face, the environment also helps to set the mood, which is critical to any horror story.

This book includes some additional definitions, rules, and arctic hazards that the Keeper can use at their discretion throughout the scenario to enhance the cinematic feel of the story.

## THE RULE OF THREE

One of the most important aspects of cinematic role playing is the **Rule of Three**. When adjudicating the dangers presented in this book, be aware of what level of realism you, as a Keeper, are looking to provide.

In a realistic, brutal setting, allowing only **one** skill or ability check or to overcome the obstacle is acceptable.

If you're interested in less lethal, but still gritty setting, allow **two** skill or ability checks before lethal effects befall the investigators. This will give the players a real sense of danger, yet still encourage some heroic stunts.

And for a truly pulp action, over-the-top cinematic feel, allow **three** skill or ability checks before the proverbial hammer falls on the characters.

For example, let's say that the investigators are attempting to climb a sheer cliff face to enter a cave unseen. A deadly setting would see only **one** roll to avoid falling to one's death. In this case it might be that one poor climb check would seal their fate.

A setting that mixes gritty action and heroic deeds would allow **two** rolls before dropping the characters on the rocks hundreds of feet below. In this case, perhaps the climbing roll fails, so an additional strength roll is needed to hold on with their fingertips.

In a pulp setting that reflects a more Indiana Jones sensibility, there would be at least **three** potential chances before tumbling

down the rocky mountain wall. In this case, it might be that the climbing skill fails and the strength check fails, but perhaps a Dexterity roll could save the falling investigator as she grabs a root dangling nearby.

The **Rule of Three** also applies in the opposite direction when a character attempts to perform a stunt. The more skill or ability checks required to achieve the stunt, the more realistic and dangerous the action will be. In other words, asking for more rolls to succeed will lead to barriers when you want your player group to engage in cinematic action.

For example, suppose a player wants their character to grab a coat from a hook, throw it over a security guard and then push them down a flight of stairs. In a realistic setting, that player may have to roll to snatch down the coat, another roll to hit the guard, and yet another roll to knock them over.

In a gritty game, the Keeper may ask for a roll to cover the guard and another to knock them prone.

In a cinematic world, a single roll is enough to give the hapless guard a blanket party and send him on his way to oblivion.

It's important that you communicate with your group to decide collectively what sort of game you intend to run concerning the **Rule of Three**. Make sure all are in complete agreement to prevent conflicting expectations in the game.

## ENVIRONMENTAL HAZARDS

The following hazards are not truly characters or monsters, but it may be necessary to place their effects into the Initiative order. Pick an initiative system and remain consistent from one combat round to the next. Players may have to be tactical, expending an action to remain balanced or hold on, so be aware if a character does not have a movement or action available to maintain safety.

**Flavor.** At the beginning of each entry, there is a small narrative section that can help inspire the scene. After reading the flavor text, the Keeper should describe the scene in their own words as appropriate to the encounter and the mood of your game.

Each entry may also include additional options other than those listed below, or it may omit ones that do not apply. Details on their use will be included with each specific description.

**Pressure.** Sometimes your players will suffer from analysis-paralysis. If they are intent on remaining locked up, refusing to move either forward into danger or around the obstacle, these ideas can help to get the story moving.

**If / Then.** Many scenes are dangerous to traverse. The notes here describe which specific actions could cause certain consequences. This can and should give your players pause as they weigh various actions and what that means for them moving forward. Do they run across a frozen lake or walk carefully? Both options will have merit based on the group and their mission.

**Even the Odds.** This is a simple way to randomly pick targets in a crowd. Each target rolls a die. An **even** number means that subject is not targeted, but an **odd** number means suffering the effects of the environment, be it falling through ice, tripping over roots or being smashed against rocks while being swept away by a raging river.

**Changes.** Even a blizzard can get boring after a while. This section is a prompt to wake up lethargic players. Use one or more of these events to jump start the encounter as things change... for better or worse.

**Fumblecrit.** During any extreme activity, whether it's combat or dealing with a natural hazard, some will fumble while others will enjoy a critical success. This table will list a few events that you can either roll for, or choose from, to add to the drama and energy of the scene.

## AVOIDING REPETITIVE CHECKS

In a survival game, the number of checks can become tedious and interrupt the flow of the story. If this happens, the Keeper can have players make bulk rolls. For example, if a character needs to make a check every hour over the course of twelve hours, simply roll them all at once and narrate the results.

## DEFINITIONS

### BONUS DICE

Having a **Bonus Die** means that you roll a second 10s die when you make your percentile roll. You then use the more favorable of the two rolls. For example, if you have a **Bonus Die** and roll a 10 and a 30, you use the 10. A character can have up to 2 **Bonus Dice** at a time. **Bonus Dice** and **Penalty Dice** cancel each other out.

### BLINDED

A **Blinded** character can't see and automatically fails any skill check that requires sight. Attack rolls against them have a **Bonus Die**, and the character's attack rolls have 2 **Penalty Dice**.

### DEAFENED

A **Deafened** creature can't hear and automatically fails any ability or skill check that requires hearing.

### DESPAIR

Enough time under extreme conditions can wear anyone down. After enduring extreme conditions (cold, heat, isolation, etc.) for 3 days, you must make a successful **Sanity** check (0/1). The character gains 1 **Penalty Die** after 6 days, and 2 after 9 days.

### DIFFICULTY LEVEL

For every skill or ability check, the Keeper decides which of the characters skills or abilities is relevant and the difficulty of the task, represented by a **Difficulty Level**. There are three levels of difficulty: *Normal*, *Hard* and *Extreme*.

A *Normal* difficulty means that the player must simply roll under their character's skill point or characteristic. A *Hard* difficulty means that they must roll under half of their skill point or characteristic. An *Extreme* difficulty means that they must roll under one-fifth of their skill point or characteristic.

For example, if a character has a Spot Hidden skill of 50, a roll of 38 would be a success, a roll of 24 would be a hard success, and a roll of 8 would be an extreme success.

### PENALTY DIE

Having a **Penalty Die** means that you roll a second 10s die when you make your percentile roll. You then use the less favorable of the two rolls. For example, if you have a **Penalty Die** and roll a 10 and a 30, you use the 30. A character can have up to 2 **Penalty Dice** at a time. **Penalty Dice** and **Bonus Dice** cancel each other out.

### EXHAUSTION

Some environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called *Exhaustion*.

**Exhaustion** is measured in six levels. An effect can give a character one or more levels of **Exhaustion**, as specified in the effect's description.

Level	Effect
1	Penalty Die on skill checks
2	Speed halved
3	Penalty Die on attack rolls and characteristic checks
4	All Strength checks require an Extreme success
5	Character is unable to walk and Strength checks automatically fail
6	Unconsciousness that only rest can rectify

A character suffers the effect of their current level of exhaustion as well as all lower levels. For example, an investigator suffering 2 levels of *Exhaustion* has their speed halved and has a *Penalty Die* on skill checks.

Finishing a good night's sleep reduces a character's *Exhaustion* level by 1, provided that they have also ingested some food and drink.

## FROSTBITE

Prolonged exposure to extreme cold without sufficient protection can lead to frostbite in the extremities.

Each hour spent exposed to the elements requires a successful Constitution check. Failure means gaining a penalty die to Dexterity checks due to numbness and pain. A second failure adds a second penalty die, and a third failure means the loss of 1d4 fingers or toes (Keeper's discretion).

Recovering from frostbite takes a long time, with the character recovering 1 Dexterity point per long rest.

## HYPOTHERMIA

This is a state of deep cold where the body begins to shut down, and the creature's core body temperature begins to drop.

When a character is exposed to extreme cold without protection, they must make a Constitution check every 30 minutes or become hypothermic. The *Difficulty Level* starts at *Normal*, increasing to *Hard* after an hour, and *Extreme* after 90 minutes. The character with hypothermia has 2 *Penalty Dice* on all Dexterity and Intelligence checks and suffer 2 levels of *Exhaustion*.

Every 30 minutes thereafter, they must make a Constitution check at an *Extreme Difficulty Level* or suffer another level of *Exhaustion*. This process continues until they either warm up or die.

## INCAPACITATED

An *Incapacitated* creature can't take actions.

## INVISIBLE

An *Invisible* creature is impossible to see without the aid of magic or some special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.

Attack rolls against the creature have 2 *Penalty Dice*, and the creature's attack rolls have a *Bonus Die*.

## PRONE

A *Prone* character's only movement option is to crawl, unless they stand up and thereby end the condition.

The character has a *Penalty Die* on attack rolls. An attack roll against the character has a *Bonus Die* if the attacker is within 5 feet of the character. Otherwise, the attack roll has a *Penalty Die*.

## RESTRAINED

A *Restrained* character's speed becomes 0, and they can't benefit from any bonus to their speed. Attack rolls against the character have a *Bonus Die*, and the character's attack rolls have a *Penalty Die*. The character has a *Penalty Die* on Dexterity checks.

## SANITY

Sanity is a measurement of the character's mental health and stability. Most characters start off reasonably sane, but as their Sanity points diminish, they become more and more insane, and can develop all sorts of mental problems as a result.

The average character's Sanity would be around 45 or 50 for an every day person, while a Sanity of 20 or less is approaching madness. If a character's Sanity reaches 0, they are completely insane, and are no longer under the control of the player. See Keeper's Handbook (p. 154) for more information.

## STUNNED

A *Stunned* character is *Incapacitated* (see above), can't move, and can speak only falteringly. The character automatically fails Strength and Dexterity checks. Attack rolls against the character have a *Bonus Die*.

## UNCONSCIOUS

An unconscious creature is *Incapacitated* (see above), can't move or speak, and is unaware of its surroundings. The character drops whatever they are holding and falls prone. The character automatically fails Strength and Dexterity checks.

Attack rolls against the character have a *Bonus Die*. Any attack that hits the character is an *Extreme* success if the attacker is within 5 feet of the character.

# Arctic Hazards

## AVALANCHE

*Then, just as I approached that primal basalt crypt I had so dreaded, utter madness came. For as the echoes of the avalanche died down, there became audible a repetition of that frightful, alien whistling I thought I had heard before. This time there was no doubt about it — and what was worse, it came from a point not behind but ahead of me.*

— *The Shadow Out of Time* by H. P. Lovecraft

## PRESSURE

The characters must take cover or run for shelter. Otherwise the party will be hit with the full impact of the snow and ice tumbling down the mountainside. This event can dramatically change the environment, wiping out settlements, blocking roads and filling narrow valleys.

## IF/THEN

If your players do not intend to find shelter in any way, then all checks related to the avalanche are attempted with a *Penalty Die*.

## CHANGES

The snow and ice will slam into all who remain exposed for 1d4 combat rounds. Failing to make a *Hard* Dexterity check will drive the character down hill by a number of feet equal to how much they failed their roll. For example, if the player fails their Dexterity check by 20, then they are pushed down hill 20 feet.

## EVEN THE ODDS

An odd roll means that they are covered in 10 to 40 feet (1d4 x 10 feet) of snow and ice. A character can dig 1d4 feet of snow each round, though a group can combine digging efforts to rescue a buried companion. Being covered causes the loss of 1 Hit Point per minute as they are crushed and begin suffocating. Anyone stuck in the snow is *Incapacitated*.

## FUMBLECRIPT

- 1 Victim's pack and all items in hand are lost in the snow; They are also *Stunned* for 1d4 rounds, losing an additional 1d4 Hit Points.
- 2 Victim loses 1d4 items in the snow. It will be a *Hard* Spot Hidden check to find any one item. They are also *Stunned* for 1 round and are *Prone*.
- 3 Victim drops a handheld item in the snow. It is a *Normal* Spot Hidden check to find it. They are *Stunned* for 1 round and are *Prone*.
- 4 Victim drops a handheld item in the snow. It will be easy to find, but they are now *Prone*.

## An excerpt from the Journal of Artemus Hale

*We have finally recovered the last of our gear after nearly four hours of searching and digging. It could have been much worse.*

*Anthony sustained a bad break to the upper arm from a bit of the larger debris that slammed down upon us like the hand of some terrible, angry god of ice and stone. He's resting now, but it will be morning before we can set it properly. Dr. Fallon is exhausted, as are we all, and is unable to do more for him tonight.*

*In the future, we must be wary of making excessive noise in these lands. It does perhaps explain the soft-spoken mannerisms of the odd fur trader we met a few days ago. He spoke in such hushed tones, we had to lean in to hear his words.*

*The avalanche has uncovered a cave entrance on the mountainside and Mr. Williams has gone to explore it as a viable place to spend the night. We must use caution since the opening shows signs of having been shaped by intelligent hands. We can only hope that nothing still resides within. On the bright side, the wolves have fled.*



## BLIZZARD

*I could barely see my own hands and feet as we marched, hour after hour, the frigid cold biting deeply into my flesh. The winds slashed across my face like broken glass. I leaned into the horizontal onslaught, trudging forward like an automaton. In all my years, I never experienced weather like this. Our only chance for survival was to reach the cabin on the map, if we weren't already hopelessly lost.*

### PRESSURE

The frigid temperatures and piling snow should motivate players to act and move. Otherwise, it's a slow and sleep-filled death as fatigue and frost consume the party.

### IF / THEN

All skill checks involving hearing and sight, as well as ranged attacks, have a *Penalty Die*. Driving is nearly impossible, requiring the character to make Drive checks every 30 minutes to avoid losing control of the vehicle. The Keeper should use common sense and consistency when determining if an action can be performed with a *Penalty Die* or not at all.

### EVEN THE ODDS

Wind gusts, flying objects, tripping hazards and whiteout conditions can randomly effect anyone under the blizzard's merciless effects.

### CHANGES

**Whiteout.** The region is covered in blinding and thick snow and the wind is physically painful to withstand. All ranged combat is impossible and the characters are effectively blind to anything beyond 5 feet.

Hearing is near impossible as well, with communication only possible by talking directly into someone's ear or by means of some prostheses. An enemy greater than 5 feet away is treated as if *Invisible*.

Moving faster than a walk requires making a *Hard* Dexterity check or the character falls prone.

**Frigid Temperatures.** Characters must make Constitution checks every hour or suffer 1 level of *Exhaustion*.

### FUMBLECRITS

- 1 Victim falls *Prone*. Items not held fast will be snatched away by the harsh winds. This includes hats, cloaks, papers, etc. They cannot be recovered until the blizzard ends, and only after a long search.
- 2 Victim falls. An item held in the hand flies 4d10 feet away. Recovering it requires an *Extreme* Spot Hidden check during the storm, or a *Hard* check afterwards.
- 3 Victim becomes lost and disoriented. Make a Spot Hidden or Survival check to return to a known path or find a familiar landmark.
- 4 Victim gets hit by a random flying object like a tree branch or small rock. Suffer 1 Hit Point of damage.
- 5 The victim's hands become frostbitten and numb. Any objects in their hands are dropped and cannot be picked up until warmed and rested. The hands cannot be used for manual manipulation, like using a gun, picking a lock, or operating a device.
- 6 Victim becomes *Blinded* by his or her own tears. Spend an action to wipe the frost away or remain *Blinded*.

*Against all odds, we managed to find the cabin, and thanks to some rather clever use of a flashlight battery, Robert got a fire going which gives us some much needed warmth.*

*Now that we have had a moment to catch our breath, we can see that the cabin is in fairly good condition considering the fact that it's well over a hundred years old. The rough stone fireplace is in the shape of an open mouth as described in the manuscript.*



## ICE CLIFFS

*I had been suspended by a series of ropes for what seemed like hours as I continued to scale the frozen waterfall, the wind a constant reminder that the slightest mistake would be my last. At the very moment I found myself tucked behind a huge pillar of ice, a robed figure stepped into view above. I dared not even breath as he stared out across the landscape, presumably looking for interlopers like myself.*

### PRESSURE

Climbing a frozen cliff or waterfall is idiocy at best. Doing it quickly is paramount. Finding a way around would be difficult and time consuming.

### EVEN THE ODDS

As the players make *Hard* Climb checks, have them *Even the Odds* to determine if an icicle breaks away, dropping from above to strike the character. An odd result will do 1 Hit Point of damage, but the greater danger is losing grip and falling. They will have to make a Strength check to hold on.

### IF / THEN

If the investigators are united and working together, such as roping each person in line, then each character will have a *Bonus Die* on their climb checks. The only actions that can be performed are ones that don't interfere with the character holding on to the ropes and other climbing gear. Otherwise, falling is almost certain.

Hanging on the wall means being an easy target for enemies. Please use the *Rule of Three* when choosing to place your players in this position. Balance how many skill checks you want versus how likely they are to succeed.

### CHANGES

**Falling Ice!** Random ice and debris can fall on the characters, inflicting 1 Hit Point of damage. The injured target should roll to hold on with Strength check. If they were already injured, the check should be *Hard*. A failure means letting go of the ropes or climbing gear. Refer back to your *Rule of Three* when determining how many rolls are needed save themselves.

**Enemies Attack!** The investigators will not be in a good place, with no ability to move, dodge or defend themselves. If an enemy attacks from above, they have a *Bonus Die* to hit the investigators. Attackers may also target the ropes.

**Falling!** It's up to the Keeper to decide if falling is an automatic death or if the character is stopped by an outcropping, suffering damage, but avoiding the hundred foot drop to the bottom.

### FUMBLECRIPT

- 1 Victim falls and gets tangled in a support rope, strangling themselves by their own weight. Suffocation means losing 1d4 Hit Points per minute until the rope is cut. Cutting the rope is easy enough, though it will mean that the victim will likely fall, unless a companion catches them.
- 2 Target falls and dislocates shoulder as they are brutally yanked on by an arrester rope or grip an outcropping. The arm is completely useless until they either get medical attention or manage to relocate it and rest it for a few days.
- 3 Accidentally drop 1d4 items from belt or pack.
- 4 Target falls. Hits icy face of cliff and becomes *Stunned* for 1 minute.
- 5 The ice is sharp enough to pierce deep into the victim. Suffer an open, bleeding wound. Lose 1 Hit Point and lose 1 point every minute until bandaged somehow.
- 6 Hands become numb from the cold. The victim must warm and rest them before regaining the use of them.

## ICY CREVASSE

*My fear had me paralyzed. Do I walk along the surface of the snow, only to fall into an unseen crevasse, or do I climb down into the cracked snow and follow the winding path below, only to be buried as the walls collapsed around me?*

### PRESSURE

The depth of the snow in these climates can range anywhere from several feet to hundreds. The greatest dangers are falling into an unseen crevasse hidden just beneath the surface or wandering into a maze of ice gullies where death can come from above. Getting around or across an icy crevasse is dangerous, but sitting still will only allow the McGuffin to get that much further away.

### IF / THEN

**The Pits.** A sheet of thin ice and snow covers a natural pit or crevice. Finding these pits requires a Spot Hidden check with a *Penalty Die*. If the character is a skilled explorer, or if the character is using something like a walking stick to check the snow in their path, there is no *Penalty Die*. They must make a Dexterity check to avoid falling 6d6 feet down, though snow may cushion the fall. *Even the Odds* to determine if this fall causes harm.

The crevasse can be as small as a tube that wedges the victim at the bottom, or it can be a true cavern formed from snow and ice. The latter could be a safe haven or an entrance to a bigger threat.

**Bottom Side.** Walking the crevasse floor is an option, but the party is limited to a specific direction and destination. Their position also makes them vulnerable to attacks from above, giving ranged or thrown weapons a *Bonus Die* to hit. Winged creatures cannot fly easily within a crevasse (Keeper's discretion).

The benefit to traveling in a crevasse is the cover it provides from harsh winds and being seen by enemies.

### CHANGES

**Collapse!** Whether walking on the surface of the snow or trekking the floor of the crevasse, there is a chance that

the snow will crumble and collapse. If this happens, *Even the Odds* to see if someone is covered in the heavy snow and trapped. Odd means they are covered in 1d4 x 10 feet of snow and ice. Characters can dig 1d4 feet of snow each minute. A party can combine digging efforts. Being covered causes the loss of 1d4 Hit Points per minute as they are crushed and suffocating. Anyone stuck in the snow cannot move and cannot dodge attacks.

**Hunters!** A predator or native hunting party will try to attack the investigators at their most vulnerable, such as when they are climbing up or down the crevasse walls.

The characters will have to choose whether to fight back or aid any companions who may still be hanging from the wall.

The Keeper should consider a level of threat for the encounter since the hazard will amplify the risk of death.





## FROZEN LAKE

The frigid climate has frozen the lake before me. This desolate landscape stretches as far to the east as it does to the west. A small animal makes its way across the smooth glassy surface. Soon, the small creature is lost in the distance. I must make my way across or waste valuable time going around. I steel my nerve as the lake waters flow below the all-too-thin surface.

### PRESSURE

Crossing this expanse is dangerous. However, with enemies bearing down from behind, going around will more than double the travel time. The McGuffin is already making its way to the shore on the other side. Your investigators may want to take the chance to cross.

### IF/THEN

If a character is walking no faster than half of their movement rate, then that character can cross the lake without falling *Prone*. If the character is moving faster than half of their movement rate, they must succeed on a Dexterity check or fall prone. Moving at full speed incurs a *Penalty Die*.

If a character is taking another action while moving (such as engaging in combat), then that character has an additional *Penalty Die* on any checks to remain on their feet.

### CHANGES

**Cracked Ice.** Warn your players that hairline fractures explode across the frozen lake surface before dumping them into the frigid water. A crack across the lake can separate a group of combatants. To jump across, a character must make a *Hard* Jump check or fall through the crack (see *Falling Through the Ice*). If a character chooses to spend a moment preparing before the jump, the check is made with a *Bonus Die*.

**Islands of Ice.** The lake surface shatters into numerous ice floats (see *Cracked Ice*).

**Falling Through the Ice.** This can be a random effect, depending on whether the ice is thin or already cracked. If there is a good chance of breaking through the ice, then *Even the Odds* to determine if anyone plunges into the icy darkness. Otherwise,

have the characters make a successful Dexterity check to avoid falling through. The Keeper should set the difficulty based on the thickness of the ice:

Ice Thickness	Difficulty
Up to 1 inch	Extreme
1 inch to 2 inches	Hard
2 inches to 3 inches	Normal

Falling into the water induces severe *Hypothermia* in 1d4 minutes (see *Hypothermia* on page 5).

Even after leaving the water, the effects of hypothermia continue until the creature is warm and dry.

**Breaking the Ice.** To recover a creature or object that has fallen through the ice and is still within reach, the character must make a Dexterity check. If the ice must first be broken, the character must inflict 5 hit points of damage to smash through the surface. Of course they must be careful not to fall in themselves.

### FUMBLECRIPT

- 1 Victim plunges through the ice and into the frigid water. They are *Stunned* and suffer a loss of 1 Hit Point. All items carried fall to the bottom of the lake or river. The victim floats under the thick ice, which must be broken in order for them to reach the surface. See *Hypothermia* on page 5.
- 2 Victim falls through the ice and into the frigid water. They are *Stunned* for 1d4 rounds and drop anything they are holding. See *Hypothermia* on page 5.
- 3 Victim falls down. An arm or leg punches through the ice into the frigid water, paralyzing the limb. They are considered *Prone*.
- 4 Victim twists an ankle or pops a knee. They lose their ability to dodge for 1 hour and their movement is halved.
- 5 Victim falls *Prone* and drops whatever they are holding. The object or objects slide 4d10 feet away.
- 6 Victim spins in place, turning their back to the action and any potential threat.



## RAGING RIVER

*The hunters and their dogs were on my trail a few miles to the south. I had to find a way to obscure my scent. Crossing the rapids of the treacherous Ukah river was my only chance. I placed a foot in the flowing, icy water, and came to the desperate realization that either choice was likely death. I began to cross, my heart struggling to move warm blood to my extremities even as they turned blue.*

### PRESSURE

Being chased by pursuers can motivate reluctant investigators, leaving them with little option but to cross the river as their only chance for escape.

On the other hand, the investigators could be the hunters in pursuit of a quarry and, if they don't cross the river, they may never pick up their trail again.

### IF/THEN

As the Keeper, you can decide how deep the river is, or decide randomly. If ankle or knee-deep, dodging attacks incurs a *Penalty Die*. Resisting the water's pull requires a *Normal* Dexterity check. Failure means falling in and getting soaked in the frigid water.

If the river is waist-deep, dodging incurs 2 *Penalty Dice* and spotting hidden dangers and objects in the water will require a *Hard* success. Movement is halved and resisting the current requires a *Hard* Dexterity check to avoid being knocked *Prone*.

If the water is chest-deep or greater, movement is only one quarter (round down). Resisting the raging water requires an *Extreme* Dexterity check. Failure means being swept away by the current and there is a high risk of *Hypothermia* (see page 5).

### EVEN THE ODDS

Each round in the water requires stepping carefully and keeping one's balance or risk falling and getting carried away by the force of the frigid waters.

**Ice Cold Water.** A subject can remain immersed for a number of minutes equal to 10% of their Constitution score before *the cold becomes too much*. Each minute beyond that

requires a successful Constitution check to avoid *Hypothermia*. Any actions beyond this point that require the use of hands is a *Hard* skill check, and there is no longer any feeling in their feet. Objects can still be held, but the victim has a *Penalty Die* when performing any balancing or walking action or using their hands for any fine manipulation.

**Drowning.** While swimming, movement is halved, unless the character has any skill points in Swim. At the Keeper's option, gaining any distance in rough water might require a successful Strength check. A character can hold their breath for 1 minute. After that, they must make an Extreme Constitution check to continue to hold it.

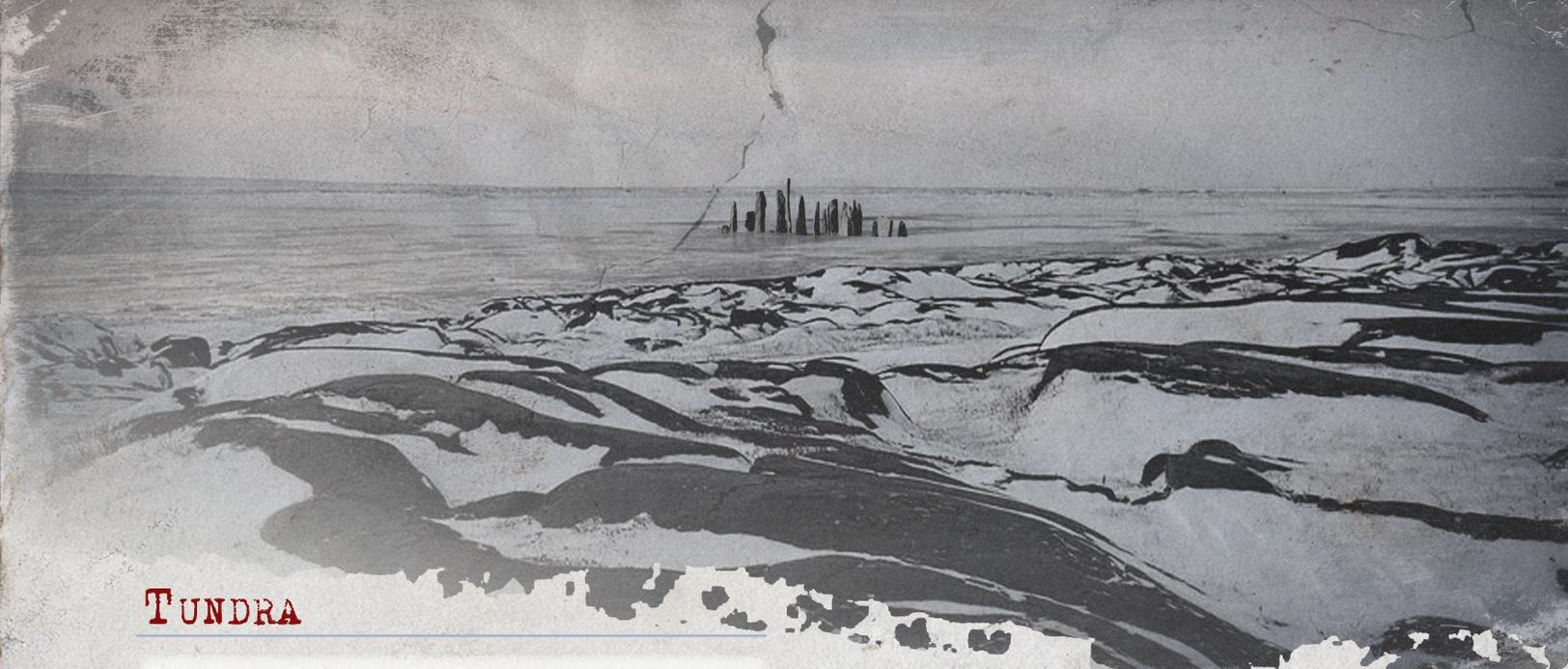
When a character runs out of breath or takes water into their lungs, they can survive for 1 minutes. When that minute is up, they drop to 0 Hit Points and will die unless resuscitated. Once revived, half of their Hit Points return, with the rest returning after a good night's sleep.

**Downstream.** In addition to moving across the river, the character who swims or gets carried away will move 1d4 x 10 feet downstream.

**Injuries.** Anyone who suffers a physical injury while swimming must make a Constitution check with a *Penalty Die* or begin drowning. A serious wound may require 2 *Penalty Dice*.

### FUMBLECRIT

- 1 Target falls, swallows water and drops anything in their hands. They are carried away downstream, the items are lost, never to be recovered. Target hits head and is *Stunned* for 30 seconds, suffering drowning effects.
- 2 Target falls and traps an arm or foot between rocks on the bottom. They are underwater and must be pulled free. This requires a Strength or Dexterity check.
- 3 Target falls *Prone*, dropping any handheld items. They float free, down river. Victim can stand up, but is moved 10 to 40 feet downstream.
- 4 Target stumbles, dropping a handheld item.



## TUNDRA

*The white expanse was blinding. I shielded my eyes, and as the unbroken landscape slowly came into focus, I could make out a small ring of standing stones in the distance. With every surface covered in several feet of snow and ice, my dark clothing stood in sharp contrast to the pure white terrain. The horizon seemed infinitely distant as I trudged through the creaking snow.*

### PRESSURE

Refusing to travel through the frozen wasteland will only prolong a slow and painful death. Hunting for food, finding shelter, and gathering wood will all fade to nothing by remaining in one place. Pack hunters and scavengers are drawn to the warmth of fire and life. Moving is the best option. Remind the players that the cold calls for you to sleep and never wake.

### IF/THEN

If moving at half speed and taking plenty of rest-breaks, then there are no penalties. Moving faster than half speed on the other hand is very taxing on the human body.

For each hour of travel, each character must make a Constitution check at the end of the hour. The difficulty level increases to *Hard* after 6 hours of travel without a rest. On a failed check, a character suffers 1 level of *Exhaustion*.

Any character who was born and raised in a similar environment or has skill points in survival does not suffer these penalties.

### EVEN THE ODDS

Stumbling upon natural obstacles – such as pits, outcroppings, animal dens, and so on – is a risk requiring a random element. The Keeper should *Even the Odds* in these cases.

### CHANGES

**Tripping.** The investigators cross an area filled with tripping hazards and sharp rocks. Random victims must succeed on a Dexterity check or fall down *Prone*.

**The Pits.** A sheet of thin ice and snow covers a natural pit or crevice. Finding these pits requires a *Hard Spot Hidden* check using only sight. The difficulty level is reduced to *Normal* if they are using tools like a walking stick to check ahead of them. Skilled explorers have a *Bonus Die* on this check.

*Even the Odds* to see if a random group member stumbles into the pit or crevice. Jumping the hazard requires a successful Jump check to avoid falling 5d8 feet down. Snow may cushion the fall. *Even the Odds* to determine if this fall causes harm.

**Snow Blindness.** Picking out landmarks can be hard due to the vast blanket of white snow. Characters have a *Penalty Die* to spotting anything that remotely blends into the white snow. This includes other characters and light-colored creatures.

### FUMBLECRITS

- 1 Target falls down in the snow, dropping any held objects. They are *Prone*. Small items like rings or stones are completely lost. Larger items like packs, guns or walking sticks can be found with a successful Spot Hidden check. They are snow blind for 1d4 rounds.
- 2 Target falls *Prone* and is snow blind for 30 seconds, dropping one object held in their hand. The item can be found with ease.
- 3 Target falls *Prone*.
- 4 Target becomes snow blind for 30 seconds.

# The Pipeline

## SCENARIO

This scenario is designed to take advantage of many of the conditions and hazards presented in this book. It is set in the mid 1980s, in the wilderness of British Columbia, Canada.

As the story begins, there is a great deal of controversy surrounding the construction of a new oil pipeline due to its potential environmental impact, and the fact that it passes through land that is sacred to the Tahltan tribe.

On top of that, a radical environmental group that is known for violence has threatened to stop the pipeline at all costs.

Then, the day before the pipeline was intended to come on line, all communication with the facility was lost. Fearing the worst, Exxon sent in their own team in the hopes of avoiding a scandal that could cost the corporation billions.

## KEEPER SECRETS

**The North Wind.** The North Wind is an ultra-radical group that is dedicated to using sabotage and violence to achieve their extreme environmental and political goals. They are comprised mostly of individuals from the Tahltan tribe, though there are a few non-tribal members. These latter individuals were recruited specifically because they had much needed skill sets.

The North Wind first came to the attention of the general public when they sabotaged several oil fields throughout western Canada, Alaska and North Dakota.

A year later, they made national headlines when one of their operations directly caused the deaths of three Exxon employees and injured another twenty-three. The facility was out of commission for six months, and cost the company millions in lost revenue.

The FBI and the Canadian Security Intelligence Service (CSIS) has been working on this case for six months now, and they have surprisingly few leads. All attempts to infiltrate the group have failed. The investigation is ongoing at this time.

### SECRETS

Neither the public nor the FBI are aware that the The North Wind is secretly a cult of Ithaqua whose members believe that they can use its power to achieve their goal of restoring Alaska and much of Canada to wilderness.

When the The North Wind learned that the construction of Exxon's British Columbia Pipeline had uncovered an ancient structure, the descriptions in the news left little doubt in their minds that it was a temple of Ithaqua.

Seizing this rare opportunity, the cult managed to infiltrate Exxon with several of their own people so that they could more easily gain access to their sacred site.

Two members of The North Wind (Andy Fallon and James Monroe) were able to get themselves hired as pipeline walkers, while a third (William Harris) was able to use his film school degree to convince Exxon that he wanted to make a documentary on the positive impact of oil pipelines. Exxon agreed to allow William to access their facilities under the condition that they would have final approval of the film.

Over the next few weeks, the nine cultists managed to further excavate and access the temple, discovering a blasphemous text known as the *Revelations of Ahisar* preserved within (see Appendix). Bound in thick, hand-wrought copper plates covered in elk skin, the pages of the tome were made from a strange dull-silvery material that behaved more like paper than metal.

They immediately began translating the lore and rituals contained within, losing one of their group to suicide after her mind broke under the weight of profane knowledge.

Ten days ago, on the night of the new moon, the cult used the information within the book to prepare an elixir that would allow them to manifest the terrifying Urayull (oo-RAY-ool), whose description seemed reminiscent of the Himalayan Yeti. The cult's intent was to have the beasts serve them in their goal to gather human sacrifices to summon Ithaqua.

When they drank the elixir during the ritual however, it was the cultists themselves that slowly and agonizingly began to transform into the terrible yeti-like Urayull. The only one spared this fate was William who, witnessing the effects on his companions, lost his nerve and fled into the wilderness with his portion of the elixir in his back pocket.

The next night, the Urayull attacked the town of Telegraph Creek, effectively isolating the entire region by severing all communications with the outside world. Three people in town were killed, one was taken to the Temple of Ithaqua for sacrifice, and the rest are in hiding.

Eight nights ago, the Urayull slaughtered almost everyone at the main pumping station, save for two. They were deemed worthy for sacrifice, and so were taken to the Temple of Ithaqua until the final two are obtained, when the ritual to summon Ithaqua can begin.

A week ago, Exxon executives became concerned when the inspectors didn't check in as scheduled, and so decided to send in a special recovery team in the hopes of keeping any potential "incident" out of the news.

William has managed to survive in the woods, but now the Urayull are hunting him, so he doesn't have much time.

## PROLOGUE

The investigators have been hired by the Exxon corporation to investigate the sudden communication loss with their pumping station in British Columbia.

Exxon suspects that a radical environmental group called "The North Wind" is responsible, and since these "eco-terrorists" have shown little regard for human life in the past, the company is taking no chances.

The investigation team will consist of an electrical engineer, two mechanical engineers, a survival expert, six private security specialists, and a representative of the company who will handle all public relations, negotiations, and speak to the media if necessary.

The investigators will have little time to prepare, and due to weight limitations, will only be allowed 10 pounds (4.5 kilograms) of personal gear. Security personnel are allowed an additional 20 pounds (9 kilograms) for weapons and ammunition. All other gear is being provided by the company.

The DHC-6 Twin Otter ski-plane leaves Vancouver around 6am and is expected to land in Telegraph Creek 8:50am. From there, they will take a service road approximately 25 miles (40 kilometers) to Chutine Landing and EBC Pumping Station #31.

### OTHER CHARACTER OPTIONS

In addition to the characters that would likely be part of the investigation team, other options could include:

- Archaeologist – A lone or amateur archaeologist who heard the news of the recently discovered structure is looking for other possible signs of a previously undiscovered culture in the area.
- Environmental Activist – This character survived the attack on their camp and has managed to survive since then. Seeing the plane approaching, they had hoped for rescue, but were bitterly disappointed when they saw it go down. Note that this person may have seen an object hit the plane before it went down, describing it like a big rock being thrown from the ground.
- Hiker – A long-distance hiker is passing near the crash site and goes to check on the passengers. This character option could include almost any occupation since they are presumably on vacation.
- Hunter/Outdoorsman – Perhaps they see the plane go down near them and go to offer assistance. This person is on a hunting trip, is not local to the area, and could be almost any occupation.
- Refugee – One of the survivors from either the pumping station or Telegraph Creek managed to escape the attacks and fled south. Since they escaped, they probably didn't see very much and may describe what they saw as a bear attack.



## DAY 1: THE CRASH

*You awaken to the sound of howling wind and creaking metal. You're suspended upside down, still belted into your seats. It's bitter cold, and somewhere in the distance you can hear someone screaming.*

*Your head is pounding, and the last thing you remember was boarding the ski-plane in Vancouver.*

The investigator's plane has crashed on the slope of a mountain. Large sections of the aircraft, including the cockpit, are missing, and most of the gear is scattered across the mountainside.

The only survivors are the player characters. The pilot is missing and everyone else was killed in the crash.

Moments after the characters awaken, the section of the plane they're in begins to slide slowly downhill. A Spot Hidden check will let them notice that they are moving towards some sort of drop-off.

It's not difficult to get out of their seats, but they will have only a minute to grab any personal gear on the plane. Have each character make a Spot Hidden check to find what they want. They can search more than once, but each check takes 20 seconds, allowing for 3 checks before the plane goes over the edge. If they are still searching in the last 20 seconds, they will have to make a Dexterity check or get thrown from the plane and suffer 1d6 points of damage. A successful check means getting out of the plane with no damage.

**Investigating the Crash.** A quick look around won't tell them much except what they already know. An Extreme success on a Spot Hidden check will let them notice a hole in one of the engines as if something punched through the outer casing.

They are able to find their weapons and some climbing gear, but there is no sign of any food or water, save what they grabbed.

**Survival.** The investigators should have access to cold weather clothing which would have been with their personal gear. However, this doesn't mean that cold won't be a problem.

While the investigators are exposed to the elements, they should make regular Constitution checks to avoid mild hypothermia, particularly as they exert themselves and begin to sweat. Every 30 minutes, have the characters make a regular Constitution check. Failure means gaining a *Penalty Die* on all Dexterity checks until they spend 30 minutes getting warm. A second failure means also gaining a *Penalty Die* on all Intelligence checks until they warm up.

If a character doesn't have cold weather gear or gets wet, their chance of becoming hypothermic increases dramatically [see *Hypothermia* on page 6 for details].

**First Day of Travel.** In the valley below the characters can see the oil pipeline following the Stikine River north to the pumping station at Chutine Landing. If they can manage to make their way down to the river, following it should make finding the station easy enough.

The snow is knee deep most of the way with the occasional drop to hip deep. Unless someone specified that they brought snowshoes, the characters do not have them, which makes walking extremely difficult and slow. Movement is about one mile per hour at best (not counting rests and obstacles), which makes the 14 mile (22.5 kilometer) trip to the station a minimum of 14+ hours. Add 1 hour if transporting any injured characters. This time of year, the sun sets around 5:30pm, leaving just 8 hours of daylight on the first day.

**Ice Cliff.** After assessing their situation however, they determine that the only viable way down the mountain is via a sixty foot wall of ice. Fortunately, they have climbing gear with them, but with only minimal training, it's going to be a dangerous descent [see *Ice Cliffs* on page 9 for details].

**Raging River.** Once the investigators reach the valley floor, they will have to cross the Stikine River. While much of the surface is frozen, the ice is not very thick, and so crossing will be extremely dangerous. The Keeper should use the Frozen Lake hazard (p. 11) as they attempt to cross, and the Raging River hazard (p. 12) if they fall through.

**Shelter.** Finding a place to spend the night is going to be a challenge. If they managed to salvage a tent or two from the crash, that will help. Otherwise, a normal Spot Hidden check will have them notice a number of stone outcroppings up the slope that might provide shelter. The only other option is a snow shelter which can be made by anyone in the group who makes a successful Survival check.

Setting up camp will take at least an hour, unless they are making a snow shelter, which will take two hours.

#### DAY 1: EVENTS

While the characters are traveling, the Keeper should decide randomly if any of the characters notice one or more of the following events:

1. An eerie scream is heard in the distance. It is impossible to tell the direction or if it might have been a bird of some kind. No one else hears it.
2. At the edge of sight, it almost looks like there is a figure on the mountainside high above. It's impossible to tell for sure if it's a bear or a man in heavy winter clothes. Calling to them is useless at this distance with the wind blowing.
3. One of the characters spots a set of tracks in the snow some distance away. If the characters want to take 30 minutes to investigate, they find large bipedal footprints. The prints are weathered, making it impossible to tell much about the person who made them except that they seemed to be in a hurry. They go from the southeast to the northwest.
4. The characters find the remains of a freshly killed moose. Its guts have been scattered about with many of the internal organs and much of the meat presumably eaten. The casual observer would conclude that it was probably done by a pack of wolves. Spending 30 minutes examining the carcass (with a *Hard Survival* check) will show signs that it might have been something bigger, like a grizzly bear. Spending 10 minutes with a knife could scavenge enough good meat for 8 individual meals.
5. At some point, have each character make a Power check. Anyone who succeeds has the unsettling feeling that they are being watched, though looking around reveals nothing.
6. As the characters are passing near an area of steep rock, a roughly two-foot diameter stone slams into the ground near them. If they take 10 minutes to examine it, they find a few deep scratches in its surface. It seems likely that it fell down from the slope above them.



## NIGHT 1: THE RED SKY

**Deep Cold.** Once the sun sets, the temperature drops quickly, with the vicious wind dragging the temperatures down to -60° Fahrenheit (-51° Celsius). Even the slightest exposure risks frostbite in these conditions (see page 6).

If the characters don't get a fire lit, it's going to be a rough night. There is enough dry wood in the area to build a fire, and starting it requires a Survival check, which becomes *Hard* after it becomes dark.

Without a fire, the characters will have to make *Hard* Constitution checks every hour. Success means getting a bit of sleep, while failure means laying there shivering.

A character will have to get at least 6 *Hard* successes to avoid *Exhaustion*. An *Extreme* success counts as 2 *Hard* successes. If a character does not get enough sleep, they gain 1 level of *Exhaustion* (see page 5).

The Keeper should give the characters *Bonus Dice* if they come up with reasonable ways to keep warm, such as sharing body heat, wrapping hot rocks in towels and putting them in the shelter, or even using candles for warmth.

On the other hand, solutions such as drinking alcohol can make the character feel warmer, but will actually make hypothermia far more likely, earning 1 or 2 *Penalty Dice* depending on how much they drink (Keeper's discretion).

**Hunger and Thirst.** The effects of dehydration will affect the characters first. Fortunately, if they have been able to make a fire and have a container, they can melt snow and ice for water.

While they might go to bed hungry, there will be little impact immediately, apart from the disappointing grumbling of their stomachs. If they managed to get some food, such as provided by the moose carcass event, then it won't be too bad.

The moose meat is best when cooked, but considering the cold, it is perfectly safe to eat raw.

### NIGHT 1: EVENTS

As night settles in, many of the characters will likely have a difficult time sleeping. The bitter cold wind scours the landscape and bites at all exposed flesh.

About two hours after sunset, the sky is illuminated by the brilliantly shimmering curtains of the Aurora Borealis. While some of the characters may have seen it before, this one is different. Instead of soft blues and greens which most people are accustomed to seeing, this aurora is a pestilent red streaking down from above like blood dripping from the heavens, bathing the landscape in its eerie light.

**Blood Aurora Lore** – If any of the characters are familiar with Native American lore, they may be aware that this rare event is called the “blood aurora” or “blood sky.” In many local myths, it was said that the spirits that would occasionally

descend from the sky would battle so fiercely that the heavens would run red with the blood of their war. During these nights, native peoples believed that the evil spirits from the sky would descend to take away the strongest men for their great feast.

To avoid this fate, the natives would barricade themselves inside their homes and hang special talismans at the door to keep the evil spirits at bay.

In addition to the blood aurora, the Keeper should decide randomly if any of the characters notice one or more of the following events:

1. In the middle of the night, anyone who finds themselves awake will hear a terrible, howling shriek in the distance. This unnerving noise sounds like neither human nor beast. They should make Sanity checks (0/1) and lose the ability to sleep for one hour.
2. If any of the characters are asleep, they will have disturbing dreams of an immense humanoid shape, pale against the distant horizon, its upper half partially shrouded in gray clouds, making a dark silhouette. Its slow, deliberate strides carry it across the land with frightening speed, despite its unhurried gait. It pauses to turn its notice to the dreamer, and they can see that where the head of the creature should be there are two points of light visible in the shadow, like gleaming stars. Anyone who was asleep at the same time had nearly identical dreams. If the characters come to realize this, they should make Sanity checks (0/1d3).
3. A rumbling like thunder is heard in the distance. Anyone familiar with this sort of environment will know that it was probably an avalanche, warning that they will have to be particularly cautious the next day.
4. One or more of the characters (Even the Odds) has inadvertently suffered mild frostbite during the night. A small portion on an extremity (finger tip, earlobe, end of nose, etc.) is unnaturally white. While not debilitating, it should alert the characters to the very real dangers presented by the cold.



## DAY 2: THE JOURNEY

*Following one of the most uncomfortable and deeply unsettling nights you've ever experienced, the morning light fills you with a slight bit of optimism. As you gather your gear and break camp, you see the pipeline stretching to the north. You think another day of hard travel may get you to the pumping station... if you don't run into any problems.*

In the morning, the characters will presumably continue to follow the pipeline towards the station. Travel is still extremely difficult, and if they haven't had any food since the crash, they will have to make a Constitution check or suffer 1 level of *Exhaustion*.

**The Pilot.** Approximately two hours after heading out, the wind begins to pick up as heavy clouds cover the sky. It quickly begins to snow, reducing visibility to 60 feet. This will make navigation difficult if they move away from the pipeline.

Thirty minutes later the characters spot a dark shape on the side of the pipe. As they get closer, they can see a human figure hanging upside down with dark streaks of blood running down the side of the gray pipeline.

*After hours of walking through knee-deep snow, passing by miles of pipeline, you see a dark shape in the distance. Something dark is hanging from one of the supports, but it's unclear what it is. It appears to be a figure... not an animal, but a man hanging upside down with his feet wrapped in a thick rope.*

*As you get closer, the grisly details become clear. The man has been eviscerated, his bare torso laying against the pipe, and he's been lashed in place with his own entrails! Horrifically, his chest cavity and abdomen have been completely emptied, leaving a gaping hole, as if ripped out of his body. Worse still, his face is a mask of crimson, with eyes wide and mouth open in a silent scream. He was alive when this happened.*

If anyone can bring themselves to look closer at the person, they will immediately see that this is their missing pilot. He has been viciously gutted, and tied to the structure with his own intestines. This scene provokes a Sanity check (1/1d4+1).

Once the initial horror fades slightly, they will notice bizarre symbols written in blood (presumably the victim's) on the pipe near the body. A *Hard* Archaeology or Occult check will reveal that the writing is Aklo; an ancient arcane language known to be mythos-related. If any of the characters can read Aklo, they can make a *Hard* check to translate it. The rough meaning is: "He is coming. This land will be free. The blood of the interlopers will open the way." Anyone who knows anything



about the North Wind will recognize these phrases from some of the group's propaganda.

If any characters participate in restoring some semblance of dignity to the body, they can regain 1 point of Sanity lost from this experience (Keeper's discretion). This would involve cutting the body down and providing some sort of basic burial, or taking it with them. Either way, this process will take about 30 minutes to complete.

**Whiteout.** By the time they finish with the body, visibility has diminished to 20 feet. The characters in front will have to make Navigation checks every 30 minutes to avoid becoming lost. It will be difficult to remain lost for long with the river and the pipeline to guide them, but each period of being lost will cost 30 minutes of extra time.

**Bear Attack!** After the characters have been traveling for 6 hours (total), they should make Listen checks. Anyone who succeeds hears a repetitive, heavy thumping, only just audible over the gusting wind. A *Hard* success will allow the character to figure out that the thumping sounds like something running, and it's getting nearer. An *Extreme* success will allow them to hear the deep growl and rumbling breaths of whatever is approaching.

Any characters that succeeded on their Listen check will have a couple seconds to ready themselves before a huge dark shape lands in their midst.

*A massive grizzly rears up to its full height of ten feet. It bellows a cacophonous roar that rings in your ears, even over the sound of the driving wind. The beast's eyes are jet black and filled with rage.*

*Its hair is filthy and matted. You can see a large slash on its side, exposing meat and bones. The blood has congealed into a black seeping clot. It shakes its head violently, letting out an unnatural scream as it lunges forward.*



The grizzly immediately attacks one of the group at random. Anyone who rolled a *Hard* success or better on their Listen check will add 50 to their initiative.

### GRIZZLY

**STR** 110 **CON** 80 **SIZ** 125 **POW** 50 **DEX** 45

**Move:** 8 **Hit Points:** 14 **Armor:** 2

**Weapons:** Claw 40% (1d6 + 2d6); Bite 60% (1d8 + 2d6)

The bear will violently attack any creature it sees with either two claws or a bite until it is killed. Anyone making a Natural World or Survival check will know that its behavior is abnormal.

If anyone takes the time to examine the bear's wounds, a Spot Hidden or Survival check will reveal that they might have been made by another bear. A *Hard* success suggests that it was something bigger and stronger, and not a bear.

**Aftermath.** Assuming the bear is killed, the group will have to tend to any wounded. All told, another 30 minutes is lost in this encounter. The sky is growing dark (if it's not dark already) and the weather is getting worse. It is unlikely that they will reach the station tonight.

## NIGHT 2: NOISES IN THE DARK

The same options are available to set up camp as the night before, though if they are using tents, setting them up will be particularly difficult, requiring a *Hard* Survival check.

The darkness tonight is absolute, and the roar of the wind is constant. The snow is piling up at the rate of about six inches per hour, and shows no sign of letting up.

**Howls.** In the middle of the night, a horrible, shrieking howl cuts through the sound of the wind, spiking everyone's adrenaline. The wail is unlike anything they have heard before, and provokes a Sanity check (0/1).

The howls continue for a quarter hour and then abruptly stop, followed by an unnatural calm in the wind.

**Rocks!** In the eerie quiet that follows the howls, a two-foot boulder smashes into the snow just a half-dozen yards away from camp! The Keeper should ramp up the tension by having the characters make Spot Hidden and Listen checks to see if they can tell the direction from which the stones are being thrown and/or where they are going to land. If their check is successful, they gain a bonus die on their Dodge roll for that particular stone.

The Urayull's aim is poor due to the storm and distance, so any hit is no more than a graze that inflicts 1d3 hit points of damage.

After a minute of this bombardment, it stops and they hear the howls again, but they are moving away to the north.

**Deep Cold.** It's another bitter cold night as the temperature drops to -60° Fahrenheit (-51° Celsius), and the characters once again risk frostbite (see page 6).

There is no wood nearby for a fire, so unless they decided to carry some from the last camp, there will be no fire tonight.

The characters will have to make *Hard* Constitution checks every hour to get some sleep as before (see Night 1).

**Hunger and Thirst.** The lack of food is going to become a serious problem soon. If they have had no food since the crash, they will start to experience some weakness, gaining another level of *Exhaustion*.

If it occurred to them to get some meat from the bear, they will be able to get enough to have at least three meals for each of them. Due to the condition of the bear flesh, it's fairly obvious that the meat will have to be cooked thoroughly in order to be safe to eat. If any give in to the temptation to eat the meat raw, they will have to make a Constitution check. Success means that they are fine, if a little queasy. Failure means severe vomiting after thirty minutes, making any rest impossible for 2d4 hours. A fumble of 96-99 means vomiting plus the loss of 1d6 x 5 points of Constitution for three days, unless they can get the medicine to deal with it. There is some in the station's medical kit. A fumble of 100 causes vomiting, Constitution loss, and they fall unconscious for 12 hours.

## DAY 3: THE PUMPING STATION

*By morning, the storm has passed, though it is still overcast and bitterly cold. The wind continues to blow across the frozen landscape. In the direction of the station, you see a outer edge of an evergreen forest. The pipeline continues to follow the river; that bends off to the east slightly.*

*Beyond the forest on a low hill that has been cleared of trees is the pumping station. It's only about two miles as the crow flies, but it's more like four if you follow the pipe.*

At this point, the characters have two basic directions they can take: the direct route through the forest, which is faster, or they can follow the pipeline the long way around.

**Direct Route.** If the characters travel directly to the station through the forest, it will take about two hours. The first thing that they notice is that the forest is unnaturally quiet.

*As you enter the forest, the tall evergreens stretch far above, and you are struck by the sudden quiet. You've become so accustomed to the constant wind that you only noticed it when it was gone. The old trees creak as the wind blows their tops, causing clouds of snow to periodically sift down from above.*

*The snow is not quite as deep in here, but you gain no benefit of speed due to the fact that you have to navigate fallen logs and foliage.*

*It is much darker in here than you imagined, due in part to the overcast skies. While you can still see easily enough, the dense trees continue to limit your visibility.*

The Keeper can have the characters make a Natural World or Survival check to observe that it is much too quiet in here. Even in this harsh weather, there should be a few hardy birds, squirrels, or hares, but there is nothing but the sound of their own breathing, the creaking trunks, and the soft thuds of falling clots of snow.

If anyone asks to look for signs of activity, a *Hard Spot Hidden* check will reveal that some time ago, humans passed through these woods. An *Extreme* success will tell them that they were here more than three days ago, and that there were six of them.



**Location 1: Destroyed Campsite.** About forty-five minutes into the forest, the characters see something man-made through the trees.

*After nearly an hour in the forest, you see something blue and man-made through the trees. A moment later you step out into a small clearing that contains the ruins of a campsite consisting of several tents and a debris shelter, all of which have been ripped and smashed to pieces.*

*Fragments of tent and sleeping bag stream from tree branches. Clothes and gear are scattered over the snow. A shredded Earth First banner hangs from a makeshift flagpole.*

*It takes several seconds to realize that the red you're seeing everywhere isn't bits of camping equipment or clothing. The clearing is painted with blood and gore... a lot of it. As this grotesque tableau worms its way into your mind, threatening to send you screaming back the way you came, you recognize limbs, piles of flesh, and shredded, unidentifiable viscera. A mutilated head leers down at you from above where it has been impaled on a broken branch, a look of absolute horror frozen into his features.*

The characters should make Sanity checks (1/1d4+2) when they see this. If anyone gains a temporary insanity, they will run screaming from the clearing in a random direction for 15 minutes.

Anyone who runs away should make a Luck roll. Failure means coming across the remains of yet another body that looks as if it has been thrown there from the site of the original slaughter. It consists of no more than an upper torso and an arm. This will not require another sanity check, but it will make the person catatonic (*Incapacitated*) for 4d6 minutes.

If the characters search the clearing, they maybe be able to find the following:

### NORMAL SUCCESS

- **Video Camera and VHS Cassette** – It contains hours of video showing the activists setting up camp, talking about environmental views, discussing their plans to handcuff themselves to the pumping station, and so on. A *Hard Spot Hidden* check while watching it means that the character sees a tall, hairy figure moving through the trees in the distance, though details are hard to make out of the shaky footage.
- **Map** – It is a map of the area with certain points marked on it (see player's handout).
- **Journal** – It is mostly things of a personal nature or related to their planned actions. There is one interesting reference to a local Indian legend that speaks of a spirit called Urayull (oo-RAY-ool) who is described as a defender of the wild places. Sketched on the same page is an odd star-like symbol.

## HARD SUCCESS

- **Survivor** – In a small snow cave just outside of camp is what appears to be a lone survivor of this horrific event. He says that his name is Bill and that he was the videographer who was hired by the Earth First group to document their activities. He claims to have stepped away from camp to pee when a wild bear attacked. He ducked into the snow shelter where they had stored some of their supplies and has been there for days now. A Psychology check will determine that he's not telling everything, and a *Hard* success will see that he's lying about some or all of the story.
- **Food** – Hidden with Bill are several days of food, including military MREs, dried fruits, nuts, and a case of protein bars. It is enough to sustain six people for three more days (roughly 54 individual meals).

As some of the characters may suspect, Bill is not who he claims to be. In fact, his name is William Harris, and he was a member of the Northern Wind until he witnessed the unspeakable ritual that caused all this. The Urayull were after William when they attacked the Earth First camp, and they are still looking for him. He is desperate to get away from the Urayull and will say whatever he must to stay with the characters.

He is carrying a dose of the same elixir that transformed the other members of the North Wind (see below).

William is a young man from Seattle who became involved with the environmental movement in college. He spent some time working with groups like the Animal Liberation Front, Earth Liberation Front, and Earth First, but ultimately felt that even these more radical groups were not going far enough to protect the environment.

Within the past year, William was contacted by a former member of Earth First who shared his extreme world views, and a week later William was recruited into the North Wind.

William was brought into the inner circle of the cult just as they were leaving to come here, and so he had little time to accept the strange secrets told to him.

In fact, he wasn't entirely sure he believed any of it... until the ritual. He had been expected to drink the elixir along with the rest, but when the time came, he just couldn't bring himself to do it, and so he ran.

William is still conflicted about what to do, and so still carries the elixir with him (infused in brandy). Over time he will develop the idea of tricking one of the characters into drinking it to somehow appease the mysterious Ithaqua. If a character drinks it, they will slowly get sick over the course of two weeks and in the last couple of days, they will painfully transform into a Urayull.

If confronted by the characters or attacked by the Urayull, William will quickly drink it himself, and begin transforming

immediately. Should any of the characters witness this, they should roll a Sanity check (1/1d10).

If a character is tricked into drinking the elixir and they somehow become aware of it (and its implications), they will have to make a Sanity check (1d3/1d10+1).

## WILLIAM HARRIS

**STR** 50

**CON** 60

**SIZ** 55

**INT** 55

**POW** 55

**DEX** 50

**Hit Points:** 11

**Damage Bonus:** 1d4

**Build:** 0

**Magic Points:** 0

**Move:** 8

## ATTACKS

**Attacks per round:** 1

Brawl: 45%; Damage 1D3 + db

Knife: 45%; Damage 1D4 + db

**Armor:** 0

**Skills:** Brawl 45%, Climb 45%, Craft (Videography) 45%, Dodge 25%, Hide 35%, Library Use 50%, Listen 65%, Occult 30%, Spot Hidden 45%, Stealth 30%.

**Items Carried:** day pack, camp knife, 6 dehydrated meals, canteen, flip lighter, hip flask that contains brandy infused with Elixir of the Pale Walker. (See Appendix for details).

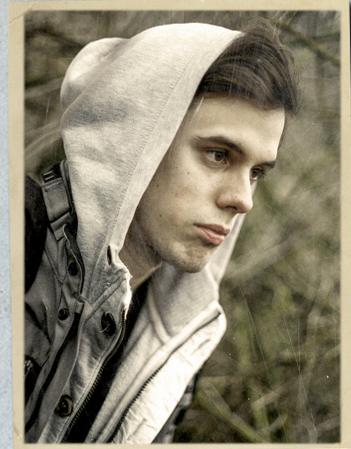
If the characters do not discover William in their search of the camp, he will start following them to the station. A Spot Hidden or Listen check will reveal this fact to the characters.

**Indirect Route.** If the characters follow the pipeline, taking the long way around, it will take four hours to reach the station.

It travels along a 500 foot-wide path that has been cleared through the forest for the pipeline and inspection access road.

Starting at about an hour into walking, the Keeper should have the characters make Power checks. Success means that they get the strong impression that they are being watched. A *Hard* Spot Hidden check will let a character notice a shape in the trees or a disturbed branch. An *Extreme* success will mean that, for the briefest moment, the character sees the face and red eyes of a Urayull peering from the trees. This will provoke a Sanity check (0/1). If only one of the characters sees it, they are likely to think it was a hallucination or perhaps a bear.

About two hours into their journey, the characters will hear a scream in the distance, but the direction is difficult to determine.



A fanatic whose worldview has been SHATTERED!

**Pumping Station #31.** Whether the characters passed through the forest or followed the pipeline, there is a sense of relief as the pumping station comes into view.

*As you come over a final rise, Exxon Pumping Station #31 comes into view. Surrounded by a high cyclone fence topped with barbed wire, you can see two gates entering the compound on the northwest and southeast sides, near the points where the pipeline passes through.*

*The station itself consists of a half dozen buildings with a large central structure that houses the pumping machinery, offices, living space, and radio shack.*

*The other buildings contain a machine shop, inspection station, maintenance area, fuel storage, and general storage.*

*Even at this distance, you can see that something is not right. Both gates appear to be bent and twisted out of place as if pushed or pulled with great force. The buildings seem to be intact, but the doors on at least two of them are wide open. There is no sign of movement.*

If the characters did not go through the forest, it is about this point that William will gain the courage to enter the facility to find shelter and supplies. He'll see the characters first, and will remain in the tree line to observe them for a couple minutes. After that, he'll come out of the woods calling out and waving his arms for rescue.

## Locations

### 1. Maintenance Shack

*Near the middle of the compound stands a large quonset-type building. The steel door facing the Personnel Quarters is ajar and bent slightly as if forced open from within.*

Close examination of the door will show deep parallel scratches on the edge of the door and the jam. Whatever made the marks was tall. It is easy enough to assume it was a bear.

The smell of gasoline can be detected when within a few feet of the open door.

*The inside of the building is cluttered with tools, pipes, lengths of angle iron, and other materials that seem to have been violently strewn across the smooth concrete floor.*

*In the far corner, a pair of snowmobiles have been smashed to pieces. The smell of gasoline in the air is likely from their ruptured gas tanks. The large corrugated roll-up door on the northeastern wall is bent slightly outward.*

Most of the tools appear to be intended for maintenance and emergency repairs of the pipeline. The other materials would be used if temporary supports or braces needed to be fabricated in an emergency.

Buried under some of the debris is the welding/cutting equipment with full fuel tanks. A few massive wrenches (3 or

4 feet long) could make effective weapons if necessary (treat as a large club).

Over near the snowmobiles is a 4 foot by 10 foot sled trailer for hauling supplies along the pipeline. It is undamaged.

### 2. Personnel Quarters

*This two-story structure is clearly the living quarters for the personnel that work at the pumping station. Both floors have a few small windows to let in what little natural light is available this time of year. On the roof can be seen a satellite dish and a series of small skylights.*

*The windows' rolling steel storm shutters are in place over all the windows, so seeing inside through them is impossible.*

Investigating the outside of this building will reveal that the electricity appears to be on. The latches on both doors are broken as if the doors were locked and forced open. The door to the Common Area (a) has a dozen or so small, circular dents that are indicative of bullet hits fired by a handgun from the inside. A *Hard* success will tell them that it was likely a .45 caliber weapon.

#### GENERAL INTERIOR DETAILS

The interior of this building has a very modern look, with pale, light-paneled walls, stainless steel fixtures, and solid wooden doors. With the exception of the kitchen and restrooms which are tiled, the floors are covered with a carpet of brown rubber mesh that's soft to walk on, but quickly sheds moisture.

The rooms are heavily soundproofed for privacy, and the external wall insulation keeps the temperature a cozy 70° Fahrenheit (21° Celsius).

Scattered throughout the structure are wall-mounted CO2 fire extinguishers, and in the common area is a cabinet containing firefighting gear which includes oxygen masks, fire blankets, and two fire axes.

There are emergency lights in each corridor and stairway.

### 2a. Common Area

*Carpeted with beige industrial carpet, this room is set up as a simple living room with two sofas and two recliners. A TV/VCR is mounted to the wall with a bracket. It is turned on, but shows nothing but gray static. There is a mixed smell of something burned and a metallic odor, like pennies.*

A casual search will find expended .45 caliber shell casings on the floor, though there is no sign of a weapon or blood.

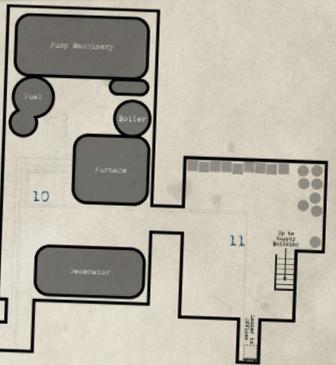
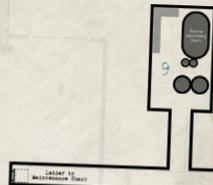
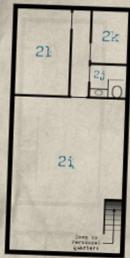
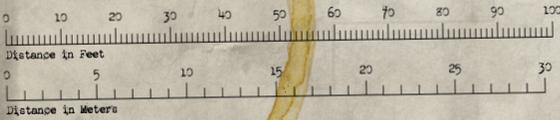
All the channels on the television are dead air. Pressing the play button on the VCR will continue playing the John Carpenter classic *Escape from New York* right at the point where Cabbie says: "*Bad neighborhood, Snake! You don't want to be walking from the Bowery to 42nd Street at night. I've been driving a cab here for 30 years and I'm telling you, you don't walk around here at night! Yes, sir! Those Crazyies'll kill you and strip you in ten seconds flat!*"

*We recommend playing the soundtrack from John Carpenter's classic movie "The Thing" while the characters are exploring the Pumping Station!*

**Exxon Pumping Station #31**

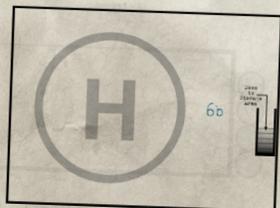
1. Maintenance Shack
2. Personnel Quarters
  - a. Common Area
  - b. Kitchen
  - c. Restroom
  - d. Showers
  - e. Cold Room
  - f. Pantry / Storage
  - g. Bunk Room #1
  - h. Bunk Room #2
  - i. Recreation Room
  - j. Restroom
  - k. Cleaning Closet
  - l. Game Room
3. Pump Building
  - a. Battery Room
  - b. Tool Room
  - c. Pump Room
  - d. Radio Shack
4. Supply Building
  - a. Bulk Storage
  - b. Data Storage
5. Offices
  - a. Main Office
  - b. Restroom
  - c. Manager's Office
6. Garage
  - a. Garage & Maintenance
  - b. Helipad
7. North & South Gates
8. Supply Dump
9. Waste Water Recovery
10. Engineering
11. Cellar Storage
12. Machine Shop

*The Keeper can decide if the Characters have the map from the beginning of the scenario, or if it can be found somewhere in the station itself.*



**Upper Floors**

*The most likely locations to find the map would be either the common area of the Personnel Quarters or the Main Office.*



## **2b. Kitchen**

*As soon as the door is opened, you are hit with the smell of burned food and a wave of heat. This is the kitchen, and it's a shambles. Pots and utensils are scattered everywhere and the floor is a disgusting, greasy broth.*

*The industrial-sized refrigerator is open and its contents are strewn around it. The light from the refrigerator's interior casts strange shadows about the room.*

*A deep red glow is coming from the oven, which is clearly on, and through the window you see a charred object that might have once been a roast. This is clearly the source of the overwhelming burnt smell, though it does at least mask the odor of rotting food that would pervade the room.*

*You are hit with a wave of nausea from the noxious vapors and sudden heat.*

Upon opening the door to the kitchen, any characters within 5 feet of the door must make a Constitution check or vomit. If someone vomits, everyone else must roll their check again, but with a *Penalty Die*.

The kitchen is very modern with brushed stainless-steel surfaces, granite counter tops, and restaurant-quality appliances. Prior to its decimation, it would have been the envy of any professional chef.

The fluorescent light housing in the ceiling has been damaged and the lights are dimly flickering.

A search of this room will reveal that while most of the food has been dumped on the floor, all the meat has been eaten, leaving only shredded and bloody butcher paper.

A *Hard Spot Hidden* check finds a partial handprint on the refrigerator door made by a creature much larger than the average human. Deep scratches indicate that the hand was dangerously clawed.

An *Extreme Spot Hidden* check allows them to find a small bit of white hair or fur caught on the corner of the counter. A *Hard Natural World* check will allow the character to know that it's not from a bear, and an *Extreme* success means that they identify it as possibly coming from some sort of primate.

If they somehow manage to do some sort of DNA test in the future, it will identify as human with many extreme genetic anomalies (see *Aftermath*).

## **2c. Restroom**

*This restroom is simple and functional, tiled white throughout. The fixtures would be at home in any public toilet. A doorway to the left opens up into a shower area. The lights are out and, though they seem undamaged, will not turn on if the switch is flipped.*

The toilets and sinks are functional, but there isn't anything special about this room.

## **2d. Showers**

*The lights are not working in the shower room, but everything seems normal otherwise. The showers work and still have hot water.*

*The wall opposite the shower stalls has six shallow lockers with a wooden bench in the middle of the room.*

A search of the room reveals nothing but two clean bath towels in one of the lockers.

## **2e. Cold Room**

This room seems to be the main entrance to the Personnel Quarters. Several benches are scattered throughout the room, and there are several sets of cold-weather clothing hanging on wall hooks, including parkas, ski pants, gloves, boots, and snowshoes.

It is just above freezing in this room, so although it's cold, it's not nearly as cold as outside.

The cold weather gear will fit anyone of average build and height, and is rated to -40° Fahrenheit (-40° Celsius).

A search of this room reveals a survival pack which includes a first-aid kit, fire starters, signaling mirror, survival knife, and a flare gun with four flares.

## **2f. Pantry / Storage**

*The door to this room is slightly ajar. The interior has been torn apart leaving shredded food and packaging everywhere. There is a strong smell in the room that could be either vinegar or urine.*

A search of the room will find a dozen large cans of food that will provide the caloric equivalent of 10 individual meals. There are also a dozen wool blankets, a first-aid kit, and an advanced medical kit that contains a defibrillator, surgical equipment, and ER grade medicines that can handle a fair number of critical health emergencies with the right training. The metal case is locked to prevent unauthorized access to certain drugs within, though it can be opened after about 30 minutes of effort, unless the key is found (see 5c).

## **2g. Bunkroom #1**

*This bunk room is dark, and the switch just inside the door does nothing. The sour smell of dirty laundry drifts from the room, followed by the odors of mixed sweat and... is that blood?*

*Clothes are scattered across the room and the bedding has been dumped on the floor. You hear a faint whimper in the darkness.*

This room has a tall bunk bed with three levels, a small writing desk with a chair, and three shallow lockers. Beneath the bunk can be seen three stout footlockers.

A successful Spot Hidden check will let the characters notice a young man (about 20 years of age) huddled behind the footlockers. He is filthy and has clearly soiled his clothes several times. If approached, he pushes himself further into the corner and is obviously terrified. The space under the bed is packed with food wrappers, chicken bones, and dried vomit.

The young man is Daniel Baxter. He was one of the Earth First activists that managed to flee the camp when it was attacked by the Urayull, and he is now near catatonic with a Sanity of 5. When he is first discovered, Daniel will be extremely unhelpful, but after a few hours he will begin to open up a bit.

At some point and without warning Daniel will begin speaking casually about his parents and his sister Alice, talking to the characters as if he's known them for years. He may even make up names for them based on friends from the past. The Keeper should feel free to improvise all of this, with Daniel dropping the occasional clue about what he saw.

If pressured or put into stressful conditions, Daniel will begin cowering and murmuring about snow monsters ripping flesh and crunching bones.

If the characters become quiet in order to listen for something, Daniel will freak out and start screaming that the monsters are coming. At these times, he'll try to get away and hide wherever he can find.

If there is an actual Urayull attack, he will begin shrieking and lashing out violently, losing the last of his sanity. If a Urayull looks at him, he'll run in madness towards it as a way to embrace his fate, and he has no problem taking others with him.

### DANIEL BAXTER

**STR** 45  
**CON** 55  
**SIZ** 50  
**INT** 65  
**POW** 35  
**DEX** 50

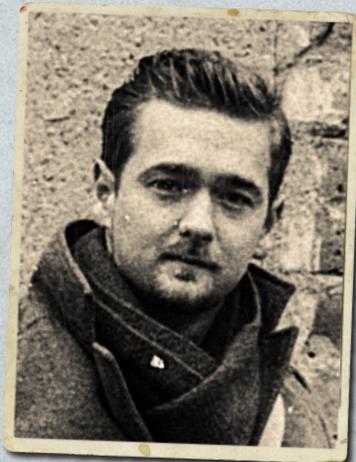
**Hit Points:** 9  
**Damage Bonus:** -  
**Build:** 0  
**Sanity:** 5  
**Magic Points:** 0  
**Move:** 8

### ATTACKS

**Attacks per round:** 1  
Fist: 35%; Damage 1D3 + db  
Thrown Rock: 50%; Damage 1D4 + 1/2 db

**Armor:** 0

**Skills:** Climb 30%, Hide 45%, Jump 55%, Listen 65%, Spot Hidden 45%.



*An idealistic activist who is extremely desperate and insane!*

### 2h. Bunkroom #2

*This bunk room is dark and the lights within are not working. Though the room is slightly musty, it seems relatively clean. A small writing desk is scattered with notebook pages.*

The pages on the desk look as if they were torn from a spiral notebook, and would appear to have been written by Anna Levesque. Some are just personal letters intended for friends and relatives. These indicate that she was probably a government inspector sent from Vancouver to make the final assessment to either approve or delay the pipeline's startup date.

Two pages are different. The first page has a rough sketch depicting some sort of cave or stone structure with what appears to be an altar piled with bones. The second page describes a strange shrine or temple, presumably the one in the drawing (see Player's Handouts).

A thorough search of the room will reveal the fact that Ms. Levesque was indeed an inspector from Vancouver, and that she arrived two weeks ago. If anyone wants to take an hour to look through her things, they will discover that she was strongly encouraged by her superiors to approve the final startup date. This insistence seemed to be tied to the fact that the news of the archaeological find is causing public backlash that could delay the startup date by several months if they don't act quickly. It seems that the Exxon and government officials had hoped to keep the discovery of the strange ruin under wraps until after the pipeline was fully operational.

### ANNA LEVESQUE'S FATE

Anna is one of those taken by Urayull, and is currently a prisoner at the Temple of Ithaqua.

### 2i. Recreation Room

*The largest room in the building is dominated by a full-sized pool table, three pinball machines (Flash Gordon, KISS, and Sorcerer), a simple bar, and a sofa that faces a TV/VCR affixed to the wall.*

*The only light in the room is coming from the pinball machines, bathing the area in gaudy colors.*

The balls and cues have been left on the pool table as if in the middle of a game. There are half-finished drinks on tables about the room and even a half-eaten ham sandwich that's not looking very appetizing at the moment.

There's a faint hum coming from the pinball machines, but it is otherwise quiet here.

A search of the room will back up what may already be suspected. The people here dropped what they were doing and never returned. The tape in the VCR is the movie Re-Animator.

The bar is stocked with several dozen bottles of hard liquor, drink mixes, and Budweiser on tap.



### 2j. Restroom

*The door to the restroom is bent inward, and nearly wrenched off its hinges. The fluorescent light inside is flickering and there is a sickeningly sweet, metallic smell coming from within.*

*Looking in through the broken door, you can see the carnage within. The floor, walls and ceiling are painted with blood. Bits of flesh cover every surface, and a single identifiable hand is visible in the middle of the floor.*

It is difficult to tell the identity of the victim from a glance, though the hand could be considered feminine.

Characters witnessing the scene should make Sanity checks (0/1d4+1). If Daniel is with the characters, this scene will set off Daniel who will begin screaming uncontrollably and try to get away from that place and hide.

Anyone wanting to enter the restroom to investigate further will have to make a successful Sanity check to do so. Failure does not cost them any Sanity points, but they will be unable to step into that room. They can try again after 30 minutes if they wish. If a character failed on their initial Sanity check when they first witnessed the scene, they will have a *Penalty Die* on any subsequent attempts.

The reasoning for this is that it is a small restroom, so anyone entering will literally have to step on bits of human flesh, some of which is identifiable, such as the hand.

If someone does manage to find the fortitude to enter, a successful Spot Hidden check will find a woman's necklace (a silver dolphin on a fine chain).

A *Hard* success will discover an ID badge for an Exxon employee by the name of Ms. Elizabeth Kimble, which seems to positively identify the body.

An *Extreme* success will allow the character to realize that none of Ms. Kimble's major internal organs (heart, liver, lungs, etc.) are present in the restroom.

Examining the floor outside the bathroom will allow the

characters to find bloody footprints, with no skill check required. The prints are massive, but they are smeared which makes positive identification impossible. A successful Idea roll will let a character deduce that whatever made the prints walked on two feet.

### 2k. Cleaning Closet

*This is obviously a cleaning closet based on the strong smell of ammonia and lemon. Sure enough, you see a mop, wheeled bucket, brooms, dustpans, cleaning agents, sponges, and three "Wet Floor" signs.*

Characters could find a use for some of the supplies here if they are creative. Ammonia could be used as "smelling salts" to revive a person who has fainted. Some cleaning chemicals can be used to make explosives with the proper skills, such as those with an expertise in chemistry or special forces training (Keeper's discretion).

### 2l. Game Room

This room is lined with shelves that are stacked with board games, puzzles, game books, dice, playing cards, a Nintendo game console with eight cartridges, and so on.

A folded ping-pong table leans against one wall, and a large bin sits in the corner with a number of items for outdoor use including Frisbees, a football, a soccer ball, some baseball gear, and a horseshoes set.

The room seems to be undisturbed. There are two wooden baseball bats that could easily serve as weapons if necessary.

### 3. Pump Building

*This central structure is surrounded by various tanks, pipes, and other hardware, marking it as the main pump building. The door to the battery room has been torn from its hinges and cannot be seen nearby.*

*When you come closer to the open door, you can hear the low hum of current flowing in the room beyond. A large yellow sign to the right of the doorway warns of "High Voltage" within.*

*Another door seems unopened at the far end of the building on the same wall. A sign marks that door as "Pump Room: Authorized Personnel Only".*

*The second floor has a number of windows, though nothing can be seen from the ground. A bundle of heavy cables emerges from the outer wall and runs along the structure's roof to connect with a 300-foot-tall (91.4 meter) radio tower.*

A Spot Hidden search outside will find the missing steel door lying flat on the ground under a foot of snow about 40 feet (12 meters) from where it had originally been attached.

Claw marks are gouged across its surface as if something raked at it a number of times before finally ripping it free and hurling the 80 lb. (36.3 kg) door like a sheet of cardboard.

## GENERAL INTERIOR DETAILS

The interior of this building is of steel construction with the outer walls heavily soundproofed and insulated which keeps the temperature an average of 65° Fahrenheit (18.3° Celsius).

In each room there are two wall-mounted CO2 fire extinguishers. The entire building also has a modern fire suppression system that is triggered automatically in the event of a fire. A warning alarm will give personnel 30 seconds to locate and don one of the emergency oxygen masks located throughout the structure.

There are emergency lights in each room and stairway.

### 3a. Battery Room

*This room contains nine double-sided steel shelving units that reach from floor to ceiling. Each shelf is lined with large, deep-cycle batteries connected to each other by thick black cables.*

*On the long wall opposite the shelves, the inverter emits a low hum that can almost be felt. The battery cables run across the ceiling to connect with the inverter, with power feeds going down into the ground.*

*The other door leading out of this room has been torn open but continues to hang by the bottom hinge. The smell of oil and grease can be detected coming from the room beyond.*

Even someone who is not trained in electrical engineering can tell that the electrical systems are operating normally. Anyone with training in any electric-related skill can make a skill check to notice that there is one location that seems to be drawing a lot of power. A *Hard* success means that they know that the location drawing all the power is the machine shop (12) which is located under the garage.

A *Hard* Spot Hidden check in the room will discover several bullet hits on the wall near the outside door that had been torn off.

### 3b. Tool Room

*The walls in this room are lined with dozens of large tools, steel work benches, and lockers. The set of stairs in this room have a sign indicating that they lead up to the Radio Shack.*

*A one-foot-diameter pipe passes through the room, suspended by supports about three feet off the floor.*

*There are several barrels with labels indicating that they contain machine grease and cleaning agents.*

This room is mostly undisturbed except for the damaged door from the Battery Room. The grease and cleaning agent can be extracted via hand pumps screwed into the tops of each 50 gallon drum.

The tools here are rather large since they are designed for use on the pipeline and support machinery. On one of the

benches is an arc welder and face mask and in the corner is a portable acetylene welding kit.

There are two doors that lead to the Pump Room, a staircase that goes up to the Radio Shack, and a hatch in the floor leads to the Engineering room below.

### 3c. Pump Room

*This room is the heart and purpose of the complex. The large oil pipe enters from the left wall, connects with the massive industrial pump, and exits through the right wall.*

*At this time the pump is not operating, and so the room is eerily quiet. An angled control panel of switches, gauges, and lights stands dormant in front of the pump housing. There is a master electrical panel on the opposite wall with a red kill switch to shut down the pipeline in the event of an emergency.*

While the room seems normal at first, a Spot Hidden check will reveal that the maintenance hatch on the pump housing is loose. Anyone looking inside will see that the pump has obviously been damaged with a large pry bar that was evidently used to bend the main gear shaft. The pry bar is still jammed in the gears, and is slightly bent as well.

A close examination of the control panel will reveal that the main cables to it have been ripped out of the housing.

An Idea check will allow the characters to figure out that no human is strong enough to do this kind of damage, though they may be able to convince themselves that two or more may have been responsible.

### 3d. Radio Shack

*Even before you reach the top of the stairs, you see blood dripping onto the top step. The smell of death assails your nostrils and induces a wave of nausea.*

*Looking up into the room, you see a terrifying amount of blood covering every surface. Seated in a swivel chair is a the body of what was presumably a man, though anatomical details are difficult to discern.*

*The victim's chest cavity looks as if it's been pulled open and the organs viciously fed upon. The bloody head is leaning back at an unnatural angle, hanging on by a bit of muscle and sinew. The face is a mask of blood, the wide eyes sunken and pale.*

*As you stare at this horror, there is a wet, ripping sound as the last bit of flesh attaching the head tears loose. It hits the floor with a dull smack and rolls toward you a few inches before stopping.*

Anyone witnessing this scene must make a Sanity check (1/1d6). They must additionally make a successful Constitution check to avoid vomiting. Losing 5 or more sanity from this will force the character to leave the building and be unable to

reenter for at least an hour, and only if they can be convinced that it's absolutely necessary (Keeper's discretion).

Once someone can set aside their revulsion, they can enter the Radio Shack itself and examine it more closely. The shortwave radio gear is on a desk next to the stairs where the body was found. Along that same wall are a number of shelves with large CB hand radios on charging brackets.

Along the opposite wall are shelves of electrician's tools, voltage testers, spools of wire, spare breakers, fuses, and so on. In the far corner is a bank of meteorological instruments that are hooked up to a dedicated NOAA modem. A red light indicates that it's currently off line.

The radio equipment has been smashed, as have most of the CBs, though two can be found intact. The CB range is several miles if there are no major obstructions in the way, and they have 3 hours of battery power. If the characters manage to repair the shortwave radio, they can contact the US Coast Guard Station in Juneau, AK. A successful Persuade check will be required to get them to send a rescue helicopter. Their estimated time of arrival is 1.5 to 2 hours.

#### **4. Supply Building**

*This two-story building is quite plain from the outside. The sign above the door identifies it as the Supply Building. A large roll-up garage door is closed, as is a standard exterior metal door further along the same wall.*

##### **GENERAL INTERIOR DETAILS**

The interior of this building is utilitarian and sparse, though it is well insulated. The bottom floor is smooth concrete, while the upstairs floors are covered with a carpet of brown rubber mesh that's soft to walk on, but quickly sheds moisture.

The external wall insulation keeps the temperature around 65° Fahrenheit (18.3° Celsius).

Scattered throughout the structure are wall-mounted CO<sub>2</sub> fire extinguishers, and there is a cabinet on the ground floor containing firefighting gear which includes oxygen masks, fire blankets, and two fire axes.

There are four emergency lights on the ground floor, one in the stairway, and two upstairs.

#### **4a. Bulk Storage**

*The ground floor of this building is one large room lined with shelves. Larger boxes and crates are stacked near the large garage door. A pallet jack truck sits near them.*

*In the middle of the room, one wooden crate looks as if it's been hastily pried open and its contents removed.*

*On the far wall, there is a set of stairs that goes up to Data Storage according to the sign on the wall next to it. Similarly, there is a set of stairs beneath the other set that descends below the surface. The sign next to the descending stairs lists "Cellar, Engineering, Water Recovery, & Machine Shop".*

If the characters examine the opened crate, the packing label indicates that it contained some sort of electronic parts. Anyone with knowledge of electronics will realize that the contents were sufficient to repair or even build a shortwave radio.

A Listen check will inform the characters that there is the faint sound of some sort of machinery coming from the descending stairway.

A successful Spot Hidden check near the stairs will let them notice some packing material from the crate on the stairs. This was left by engineer Anthony Ricco who, during the Urayull attack, hid the radio parts up in the Data Storage room when he realized that the radio shack had been destroyed.

Anthony then managed to get downstairs before the Urayull caught up with him.

The Keeper should note that there may be a number of things in here that could aid the characters, including spare batteries, canned food, and tools. Specific things will take some searching to find, requiring a successful Spot Hidden check.

#### **4b. Data Storage**

*The dull hum of electricity can be heard as you open the door to this room. The heat from the servers keeps it somewhat warmer in here.*

*Both long walls are lined with gray steel cabinets. Clear panels with blinking lights and temperature readouts provide the only light in the room at the moment.*

The wall switch just inside the room will turn on the overhead lights, revealing that the room seems normal. A Hard Spot Hidden check will find the electronic gear from downstairs hidden behind one of the servers.

There are two entrances into this room. The first is at the top of the stairs above the Bulk Storage area, and the second leads to the bridge that connects the storage building with the office building next door. The bridge is unheated though it usually stays above freezing within. The doors at either end are insulated external doors, and are never kept locked.

Anyone with successful skill check in electrical engineering or radios will be able to use the parts to either repair the station's damaged radio (1d4 hours) or cobble together a functional radio (2d4 hours), though the latter will need to be hooked up to the large external antennae in order to be useful.

#### **5. Offices**

*One of the more attractive buildings in the complex, this two-story structure has a sign identifying it as the station's "Main Office". There are two doors at opposite ends of the northern wall. The right one has a small square window about face height, though the glass is broken.*

Neither door is locked. The door with the broken window is the public entrance and leads to the facility's main office.

The other door leads to a small coat room where personnel leave their winter clothes. There are none here at the moment, though there is a first-aid kit and two snow shovels.

### 5a. Main Office

*Once a tastefully appointed office, the room now looks as if it's been hit by a tornado. The two heavy wooden desks have been overturned as if thrown aside. The drawers and their contents are strewn across the floor, along with those from the steel filing cabinets which have been smashed and dented.*

*A leather sofa is broken and ripped against the wall, the wooden panel behind it cracked and splintered. On the sofa is what at first appears to be a pile of bloody rags, but after a moment you can see that it's the horribly broken body of a man, his arm twisted crazily behind his head and his right knee bent the wrong way. A small automatic handgun with the slider locked back is on the floor near the corpse. The formerly blue carpet is now a dark, splotchy purple where it's been saturated with blood.*

*A single door leads to the coat room, while a staircase leads up to the Manager's Office according to the sign.*

The characters should make a Sanity check (0/1d4) upon seeing the body. Unlike many of the others that could have been wild animal attacks, this body looks as if it was twisted and broken with cruel purpose.

The handgun on the floor is a .38 automatic. All of the rounds have been expended, though there is a spare magazine under the sofa that can be found with a Spot Hidden check. It was dropped as the victim struggled to reload before he died.

A Spot Hidden check of the office will find some general information about the archaeological find, including some memos to keep the discovery quiet until after the start-up date and a map showing the location of the site (see Handouts).

A Hard Spot Hidden check will find an obsidian stone disk with a mysterious symbol carved on its face. It is in a plastic bag along with a piece of paper describing where it was found at the dig site.

The disk is about 6 inches (15.2 cm) in diameter, and 1 inch (2.5 cm) in thickness. The symbol is carved with great care and detail, with no discernible tool marks.



### 5b. Restroom

*Typical of restrooms throughout the facility, it is tiled white with stainless steel fixtures. A small shelf contains basic supplies like spare rolls of toilet paper, cleaners, sponges, and a plunger.*

There isn't much useful here unless one needs the use of a functional restroom or cleaning supplies. A lilac air freshener sits on the counter next to the sink.

### 5c. Manager's Office

The office is sparse, but nicely decorated. A tasteful photograph of a warm, sandy beach hangs above the manager's desk, and a small table on the back wall has a collection of decorative sea shells on display. There is also a photograph of a pretty, middle-aged woman holding a young girl in her lap.

The large oak desk is clean and organized, with a pencil holder, empty document trays, computer monitor and a keyboard, their wires passing through a hole in the desktop.

In the high-back leather office chair behind the desk is the body of a well-dressed man in a casual dress shirt. His head is flipped back with his mouth wide open. The dark spatter on the wall behind him looks like a bloody halo.

A simple search of the area will find a small revolver on the floor next to the manager who seems to have taken his own life. There is a folded sheet of paper in his shirt pocket.

If examined, the paper says:

*"The darkness is growing. I can feel it and there are none who can stop it. I now know that if there is a God, he is at best cruel, and at worst apathetic. Please tell my beloved Helen that I did this to save us all, and tell my daughter Melissa that I'm sorry. I'm so sorry."*

The pistol is a .375 Colt Magnum and has 5 shots left. A Hard Spot Hidden check will find a box of 20 more rounds at the back of his left desk drawer.

The computer is password protected. Anyone with computer skills can bypass it with an *Extreme* success. It may also be possible to guess his password with a little searching through his desk and a successful *Hard Idea* check.

The computer mostly contains business information and data on the pipeline. A Computer check will find a few interesting emails from the Exxon office in Vancouver (see Handout #3).

In short, the emails make it clear that the archaeological site is much more extensive than was suggested in the media. They mention that the site showed signs of ancient human sacrifices and that a strange fossil has been crated up and put in the garage. There is also discussion of an incident where a worker was presumably killed by a bear. The victim was carrying an obsidian disk (located in the Main Office) that he took from the dig site.



## 6. Garage

*This building has three large roll-up garage doors that face the main compound with a heliport on the roof that overhangs the front and back of the structure. The garage on the far right has a standard-sized door built into it so that the large ones don't have to be open in order for personnel to access the garage.*

*Near the north side of the building are a set of four tall cylindrical tanks labeled as containing diesel fuel. A fuel pump is mounted on the wall near the tanks for fueling vehicles, with a pipe going up the side of the building to a pump on the heliport.*

The door to the garage is unlocked. There is a smell of oil and diesel fuel when the door is opened.

### 6a. Garage & Maintenance

*Stepping inside the garage you see two snowcats, one of which is in the process of being repaired. The other seems operational at a casual glance.*

*Near the back wall is a roughly three-foot-square wooden crate with the word "FRAGILE" stenciled on the side in red.*

*On the right-hand side of the garage is a maintenance area with mechanics tools, an acetylene torch, and a steel shelf with boxes of spare parts.*

*A flight of stairs on the left-hand side of the garage has a sign that indicates that they lead up to the heliport on the roof.*

The crate contains the 'fossil' that the workers found at the temple dig site. It is being shipped to a facility in the United States according to the shipping label. Anyone taking the time to look over the label for a bit will notice that it as been "pre-approved" by US Customs, which seems very shady if not downright illegal.

The fossil itself is some sort of animal skull that is shaped vaguely like that of a human, but it's enormous. A successful Anthropology or Natural World check will allow them to suspect that this is a previously unknown species of primate.

A *Hard* success will let them deduce that the creature must have stood between ten and fifteen feet tall and was very likely bipedal.

An *Extreme* success will allow them to observe that the fossil has distinctly human characteristics including the number and type of teeth and the shape of the occipital bone at the base of the skull. They will also realize that, although it's very old, it's not fossilized.

The operational snowcat has enough fuel in its tank to travel about twenty miles.

The garage has all the tools necessary to maintain all the vehicles in the facility. There is a selection of parts that typically wear out, and in a pinch, one could use the tools and materials at hand to fabricate a few (Keeper's discretion).

### 6b. Heliport

*Stepping out of the stairway shelter on to the heliport is breathtaking. The entire facility is visible from this point, and the mountains surrounding you like great walls elicit the mixed feelings of awe and isolation.*

*On the far side of the heliport is a pump for fueling the various transport and inspection helicopters that are expected to regularly come to the station.*

The heliport is just a large, flat open space. There is a 3 foot railing along the outer edge. Near the stairs, there is a hatch in the floor that contains firefighting equipment including 2 backpack extinguishers, oxygen masks, and fireproof suits.

Those with tactical knowledge will be aware that this is the most defensible position in the facility, and should they manage to send a message for help, the rescue helicopter will pick them up here roughly two hours later.

### 7. North & South Gates

*The automated gates to the station were designed to be opened with special IR remotes given to each employee at the facility, though they are no longer necessary since the gates have been ripped off by some great force. The steel fittings are twisted and torn as if they were no more than foil.*

*It looks as if the same is true on the far side of the compound, though you'd have to get closer to know for sure.*

A closer examination won't tell the characters much except that they were pushed or pulled inward, and could have been done by a vehicle of some kind. The recent snow makes finding any tracks impossible.

### 8. Supply Dump

*In the center of the compound is a stack of wooden crates and a number of fifty gallon steel barrels.*

Brushing the snow off will reveal that the crates contain spare parts for the pipeline and support machinery, and the barrels contain various sealants, cleaning agents, and machine grease.

## **Underground Rooms**

There are several rooms within the facility that are located about 20 feet below the surface of the ground. This was done to make maintenance easier and to take advantage of the ground's insulation.

Once these rooms and passages were tunneled out, concrete floors were poured. The walls and ceilings were coated with a kind of concrete spray that creates a sturdy, waterproof structure that is stronger than any typical one of its kind.

The upper corners of the passages are lined with steam pipes and wire bundles with each clearly labeled denoting its destination. There are shutoff valves and breaker switches every fifty feet or so.

Similarly, the walls are clearly marked with arrows and signs to make locating a particular place easier.

The underground complex can be accessed by stairways in the Personnel Quarters (2) or the Supply Building (4), and via access hatches scattered throughout the facility (1, 3, 5, and 6).

The Keeper can use this description when first entering the underground complex:

### Stairways

*The stairs are quite steep, descending for over twenty feet beneath the surface. As you get closer to the bottom, the thrum of machinery can be heard, and warm air is rising up the stairwell.*

*Upon reaching the bottom, you see that the walls have bundles of wires and pipes running along their length near the ceiling. The the surfaces have a kind of stucco look, but are much harder. The floor is smooth concrete.*

*The place is lit by fluorescent ceiling lights positioned every fifty feet to coincide with the regular emergency shutoff valves and breaker panels.*

### Access Hatches

*The hatch in the floor opens to reveal a twenty to thirty-foot-deep shaft with a steel ladder running down one wall.*

*Descending the ladder, the thrum of machinery can be heard, and warm air is rising up the shaft.*

*Upon reaching the bottom, you see that the walls have bundles of wires and pipes running along their length near the ceiling. The the surfaces have a kind of stucco look, but are much harder. The floor is smooth concrete.*

*The place is lit by fluorescent ceiling lights positioned every fifty feet to coincide with the regular emergency shutoff valves and breaker panels.*

## **9. Waste Water Recovery**

*This room clearly houses the machinery that recycles the station's waste water and biological waste. Several large tanks and cylinders take up a large portion of the*

*room, with dozens of pipes gathering at a large central tank in the back of the room.*

*Various gauges and valves are scattered throughout the machinery, and a steel tool cabinet and workbench takes up the far left corner.*

At a glance, everything here seems in order. The system is designed to process both gray water (sinks and showers) and black water (toilets), store the recovered water, and reuse it.

The process is extraordinarily efficient and is based on a system designed by NASA for extended living in space.

## **10. Engineering**

*This room is literally the heart of the station, housing the massive boiler that supplies heat and power to the facility. The giant electric generator produces a constant hum that makes hearing in this room extremely difficult, even when operating at only 50% capacity.*

*Against the far wall is the bulk of the pump machinery that drives the main turbine for the oil pipeline above. It is currently not operational.*

Since the main pump machinery isn't running, the noise in here isn't too bad, but if it were, ear protection would be required to avoid permanent hearing damage.

There is a boiler attached to the furnace that produces the heat and hot water for the entire complex.

A tall, cylindrical fuel tank (about two-thirds empty) is designed to siphon off a portion of the oil being pumped through the pipeline to replenish itself. Anyone familiar with the system can deduce that, at current operating levels, the machinery can continue to run for another two months.

Anyone who can read can pretty much control the heat and power anywhere in the station, though it could of course be cut off at some other point in the system.

A character with the proper engineering skill could make a check if they wanted to reroute power to a room or building, unless the power lines have been physically cut.

## **11. Cellar Storage**

This room is cool and rather sparse, with nine cardboard boxes along one wall and eight food-grade barrels along another. A set of stairs leads up to the Supply Building and a doorway is covered with vinyl strips as one might see in a meat locker.

A short side passage leads to a steel ladder that ascends to the Office building according to the sign.

This room is kept rather cool despite its proximity to Engineering (10), with a vinyl strip door that reduces the amount of heat that it might otherwise receive.

This room is primarily used to store food goods that benefit from cooler temperatures.

The boxes contain a variety of dried pastas, nuts, grains, and so on, while the barrels contain molasses, honey, corn syrup and cooking oil.

## 12. Machine Shop

*This room contains a fully stocked machine shop that includes welding equipment, anvil, industrial lathe, and racks of raw metal for fabrication.*

*Against one wall is a self-contained cargo elevator to allow for moving large parts and supplies between the Machine Shop and the Garage above. The label says that it's capacity is 6,000 lb. (2,722 kg).*

The Machine Shop seems to be in order and can be used to fabricate tools and parts out of steel if one has the proper training and the time.

## NIGHT 3: THE ATTACK

By the time the characters finish exploring the station, it will either be dark or getting there soon. They will be exhausted by this time, and the Keeper should make a point to emphasize their relief at having heat, hot water, food, and warm beds.

The will likely come to the conclusion that, despite some of the horrors they may have discovered, this is the safest place that they know of at this point.

While the characters have been moving around the station, the Urayull have been watching from inside the tree line, waiting for nightfall to attack.

It's important to remember that these are not mindless beasts, but beings with otherworldly cunning and intelligence with access to the memories of the cultists who became their hosts. They will be aware of how well the characters are armed, which ones seem to be the greater threats, and so on. They know how to operate doors, cut power, and the purpose of most of the equipment.

The Urayull will wait until nightfall to attack to take advantage of the humans' poor night vision. The Keeper will have to be creative when deciding exactly how and where they attack based on the location of the characters, but there are a few goals that they will attempt to achieve in their first assault.

**Divide and Conquer.** The Urayull will try to lure individuals away from the group to pick them off individually. They will start by waiting to see if any of the characters will wander off on their own and go after them first. As the night moves on, they will throw small rocks to entice someone to investigate.

If they have the opportunity to capture one alive, they may try to use them as bait to lure some of the greater threats into an ambush.

The important thing is to keep the characters guessing as to kind and number of creatures stalking them as long as possible. Keep cranking up the tension and paranoia.

**Darkness.** Speaking of paranoia, the Urayull will attempt to cut the power to the areas where the characters are located. In most cases, this will leave the characters in pitch dark and effectively blind until they can get a light source.

Depending on the location of the characters, the Urayull may simply tear down power lines, or they may go for the generator. If a nearby character decides to check out the generator, they may encounter one of the Urayull (see Urayull Encounter).

The Keeper should take this opportunity to ramp up the tension and paranoia. The characters may start to hear and misinterpret noises. So if the wind blows, the Keeper may say "You hear what sounds like a howling dog." If a character is alone, they might say "There is a creak on the floor above you. You don't hear any more."

If characters are using flashlights, remember that they only show one area at a time. Everything to left, right and behind is pretty much in darkness as far as the character is concerned.

For example, suppose a character goes to check on the generator when the power goes out. They take a flashlight, walk downstairs to Engineering, and shine the light into the room. The Keeper could describe it like this:

*Keeper: "Your light falls on the generator, and you see the metal casing torn open. Some of the internal workings are hanging out like entrails. Suddenly you see movement at the edge of your light to the left!"*

*Player: "I shine my light to the left!"*

*Keeper: "You see nothing but the boiler. As your light returns to the generator... EYES! A pair of red eyes glare maliciously through a matted tangle of yellowish-white hair. Its gaping mouth yowls, bearing its predatory teeth. You feel the creature's unearthly shriek in your bones, and its putrid breath smells like decomposing flesh."*

Each turn of the flashlight is an opportunity for a "jump scare." While this technique should not be overused, the Keeper can be speaking with a deceptively calm voice as the character pans the flashlight about, and when it lands on something horrific, the Keeper suddenly speaks loudly and quickly about the scene before them. Maybe they even lean in to emphasize the intensity of the moment. Remember that in darkness are our greatest fears.

**First Urayull Encounter.** The first time a character encounters a Urayull directly should be an intense scene. The Keeper should describe the creature in rich, terrifying detail.

If a character is alone when this happens, then perhaps only say what they see in the heat of the moment, such as a blur of white, nocturnal eyes, or the rake of rancid claws. Save the full description for the big reveal.

If possible, it can increase the tension if the Keeper speaks to the lone character separately, so that the player may be left



to describe what they saw or thought they saw. This will keep the characters speculating and guessing as long as possible. There is greater fear in not knowing.

If the entire group confronts a Urayull, then go for the full, exquisite description.

*Standing well over seven feet tall, the creature before you glares with the reflective eyes of a predator. Its entire body is covered with long, matted dreads of coarse yellowish-white fur. The thing wrecks of a sour musk and the metallic tang of blood.*

*Its savage face, partially hidden behind a curtain of hair, is drawn back in a feral rictus, its vicious teeth bared in a terrible mockery of a grin. Its breath smells of rancid meat and the area around its mouth is a mask of gore.*

*Its gaunt, disturbingly humanoid hands flex, curling its fingers into savage bear-like claws. The hair of the fingers is dark and sticky with bits of flesh.*

*It lets out a bestial, bone-rattling howl that rakes your eardrums and turns your flesh cold. You tremble uncontrollably, paralyzed with the primal fear known to all prey from time immemorial.*

The Keeper should embellish the description of the Urayull throughout the encounter, stressing the sheer power and

ferocity of the things. At the same time, the Keeper should make it clear that the Urayull are alarmingly intelligent.

This shouldn't be done in words, but by describing their assessing look, their actions, and tactical skills. Even if the characters underestimate their intelligence at first, they will quickly learn that the Urayull are far from being mindless beasts.

**Urayull Tactics.** They will attack the greatest threats first, often hurling objects at those armed with firearms, or even using objects or bodies as shields.

There are two important things to remember about the Urayull. First, they are intelligent and don't want to die, so they will flee if they think the fight is going against them, and second, they want to capture at least two of the humans alive.

This basically means that they will kill those who are the greatest threat and grab the ones who appear most helpless. The Urayull are not going to make things harder for themselves.

That being said, they will certainly not pass up the opportunity to take any unconscious person available, and will even leave a fight if they can take a potential sacrifice with them. If there is more than one Urayull present, the one without the prisoner will do whatever it can to make sure the one with the prisoner gets away.

A *Hard Spot* Hidden check will allow the characters to notice that the Urayull have very distinct facial features from each other, and an *Extreme* success will reveal unsettling hints of their human origin, such as a tattoo glimpsed beneath the fur, an operation scar, a piercing, or a silver filling in a back molar.

**A Ghastly Discovery.** Should the characters manage to kill a Urayull or even sever a limb, the flesh will revert back to human. It is a slow, unsettling process that can be described as follows:

*The remains of the creature twitches and writhes as clumps of hair begin to slough off. The shed hair begins to liquefy into a pale, translucent fluid that immediately seems to evaporate, leaving a dusty powder.*

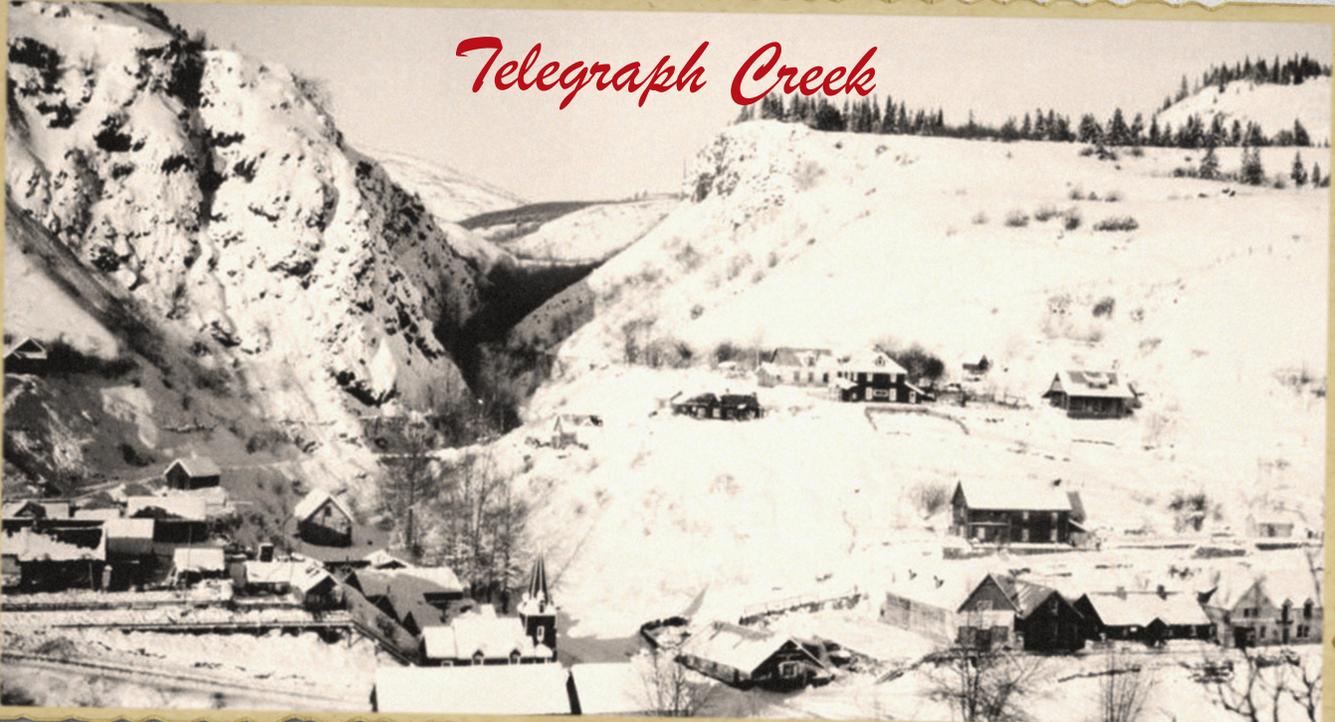
*You can now see that the flesh beneath seems to be shrinking and secreting a vile yellow discharge that pools beneath it. The smell is revolting.*

*A series of squelching and cracking sounds mark the end of a transformation that leaves you looking at a corpse that is unambiguously human. The wounds are still visible on the body.*

Witnessing this gruesome transformation will require a Sanity check (1/1d10). An autopsy will reveal any anomalies including some odd stress fractures in all of the bones and a strange tumor-like object in the center of the brain.

Examining the remains on a cellular level will reveal possible genetic abnormalities that might be attributable to mild radiation poisoning. Anyone challenging the official story is likely to get a visit from Delta Green or similar organization.

## Telegraph Creek



### DAY 4: THE RITUAL

*The morning seems to return rather reluctantly, bathing the valley in an eerie amber hue, probably because of the Blood Aurora that continued to stain the sky. Everyone's nerves are frayed, but the reprieve of daylight gives you the slightest glimmer of hope.*

Anyone who survives until morning is likely to be mentally and physically near their breaking point. Sleep would have been difficult if not impossible following the attack.

With a bit more time to explore the facility, they may find additional clues as the Keeper sees fit. If this is intended to be a shorter scenario, then allowing them to find clues that point to the cave would make sense. If on the other hand the Keeper wants it to be a bit longer, then clues that might direct them to Telegraph Creek can be scattered there as well.

In the end, their primary goal should be to stop the ritual that will attempt to summon Ithaqua, and for that, they'll need to reach the cave in time.

Of course it's always possible that the characters may decide to flee for their lives and head to the promise of civilization promised by Telegraph Creek, but they will be sorely disappointed, finding only fear and death.

**Station Clues.** The following clues can be found anytime while the characters are at the pumping station, whether it is on Night 3 or Day 4. They should be found based on the actions of the characters, though the Keeper should also feel free to relocate any clues to facilitate the story.

#### ADDITIONAL CLUES

Call for Help – There is an answering machine in the Main Office that has several mundane business messages, and one disturbing message from Telegraph Creek. This latter message is of a man who is screaming for help. He is shouting about something attacking and trying to get in. In the background can be heard a loud howl and the shriek of tearing metal. After a final bloodcurdling scream, the call abruptly ends. [Handout #7]

Explosives – Someone has hidden a wooden box in the station (Keeper's discretion). Considering the way it was hidden and the bloody hand print on its lid, it was likely placed in a hurry for later retrieval. Inside are ten sticks of dynamite.

Ritual Text – The translated text from the *Revelations of Ahisar* was written into a small notebook. The notebook was found near the temple cave and was pocketed by one of the pipeline workers. It could be on one of the corpses or dropped somewhere else in the station. This will not only let them know that the ritual will likely be performed near the end of Day 4 and that they require four human sacrifices, but it will also have the ritual phrases that can stop it. [Handout #8]

Stone Art – One of the pipeline's personnel stole an artifact from the cave without anyone seeing. It is a fragment of stone that depicts part of a ritual that clearly shows a human being sacrificed by two cultists and something coming through a portal. Since

anyone who was discovered with the stone would have lost their job, they will have hid it someplace where they could access it without being seen (Keeper's discretion). [Handout #9]

Temple Map – A sketch of the temple was made by James Mathews, and is located in the manager's desk. [Handout #10]

Unsettling Note – There is a quickly scrawled note on a piece of scrap paper that seems to have been intended to let people know what happened at the station. While there is a lot of ranting, it makes it clear that at least some people are being captured alive. [Handout #11]

**Telegraph Creek.** The town of Telegraph Creek is over 20 miles to the north of EBC Pumping Station #31. Walking there would be near suicide considering the blizzard conditions and deep cold, but it's not impossible. If anyone proceeds on foot, the Keeper should use the Arctic rules at the beginning of the book to role play out the journey. Such a journey can be very cinematic, even if the characters don't make it there.

If the Keeper wants to throw the characters a line to help them out, there are a few options.

Abandoned Snowcat – Approximately halfway to the town, there is an abandoned snowcat that can provide emergency shelter, supplies, or even transportation, depending on how kind the Keeper wants to be.

Cave – The Keeper can have the characters stumble across a cave somewhere between the station and the town. This can be a freebie or based on a luck roll. The cave will get them out of the elements, and they may even find some supplies left by an old prospector or trapper if the Keeper is feeling generous.

Wilderness Guide – The characters could be found by Martin Lambert, a wilderness guide from Telegraph Creek who is trying to make his way to the pumping station on his snowmobile to get help. Once he realizes that there is no help to be found there, he will help the characters return to his cabin where a number of refugees from town have gathered for safety.

Martin has seen the monsters personally, so he will believe the characters if they share everything that they have seen.

If the characters reach Telegraph Creek, they will find most of the citizens missing. In fact they are in hiding since the Urayull attack, and will be unlikely to answer any calls or open doors. The exception is Martin Lambert's cabin. If they stumble upon the cabin, or if Martin is searching the town for others, he will take them in to share warmth, food, and information.

In addition to Martin, there are several other people hiding in Martin's stout log cabin; Brian Page, Frank Keller, Lilly Brooks, Mark Gilmore, Peter Chan, and Reverend Levi Whitehead (see NPCs for details).

Most of the people here have seen the creatures first hand, and have taken to calling them "yeti".

Reverend Whitehead claims to be the leader of the group, though the one in charge is clearly Martin. If push comes to shove, the people will side with Martin over any dispute.

At the moment, everyone seems to be getting along okay, but the reverend is clearly shaken and is referencing the book of Revelation quite a bit, which is rather disturbing to most of the people there.

As the characters begin to share information with the people from Telegraph Creek, they quickly learn that at least two people, including a young girl, were taken alive by the beasts. Reverend Whitehead will swear that the girl (Amy Waterhouse) was alive when she was taken. The other person captured was Dennis Falwell, and he was seen being thrown over the shoulder of one of the "yeti" and carried away into the storm.

Should the player characters decide to rescue the people, Martin will volunteer to let them use his three snowmobiles and lead them to the cave via a short cut through the mountains.

If everything comes together just right, they should be able to reach the cave before the ritual. Whether they can stop it or not is another story.

Since Martin is a wilderness guide, he has several rifles and ammo that he can share with the characters if they are currently unarmed. He has five .30-06 bolt-action rifles, two .357 Magnum revolvers, and a 12-gauge shotgun. Each rifle has 20 rounds, the pistols have 12, and the shotgun has 10.

**Urayull Ambush!** If the Keeper wants to add a bit of pressure, they can have one of the Urayull attack the characters. This can be at Martin's cabin, while searching the town, or on the way to the cave. It is likely that they still require a sacrifice, so they may try to capture one of them for that purpose.

The Keeper should note that if the attack happens at the cabin, and Reverend Whitehead loses 5 or more Sanity as a result of this encounter, he will become convinced that this is the 'end times' and will take his own life.

The only NPC that will be useful during the encounter is Martin Lambert. Basic fighting skills are noted for him in the NPC section. Martin's priorities are to safeguard those under his protection, but if he accepts that the world might be in danger, his pragmatic side will take over and he will do whatever it takes to help stop the summoning of Ithaqua.



## THE CAVE

### 1. Entrance

*The black opening stands out in stark contrast to the white snow surrounding it. As you approach, you can feel a slight breeze blowing out of the cave, and despite the fact that it's well below zero out here, the air emitting from the cavern is colder still.*

*There's a faint odor carried to you on that noisome air. It is rancid, sour and metallic. It is the smell of corruption and putrefaction. It's the smell of death.*

*A large, crimson handprint marks the stone above the entrance and might be mistaken for human except for its size and the fine scratch near the end of each finger tip... claw marks.*

Anyone who comes within 10 feet of the cave entrance is repelled by the fetid air and must make a Sanity check (0/1). Those who fail may need some extra coaxing to enter.

A successful Listen check will allow them to hear the scream of a young girl from somewhere deep within the cave, otherwise it might be mistaken for the wind.

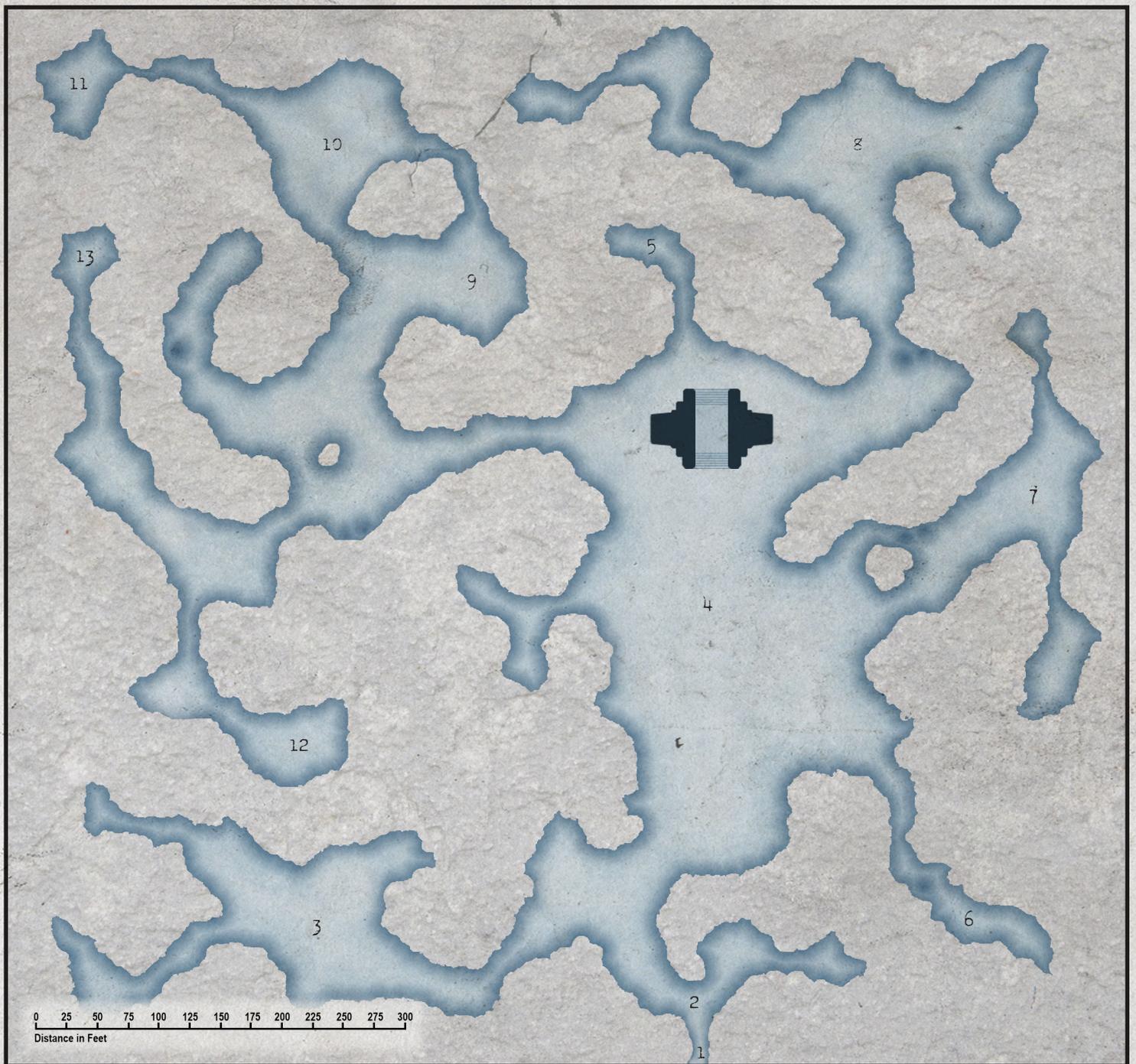
The entrance is roughly 20 feet wide and 12 feet tall. From the outside all that can be seen is a perfect darkness within. Once they enter the cave it will take about ten minutes for their eyes to adjust. The Keeper can use this fact to dial up the tension with a sudden sound nearby that turns out to be nothing more than a rock that is dislodged as the characters entered.

Scattered just inside the entrance are various articles of shredded clothing, boots, gloves, coats, and various personal items such as wallets, watches, jewelry, and so on.

Examining the area will reveal the discarded belongings of over a dozen people. A successful Spot Hidden check will reveal one of the following per minute of searching:

- 1 A wallet belonging to David Woods. It contains \$83, a driver's license, a Tahltan tribal ID, and a scrap of paper with some strange, unidentifiable writing on it. An Intelligence check will let them remember that David is a member of the North Wind.
- 2 An expensive watch with an inscription on the back that says: "For my beloved James". It is broken, and according to the calendar date, it happened eleven days ago.
- 3 A .38 revolver with blood on the grip. It has 5 expended shells and 1 live round. If the live bullet is taken out and examined, they will learn that it's a dud that misfired, and therefore useless.
- 4 A satchel containing a pad of notes about the **Revelations of Ahisar**. Inside is a folded page torn from an old book that has a banishment ritual (Keeper's Rulebook p. 248). The ritual requires at least two people.
- 5 An ice ax that looks like it's seen some use, though it is still solid and functional. If used in combat, it is an impaling weapon that does 1d10 + db damage. If used for climbing, it gives the character a Bonus Die to related checks (Keeper's discretion).
- 6 An Exxon identification badge belonging to Anna Levesque. It is attached to a fragment of clothing and is stained with blood. The badge indicates that she is a Canadian government safety inspector from Vancouver.





## 2. Passages

*Descending deeply into the side of the mountain, you come to a fork in the tunnel. The twisting passage to the right makes it difficult to see for more than fifty feet or so at a time and the uneven surfaces make judging size and distance difficult. The left passage drops more sharply, though it's still manageable without climbing gear.*

*The floors and walls are smooth and slick, while the ceilings are choked with stalactites of ice. Every now and then you see great shafts of ice that have broken loose from the ceiling and are now driven like spears into the floor.*

*The temperature in here is almost unbearably cold, dropping well below forty degrees below zero. A thick layer of blue ice covers all surfaces making the descent difficult, and the ice seems to be getting thicker as you press on.*

*Somewhere in the distance is the sound of a young girl whimpering pathetically.*

Now that the characters' eyes have adjusted to the darkness, they can see that the tunnel to the left is over 50 feet wide and seems to be even larger the further in it goes. Here and there the characters see obvious evidence that intelligent hands helped shape the cave.

Assuming the characters are dressed for the weather, the additional cold shouldn't overly hinder them at the moment, but the temperature seems to be dropping the deeper into the cave they travel.

The ice stalactites overhead are extremely unstable due to all the recent activity. Every 10 minutes, there is a 5% chance that one will fall in the vicinity of the characters. If this happens, every character should make a Luck roll. Failure means that they are hit by falling debris and suffer 1 hit point of damage. If they fumble, they suffer 1d4 hit points of damage. The chance of an ice stalactite falling increases to 30% if there is a loud noise in the vicinity such as a loud shout or a gunshot.

**The Right Tunnel** – This tunnel is a dead end. A successful Spot Hidden check will allow them to notice a human figure trapped within the icy wall. Based on his clothing and the depth of the ice, he has clearly been there for a long time. A successful Anthropology or Archaeology check will let them know that the man has been there well over 10,000 years.

Closer examination of the frozen man will reveal that he is wearing some sort of ceremonial garb that includes an unsettling robe made of human skin, and that his body is heavily tattooed with cryptic blue symbols. Around his neck is what appears to be a small bone disk with a symbol etched in the center. Characters who are familiar with it will immediately recognize a crude version of the Elder Sign.

If they have something to break the ice and they want to take 10 minutes to excavate, they can retrieve the disk. Anyone wearing the disk will gain a bit of protection against the Urayull, giving them a *Penalty Die* to hit the character. The disk will also suppress the metamorphosis that turns a human into an Urayull if it is placed on the victim before the process begins.

**The Left Tunnel** – The descent in this passage is significantly greater, which makes walking more difficult. Unless they have cleats on their boots, they will have to make a Dexterity check every 50 feet. Failure means that they slip and fall, sliding the rest of the way down the slope. They will have to succeed on a Constitution check or suffer 1d3 hit points of damage. They may arrest their descent with an ice ax or similar tool by making a successful Fighting (Brawl) check, in which case, they take no damage.

The bottom of the tunnel is littered with chunks of ice and snow that have blown in from outside. Down here, the light from outside no longer reaches, and yet it is not dark.

To the right, the cave opens up into a much larger chamber that seems lit by a dim, bluish phosphorescence within the ice. To the left is a narrower tunnel descending even deeper into the ice-coated cave choked in darkness. The whimpering heard earlier seems to be coming from the left. A *Hard Listen* check will allow the character to hear the whispered words "help me".



### 3. Borean Hunter

If there is no light source, read the following:

*The floor beneath you is as smooth as glass, and the deep cold here seems to reach into your very bones, causing them to ache. Any exposed skin burns from the cold.*

*In this utter blackness, you hear the voice of a young girl repeating words in a tremulous whisper: "Help me. Please, help me". The voice is getting closer, and is accompanied by another sound; not footsteps nor crawling, but a series of sharp ticks, like ice picks repeatedly piercing into the frozen floor.*

If there is a light source, read the following:

*This huge, amorphous chamber has a wide, smooth floor like a polished mirror. There are a number of alcoves and tunnels that spread out from this cavern. The ceiling is nearly fifty feet overhead and shimmers as if covered with some sort of sheer, tattered fabric.*

*The deep cold here seems to reach into your very bones, causing them to ache. Any exposed skin burns from the cold.*

*A few yards ahead, near the center of the chamber, is an unsettling dark mass, roughly five feet in diameter. The faint voice of a girl emits from the shape, repeating the whispered words "help me", followed by a chilling giggle.*

*The shape lifts off the floor revealing it to be a blueish-gray spider with a pestilently bloated body and long, spiny legs. It has mottled gray on its abdomen, shades of azure on its fore body, with legs and chelae tipped in black. The rounded head in front is of a paler gray hue and pocked with a dozen of random black spots... eyes. Suddenly, the hellish arachnoid lunges forward, skittering toward you, it's child-like giggling raking at your already frayed nerves.*

Whether there is light or not, anyone here must make a Sanity check (1/d10+2) upon encountering this abomination.

These caves are riddled with dimensional anomalies between Ithaqua's home world Borea and Earth, which is why the temple was originally built here. These 'thin spots' allow the Borean Spiders on the other side to sense when there is activity on this side and to lure victims through to Borea where they die almost instantly.

When the first ritual was cast, this Borean Spider was drawn across the gossamer threshold, and has since been waiting patiently for some hapless creatures to hear its pitiful, luring cry.

The Borean Spiders are intelligent entities who hunt for prey by luring in victims through stealth and mimicry. Their hunting technique involves hiding and then mimicking the sounds of the local wildlife to draw a creature in close enough to snare with their webs.

This particular spider has heard the voice of Amy Waterhouse when she was brought through the caves after her capture, and so uses that voice as its lure.

The average Borean Spider is the size of a compact car and vaguely resembles an orb weaver spider except for the dozen scattered eyes on its head and distended lower mouth structure. Ringed with dozens of thin, writhing, whip-like appendages, the creature's mouth is surprisingly complex and articulated, able to mimic almost any sound it hears, whether it understands the sound or not.

It will attack the nearest character first, paralyze them, and then drag them into a burrow in the floor a few yards away. If it's badly injured (below 5 hit points), it will flee back to Borea through the rift in the bottom of its burrow.

### BOREAN SPIDER

**STR** 120  
**CON** 90  
**SIZ** 150  
**INT** 55  
**POW** 70  
**DEX** 80

**Hit Points:** 20  
**Damage Bonus:** +2D6  
**Build:** 3  
**Magic Points:** 14  
**Move:** 7

### ATTACKS

**Attacks per round:** 1  
Bite: 40%; Damage 1D3 + db + Poison (see below)  
Web Toss: 60%; Damage (see below)

**Armor:** 6 (chitin)

**Skills:** Hide 50%, Sneak 80%

**Sanity Loss:** 1/1D10+2 Sanity points to see the Leng Spider.

**Poison:** Its bite injects a vile poison that is intended to paralyze its victim, requiring them to succeed on a *Hard* Constitution check or become unable to move for 3d10 + 10 minutes.

**Entangle:** If a character is hit by the spider's Web Toss, they are considered entangled in it. The Borean Spider's web's Strength equals half of the spider's Size (75). To break free of the web, the character must make an opposed Strength check against spider web Strength. Using a blade to aid in escaping the web gives the victim one *Bonus Die*.

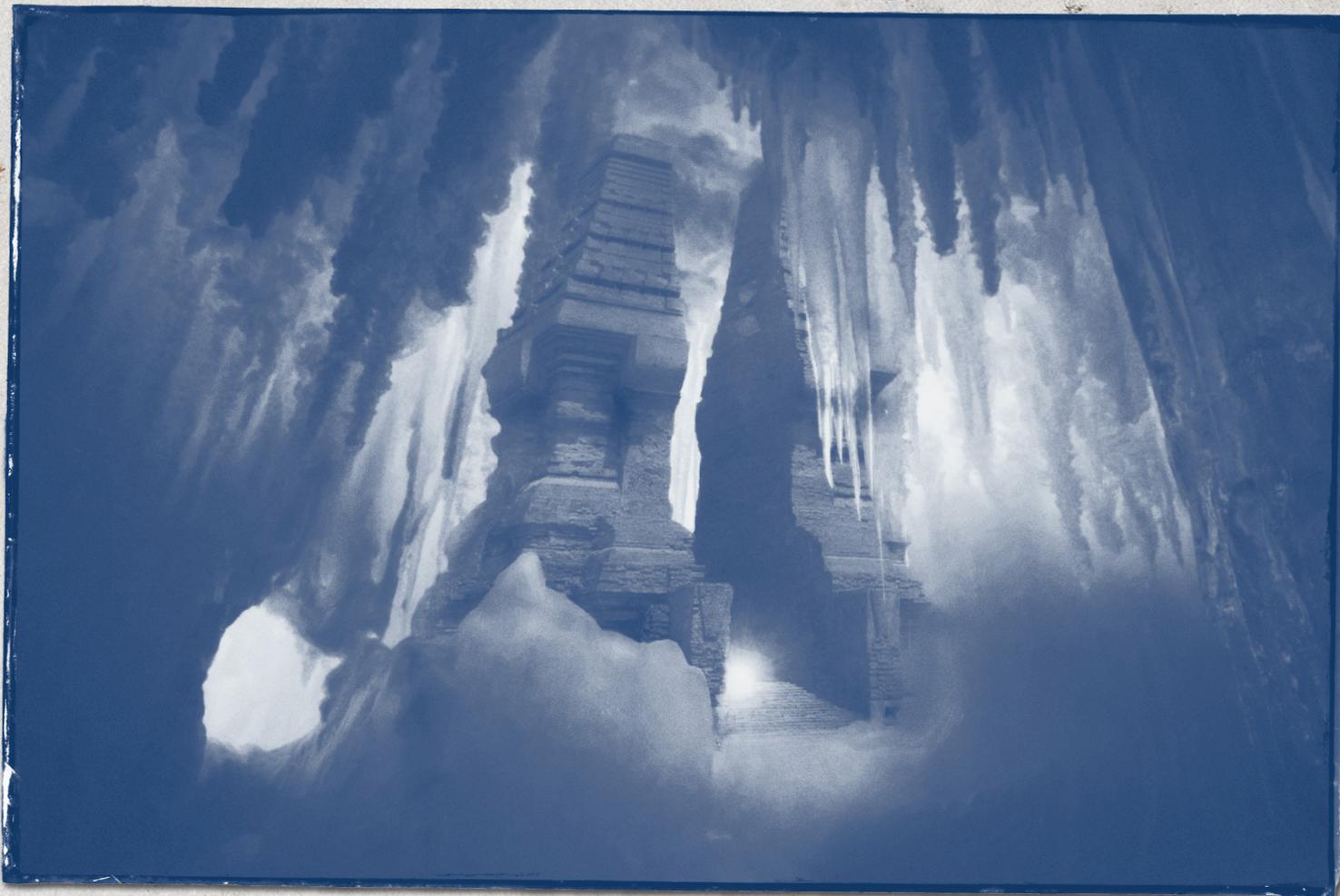
**Mimicry:** The Borean Spider can mimic any sound it hears with unsettling accuracy. Only an *Extreme* success on a Listen check will allow a character to realize that the sound is not from the original source.

**Shriek:** Using its extraordinary vocalization structure, the Borean Spider can unleash a high-pitched burst of sound to stun or disorient any hearing creatures within 100 feet. Everyone in the area must make a successful Constitution check or become stunned for 30 seconds. Anyone within 5 feet will have a *Penalty Die* for their check.

It will only use this ability when it is preparing to flee from a larger threat or when it has been seriously wounded.

Should a victim get pulled through to Borea, they will only survive about a minute before they succumb to the deep cold and thin atmosphere. If they manage to get back before the end of that minute, they will have deep hypothermia and fall unconscious for several hours. If they are not warmed up within 15 minutes, they will have to make successful Constitution checks every 30 minutes thereafter or die.





#### 4. Temple of Ithaqua

*Entering this titanic cavern, you are first struck by the sheer size of the place. At two hundred feet wide, six hundred feet long, and over a hundred feet tall, it is large enough to hold a typical city block.*

*You are next struck by the fact that this vast space is lit by an eerie blue, eldritch light that seems to emanate from everywhere and nowhere, as if by some radiance deep within the ice itself.*

*Finally your eyes manage to see the structure at the far end of this vast hyperborean cathedral. Two eight-story stone pillars flank a raised dais with wide stone stairs that ascend to a translucent blue altar that glows with an inner light of its own.*

*Far above, the vaulted ceiling is covered with countless spears of ice that creak and crack ominously.*

*The cold in here is nearly unbearable. You can almost feel it radiating from the profane temple.*

Everyone in this chamber must make a *Hard* Constitution check to avoid becoming hypothermic (p. 5).

Additionally, everyone must make a Power check. Success means that they can feel the power of the altar. They get the sense of a slight “tear” in reality about it, as if it’s not from here.

A *Hard* Listen check will reveal that there are the sounds of crying coming from the tunnel to the left of the temple. An *Extreme* success will allow them to discern that there are the faint sounds of other people as well, though it’s impossible to guess how far down the passage they are.

There are no other entities in this cavern at the moment, though the Urayull are not far away. Any excess noise will not only attract their attention, it could also dislodge deadly shards of ice from the ceiling.

Exploration will reveal that there are seven tunnels that lead away from this cave. Several are dead-ends while another converges with a nearby passage after 80 feet or so.

The floor is covered with a thick layer of blue ice like everywhere else in this place, but as the characters’ eyes adjust to the odd light here, they begin to see shadows beneath the surface. A successful Spot Hidden check or shining a flashlight at the floor will reveal that there are the hundreds of human corpses frozen within. Each is viciously gutted, as if a huge clawed hand just scooped out their innards.

If the characters investigate the dais, they will see a large, closed tome on the altar’s surface. Eight sets of manacles are secured to the stone pillars, with four on each side.

At this range, the cold from the altar is painful, even through the best cold weather gear money can buy. Anyone within 5

feet of the altar suffers 1 hit point of damage, and must make a successful Constitution check every 5 minutes or suffer an additional point of damage.

Anyone foolish enough to actually touch the altar will flash freeze, killing them instantly. The book can be touched, though extreme care is recommended. Opening the book requires a *Normal* Dexterity check to avoid touching the altar, while removing it requires a *Hard* Dexterity check. If the person is carrying the obsidian disk, they will have a *Bonus Die* on their check.

### REVELATION OF AHISAR

*R'lyehian, author unknown, circa 18,000 BCE*

Written by some forgotten shaman in the distant past, this newly-discovered codex is the oldest book known to exist, and predates all others by ten thousand years.

The book is roughly eighteen inches tall and wide and three inches thick. It is bound in thick, hand-wrought copper plates covered in red-stained elk skin. The pages of the tome are a strange dull-silvery material that behaves more like paper than metal. The writing is strange symbolic script of concentric and overlapping circles and short lines.

The book describes the writer's communion with a being that called itself Ahisar. It foretells of a decadent world ending, not in fire, but in ice. It spoke of the return of Ithaqua who would once again bring perpetual cold and darkness.

**Sanity Loss:** 2d6

**Cthulhu Mythos:** +4/+8 percentiles

**Mythos Rating:** 36

**Study:** 48 weeks (includes translation)

**Suggested Spells:** Call Ithaqua, Freak Weather, Summon Urayull (see sidebar), Words of Power.



Revelation of Ahisar

### SUMMON URAYULL SPELL

- **Cost:** 5 magic points; 1d4 Sanity points\*
- **Casting time:** 14 minutes.

Such spells concern themselves with alien races and attendants, those monsters that commonly serve greater powers of the Mythos. The general procedures for these spells are the same, but conditions may vary from spell to spell.

In this case, it requires the concoction of a unique elixir that acts as a growing medium in the body for the Urayull to spawn. Prepared in a ritual manner, a number of different lichens and fungi are boiled down along with a sample of blood from the host species, which is in most cases, human.

If it is ingested at this point, it will produce the same end result, but it will take two weeks to manifest.

The ritual must be performed someplace that is well below freezing. It requires the prepared elixir and the individuals who have agreed to host the Urayull.

The participants ingest the elixir and immediately begin chanting, which must continue without interruption. After fifteen minutes the transformation begins. The participants are gripped by agonizing pain as their body is literally being ripped apart and reassembled. The temperature immediately drops within 100 feet of the ritual as the heat energy is drawn from the very air.

At the end of the transformation, the newly born Urayull will be ravenous, and will immediately begin hunting for food, eating whatever meat they can find.

If the elixir is ingested without the structure of the ritual, the person will feel fine for a day or so, but will soon begin having flu-like symptoms, and even develop a high fever. The next two weeks will include increasing pain in the bones and muscles that become nearly debilitating at the end.

Should the person seek medical attention, their condition will likely be diagnosed as an atypical and aggressive form of cancer with tumors in just about every part of the body.

During the last two days the person will begin their physical transformation into an Urayull, and the host's mind is absorbed by the alien entity who retains most of the host's memories.

*\* In most cases, the participants of the ritual are consumed by it, and so any magic or Sanity point cost is irrelevant. It is possible however that a sorcerer could summon Urayull into unwilling hosts without sacrificing themselves, and so the costs are provided for that reason. If they don't want to be immediately devoured by the Urayull, they will want to either magically or physically bind the host beforehand.*



The Obsidian Seal

If the characters arrive after nightfall when the final ritual has started, the Keeper should read this additional description of the temple structure:

*Even at this distance, you see movement around the altar. Six of the Urayull stand in a circle around the luminous block, their matted fur glowing almost green in that ghastly light. Each holds a dark, dagger-like object in their right hand, with their left hands held up as if reaching for the ceiling.*

*Manacled at the wrists to the stone pillars are six figures (three on each side) draped with raw and bloody elk skins, their faces painted with blood. All of them are conscious to one degree or another. The smallest of them, a young girl, is whimpering loudly and pulling feebly at her manacles.*

*The Urayull are chanting with low, bestial voices so deep that they can almost be felt as well as heard. At the bottom of the stairs are two more looking up at the altar, their hands held high in ecstatic exaltation.*

The Urayull are immersed in their ritual, though the two at the bottom of the stairs are not directly involved in the ritual, and so are capable of fighting without disrupting the ceremony.

The Keeper should adjust the number of Urayull if any of them have been killed by the characters. They will always try to have at least one guarding the ritual, though they need a minimum of two to perform it. If there are only two left, then they will summon a Gnoph-Keh (see Keeper Rulebook p. 296) to serve them.

### **GNOPH-KEH**

*Fiends of the ice*

**STR** 155

**CON** 110

**SIZ** 155

**INT** 75

**POW** 105

**DEX** 70

**Hit Points:** 26

**Damage Bonus:** +3D6

**Build:** 4

**Magic Points:** 21

**Move:** 9

### **ATTACKS**

**Attacks per round:** 5 (only 1 Horn Gore per round).

Claws 45%, damage 1D6 + db

Horn Gore 65%, damage 1D10 + db

Dodge 35%

**Armor:** 9 points of gristle, fur and hide.

**Sanity Loss:** 0/1D10 Sanity points for seeing a gnoph-keh.

### **SPECIAL POWERS**

**Blizzard:** The gnoph-keh has the power to summon a small blizzard about itself, restricting visibility to 3 yards maximum. This costs the creature 1 magic point per hour and yields a blizzard with a radius of 100 yards. That radius may be increased by 100 more yards for every extra magic point expended. On the rare occasions that two or more gnoph-kehs work together, they may combine their magic points to create gigantic blizzards. The blizzard will always be centered on the gnoph-keh.

Every 15 minutes that an investigator spends within such a blizzard, the player must make a Constitution roll or have his or her investigator lose 1 hit point to freezing damage (if not properly protected against the ice and wind). Note that no recovery of hit points may take place while exposed to the blizzard.

**Generate Cold:** The gnoph-keh can also create an intense cold around its body by expending magic points. For each magic point the gnoph-keh spends, the temperature goes down by 20°F for an hour in a 100-yard radius. If the creature desires, it can combine the cold and blizzard attacks to create a terrifying local storm.

The ritual takes an hour to complete, and so the character with the highest Luck score should make a Luck roll to determine the point at which the characters arrive during the ceremony.

A *Normal* success means that they arrive 30 minutes into the ritual. A *Hard* success means that they arrive 15 minutes into the ritual. And an *Extreme* success means that they arrive just before the ritual begins, just as the sacrifices are being brought to the altar. A failed Luck roll means that the ritual is almost complete, and that the characters only have minutes to stop it, limiting their options.

There are a few ways to stop the ceremony. The characters can kill all of the Urayull, they can destroy the altar, they can preform a counter spell, or as a last resort, they can kill the sacrifices before the ritual is complete, though this latter option is going to cost them serious Sanity to accomplish.

**Attack!** If the characters make a direct assault to stop the ritual, the guardians will attack unmercifully, trying to take out the greater threats first. In most cases, these will be the more heavily armed characters or NPCs.

If any of the Urayull participating in the ritual are wounded, they will ignore the damage until they reach 1/4 of their total Hit

Points, at which time they will suddenly and savagely attack the interlopers. If the characters attempt to kill any of the sacrifices, they must first make a successful Power check to do so, and in the case of the young girl, it must be a *Hard* success.

If one or more sacrifices are killed, the Urayull's strategy will change, and they will then attempt to capture characters to replace them.

The Keeper should note that if there is gunfire, this will increase the chances of random ice stalactites falling, adding more threat to an already dangerous situation.

**Sneak.** The characters may attempt to stealthily sneak up on the temple to either take the Urayull by surprise, rescue the sacrifices, or cast a counter spell from hiding (see Counterspell in the Appendix). There are quite a few areas where one might find cover, but the real problem is sound, which carries very well in this cavern. Any Stealth checks will have a Penalty Die once they get within 100 feet of the temple.

The Urayull that are on guard will be alert for intruders, but the ones involved in the ceremony are mostly oblivious to what's going on around them unless they are attacked. The characters may be able to get around the back of the temple unseen to rescue the sacrifices, but this will likely require the guardians to be distracted somehow.

**Yeah, fuck you too!** If the characters have acquired explosives, they may opt to simply throw a half dozen sticks of dynamite into the midst of the ceremony near the altar and just blow everything up in order to save the world.

While this is a very cinematic solution, it will result in the death of everyone in the caves, and possibly everyone in the town of Telegraph Creek if the altar is destroyed.

The blue crystal altar stores a massive amount of magical energy that will be released if broken. Doing so will pretty much end the scenario, but if this is part of an ongoing campaign, the Keeper can use this as an opportunity to change things up in their setting.

For example, the destruction of the altar could result in a permanent tear opening up between Borea and Earth, which could cause all sorts of problems from global weather anomalies to an invasion of horrific creatures from the other side.



**Worst Case Scenario.** If the ritual is completed, the air between the two pillars of stone will begin to shimmer and swirl. The ground will tremble as a hundred-foot-tall portal opens, flash freezing any humans within 30 yards, and through the gate will step Ithaqua. Anyone witnessing this must make a Sanity check (1d10/1d100). He will then begin bringing death and cold upon the world until somebody stops him. The Keeper will have to decide how this will impact their world, but it won't be pretty.



### 5. Fungi Cave

*This relatively narrow tunnel behind the temple is only about 10 feet wide, opening up to 20 or 30 feet inside. This inner chamber is filled with a yellow, bioluminescent light emanating from countless mushrooms growing improbably on the icy floor.*

*These bizarre fungi stand between two and three feet tall with thin, yellow stems, and flat, dinner plate-sized, greenish-yellow caps. Fine, yellow gills on the underside of each expel clouds of nebulous spores that glow like dust in sunlight beneath each cap.*

*A fine haze of pale ocher powder clings to the floor like an ethereal mist that stirs at the slightest air disturbance.*

As soon as the characters enter the fungi cave, they must make a Power check or become unnaturally fascinated by the mushrooms. A fascinated character will stare at the fungi for 1d4 minutes unless they are snapped out of it by a companion or if they are attacked. The fascination isn't terribly strong and can be broken by simply shaking the character or shouting their name.

The greater danger from these mushrooms are the spores. If a character breathes in or ingests any of these luminous spores, they will have to make a successful *Hard* Constitution check or become violently ill.

The infected character will double over with cramps, vomiting, and trembling. After 5 minutes the worst of the symptoms ease up, but their troubles are far from over. Over the next several hours, their eye color will fade to an unnatural shade of citron and yellowish-green blisters will begin to form around their nose and mouth. During this hour, only the introduction of antibiotic medicine can neutralize the fungal infection.

After that hour, it is too late for the character. They will get progressively worse, losing 1d4 Constitution points per hour until they die. Three hours after death, their corpse will begin to swell, and a day or so later mushrooms will begin to sprout from their remains which decompose rapidly.

If the fungi is exposed to temperatures above freezing, they will dissolve and dissipate within a matter of minutes, leaving no trace but a fine, yellow powder.

These mushrooms are the primary ingredient in the elixir required to perform the Urayull ritual.

## 6. Ancient Golgotha

*The tunnel descends deeper into the ground. The air seems slightly warmer down here, and indeed the ice is becoming thinner as you continue.*

*Finally you reach bare stone that is stained with a reddish-brown hue. At the very bottom, the floor is covered with the bones of countless creatures.*

*At a glance you see some human bones near the top, but deeper in are the bones of whales, seals, and as incredible as it seems, several mammoths.*

This burial chamber appears to be well over 10,000 years old, and in fact is much older. If the characters decide to excavate the floor for an hour or more, they will find evidence of bones dating back to 50,000 BCE at least.

A Spot Hidden check will reveal the fragment of a tablet, carved from a strange blue-green stone. The language is unknown to them, but on the back are a few words in cuneiform that say: "Across the sea they came, to bring the world to end."

## 7. Vault of Ahisar

*As soon as you enter this chamber, it's as if you've stepped back in time. Beneath a thin layer of ice, you can see images painted on the walls an ceiling. A series of complex images and symbols that seem to follow a path throughout the space. There is something familiar about this place, and yet it feels utterly alien at the same time.*

*As your eyes move across the images, you begin getting impressions that are at first unsettling. These feelings quickly deepen to dread and finally a deep, primal horror, though you are unable to explain why these images and symbols should affect you so.*

*Near the center of the room is a three-foot-tall pedestal of stone that might have once been a stalagmite shaped for another purpose. The ice that covers every surface is broken at the top, and shards of ice litter the floor surrounding it.*

The images on the walls and ceiling of this cave record the original Revelation of Ahisar. Rendered in blood and pitch by the shaman of some long forgotten culture, the parietal images

depict secret lore passed to him through a month-long vision with a being called Ahisar. It foretells of a decadent world ending not in fire, but in ice. It spoke of the return of Ithaqua who would once again bring perpetual cold and darkness.

Spending more than 5 minutes really looking at the images will trigger a Sanity check (0/1d4), while actually taking more than an hour trying to decipher and understand them is worse (1/1d10). The full translation and comprehension of the images will require 10 successful *Hard* Archaeology checks, with each check taking a full week.

Once an individual understands the writing, it will result in 2d8 Sanity loss, and an increase of +10/+12 percentile points in Cthulhu Mythos. They will also learn the following spells: Call Ithaqua, Freak Weather, Summon Urayull (see sidebar), Words of Power.

These images basically contain the same information as the bound book, but in a purer form. This is why there is a higher Sanity cost and a greater increase in the Cthulhu Mythos skill.

The pedestal in the center of the room once held the book version of the Revelation of Ahisar, but was removed by the North Wind cultists.

The Urayull will not enter this place due to the protective spells that guard the chamber. The same is true for the Borean Spiders and Gnoph-Keh (should it be summoned). This can give the characters a "safe" place of refuge as long as their supplies and tolerance for the cold lasts.

While it is slightly warmer in here, it is far from comfortable, so any real rest is nearly impossible, requiring a successful *Hard* Constitution check to fall asleep. The check must be repeated every hour to stay asleep.

Any character that has had less than 6 hours of sleep overnight will gain a level of *Exhaustion*.

## 8. Abattoir

*Even through the deep cold, you immediately notice the unmistakable scent of blood. Walking into the large room, you see piles and piles of what are presumably slaughtered creatures, though identifying specific animals is difficult.*

*Most of the corpses appear to be larger beasts like elk and bear, but you can pick out a few smaller animals. After a moment something catches your eye and it takes you a second or two to process what you're seeing.*

*Then you see it. A partially-eaten human arm with red-painted nails is laying on the floor near the bottom of the pile. The white shard of bone protruding from the severed limb looks as if it has been crushed and chewed by powerful jaws.*

The arm will cause everyone seeing it to make a Sanity check (0/1d4). If anyone has the stomach to examine the arm closely, they will learn that it is definitely female, well manicured, and has

a gold wedding band. The ring is engraved on the inside of the band with the words "To my beloved Melissa." The ring itself is worth about \$100 at a pawn shop (you heartless son-of-a-bitch).

The arm belonged to Amy Waterhouse's mother. Amy is currently waiting to be sacrificed, and if she sees the arm, she will immediately recognize the hand and start screaming uncontrollably until it is removed from her sight.

If the characters are short on food, there are plenty of carcasses here with untainted meat that can be carved off and eaten, though if it is not cooked, there is a chance that the characters could become infected with parasites (Keeper's discretion).

If the characters have arrived prior to the ritual, the Keeper can (at their discretion) have the character with the lowest Luck score make a check. Failure means that there is an Urayull in here eating when they arrive. A roll of 96-99 means that they notice the characters, and roll of 100 means that there are two Urayull who notice them.

### 9. Supplies

*Several duffel bags are piled in this area. You can see that one is open, with freeze-dried food packs spilling haphazardly onto the floor.*

This food was brought here by the cultists who had planned to be here for quite some time, and not expecting to be turned into terrifying monsters. There are a total of 163 meals remaining, though they'll require water and heat to make them palatable.

A Listen check will allow the characters to hear breathing coming from the next room. If the characters make any real noise (Keeper's discretion) they will hear a deep, audible growl.

### 10. Watch

*Stepping into this space, you are overwhelmed by a foul miasma that reeks of blood and death. On the far side of the chamber is a tunnel leading off into darkness, and next to the passage is a mass of white, stained here and there with patches of blood. It's one of... them.*

*The Urayull is sitting with his back to the wall, facing you. His head is down and his arms are folded across him. He is breathing in a slow rhythm indicative of sleep, a deep rumbling that you can almost feel with each exhalation.*

*It stirs slightly.*

The Urayull guarding the sacrifices in the next room has fallen asleep. The characters have a few options to deal with the creature. If they try to sneak by, they will need to make Stealth checks. Each failure will give the Urayull a chance to wake up. The Keeper should have the Urayull make a Listen check for each failure. A critical failure on a Stealth check will wake the Urayull immediately.

If the characters should choose to attack the Urayull while it sleeps, they will each get 2 *Bonus Dice* on their first attack,

as long as they all coordinate their action. Once attacked, the Urayull will obviously awake and attack the characters.

Should the characters employ firearms, the noise will not only alert the other Urayull, it could trigger a shower of deadly shards of ice. There is a 30% chance that several of the stalactites will drop, forcing each character to make a Luck roll. Failure means that they are hit by a falling shard and suffer 1 hit point of damage. If they roll 96-99, they suffer 1d4 hit points of damage, and a roll of 100 means that they suffer 2d6 hit points of damage.

### 11. Sacrifices

*Even before you enter this chamber, you can feel that it is a bit warmer here. As the tall, chimney-like room comes into view, you can see a series of eight cages hanging from the ceiling by thick chains.*

*Fashioned from some rough metal, they resemble the style of a medieval crow's cage, except the bars seem twisted together rather than forged or welded.*

*Inside six of them are huddled figures wrapped tightly in fresh, raw animal skins. One of them, a young girl of about 14 years, is the only one who seems even remotely aware of what's going on around her. She looks at you with pleading eyes, but is clearly afraid to speak.*

*On the floor in the center of the chamber is a well-like opening. Even at this distance you can feel a slightly warmer breeze emanating from the pit, which explains the lack of ice in this room.*

If the characters enter after the ritual, the cages will obviously be empty, and the crows' cages scattered on the floor.

The cages are quite anachronistic since there are no known records of cultures in this area ever working with metal on this scale, much less considering the apparent age of the temple.

The cages are bent closed, and so will require a great deal of strength to open. The poor souls within are in no shape to help, but two people can reasonably expect to wrench one open if both characters makes a successful Strength check. If they fail on their first attempt, they can try again with a *Penalty Die*. If they push the roll and fail, they will likely create enough noise to alert the guarding Urayull if he is still alive.

A close examination of the metal suggests that it is some unknown metal judging by its dark-red patina.

Any rescued sacrifices will be in a deep catatonia, but they will go with the characters if led with some assertion. The young girl is the most lucid and if asked, she will tell them her name is Amy. Otherwise, she will murmur about her mother and sob quietly.

Should any of the victims see an Urayull, they will immediately become animate and violently attempt to flee the creature(s) in some random direction, screaming in terror. This may draw unwanted attention and/or trigger falling ice.

## 12. North Wind Camp

*On the far side of this cavern you can see what looks like a camp with several dome tents clustered near a fire pit. Several yards away are two large folding tables cluttered with cooking gear including a propane cook-stove, three copper kettles, and a dozen old mason jars.*

*The floor around the tables is littered with small fragments that are giving off a faint, yellow glow. Near the tents, piles of discarded clothes are scattered carelessly.*

Examining the tents reveals typical camping gear, including propane lanterns, arctic sleeping bags, spare clothes, snowshoes, etc. The discarded clothes are partially torn as if they were ripped off in some sort of frenzy.

The folding tables are covered with spores from the bioluminescent mushrooms in the Fungi Cave. Whatever was in the pots, it was utterly vile. The remnants have formed a thick layer of bluish-green slime that clings to the bottom of one of the smaller sauce pans.

This sludge is what's left of the Urayull elixir, and is extremely unpleasant to all the senses. In the unlikely event that anyone ingests this nasty goop, they will have to make a *Hard* Constitution check or become violently ill, incapacitating them for about 10 minutes.

Regardless of whether they become ill or not, the character will slowly get sick over the course of two weeks, and in the last couple of days, they will painfully transform into a Urayull. The other Urayull will be able to sense this, and will not kill the affected character unless absolutely necessary.

If the characters search around, they can find a number of useful items including cold weather clothing, snowshoes, propane lanterns, protein bars, and topographical maps of the area. The maps are unremarkable except that they note a smaller cave nearby with the label "snowmobiles".

## 13. Dead End

This long, descending tunnel ends in a small chamber. If the characters shine a light around and succeed on a Spot Hidden check they will notice a dark spot in the middle of the floor, about 10 feet in diameter.

A closer examination reveals that there is a tunnel beneath a foot and a half of ice. If anyone spends a minute or more trying to see through the ice, read the following:

*Peering deep into the cloudy, dark ice, the light reveals movement. You see a tenebrous movement, like a giant, dark mass turning and writhing beneath the ice. Suddenly a sucker-like mouth slams against the ice, causing a tiny fracture deep within. It's unclear whether it's trying to get at the light, or you.*

The thing trapped in the ice is a Formless Spawn who was placed there to guard the lower passages. It is not strong enough to get through the ice, and the characters would be fools to release it.

That being said, the Keeper can use this as an opportunity to expand the scenario to include some underground labyrinth, a special gate, or they can simply have the tunnel collapsed a short distance inside to keep things simple.

### FORMLESS SPAWN

**STR** 90

**CON** 50

**SIZ** 120

**INT** 65

**POW** 50

**DEX** 95

**Hit Points:** 17

**Damage Bonus:** +2D6

**Build:** 3

**Magic Points:** 10

**Move:** 12

### ATTACKS

**Attacks per round:** 2 (limited to 1 Bite per round)

*[Due to their extreme fluidity they are able to attack in a wide variety of ways; forming whips, tentacles and other appendages with which to bludgeon and strike its opponents.]*

**Bite:** 30%; Damage 2d6 + db; The victim is instantly swallowed. Each round thereafter the victim takes 1 point of damage from constriction — the damage done per round progressively increasing by 1 point.

While swallowed, the victim may take no action whatsoever, though friends may attempt to slay the monster to free him or her. A formless spawn can make one Bite attack per round and can continue to swallow prey until having swallowed its own Size in prey. While digesting a victim, a spawn may continue to fight but may not shift location without disgorging what it has swallowed.

**Grab (maneuver):** 60%; Damage 1d6 + db; Grabs an opponent using one of its whip like appendages; range is always one-fifth of the monster's Size in yards.

**Skills:** Dodge 47%

**Armor:** Immune to all physical weapons, even enchanted ones, the Formless Spawn's wounds simply snap closed after being opened. Spells may affect it, as may fire, chemicals or other forces.

**Sanity Loss:** 1/1D10

## CONCLUSION

There are a number of ways this scenario can be resolved, a few of which could end very badly for the campaign. It is recommended that the Keeper make use of friendly NPCs to mitigate any serious damage to their world, unless they are fine with the mythos being exposed or a full-blown apocalypse.

**Option 1.** The characters manage to stop the ritual and/or kill all of the Urayull. In this best case scenario, the characters have saved the world, even if no one ever believes them. If they are not careful, there can still be some serious consequences since there are a lot of dead bodies to account for, including all of the Urayull who have reverted to their human forms upon death.

Unless the incident has become extremely public, Exxon will do its best to keep the characters out of any significant trouble, unless they need scapegoats. Neither Exxon nor Canada want any of this made public, so there will probably be some sort of secret agency like Delta Green who will come in, clean up the mess, and handle the media.

If any of the characters has been 'infected' by the elixir, they will disappear behind government doors and will never be seen again. Otherwise, each member of the team will receive a large paycheck and a stack of non-disclosure forms to sign.

**Sanity Reward:** 1d4 for each rescued person, 1d4 for each Urayull killed, and 2d6 for stopping the ritual.

**Option 2.** The characters rescue the sacrifices, temporarily stopping the ritual, but some or all of the Urayull are still alive. Assuming they manage to get away and tell their story, they will have to sit through countless debriefings with various executives and government agencies.

Realizing the threat, a covert team will be sent in to hunt down and eliminate the remaining Urayull and destroy the temple. This operation could include the player characters if appropriate, but more than likely a special forces or Delta Green team will be sent in to deal with the situation.

The characters will be paid hush money and of course sign a mountain of secrecy documents.

**Sanity Reward:** 1d4 for each rescued person, 1d4 for each Urayull killed, and 1 for delaying the ritual.

**Option 3.** The characters destroy the temple and/or kill all the Urayull. In this case, it's unlikely that any of the human sacrifices will be rescued, but it's possible.

Should any of the characters survive, they will have to answer a lot of questions, and with no significant evidence to back up their wild claims, they will likely be compelled to sign non-disclosure agreements under threat of imprisonment.

Exxon will pay them what they are owed, but their current career, at least with Exxon, is over.

**Sanity Reward:** 1d4 for each Urayull killed, and 2d6 for

stopping the ritual. If any of the human sacrifices or fellow team members are killed as a result of their actions, the character will lose 2d6 Sanity points.

**Option 4.** The ritual is completed, but the characters manage to prevent Ithaqua from coming through the gate or banish him as soon as he comes through.

In this case, the prisoners have been sacrificed, and some or all of the Urayull have been killed. This is very much like *Option 1* except that the characters will have to live with the fact that they didn't rescue the sacrifices.

**Sanity Reward:** 1d4 for each Urayull killed and 2d6 for stopping the ritual. The Keeper may decide on additional Sanity loss for each person they couldn't save.

**Option 5.** Catastrophe! The characters have utterly failed to rescue the prisoners or stop the ritual. Ithaqua has come through, and as news reports of bizarre weather and unexplained destruction spread, the characters' Sanity is unraveling.

Unless the characters are conscripted to help "clean up their mess", they are likely to be locked away in some government facility for an indefinite amount of time to keep them quiet. They will be provided access to any medical and psychiatric help they might require.

**Sanity Reward:** 1d4 for each Urayull killed. Otherwise they will lose 1d4 for each human sacrifice and 2d10 for failing to prevent Ithaqua from coming through.

**Option 7.** The characters make the ultimate sacrifice, stopping the ritual at the cost of their own lives. The Keeper can console the players with the knowledge that their characters died saving the world.

Assuming there is a future campaign, the Keeper should work the events of this scenario into their lore, and in that way reward the players for a job well done.

**Combinations.** Obviously it's impossible to predict all outcomes in a role playing game, and so the Keeper will have to adjust these as needed.

The Keeper may also adjust the Sanity rewards up or down as they deem necessary to suit their campaign, based on how the scenario went and the personality of the characters themselves.



# Timeline

SEPTEMBER

Anything that happens prior to the characters' arrival are fixed events, while the events that happen after their arrival (apart from the weather and the aurora) may be subject to change depending on the actions of the player characters. The Keeper should use their best judgment to adjust events, keeping in mind the goals of the cult.

## September 2nd

Temple of Ithaqua Discovered – Blasting rock during the constructing of an access road causes a landslide revealing a massive cavern. Inside is an ancient temple-like structure that seems to predate the last ice age.

## September 6th

The Cover-up – Exxon makes the decision to keep the archaeological discovery secret until the pipeline is functional.

## September 10th

The Leak – The archaeological discovery is leaked by an Exxon employee of Tahltan (a local first nation tribe) heritage who was concerned about potentially desecrating a sacred cultural site.

## September 12th

The Plan – A violent environmentalist cult known as The North Wind realizes that the structure discovered by Exxon is likely a temple to their deity, Ithaqua.

## September 13th

Security – The manager of EBC Pumping Station #31 requests armed security personnel, believing that it was eco-terrorists that leaked the archaeological discovery.

## September 18th

Uncommon Weather – The region in the vicinity of the temple experiences the first snow of the season earlier than usual and the temperatures drop to unseasonable lows.

## September 23rd

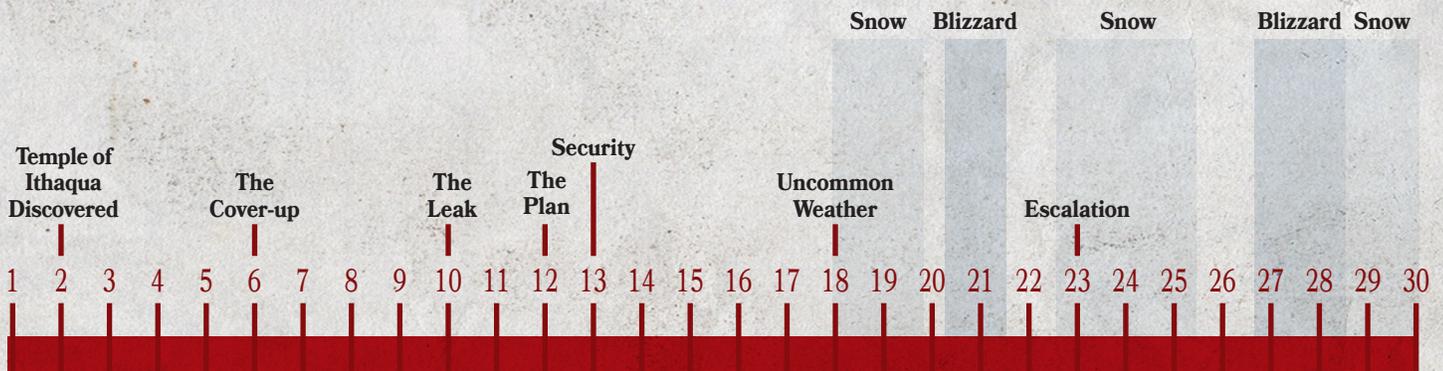
Escalation – Several members of The North Wind manage to infiltrate the Exxon organization. The snow continues, laying down over a foot of snow in less than 24 hours.

## September 30th – October 9th

Bizarre Weather – The weather continues to baffle meteorologists as western British Columbia is battered by a series of freak blizzards and continuously dropping temperatures.

## October 10th

The Book – The Ithaqua cultists finish excavating the temple and discover the Revelations of Ahisar; a blasphemous tome of ancient and inhuman rituals.



September 1986

### Uncommon Weather

The snow begins earlier than usual and it becomes unseasonably cold.

# Timeline

OCTOBER

## October 15th

The Urayull – The cultists finish translating some of the book, discovering a ritual to summon the Urayull (yeti-like servants of Ithaqua) and another to summon Ithaqua himself.

## October 17th

The First Ritual – The cultists perform the ritual that turns them into Urayull. William flees into the wilderness.

## October 18th

Contact Lost – The Urayull attack Telegraph Creek and cut communication with the outside world. Several people are killed and a few are taken for sacrifice for the upcoming ritual to summon Ithaqua. A panicked call from Telegraph Creek is recorded on the station's office answering machine, but no one notices because the machine was accidentally covered.

## October 19th

Culling – George Davidson killed. The Earth First camp is attacked, with one survivor (Brian) fleeing to the pumping station. Since Brian admitted to belonging to Earth First, the manager had him locked in a storage room until they could contact the home office. They dismiss his rantings about yetis, suspecting that he was attacked by a bear.

## October 20th

Urayull Attack! – Shortly after nightfall, EBC Pumping Station #31 is attacked by the Urayull.

## October 21st

Rescue Plan – Concerned about the sudden loss of contact with a critical pumping station, Exxon decides to send in an investigation and recovery team to look into the matter.

## October 28th

Plane Crash! – The recovery team's plane crashes on the side of Devil's Elbow Mountain, roughly 15 miles south of the station. The survivors begin their difficult trek towards the station. That night the Blood Aurora is seen in the sky.

## October 29th

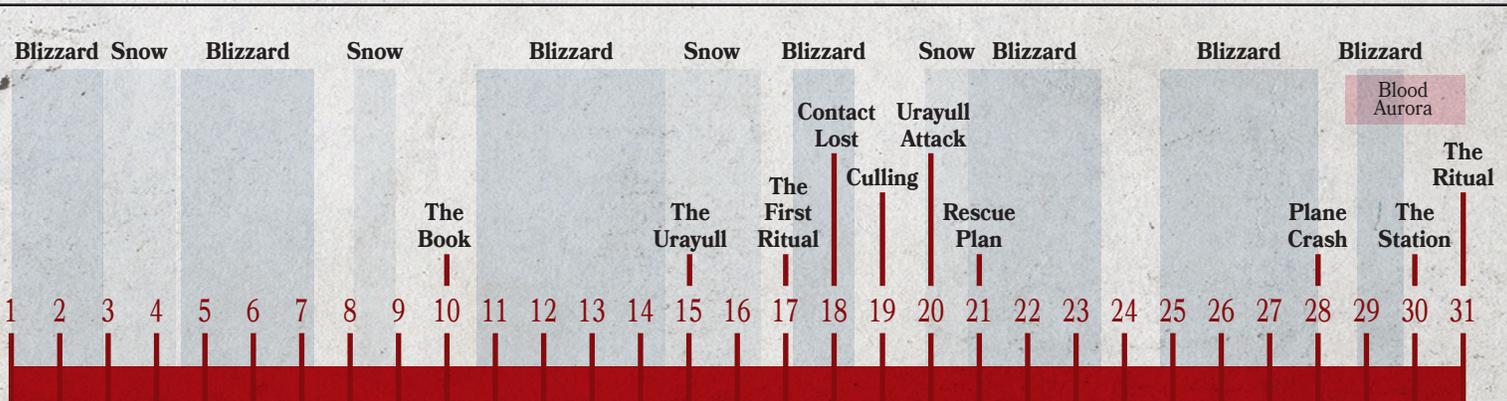
Blizzard! – As the recovery team continues towards the station, another blizzard moves through the area.

## October 30th

The Station – If all goes well, the recovery team arrives at EBC Pumping Station #31. That night, the Urayull attack.

## October 31st

The Ritual – The Urayull intend to perform the ritual to summon Ithaqua just after nightfall.

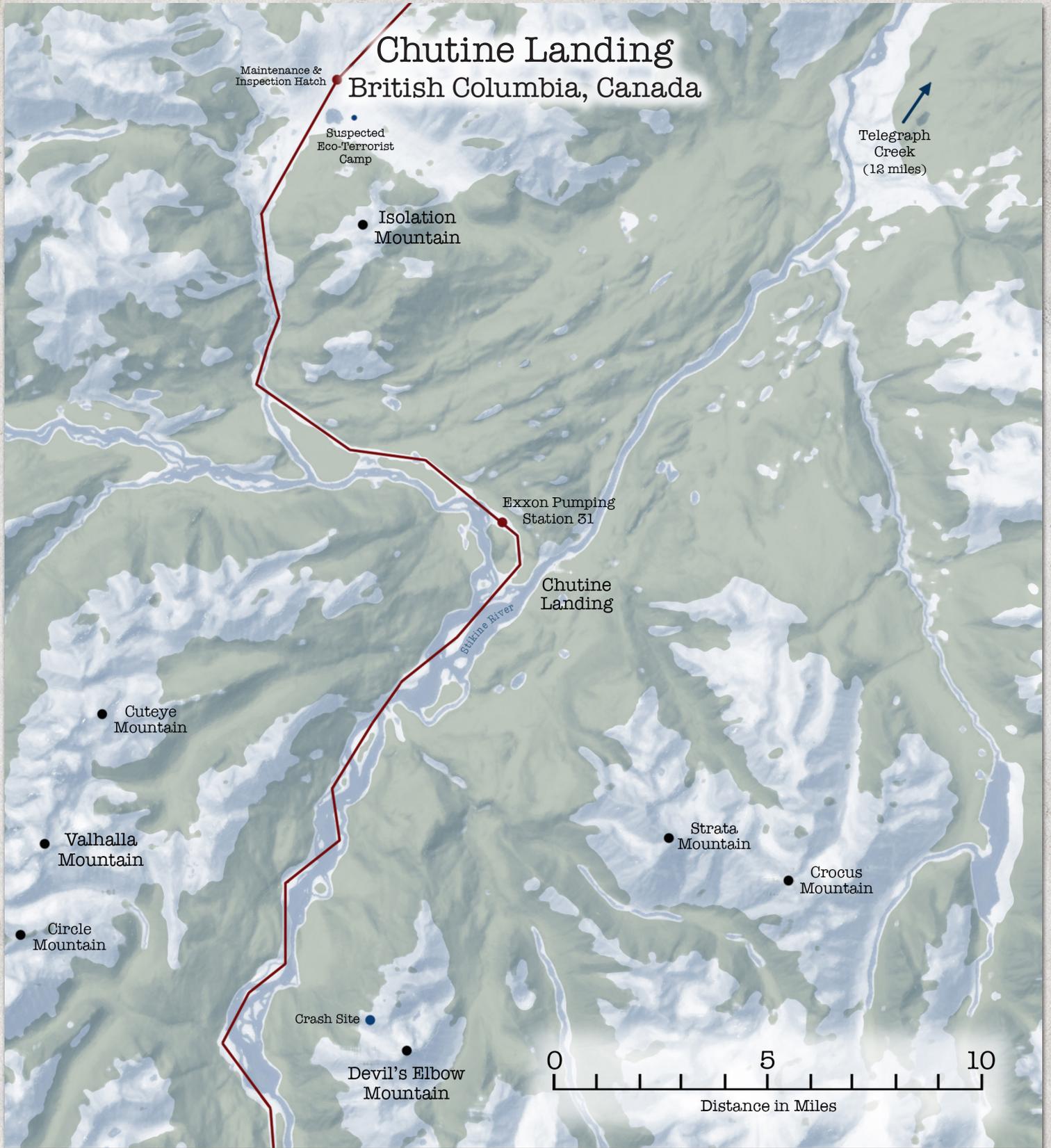


October 1986

## Bizarre Weather

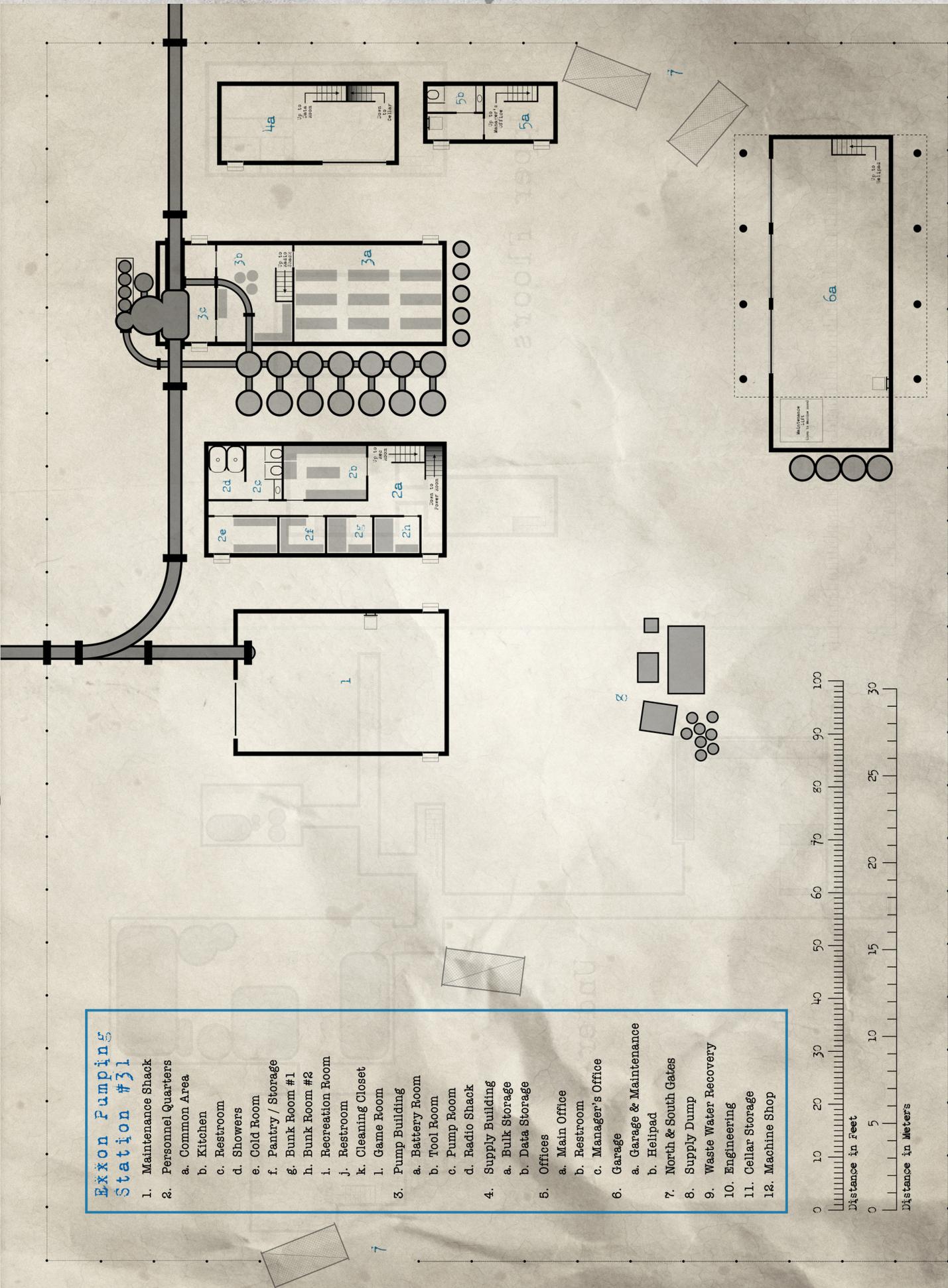
As October progresses, a series of increasingly intense blizzards and deep cold grip the area of British Columbia surrounding the temple of Ithaqua for over one hundred miles. Meteorologists are at a loss to explain the unusual weather that seems to be getting worse as the end of the month approaches.

# Handouts



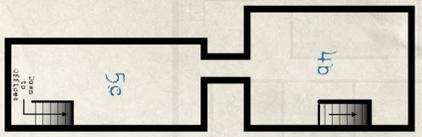
# Exxon Pumping Station #31

- 1. Maintenance Shack
- 2. Personnel Quarters
  - a. Common Area
  - b. Kitchen
  - c. Restroom
  - d. Showers
  - e. Cold Room
  - f. Pantry / Storage
  - g. Bunk Room #1
  - h. Bunk Room #2
  - i. Recreation Room
  - j. Restroom
  - k. Cleaning Closet
  - l. Game Room
- 3. Pump Building
  - a. Battery Room
  - b. Tool Room
  - c. Pump Room
  - d. Radio Shack
- 4. Supply Building
  - a. Bulk Storage
  - b. Data Storage
- 5. Offices
  - a. Main Office
  - b. Restroom
  - c. Manager's Office
- 6. Garage
  - a. Garage & Maintenance
  - b. Helipad
- 7. North & South Gates
- 8. Supply Dump
- 9. Waste Water Recovery
- 10. Engineering
- 11. Cellar Storage
- 12. Machine Shop

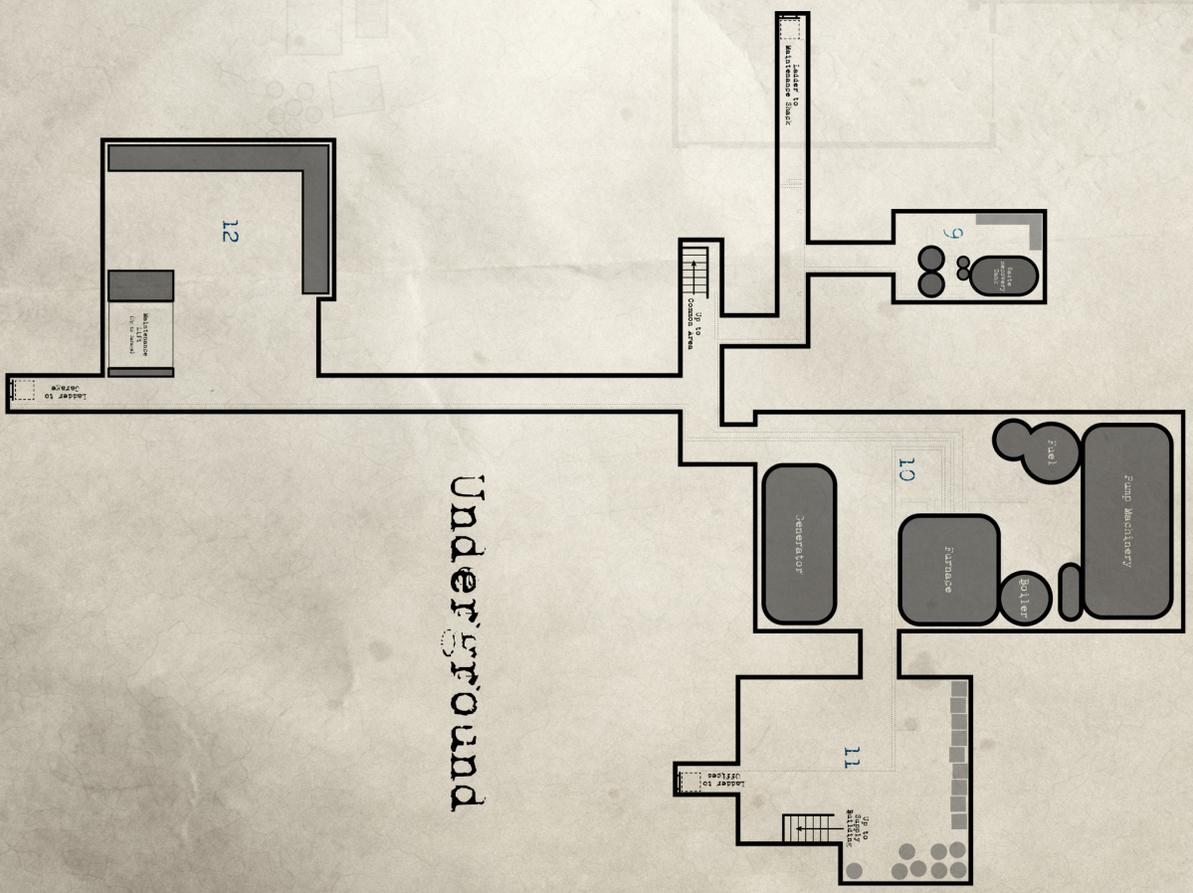


Handout #2 (front)

Upper Floors



Underground



**From:** Daniel F. Walters <d.walters@exxonnw.com>  
**To:** Roger M. O'Connor <r.oconnor@exxonexec.com>  
**Date:** Mon, September 2, 1985 at 4:32 PM  
**Subject:** Unexpected Delay

Mr. O'Connor,

While working on the construction of the access road north of EXBC Pumping Station #31, there was a landslide that uncovered a large cavern. The construction crew explored the interior and discovered what appears to be some sort of ancient stone structure. Geologist Mathews informs me that it was likely covered by a previous landslide.

Mathews is reluctant to say when this might have happened, but it looks as if it was before the last ice age over 2.6 million years ago, but he was quick to point out that this is impossible and will require extensive archaeological study to determine its age for certain.

The transcript that follows was from my discussion with Mr. Mathews regarding what he saw in the cave:

---

**Mathews:** The structure was close to eighty feet tall and looked kind of like a... what's that called? A ziggarat... but it's split down the middle with a ring of stones in the center of it.

**Walters:** Jesus.

**Mathews:** I don't think so, Dan. There were... bones. Human bones. I'd swear to it, Dan. There were dozens and dozens of human skeletons everywhere. And the skulls... they had holes in 'em, Dan. As if something drove a railroad spike into 'em.

**Walters:** Who else saw it?

**Mathews:** Just me, boss. I wanted to make sure that the cave wasn't going to come down on someone...

**Walters:** Good.

**Mathews:** Dan. There was some kind of... altar in the stone circle. It had iron rings at the corners. I think... I think...

**Walters:** I don't wanna hear it, Jim. And don't mention your thoughts to anyone else.

**Mathews:** There's something else, Dan.

**Walters:** What?

**Mathews:** There was a some kind of animal skull. A big one. It wasn't far from the opening so we...

**Walters:** You didn't.

**Mathews:** Look, I wasn't... I mean we...

**Walters:** Don't worry about it. What's done is done. Did anyone else but the road crew see it?

**Mathews:** No. They're downstairs now. I don't thim to keep quiet until I checked with you.

**Walters:** Good. I'll talk to them. In the meantime, I want that... item crated up in the garage before the inspection team gets back. That gives you about an hour.

**Mathews:** I'm on it.

---

Please advise as soon as possible.

Dan Walters  
Manager, EXBC Pumping Station #31

**From:** Roger M. O'Connor <r.oconnor@exxonexec.com>  
**To:** Daniel F. Walters <d.walters@exxonnw.com>  
**Date:** Mon, September 6, 1985 at 12:44 PM  
**Subject:** Re: Unexpected Delay

Mr. Walters,

Regarding your email about the recent discovery near Pumping Station #31, the management team has decided that the matter is to remain confidential until the northwest pipeline is operational early next year.

Your instructions are to remove all equipment and personnel from the area (hereafter referred to as ArcSite31) and seal all relevant documents and materials until further notice. All personnel are required to sign NDA form #86223. All communications to and from Station #31 are to be strictly monitored and any information regarding ArcSite31 is to be censored.

If any personnel refuse to sign NDA86223, they are to be terminated immediately and informed of their legal obligations under section 89, subsection b of their contract, specifically regarding the penalties for corporate espionage.

If you have any questions or require any additional personnel and equipment, do not hesitate to contact me immediately.

Roger O'Connor  
NW Operations Manager

**From:** Roger M. O'Connor <r.oconnor@exxonexec.com>  
**To:** Daniel F. Walters <d.walters@exxonnw.com>  
**Date:** Mon, September 12, 1985 at 9:36 AM  
**Subject:** Re: ARCSITE31

Mr. Walters,

I have been informed that the recent media leak regarding ArcSite31 was the result of a letter postmarked from Telegraph Creek, BC CANADA on September 10, 1985. This could only have been done by one of your people.

We expect this matter to be investigated immediately and the individual dealt with as per our previous email.

While the matter has been contained for the moment, we cannot afford any further leaks regarding this matter.

Roger O'Connor  
NW Operations Manager

**From:** Daniel F. Walters <d.walters@exxonnw.com>  
**To:** Roger M. O'Connor <r.oconnor@exxonexec.com>  
**Date:** Mon, September 13, 1985 at 11:55 AM  
**Subject:** Re: LEAK

Mr. O'Connor,

After questioning station personnel and examining our records, I am convinced the leak was not one of our people. As I'm sure you're aware, the distance to Telegraph Creek from Station #31 is more than 20 miles, which would be impossible to reach on foot in a reasonable amount of time, and all vehicles were accounted for during the week wherein the letter was supposed to have been sent.

We have reason to believe that there are members of Earth First in the area, and it is possible that they leaked the information in the hopes of delaying the pipeline start-up indefinitely.

I would like to request security personnel to deal with the situation.

Dan Walters  
Manager, EXBC Pumping Station #31

**From:** Daniel F. Walters <d.walters@exxonnw.com>  
**To:** Roger M. O'Connor <r.oconnor@exxonexec.com>  
**Date:** Mon, September 14, 1985 at 10:05 PM  
**Subject:** [URGENT: G.Davidson]

Mr. O'Connor,

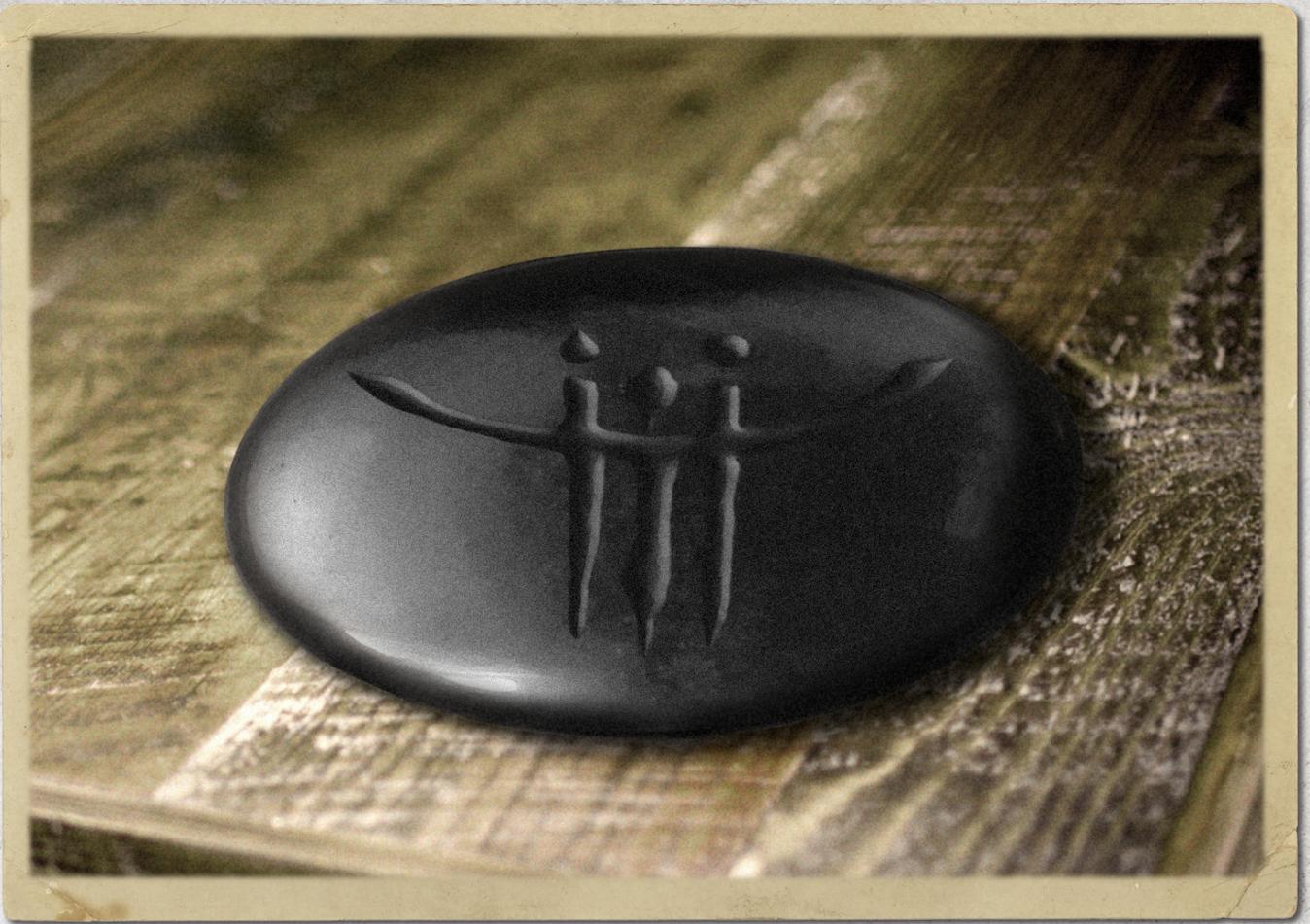
Earlier this afternoon, our chief engineer George Davidson was killed about 5 miles north of this facility. Evidence suggests that it was a bear attack considering the condition of the body. We have been unable to contact his family, and so we have placed his remains in cold storage.

An obsidian disc was found in his possession, and I think it's likely that he removed it from the ArchSite31 location while performing his ongoing inspection of the pipeline supports. The item is currently secure, but several other personnel have seen the object. Please advise.

Dan Walters  
Manager, EXBC Pumping Station #31



Handout #4



Handout #5



Handout #6

Telephone Transcription

Source: Exxon Pumping Station EBC#31 - Public Office Answering Machine [V3-23910]

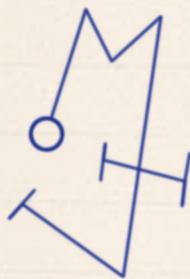
Caller: (unidentified - yelling) Hello?! Hello?! Please pick up (heavy banging in the background). Um... I, uh... please, we need help... (more banging, continues in the background) ...some things are trying to kill us! They've killed Tom, I think... and, and... (a louder bang followed by a crash) ...oh, god no. Listen, I'm calling from Telegraph Creek. My name... (indistinguishable noise) ...about six or seven of... (a very loud shriek in the background) ...they're getting in! God! Please... (multiple gun shots, followed by the receiver being dropped and a man screaming) ...NO!!!

End of Telephone Message

Handout #7

## Banishment

Participants must [recite or chant] for 620 beats [21 minutes] within 23 paces of the [gate or doorway]. They must also cut the Sign of Ithaqua into the flesh in the palm of their hand as like so:

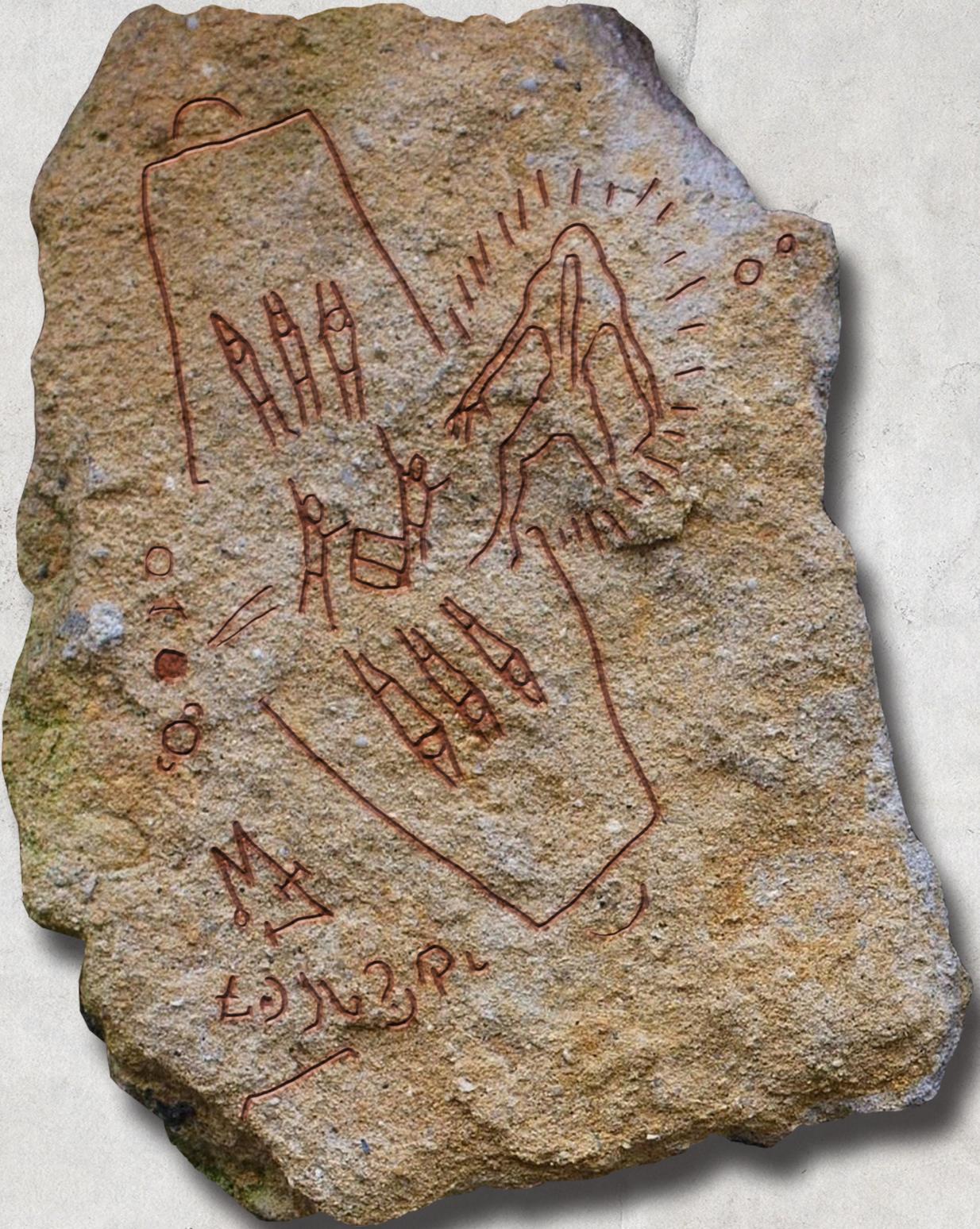


Translated phonetically, the chant reads:

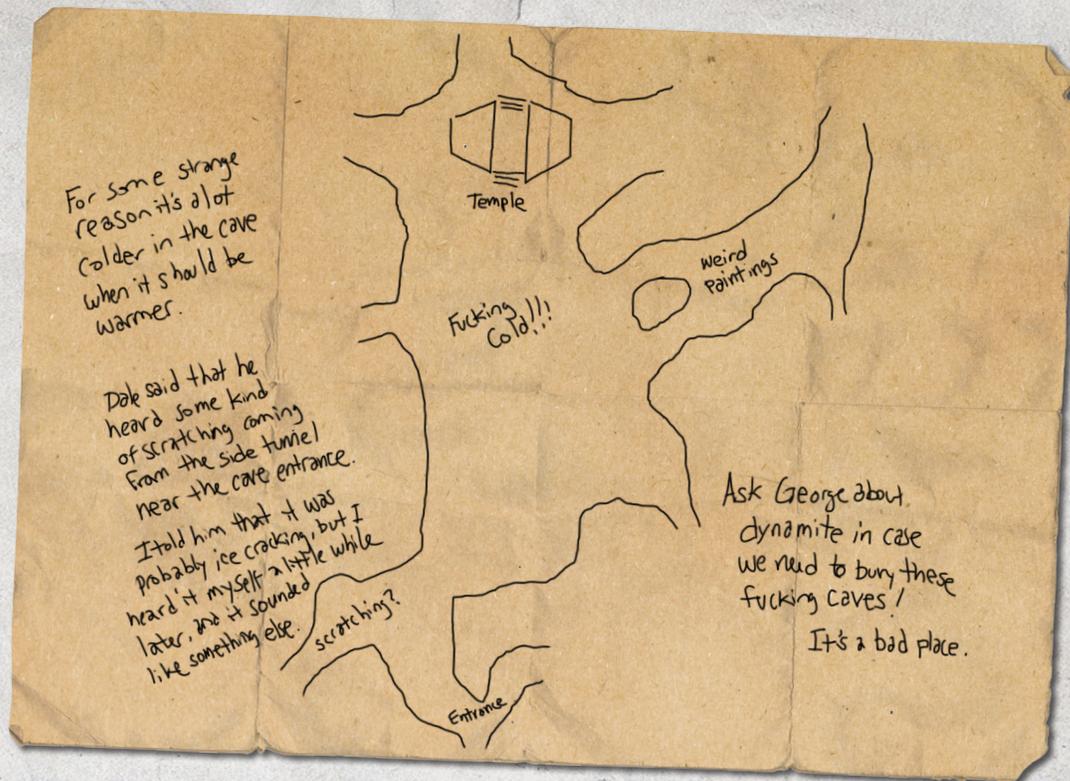
Ia th'ftutha chut'a gasa ang asa shas ghuth'uth hat'n  
ahsa'ag su sha'ar ghantha hus uh sha naha ur sha g'aas  
tugh ang taaft ur sha ru'x tathung 'aaf'thak

My understanding of the sacred language is rudimentary at best, but the text clearly indicates that at least two participants must continuously maintain the chant until the banishment is complete. There are indications that it causes a significant strain on the mind and body of those involved, but I am confident that we can do it if necessary.

Handout #8



Handout #9

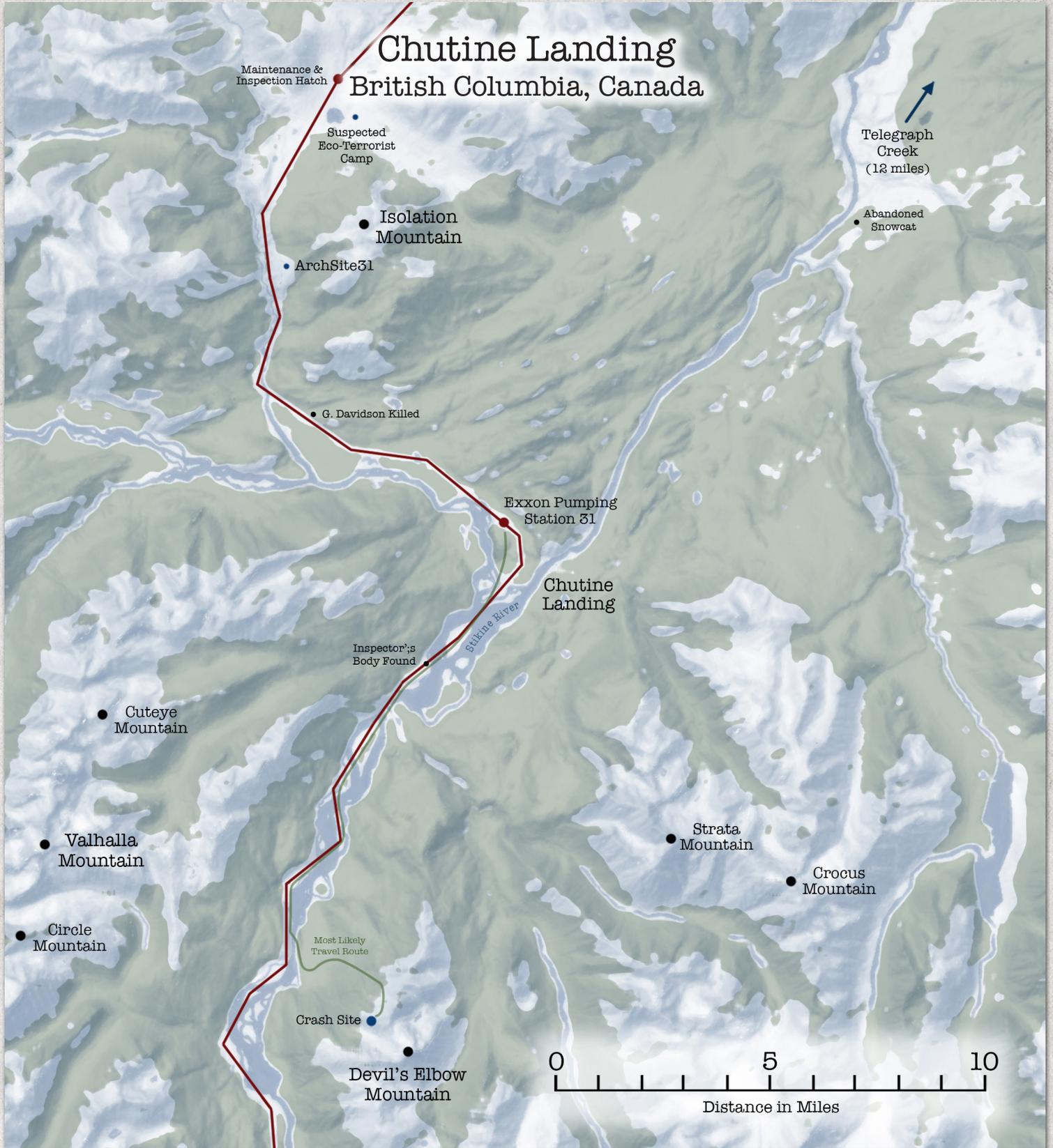


## Handout #10

If you're reading this, you need to leave right now! I know this sounds batshit crazy, but we've been attacked by fucking yeti!!! Yeah, those giant hairy fucking things from the Himalayas or wherever. Just look around at all the fucking dead people! I watched Brian get ripped in half by one of the fucking things. But we're not all dead. I saw one of those yeti things grab Anna and run off with her still alive. I don't even want to think about why they're going to do with her. Listen, there's not much time before the rest of us are fucking dog meat too. You've got to get away from here and maybe call in a fucking air strike or a nuke or something. These monsters can't be allowed to get away from this place, and their temple needs to be buried. In the garage, we have a crate of dynamite. If you can, blow up that fucking cave. Bury those evil fuckers under a ton of rock and ice. Make sure that

## Handout #11

# Keeper's Map



# NPCs

## NORTH WIND (9)

**Adam Pine** (host to a Urayull)

A member of the Tahltan tribe, Adam was abused by the priest that ran the orphanage where he spent much of his early life. He ended up spending several years in a psychiatric hospital after he killed the priest who raped him.

When he was introduced to The North Wind, he joined primarily out of a desire to make all Europeans, and particularly Christians, suffer for what happened to him and his people.

**Andrew Fallon** (host to a Urayull)

A dropout from New Mexico, Andrew moved to Alaska to earn money on a crab boat. After being turned away from a dozen boats, he became involved with The North Wind because he identified with their anti-authoritarian views.

**David Woods** (host to a Urayull)

David is the founder of The North Wind and the high priest of the Ithaqua cult. Born on the Tahltan tribal reservation in British Columbia, David watched his people's land being stolen and destroyed, he became increasingly radical in his resistance to the governments and corporations responsible.

An old man approached him one day with a stack of strange writings on birch bark, saying that he was sent by Ithaqua to "teach him the old ways so that he might purge the land of the defilers."

David spent the next several years learning everything the old man had to teach him, including the mysterious language that he said dated back to "before the great walls of ice descended from the north."

He has a symbol tattooed on his chest that resembles a twisted hand, and this can still be seen with a Hard Spot Hidden check in his Urayull form.

Only he knows the language of Urayull, so if he is killed, the cult will not be able to perform the ritual to summon Ithaqua. For this reason, he will not unduly risk himself until the task is complete or becomes impossible.

**Gerald Brown** (host to a Urayull)

A member of the Tahltan tribe, Gerald joined The North Wind to defend his people's land and culture. He believes that Ithaqua is a great protector of his people.

**Ian Mathers** (host to a Urayull)

Ian was the son of a Baptist minister who beat and raped him and his mother regularly. When his mother died, Ian fled to British Columbia to live with his cousin on the Tahltan reservation where he was introduced to The North Wind.

**James Monroe** (host to a Urayull)

Former Earth Liberation Front activist who grew up in Ohio. He is estranged from his family and has a very nihilistic view of the world. He's happy to see it all burn.

**Nancy Bennet** (host to a Urayull)

Formerly an idealistic environmental activist, Nancy became radicalized when her fiancé was killed by police during a non-violent action in Colorado.

**Timothy Cooper** (host to a Urayull)

The son of an Exxon executive, Tim's father issues pushed him to join one of the most radical environmental groups opposing his father that he could find; The North Wind.

He is now fully indoctrinated into the cult, and sees Ithaqua as a way to "wipe the slate clean."

**William Harris**

*A fanatic whose world view has been shattered!*

William is a young man from Seattle who became involved with the environmental movement in college. Being a naturally extreme individual, he spent some time working with groups like the Animal Liberation Front, Earth Liberation Front, and Earth First, but ultimately felt that even these more radical groups were not going far enough to protect the environment.

Within the past year, he was contacted by Andy Fallon, a former member of Earth First, who shared his world view. Andy introduced William to a group called the North Wind that was clearly more in line with his goals.

After participating in several acts of sabotage of oil production facilities in the northwestern US and Canada, the North Wind decided to bring him into the inner circle.

## PIPELINE INSPECTORS (2)

**Anna Levesque** (captured for sacrifice)

*A professional who appreciates the freedom her job provides.*

Anna is 39 years of age. She is practical, ingenious, bossy, self-conscious, and can keep her head in a crisis.

Anna is of average height and a bit on the heavy side with pale skin. She has wide blue eyes, a large nose, and a round chin. Her shoulder-length, frizzy red hair is never out of place. Her clothing is loose fitting and simple. She is fond of cheap perfume.

Anna has worked inspecting oil pipelines for about 10 years. Apart from her normal job skills, she is good at persuasion and knows how to play guitar.

**Brian Carson** (dead)

A middle-aged man, he has been killed by Urayull. The Keeper can place the body as the story dictates.

## PIPELINE PERSONNEL (6)

### **Anthony Ricco** (dead)

Anthony was the station's engineer. He was trying to explode the boiler when a Urayull killed him in the Engineering room.

### **Daniel Walters** (dead)

Formerly the manager of EBC Pumping Station #31, he took his own life in his office during the Urayull attack.

### **Dale Charbinau** (dead)

Formerly the electrician and back-up radio operator, Dale was brutally slaughtered in the radio shack the night of the attack.

### **George Davidson** (dead)

Killed during the Urayull attack. His body can be anywhere in the station at the Keeper's discretion.

### **James Mathews** (captured for sacrifice)

*A quiet man who always seems nervous. He will panic easily.*

James is 31 years of age and is generally affable, bright, sympathetic, and rarely angry. He frequently fidgets with a pen.

He is above average height and lanky with Mediterranean skin. He has stern black eyes, a pointed nose, and a round chin. His shoulder-length brown hair is naturally styled and he has a well-maintained goatee. His clothing is loose and a touch eccentric.

James trained as a geologist, and has been employed by Exxon for about three years. He is also a skilled artist who is always making pencil sketches when not working.

### **Roger Morris** (dead)

Former engineer and mechanic, his body is somewhere in the forest. He was mortally wounded during the Urayull attack, and managed to flee into the tree line before succumbing to his wounds.

## EARTH FIRST (7)

### **Daniel Baxter**

*An idealistic activist who is extremely desperate and insane!*

Daniel was a sociology student who dropped out of college to become a full-time activist. He lives out of his van which allows him to travel as necessary. Most of his work has been with Earth First, though he has participated in Animal Liberation Front and Earth Liberation Front actions.

Daniel fled into the forest and accidentally stumbled on the pumping station. He witnessed the attack on the Earth First camp, and has only a loose grip on reality at the moment.

### **Harold Jenkins** (dead)

Killed in the attack on the Earth First camp.

### **Jesse Stevens** (dead)

Killed in the attack on the Earth First camp.

### **Kate Spencer** (dead)

Killed in the attack on the Earth First camp.

### **Larry Bishop** (dead)

Killed in the attack on the Earth First camp.

### **Sky Bailey** (dead)

Killed in the attack on the Earth First camp.

### **Tammy Keller** (dead)

Killed in the attack on the Earth First camp.

## TELEGRAPH CREEK RESIDENTS (30)

### SIGNIFICANT

#### **Amy Waterhouse** (captured for sacrifice)

*Mature for her age and traumatized by the death of her mother.*

Amy is a young girl of 14 years. She is communicative, simple, kind, and self-doubting.

She is just over five feet tall, and lanky with olive skin. Amy has dark, expressive eyes, a pierced nose, and a round chin. Her short, curly, brown hair is usually tied back. Her clothing is slightly too big.

Amy works as a store clerk on the weekends, and like many teens in the area, she smokes a lot of weed.

#### **Brian Page** (hold up at the Lambert cabin)

*Extremely skeptical, he is desperately trying to rationalize all of this.*

Frank is 37 years of age with an outgoing personality. He is generally perceived as pleasant and calm.

Brian is tall and fit with smooth skin, slanted blue eyes, a turned-up nose, and a square jaw. He has long black hair that reaches nearly to his waist, and his clothing is clean and stylish.

Brian is co-owner of the Telegraph Creek General Store with his spouse Frank Keller. He excels at darts, and is oddly skilled at sensing danger.

#### **Dennis Falwell** (captured for sacrifice)

*A pessimistic man with an boring and a miserable life.*

Dennis is 29 years of age, is quick-tempered, selfish, generally unhappy with his life, and so very has few friends.

He is of average height and build with brown skin, deep brown eyes, a small nose, and a round chin. His short, fine, brown hair is naturally styled. His clothing is form-fitting and disheveled. Anyone who gets close enough will notice that he has very bad breath.

Dennis has worked for the British Columbia Telephone Company for two years, and they are pleased with his work despite the fact that he often takes recreational drugs and procrastinates. If Dennis is good at anything at all, he excels at organization.

#### **Frank Keller** (hold up at the Lambert cabin)

*Brian saved his life, and he will do anything to protect him.*

Frank is 36 years of age, and is considered to be mature, respectful, content and rarely angry.

Frank is of average height with very dark skin. He has

friendly dark brown eyes, a wide nose, and a strong chin. His short, brown hair is painstakingly styled and maintained and his clothing is slightly frumpy, but clean. He has a nice smile.

Frank is co-owner of the Telegraph Creek General Store with his spouse Brian. He's a retired boxer and stays in good shape by running every day and chopping firewood.

**Lilly Brooks** (holed up at the Lambert cabin)

*As a strong feminist, Lilly prefers to take care of herself.*

Lilly is a very short 41-year-old woman who is generally approachable, resourceful, thoughtful, confident and secure.

She has an extremely athletic build with tan skin, slanted blue eyes, a flat nose, and a round chin. She has short hair, dyed purple, and her clothing is practical and tough. People often remark about her exceptionally her firm grip.

Lilly owns and operates a blacksmith and welding shop called Heavy Metal. She is also proficient at baking and bird hunting with a shotgun. [*Skills: Dodge 25; Shotgun 50*]

**Mark Gilmore** (holed up at the Lambert cabin)

*A fanatic whose world view has been shattered!*

Mark is 27 years of age. He is independent, bright, sympathetic, and generally passive.

He is short and slightly built with tan skin, brown eyes, a large nose, and a pointed chin. His short brown hair is unkempt and his clothing is casual. He has a rather muddled accent.

Mark works for the British Columbia Telephone Company where he often complains about life being unfair.

**Martin Lambert** (holed up in his cabin with five others)

*A professional outdoorsman, he is a natural leader.*

Martin is 46 years of age. He is kind, and secure with himself.

He is of average height and athletic with dark skin. Martin has clear, brown eyes, with a small nose and a cleft chin. His very short, graying hair is generally uncombed and his clothing shabby. People tend to notice his French Canadian accent which they usually describe as beautiful.

Martin works as a wilderness guide, and apart from his survival skills, he is good at hunting, trapping, baking and sewing. [*Hit Points 12; Dodge 35; Handgun 45; Rifles 65; Survival 60*]

**Melissa Waterhouse** (dead)

Owner of Waterhouse Bar & Grill and single mother. She died protecting her daughter, Amy Waterhouse (see above).

**Peter Chan** (holed up at the Lambert cabin)

*An easy-going guy who enjoys helping people.*

Peter is 30 years old, and is considered to be quiet, smart, self-doubting and stoic.

He is rather short and fit with tan skin. Peter has alert, startling blue eyes, a narrow nose, and a round chin. His short black hair is simply styled but his clothing lacks any sense of fashion.

Peter works as a successful freelance handyman in the

town, tackling all manner of odd jobs, repairs, and simple manual labor. Most people admire his simple work ethic. He is also known for being a source for obscure trivia.

**Rev. Levi Whitehead** (holed up at the Lambert cabin)

*A pious man who secretly believes that the end is nigh.*

Rev. Whitehead is 53 years of age and is considered conscientious, loyal, and content, with a hint of personal vanity.

At slightly below average height and build, Levi has olive skin, almond-shaped dark eyes, a small nose, and a pointed chin. His short brown hair is painstakingly styled and maintained. He tends to dress casually most of the time, only wearing his cassock during his weekly services.

Levi is the pastor at the St Aidan's Anglican Church and is perceived as a positive influence in the community.

## INSIGNIFICANT

*(Keeper can use as needed to fill out the population of Telegraph Creek)*

**Ada Burnett**

Age: 21 years

Personality: Unpredictable, resourceful, loyal, vain and unhappy.

Appearance: She is rather tall and athletic with fair skin, narrow hazel eyes, a straight nose, and a softly-shaped jaw. Her very short, curly blonde hair is tied back. Her clothing is modest and clean.

Job: Meteorologist

**Arturo Armstrong**

Age: 28 years

Personality: Solitary, silly, chivalrous, weak-willed and optimistic.

Appearance: He is average height and build with light skin, sunken green eyes, a turned-up nose, and a round chin. He has short, fine brown hair that is thinning. His clothing is slightly too small and plain.

Job: News Radio Announcer

**Avery Sutton**

Age: 37 years

Personality: Plucky, unintelligent, sympathetic, shy and cheerful.

Appearance: He is tall and somewhat obese with tan skin, brown eyes, a hooked nose, and a wide chin. He is bald and his clothing is loosely-fitting and neat. He has a noticeable hunch in his posture.

Job: Librarian

**Cavin Reid**

Age: 43 years

Personality: Diplomatic, mature, caring, and relaxed.

Appearance: He is tall, and broad-chested with dark skin, hazel eyes, a straight nose, and a softly-shaped jaw. His very short, straight, black hair is well maintained and his clothing is slightly too big and tacky. He also has an odd accent that most people find difficult to understand.

Job: Hunting Guide

**Edwin Morgan**

Age: 55 years

Personality: Impolite, resourceful, and quick to anger.

Appearance: He is short and wide-bodied with bronze skin, narrow pale gray eyes, a small nose, and a rounded jaw. His long, frizzy, graying hair is poorly maintained and his clothing is plain and dirty.

Job: Unemployed

**Emely Hoffman**

Age: 27 years

Personality: Unfriendly, detached, insecure and irrational.

Appearance: She is short and built like an athlete with smooth skin, watery brown eyes, a small nose, and a pointed chin. Her naturally red hair is short and spiky. Her clothing is slightly well-fitting and stylish.

Job: Writer

**Gerald Dawson**

Age: 36 years

Personality: Unassuming, intuitive, compassionate, and content.

Appearance: He is tall and heavy with brown skin, mysterious dark brown eyes, a broad nose, and a strong chin. His long, black hair is in thick dreads. His clothing is loose-fitting and casual.

Job: Lawyer

**Harvey McCullough**

Age: 22 years

Personality: Placid, gullible, reliable, and bossy.

Appearance: He is average height and muscular with white skin, big, dark brown eyes, a large nose, and a cleft chin. His long, greasy, blonde hair is uncombed. His clothing is form-fitting and shabby. He frequently wears too much cheap cologne.

Job: Electrical Engineer

**Jeff Knowles**

Age: 95 years

Personality: Amusing, intelligent, compassionate, and carefree.

Appearance: He is short and solidly-built with weathered, wrinkled skin, watery blue eyes, a well-formed nose, and a square jaw. His short, gray hair is neat and his clothing is loose and plain. He is quite healthy for his age.

Job: Retired Fisherman

**Kyler Kaiser**

Age: 21 years

Personality: Popular, clumsy, thoughtful, and kind.

Appearance: He is short and stout with fair skin, almond-shaped dark brown eyes, a large nose, and a softly-shaped jaw. His short, straight brown hair is neat and his clothing is simple and neat.

Job: Kindergarten Teacher

**Lea Goodman**

Age: 22 years

Personality: Untidy, unintelligent, and emotional.

Appearance: Tall and slender with tan skin, expressive, sunken brown eyes, a broad nose, and a cleft chin. She has short, wavy, dark brown hair that is tied back. Her clothing is slightly too small and elaborate.

Job: Carpenter

**Liam Lyons**

Age: 28 years

Personality: Foolish, dim-witted, loving, and passive.

Appearance: He is tall and broad-chested with caramel skin, wide brown eyes, a broad nose, and a bearded chin. He has shoulder-length, straight, black hair and a slightly receding hairline. His clothing is slightly too small and mismatched. He also has distinctive and rather raunchy tattoos.

Job: Auto Mechanic - 51% satisfied

**Lorie Wright**

Age: 38 years

Personality: Versatile, ingenious, dismissive, timid and calm.

Appearance: She is short and petite with pale freckled skin, angular brown eyes, a narrow nose, and a cleft chin. Her very short, thick brown hair is well maintained and her clothing is modest and fine quality.

Job: Web Designer

**Madison Madden**

Age: 28 years

Personality: Introverted, considerate, competitive and happy.

Appearance: She is short and stocky with tan skin, narrow light brown eyes, a small nose, and a square jaw. Her short, curly, dark brown hair is unkempt and her clothing is well-fitting and casual. She is known for her nice smile.

Job: Computer Programmer

**Reginald Rice**

Age: 33 years

Personality: Conservative, loving, relaxed, and a follower.

Appearance: He is average height and muscular with white skin, beady brown eyes, a big nose, and a round chin. His curly, blonde hair is naturally styled and his clothing is clean and stylish.

Job: Secondary School Teacher

**Romeo Finch**

Age: 27 years

Personality: Silly, a fast learner, rude, insecure and self-conscious.

Appearance: He is short and thin with black skin, almond-shaped blue eyes, a bulbous nose, and a square jaw. His head is shaved bald and his clothing is practical.

Job: Unemployed

### Rowan Bray

Age: 21 years

Personality: Materialistic, dull-witted, dependent and carefree.

Appearance: She is tall and slender with red skin, round hazel eyes, a pointed nose, and a pointed chin. She has short, curly, brown hair and her clothing is form fitting and stylish. She is transgendered and often keeps to herself because there are many in town who do not accept that about her.

Job: Housekeeper

### Tanner Waller

Age: 30 years

Personality: Faithful, intelligent, loving, forgetful and cheerful.

Appearance: He is short and slight with bronze skin, round dark brown eyes, a large nose, and a square jaw. He has very closely-trimmed dark brown hair and his clothing is simple and sturdy.

Job: Carpenter

### Thomas Harrington

Age: 34 years

Personality: Outgoing, quick, sympathetic, and funny.

Appearance: He is tall and stout with pale skin, friendly, angular brown eyes, a bent nose, and a round chin. His short, curly, black hair is naturally styled and his clothing is comfortable. Thomas wears an old-fashioned cologne when not working.

Job: Doctor

### Wen Taylor

Age: 45 years

Personality: Resourceful, unsentimental, and a bit egotistical.

Appearance: He is tall and built like a tank with brown skin, dark eyes, a broad nose, and a pointed chin. His short, dark brown hair is naturally styled and his clothing is simple and neat.

Job: Retired/Survivalist

## EXXON EXECUTIVES/CONTACTS (4)

These NPCs are unlikely to be encountered, but rather referred to or contacted via radio indirectly. They are listed here for reference and character knowledge.

**Roger M. O'Connor** (NW Operations Manager)

**Kelly Marshall** (Human Resources)

**Victor Mueller** (Public Relations)

**Jonathon P. Maddox** (Canadian government liaison)

## PLANE CRASH (9)

With the exception of Ryan Harris, all of these characters are suitable to use as pre-generated player characters and/or useful NPCs. If any are used as player characters, the Keeper should allow the players a bit of time before the game to customize and flesh them out a bit to make them a bit more personal.

### AMANDA DRAKE

*Security – Team Leader*

**STR** 50

**CON** 70

**SIZ** 60

**INT** 80

**POW** 70

**DEX** 70

**Hit Points:** 13

**Damage Bonus:** 0

**Build:** 0

**Sanity:** 70

**Luck:** 65

**Magic Points:** 14

**Move:** 8

### ATTACKS

**Attacks per round:** 1

**Unarmed:** 45%; Damage 1D3 + db

**M-16A2 Assault Rifle:** 65%; Shots per Round 1 (2) or burst; Damage 2d8; Range 130; Ammo 30; Malfunction 97

**.45 1911:** 50%; Shots per Round 1; Damage 1d10+2; Range 15; Ammo 7; Malfunction 00

**Knife, Medium:** 30%; Damage 1d4+2

**Armor:** 8 (Kevlar Vest)

### SKILLS

Accounting 15; Charm 35; Climb 30; Dodge 45; Drive Auto 35; Fighting (Brawl) 45; Fighting (Knife) 30; Firearms (Handgun) 50; Firearms (Rifle Shotgun) 70; First Aid 40; History 20; Listen 30; Mechanical Repair 20; Natural World 20; Navigate 30; Persuade 60; Psychology 30; Spot Hidden 40; Stealth 70; Survival 40; Swim 25; Throw 25; Track 20

### APPEARANCE & PERSONALITY

A former marine, Amanda is direct, intelligent, and strong-willed. She is generally optimistic and believes strongly in fulfilling obligations. She has a frightening feel about her.

Amanda is average height with a strong, lean frame and pale skin. She has cold, deep-set light blue eyes, a small nose, and a square jaw. Her hair is short, blonde and neat and her clothing is practical. A particularly noticeable feature is her is the tattoo of a mongoose on here forearm.



## BENJAMIN SHEPARD

*Security*

**STR** 90  
**CON** 80  
**SIZ** 55  
**INT** 80  
**POW** 55  
**DEX** 65

**Hit Points:** 13  
**Damage Bonus:** 1d4  
**Build:** +1  
**Sanity:** 55  
**Luck:** 45  
**Magic Points:** 11  
**Move:** 9

### ATTACKS

**Attacks per round:** 1

**Unarmed:** 50%; Damage 1D3 + db

**M-16A2 Assault Rifle:** 65%; Shots per Round 1 (2) or burst; Damage 2d8; Range 130; Ammo 30; Malfunction 97

**.45 1911:** 60%; Shots per Round 1; Damage 1d10+2; Range 15; Ammo 7; Malfunction 00

**Knife, Medium:** 45%; Damage 1d4+2

**Armor:** 8 (Kevlar Vest)

### SKILLS

Art (Music) 10; Climb 25; Computer Use 25; Dodge 45; Drive Auto 25; Fighting (Brawl) 50; Fighting (Knife) 45; Firearms (Handgun) 60; Firearms (Rifle/Shotgun) 65; First Aid 45; History 10; Jump 25; Language (English) 60; Listen 35; Mechanical Repair 15; Natural World 15; Navigate 35; Operate Heavy Machinery 55; Psychology 30; Spot Hidden 30; Stealth 40; Survival 35; Track 20

### APPEARANCE & PERSONALITY

A former Israeli Army soldier, Benjamin is secretive, silly, inconsiderate, self-assured and carefree. He has a friendly feel about him.

Benjamin is quite pessimistic about humanity, but offsets his cynicism by clinging to what he perceives as his duty.

He is average height with large brown eyes, a broad nose, and a pointed chin. His short, frizzy, brown hair is very messy and unkempt. His clothing is well-fitting and modern, with a nice sense of style. His style falls short when it comes to scent as he has a liking for really cheap perfume.



## GAVIN HOLT

*Wilderness Guide*

**STR** 60  
**CON** 55  
**SIZ** 65  
**INT** 65  
**POW** 60  
**DEX** 50

**Hit Points:** 12  
**Damage Bonus:** 1d4  
**Build:** +1  
**Sanity:** 60  
**Luck:** 50  
**Magic Points:** 12  
**Move:** 7

### ATTACKS

**Attacks per round:** 1

**Unarmed:** 40%; Damage 1D3 + db

**.30-06 Rifle:** 75%; Shots per Round 1; Damage 2d6+4; Range 110; Ammo 5; Malfunction 00

**.357 Magnum:** 45%; Shots per Round 1 (3); Damage 1d8+1d4; Range 15; Ammo 6; Malfunction 00

**Knife, Medium:** 45%; Damage 1d4+2

**Armor:** 1 (Leather Coat)

### SKILLS

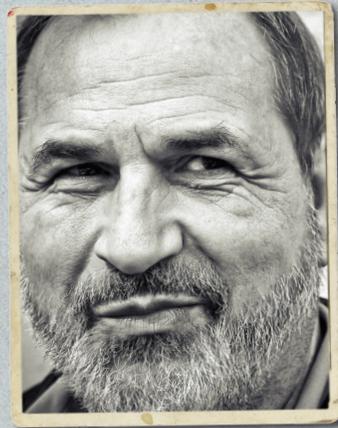
Art (Woodcarving) 10; Charm 20; Climb 30; Computer Use 10; Dodge 35; Drive Auto 25; Fighting (Brawl) 40; Fighting (Knife) 45; Firearms (Handgun) 45; Firearms (Rifle/Shotgun) 75; First Aid 30; History 10; Jump 35; Language (English) 55; Listen 55; Natural World 55; Navigate 25; Psychology 20; Spot Hidden 35; Stealth 30; Survival (Temperate Forests) 35; Track 45

### APPEARANCE & PERSONALITY

Gavin has lived in British Columbia most of his life, and is an avid outdoorsman. He is approachable, bright, and assertive. He has a safe feel about him.

Gavin values freedom above all else, and is suspicious of any authorities, though he understands the necessity for them on occasion.

He is average height with green eyes, a large nose, a rounded jaw, and short graying hair. His clothing is sturdy and simple, made of mostly natural materials. Since he spends so much time alone, he tends to forget basic manners.



**HAROLD CAIN**  
*Electrical Engineer*

**STR** 55  
**CON** 45  
**SIZ** 55  
**INT** 90  
**POW** 50  
**DEX** 50

**Hit Points:** 10  
**Damage Bonus:** -1  
**Build:** -1  
**Sanity:** 50  
**Luck:** 55  
**Magic Points:** 10  
**Move:** 7

**ATTACKS**

**Attacks per round:** 1

**Unarmed:** 25%; Damage 1D3-1

**Walking Stick:** 25%; Damage 1d4-1

**Armor:** 0

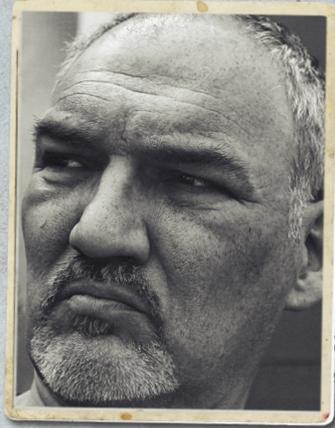
**SKILLS**

Art (Technical Drawing) 20; Art (Photography) 20; Computer Use 65; Dodge 25; Drive Auto 25; Fighting (Brawl) 25; Language (Chinese) 36; Library Use 60; Listen 30; Mechanical Repair 45; Psychology 20; Science (Electrical Engineering) 66; Science (Physics) 26; Sleight of Hand 20; Spot Hidden 30; Throw 40

**APPEARANCE & PERSONALITY**

Harold is tall and thin with little in the way of muscular build. He is generally placid, clever, pious, and timid, though he can become hostile if his skills are questioned.

Harold is above average height and is extremely slender with dry, dark skin. He has narrow blue eyes, a big nose, and a square jaw. His short, graying hair is receding. His clothing is slightly too big, but stylish. A particularly noticeable feature is his deep, sonorous voice.



**ISAAC SANDERS**  
*Engineer/Mechanic*

**STR** 60  
**CON** 35  
**SIZ** 60  
**INT** 80  
**POW** 50  
**DEX** 60

**Hit Points:** 9  
**Damage Bonus:** 0  
**Build:** 0  
**Sanity:** 50  
**Luck:** 50  
**Magic Points:** 10  
**Move:** 8

**ATTACKS**

**Attacks per round:** 1

**Unarmed:** 25%; Damage 1D3 + db

**Wrench:** 25%; Damage 1d3 + 1 + db

**Armor:** 0

**SKILLS**

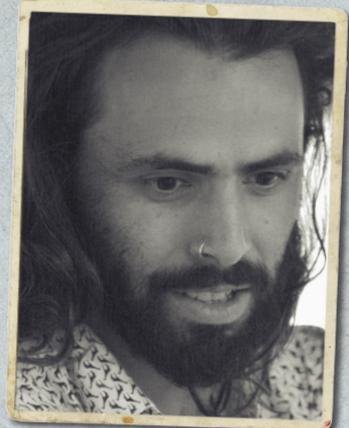
Auto Mechanic 65; Climb 40; Computer Use 25; Dodge 30; Drive Auto 55; Electrical Repair 60; Electronics 41; Fighting (Brawl) 25; First Aid 35; Language (English) 80; Listen 30; Mechanical Repair 75; Persuade 30; Pilot (Light Aircraft) 16; Psychology 25; Spot Hidden 35

**APPEARANCE & PERSONALITY**

Isaac went to college where he majored in mechanical engineering. He spend years as an auto mechanic before he managed to find work as a mechanical engineer with the Exxon corporation.

He is reliable, bright, well-mannered, and funny. Isaac has a relaxed feel about him, though he often overreacts to stress and believes that life is generally unfair.

Isaac is average height with an average build and caramel skin. He has small brown eyes, a straight nose, and a pointed chin. His long, wavy black hair is usually topped by a dirty Red Sox cap. His clothing is generally sensible.



## MORRIS FREEMAN

*Bush Pilot*

**STR** 55  
**CON** 45  
**SIZ** 50  
**INT** 70  
**POW** 45  
**DEX** 65

**Hit Points:** 9

**Damage Bonus:** 0

**Build:** 0

**Sanity:** 45

**Luck:** 60

**Magic Points:** 10

**Move:** 6 (slower due to an old injury)

### ATTACKS

**Attacks per round:** 1

**Unarmed:** 25%; Damage 1D3 + db

**.38 Revolver:** 35%; Damage 1d10; Range 15; Uses per Round 1 (3); Ammo 6; Malfunction 00

**Armor:** 0

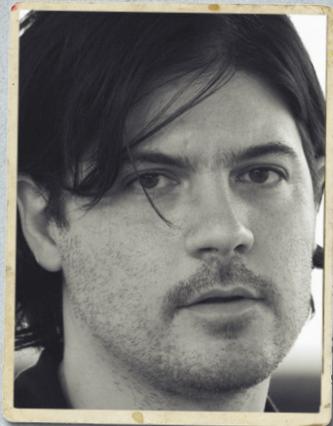
### SKILLS

Auto Mechanic 30; Climb 40; Computer Use 25; Dodge 30; Drive Auto 35; Electrical Repair 30; Electronics 25; Fighting (Brawl) 25; Firearms (Handgun) 35; First Aid 30; Language (English) 80; Listen 30; Mechanical Repair 45; Persuade 25; Pilot (Light and Medium Aircraft) 55; Psychology 25; Spot Hidden 45;

### APPEARANCE & PERSONALITY

Morris is a quiet, simple man who prefers the life of a bush pilot to living anywhere near too many people. He has a generally unsocial attitude, but he is not terribly unfriendly. More often than not he just comes across as quiet or shy.

He is relatively short and sturdy with tan skin, round dark brown eyes, a well-formed nose, and a broad chin. His short, stringy black hair is minimally styled. His clothing is well-fitting and practical. Morris has a distinctive limp that he acquired as a teenager after a serious knee injury.



## NATHANIEL BOYER

*Exxon Representative*

**STR** 40  
**CON** 45  
**SIZ** 65  
**INT** 55  
**POW** 40  
**DEX** 75

**Hit Points:** 11

**Damage Bonus:** 0

**Build:** 0

**Sanity:** 40

**Luck:** 40

**Magic Points:** 5

**Move:** 8

### ATTACKS

**Attacks per round:** 1

**Unarmed:** 25%; Damage 1D3 + db

**Armor:** 0

### SKILLS

Accounting 55; Appraise 30; Computer Use 30; Dodge 37; Drive Auto 30; History 20; Intimidate 25; Law 40; Library Use 40; Listen 40; Persuade 30; Psychology 25; Spot Hidden 30

### APPEARANCE & PERSONALITY

Nate is a company man through and through. Unlike most people who want to reach the top, he is happy in a comfortable middle with a moderate degree of power but with little responsibility should things go wrong.

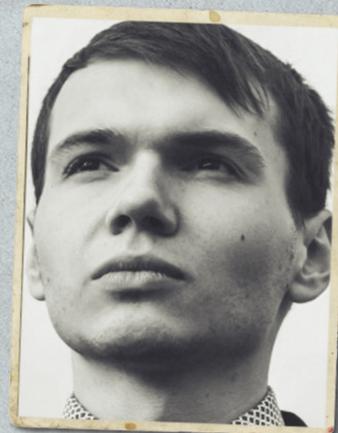
He is patient, self-confident and emotionless, whose only drive is for extreme comfort with little or no accountability.

Standing just over six feet tall, Nate is willowy with brown skin has a very plain, boring feel about him.

He has small brown eyes, a large nose, a rounded jaw, and black, thinning hair. His clothing is relatively expensive and well maintained. A particularly noticeable feature is that he is missing his right little finger. He lost the finger when he tried to break up a bar fight a few years ago in which his friend died.

Ever since the incident, he has had trouble dealing with violence and still has nightmares about it.

[Keeper's Note: Whenever Nate encounters a scene of violence, he will have a penalty die on his Sanity check.]



## RANDOLPH BOOTH

*Security/Medic*

**STR** 60  
**CON** 45  
**SIZ** 60  
**INT** 45  
**POW** 75  
**DEX** 75

**Hit Points:** 10  
**Damage Bonus:** 0  
**Build:** 0  
**Sanity:** 75  
**Luck:** 35  
**Magic Points:** 15  
**Move:** 8

### ATTACKS

**Attacks per round:** 1

**Unarmed:** 50%; Damage 1D3 + db

**M-16A2 Assault Rifle:** 65%; Shots per Round 1 (2) or burst; Damage 2d8; Range 130; Ammo 30; Malfunction 97

**.45 1911:** 40%; Shots per Round 1; Damage 1d10+2; Range 15; Ammo 7; Malfunction 00

**Knife, Medium:** 25%; Damage 1d4+2

**Armor:** 8 (Kevlar Vest)

### SKILLS

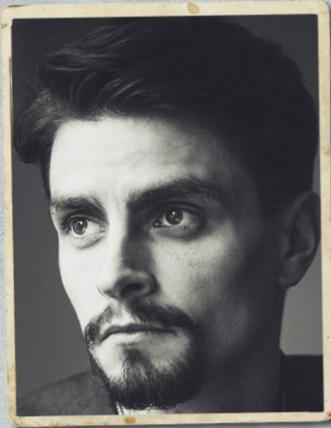
Charm 25; Climb 60; Dodge 47; Drive Auto 35; Fighting (Brawl) 50; Firearms (Handguns) 40; Firearms (Rifle/Shotgun) 65; First Aid 60; Medicine 40; Spot Hidden 50; Stealth 40; Survival (Arctic) 45; Swim 35

### APPEARANCE & PERSONALITY

While not terrible bright, Randy showed a natural aptitude for first aid and so became a medic. What he lacks in intelligence he makes up for with hard work and a genuine desire to help people.

He is quiet, intuitive, compassionate, self-confident and relaxed. Randy has a fondness for music and so when not on duty, he will always be found wearing his Sony Walkman. There is a sense of comfort about him.

Randy is of average height with an athletic build, tan skin, deep-set brown eyes, an angular nose, and a pointed chin. He has short-cut black hair and modest, simple clothing.



## RYAN HARRIS

*Pilot (Deseased)*

**STR** 50  
**CON** 55  
**SIZ** 65  
**INT** 70  
**POW** 45  
**DEX** 65

**Hit Points:** 0  
**Damage Bonus:** 0  
**Build:** 0  
**Sanity:** 0  
**Luck:** 0  
**Magic Points:** 0  
**Move:** 0

### HISTORY

A former military pilot, Ryan spent several years flying supplies and passengers to and from many remote areas in Alaska and Canada.

When the plane crashed, he was left semiconscious in the snow a half mile from the rest of the plane. Between his concussion and the blowing snow, he traveled the opposite direction from the rest of the survivors, and unfortunately, he was discovered by the Urayull who killed him and mounted his corpse on the pipeline as an offering to Ithaqua.



# Urayull



The Urayull (oo-RAY-ool) are lesser beings that serve Ithaqua that use the bodies of other beings to manifest themselves. This can be done through ritual or impregnation.

The ritual requires that a host ingest an elixir that prepares the body for the process and marks them, drawing the Urayull to them. This can be voluntary or involuntary, though a willing host means that the transformation happens in a matter of minutes, while an unwilling victim can take days or even weeks. This process is sped up during the ritual, but it is inevitable once the elixir is ingested.

The transformation from human to Urayull is agonizing as the host body is violently reshaped. Once complete, the new Urayull is ravenously hungry and is driven to feed as soon as possible. It will eat any meat that it can get, but prefers humans when they are available.

The second method for propagation is impregnation, which involves the brutal violation of a human being (male or female) by the Urayull. The creature does not use its sexual organs for this obscene process, but rather its long, hollow tongue. This involves penetrating any orifice available and disgorging a thick black mucus into the unwilling host.

The term impregnation is misleading, since what actually happens is that the Urayull's discharge acts much like the elixir, causing a painful transformation that can take several hours to complete. If the host is killed before the process is complete, the transformation stops.

## WARNING

The Keeper should be extremely careful about including the rape and impregnation of any characters or NPCs in the scenario. Before anyone sits down to play, everyone involved should discuss the level of intensity that they are willing to have in the game, and make sure that everyone is okay with the inclusion of this sort of content.

**Appearance.** Yeti are the offspring of the Urayull, and so they appear very similar to each other. Both are large, ape-like

creatures that dwell in the snowy wastelands of the world. Local people and mountaineers have been telling stories about these creatures for centuries, but most people remain skeptical about their existence.

They walk on two legs and have a primate-like face, with small ears, a flat nose, and long fangs. The Urayull's fur is shaggy, ranging from medium gray to white in color, and covers its entire body. Its enormous feet resemble bare, human feet except for the hooked, bear-like claws.

While similar in appearance to the yeti, the Urayull are larger and much more intelligent than their more bestial progeny.

## URAYULL

**STR** 110

**CON** 70

**SIZ** 150

**INT** 65

**POW** 55

**DEX** 105

**Hit Points:** 17

**Damage Bonus:** +2D6

**Build:** 2

**Magic Points:** 10

**Move:** 9

## ATTACKS

**Attacks per round:** 1

Fist/Claw: 65%; Damage 1D6 + db

Thrown Rock: 50%; Damage 1D4 + 1/2 db

**Armor:** 3

**Skills:** Climb 90%, Hide 55%, Jump 55%, Listen 75%, Scent 50%, Sneak 55%, Spot Hidden 65%

**Sanity Loss:** 0/1D8 Sanity points if the Urayull is seen. Additionally, the Urayull can produce a blood-curdling howl which will cost 0/1 Sanity points if heard.

## SPECIAL POWERS

**Cloud the Mind:** The yeti can cloud the minds of men. To do this, the creature must overcome its victim's POW with an opposed roll. The power is used mostly to escape detection, and if successful the yeti may stand or pass right in front of a victim without being seen. The effect lasts for only the creature's POW x 5 seconds, or until the creature makes physical contact with its victim.

Note that the Urayull in this scenario have a purpose, and are focused on achieving that purpose, which is to summon Ithaqua. This has a great deal to do with the ritual that was used to summon them and the predilections of their hosts. Any actions they take are always with that goal in mind.

# Appendix

## NEW OCCUPATION

### ARCTIC GUIDE

The arctic guide has spent a great deal of time in the wastes of the far north, and are therefore accustomed to living in regions of scarcity and deep cold. They have witnessed the beauty of the aurora rippling across the stars like a great veil. They have been through times of endless day when the sun dances at the edge of the horizon and endless night when the wolves gather at the door.

Though the lands are hard, the people are kind and caring. They are bound together by the shared experience of living in the land of perpetual snow, ice and cold.

**Occupation Skill Points:** EDU × 2 + (DEX × 2 or STR × 2)

**Credit Rating:** 0–15

**Suggested Contacts:** Local people and native folk, traders.

**Skills:** Firearms, First Aid, Listen, Natural World, Navigate, Spot Hidden, Survival (any), Track.

### FEATURE: ARCTIC SURVIVOR

The arctic guide has lived through environmental conditions that would have killed a lesser person. They, therefore, have a much easier time dealing with the discomfort associated with cold, hunger, and endless sheets of snow.

When it seems impossible, they are able to locate or build shelter from the elements, turning the most mundane materials into a bulwark against the cold.

Lastly, they are accustomed to navigating without any prominent landmarks, using only the sun and stars to lead them across the most barren, featureless landscape. If they are able to see the sun or night sky, they can easily maintain a heading or find their way to a known location.

## NEW EQUIPMENT

**Frostbite Salve.** This salve is unique to some of the northern tribes above the arctic circle. Made from animal grease and various seasonal herbs, this ointment eases the effects of frostbite, reducing the recovery time by half.

**Shovel.** This simple tool cuts the digging time in half, whether creating snow shelters, tunneling through snow drifts, or rescuing companions buried by an avalanche.

**Skis and Poles.** When secured to the feet, these polished wooden slats enable the wearer to glide across level snowy surfaces at their normal movement rate. Their speed is halved when moving up a snowy slope, but doubled when moving downhill on gentle slopes or quadrupled on steep slopes.

**Snow Goggles.** This eyewear is often crafted from either bone or leather. They have a narrow slit opening through which

the wearer can see and is held in place with leather straps.

These goggles prevent *Snow Blindness* and increase visibility during a *Whiteout* to 10 feet.

**Snowshoes.** Crafted from leather webbing laced across wooden or bone frames, this wide foot gear can be secured to the bottom of any boots. Snowshoes improve the wearer's ability to move across deep snow, reducing the penalty for walking by 50%.

If the character has skill points in *Survival* or the *Arctic Guide* occupation, they can fashion a pair of snowshoes in about two hours, assuming they have the time and materials to do so.

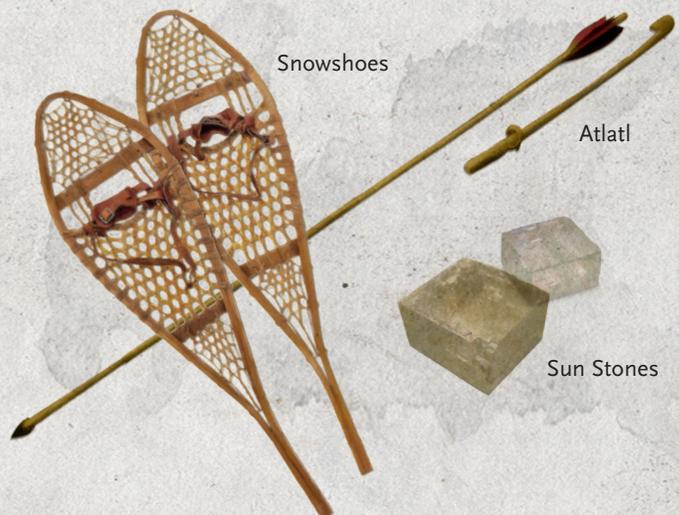
**Sun Stone.** Also known as *Feldspar* or *Ice Stone*, this clear rectangular crystal can be found near exposed cliffs in certain places in the northern lands. On overcast days, when the sun's position cannot be determined behind the clouds, looking through the *Sun Stone* will reveal its location.

This eliminates any navigation penalties due to overcast skies or whiteout conditions when traveling during the day.

## NEW WEAPONS

**Atlatl.** An atlatl is essentially a stick with a handle on one end and a hook or socket that engages a light spear or "dart" on the other. The flipping motion of the atlatl propels a light spear much faster and farther than it could be thrown by hand alone. [Use the statistics for the *Spear (Thrown)*, except that the base range is STR yards x 2.]

**Hunting Club.** This long, curved club is used for hunting up to medium-sized game. It is usually fashioned from a large bone, tusk or hard wood. It often has a leather-wrapped handle for a better grip in the cold. [Use the statistics for the *Club*, except that it can be thrown with a base range of STR feet.]





In the Fall of 1986, contact was lost with Exxon Pumping Station #31 near Telegraph Creek, BC Canada. The media reported that a radical environmental group called the North Wind sabotaged the facility, leading to the deaths of several Exxon employees and a number of civilian contractors. The official statement made it clear that all members of the North Wind were killed during the incident by a group of private security personnel hired by Exxon.

Following the incident, the pipeline was shut down pending further investigation by the Canadian government and unnamed US agencies. The matter was soon forgotten by the public and no more was heard about The Pipeline Incident.

Until now.

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