

Temple in the Ice

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Call of Cthulhu

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Introduction

This adventure takes place after the events detailed in "Pines & Sunshine". It is set in Antarctica in 2000, but can be modified for other times and suitable cold places.

Connection to Pines & Sunshine

This adventure has been written from the assumption that at least some of the investigators successfully completed the *Pines & Sunshine* adventure. It is further assumed that they have the first gate component, the gate

component locator and that they are working with the key NPCs from the adventure.

While the Keeper will need to decide exactly what events take place between *Pine & Sunshine* and this adventure, the following should serve as a general guide.

The members of the team (West, Lansing, and Reed) and the investigators will spend some time examining the gate component they recovered and trying to figure out what to do next.

In the course of his studies, Dr. Lansing will learn that the item appears to be part of a larger structure and that it is clearer not of human manufacture. Dr. West will continue his medical research and will learn more about the genes and will have started working on a way to delay or even stop the effect of the genes. He will also learn that the component affects the alien DNA, initiating changes in the cells. Because of this Dr. West will try to keep Reed and Lansing away from it as much as possible. However, they will both find it strangely compelling.

While the good doctors are doing their research, Major Reed will be using her connections in an attempt to gather as much information as possible.

The Keeper will need to decide whether the authorities become involved in the investigators' activities. The adventure is written on the assumption that the relevant authorities are keeping a discrete eye on the investigators but have decided not to become actively involved (yet). If the Keeper decides to have the

authorities undertake a more active roll, he will need to make some alterations in the adventure.

Keeper's History

The following time line details the events leading up to the adventure. Some of this information may become available to the investigators in the course of the adventure.

1919: While doing research in Canada, Dr. Henry Pierce encounters a cult of Ithaqua worshippers. From the cultists, Pierce learns the legend of a temple of Ithaqua in the Antarctic. According to the legend, the temple contains the means for transforming a human into an immortal being. The legends also mention that the temple contains a gateway to other worlds. Filled with a desire for immortality, Pierce is determined to find the temple.

1920: In his quest for the temple, Pierce manages to locate an ancient compass-like device that is supposed to point to the location of the temple. The device is an ancient artifact actually designed to locate Vorceki technology. Pierce also manages to find a map that purports to show the location of the temple.

1921: Pierce starts organizing and planning his expedition to the Antarctic. Realizing that he will not be able to fund the expedition entirely by himself, Pierce gets Dr. John Taylor to join the expedition.

June 22, 1923: The Pierce-Taylor expedition arrives in the Antarctic aboard the steamship *Westward*.

June 23-July 7, 1923: The expedition

searches the wastes of Antarctica, directed by Pierce's map and artifact. Despite these aids, the expedition makes little progress. Over the course of the search, four expedition members are lost, reportedly to freak accidents. In actuality, the hapless victims were sacrificed to supply the blood required by Pierce's artifact.

July 8, 1923: Dr. Pierce locates the temple and sets his men to the task of blasting away the encasing ice.

July 13, 1923: The work crews reach the temple and are able to excavate the opening. Pierce enters the temple and begins to decipher the writings within.

July 14-July 20, 1923: Pierce continues to decipher the writings and learns that they continue a ritual that will transform a human into a supernatural servant of Ithaqua. He begins preparing to work the ritual on himself, while carefully concealing what he has learned from Taylor.

July 21, 1923: Pierce sends Taylor and some of the men back to the *Westward* to get supplies. Taylor is suspicious and leaves behind some loyal men.

July 22, 1923: Aided by his followers, Pierce over powers the men loyal to Taylor. He then begins sacrificing them in his ritual. One man is able to break free long enough to fire off a flare, which alerts Taylor..

July 23, 1923: Taylor and his well-armed compatriots return and do battle with Pierce and his followers. In the ensuing melee, everyone except Taylor and Pierce are killed. Pierce, having almost completed the ritual, is sealed within the

temple by Taylor. Taylor makes his way back to the *Westward*.

July 27, 1923: The drifting *Westward* is found and Taylor is rescued.

1924: After recovering from his ordeal, Taylor writes a book about the expedition. Naturally, he leaves out many of the actual events. Ironically, Pierce is portrayed as the hero of the expedition.

May 4, 1996: The Pierce Antarctic base, named after the renowned explorer lost in the area in the 1920s, is established by the United States.

May 4, 1998 The United States makes the base into a multinational outpost.

Present -5 Days: Shifts in the Antarctic ice sheet partially exposes the temple.

Present -4 Days: Shifting ice cracks the temple open. Pierce, who has survived in a state of enchanted suspended animation, awakens when the imprisoning Elder Sign falls from where Taylor placed it.

Present -3 Days: A surveillance satellite detects the temple. A helicopter is dispatched from the base to investigate. The helicopter lands and the exploration team reports finding a structure.

Present -2 Days: The exploration team examines the temple carefully. They find Pierce, but think him to be just a frozen corpse. Pierce magically feeds off the team members until he is strong enough to act.

Present-1 Day: The investigators arrive at the base, late at night.

Pierce kills two of the team members and completes the ritual. Transformed into an even greater

inhuman monstrosity, Pierce kills three more of the expedition. Two of them escape in the helicopter, only to be brought down by icy, magical winds created by Pierce.

Present: The adventure begins.

Getting the Investigators Involved

The following provides guidelines for smoothly getting the investigators into the adventure.

An Amazing Coincidence

Amazingly enough, one of the investigators is distantly related to Pierce and will learn of this when a package arrives from FedEx. The package contains a variety of antiques (a telescope, a sextant, some books), the alien compass (detailed below as Pierce's Compass) and a small sheaf of hand written notes. The package also comes with a letter indicating that the items were found when one of the investigator's distant relatives died and that this relative remembered that the investigator liked odd things. A copy of *The Pierce-Taylor Expedition* accompanies the items.

The investigators should lead to experiment with the compass. If they get it to work and compare the coordinates it produces with Beck's information, they will learn that the coordinates of the compass coincide with some of Beck's data. If the investigators check, they will learn that the coordinates point to a location in Antarctica.

Reed's Investigation

Major Reed has extensive connections in the intelligence community and will use these connections to gather information that might be relevant.

Her investigation will begin with the information gathered from Beck's records and the compass.

This investigation will lead her into contact with Dr. Taylor.

Meeting with Taylor

After Reed contacts Taylor, he will agree to come and talk with her. While Reed and Lansing (and the investigators) will probably be suspicious of Taylor, he should be able to win them over. He does not know anything about the alien genetic material or the gates. However, he will divulge what he knows about the Pierce-Taylor expedition.

Taylor will say that the events described in his ancestor's book are not completely accurate. According to information passed down in his family, Pierce went to Antarctica in search of some sort of ancient temple that was said to be able to transform beings.

Not surprisingly, the expedition ended badly. Everyone, with the exception of Taylor and Pierce were killed. According to the tale, Pierce had begun to alter himself, but Taylor was able to seal him in the Temple.

Taylor will say that because of his family history, he has always had an interest in Antarctica. He will relate that this interest led to a surprising find. Almost by accident he came across a satellite image that showed what appeared to be a structure frozen in the ice. Taylor

will say that he contacted the people at the Pierce Antarctic base and asked them to do a preliminary survey. He will emphasize that he told them not to interfere with the site until he arrives.

Unless the investigators beat him to it, Taylor will suggest that they combine their forces and go to Antarctica. If the investigators agree, he will help arrange suitable transport to the base.

If the investigators chose not to go with him, the Keeper will need to find some other way to get the investigators into the adventure.

Investigation

The following details the information the investigators can find prior to the action.

Taylor's Book

The following information is in *The Pierce-Taylor Expedition, 1924* by Dr. Jonathan Taylor.

June 22, 1923: The Pierce-Taylor expedition arrives in the Antarctic aboard the steamship *Westward*. Dr. Henry Pierce was a well-known expert archaeologist and arctic explorer. Dr. John Taylor, the author of the work, was also a noted arctic explorer.

June 23-July 7, 1923: The expedition explores the wastes of Antarctica. Over the course of the exploration, four expedition members are lost to accidents. The accidents are described in a plausible manner.

July 21, 1923: Taylor leads several men back to the *Westward* to get supplies.

July 23, 1923: Taylor and his men return and find that Pierce and the

others have perished in a devastating storm. Taylor writes glowingly of Pierce' heroic attempts to save his men.

The book concludes with a somewhat odd passage: "It is well that men head the fate of brave Pierce. There are some places where man should tread carefully or perhaps not at all. Pierce's place of rest, the vast icy realm of Antarctica, is one such place. May his body rest eternally in peace."

Pierce's Notes

Pierce's handwritten notes mostly contain innocuous information about the planned expedition. However, there are a few items that will interest the investigators.

These sections are as follows:

"The compass device is clearly ancient and alien in nature. I have learned through my research that it is activated by heart blood. It points the way."

"While I have followed many wild geese, I think that this time I have the answer. The texts speak of the ancient temple in which 'transformations take place.' The Walker in the Wastes shall have his ideal servant in me."

"The ancient texts speak of a race that flew down from the stars and built might cities. There are some references to the Shugguths. However, such is the power of my desire that I will dare even them."

"There is a single reference to a hole to the stars in some of the fragments. I know not what this

refers to."

Map Information

The following details the maps for this adventure.

Main Map

The main map details the area around the Antarctic base.

Base: This is the Antarctic base. It is detailed in its own section.

Helicopter Crash Site: This is where Pierce brings down the helicopter. The crash site is detailed below.

Mysterious Ruins: This is where a temple to Ithaqua has been exposed by an ice slide.

Antarctic Base Map

The Antarctic Base is a scientific outpost dedicated to studying the Antarctic. A twenty person international team of scientists and support personnel mans it. The base is constructed out of strong, but light material and the whole thing can be disassembled for helicopter transport.

Barracks: The barracks contains the living quarters for the personnel.

To minimize stress, each crewmember shares a room with another crewmember who is on the opposite shift. The barracks is equipped with the latest in entertainment and exercise equipment as well as comfortable facilities. In addition to the quarters, the barracks contains kitchen facilities and the mess.

Main Building: The main building houses the scientific labs, meeting rooms, computer rooms, and the radio shack for the base. This is where the on duty crew works. The equipment is all state of the art and

cutting edge research in a variety of areas (such as climate history) is done here.

Ground Vehicle Storage: The base's four snowmobiles and one Snow Tractor are stored here. The snowmobiles are quite large and are capable of holding three adults and a fair amount of equipment. The Snow Tractor can hold up to three adults in its heated cab. The Snow Tractor is used mostly to plow snow.

Helicopter Pad: The pad is a heavy wooden platform set on the ice. It has protected lights set into it as well as a radio transponder to aid in landings under almost any conditions. The base is equipped with two Boeing Arctic Hawk helicopters.

Fuel Storage: Fuel for the vehicles and power plant are kept here in self-sealing containers. The building is equipped with automated fire extinguishers to avoid accidents.

Power Plant: This building contains the base's power plant. It is a technologically advanced generator which produces a large amount of electricity from a moderate amount of fuel. Each building also has a small back up generator and a forty eight hour fuel supply.

The Trip

Taylor will make arrangements for the investigators and the others (along with himself) to travel to South America via plane. Once there, they will get aboard a Russian ship that takes wealthy tourists to Antarctica.

Unless the Keeper has other plans, the trip should be

uneventful. The group will arrive in the cold wastes and be flown to the base via a sturdy Russian helicopter. When they arrive, they will learn that a team from the base has been working at the site for some time. This will displease Taylor and frighten him a bit. However, he will conceal his feelings and take steps to try to get to the site as soon as possible. Unfortunately, events are already underway.

The Howl of the Sirens, the Roar of the Wind

The adventure begins for the investigators with the howl of the emergency sirens at 12:01 AM. The investigators will, no doubt, try to find out what all the noise is about. They will be informed of the events since 11:45 and say that it is believed that the expedition helicopter has crashed while attempting to return to the base, probably due to the weather conditions. It will be added that it is suspected that the pilot may have psychologically disturbed, since his last transmission was extremely odd. This would help to explain why he chose to fly the helicopter under such dangerous conditions. Since the investigators are the focus of the actions they must be persuaded to join the search for the missing helicopter and investigate the expedition site. Harnst, Armstrong and Gupta will join the investigators on the rescue mission.

Of course, no one will leave until the storm dies down. The storm will dissipate as rapidly as it

appeared, allowing the investigators to depart at 12:15 am, after the helicopter has been made ready.

Defrosting the Helicopter

Because of the harsh Arctic conditions the helicopter is typically coated with snow and ice very quickly after landing. In order to get the helicopter ready to fly, the investigators will have to spend some time getting the ice and snow off it. The standard method employed is to use some old sunlamps that are stored in the base to speed up the process. These rather harsh lamps generate enough heat to melt the snow and ice off the helicopter. Although the designer would probably not be pleased with this method of flight prep, the helicopter's advanced construction makes it able to withstand the stresses of freezes and thaws. Once airborne and powered up, the heating elements incorporated into the helicopter are adequate to keep the ice formation down to a minimum.

Action

The action begins for the investigators when they are sent out to investigate the helicopter crash site. After they visit the crash site, they will then proceed to the temple site and their fate.

Helicopter Crash Site

The search for the crash site will be uneventful. The investigators will soon locate the missing helicopter, which is on the ice, partially buried in snow. The investigators will notice that the

helicopter has suffered little damage, although it is lying on its side and its rotor is smashed. All of the helicopter's doors are open, but no bodies are visible from the air (either in the helicopter or on the ice).

If the investigators set down their helicopter and go to investigate the downed helicopter, they will be able to clearly see that the landing was not too bad and that the crew should have survived. If they approach the helicopter, they will spot a 9mm automatic pistol lying in the snow, with four shell casings scattered on the ice. Around the helicopter are thick drifts of snow, which could easily conceal something quite large. If the players decide to inspect the helicopter, they will find it abandoned, with snow already beginning to collect through the open doors.

If the players decide to check the area, they will notice a body partially concealed in the snow behind one of the drifts. If the investigators call out, the body will move a bit. If the investigators go over to the body, they will be quite surprised when, the body, Lieutenant Daniel Jones, turns out to be a monster. It would not be inappropriate to give "Jones" a free attack on the surprised investigators (should conditions warrant). As soon as "Jones" attacks, the dead scientist Rachel Tsung will rise out of the snow to attack. While the battle with the Ice Zombies will not be very pleasant for the investigators (after all, they will be forced to mangle the corpses), the Ice Zombies should not pose a serious threat and the

investigators should be able to journey on to the expedition site.

If the investigators report in to the base, the commander will not accept any explanation that involves zombies. The commander will suggest that 1) the expedition members went mad or 2) that they were exposed to some sort of natural or artificial biological agent (remember, they reported feeling ill after entering the structure) which brought about their current condition. After the good doctor treats any wounds, the investigators will be asked to continue on to the expedition site to search for any survivors there.

While the investigators are dealing with the Ice Zombies, Pierce is searching the Antarctic for signs of other humans. While he is insane and wants to sacrifice all the humans in the base to Ithaqua, Pierce wants to be sure that there are no other humans nearby that can come to their aid (Pierce is, after all, terribly afraid of death and wants to take no chances). Once he is confident that there is no help for the humans of the base, he will return to attack the base. This process will, however, take him a few hours.

The Temple of Ithaqua

When the investigators arrive at the expedition site, they will see a circular structure (with a broken section-it looks like something took a bite out of it) and the expedition tent nearby. If the investigators check the area, they will see little from the air.

Tent: The tent is the expedition's tent. It is a fairly large arctic tent

and is made of special material and equipped with a small generator. The interior looks as if the expedition suddenly abandoned it in a great hurry. One side of the tent is torn open, apparently by claws. There is a small amount of blood on the ice near the opening. If the investigators check the tent, they will find that it contains the usual arctic gear as well two notebook computers. All of the contents of the tent are quite cold and dusted with snow. Fortunately, the computers are specifically designed for arctic use and will operate properly in the cold. One belonged to Rachel Tsung, the other to Dr. Charles Daniels. Tsung, the expedition's biologist, has extensive notes on the organic material found within the and on the structure. Most of her notes are mundane, except for two entries. In one she described the remarkable preservation of the body of Pierce and reports her findings from the sample taken from Pierce, namely that Pierce's cells are still alive, although his metabolic processes have slowed incredibly.

The second entry reports that Pierce's body is host to an unknown form of microorganism. Tsung reports that she is completely baffled by the organism, which seems to be incredibly resistant to her attempts to destroy samples. She also reports that it grows extremely rapidly, with larger colonies of the organism consuming smaller ones when no other nutrients are available, when exposed to UV radiation.

Dr. Daniels specialty was archaeology (no one at the base,

including him, was sure why he was assigned there-the reason was that high government officials had reason to suspect the presence of pre-human structures in Antarctica) and his notes are primarily on the temple. He describes it as being of no known human building style and as being composed of “unknown material.” His notes on the altar state that the designs and inscriptions on it are similar to those found in sites in Alaska. He has several references in his notes to the “Walker of the Wastes”, which is one of the titles humans have given Ithaqua. According to the notes, this “Walker of the Wastes” is described as a giant monster of the ice which “travels all the realms to sate its eternal hunger.”

Aside from the two computers, there is nothing else interesting in the tent.

The Temple of Ithaqua

The temple building was originally a storage container used by Elder Things around 250 Million BC (just prior to the revolt of the Shoggoths).The container was no ordinary one for it was used to hold material for the creation of the dread Shoggoths. While the fate of the rest of the Elder Thing structure remains a mystery, the container eventually ended up in the Antarctic where it was found by a pre-human race that worshipped Ithaqua. This race converted the container into a temple (they took it to be a gift from Ithaqua) and set about their vile practices with a renewed frenzy.

During their search for more

“temple” structures, these creatures stumbled across a gate component. Sensing its power, the creatures dragged the component into their temple and made it their central altar.

Unfortunately for this vile race, the container still held some mutated shoggoth material that soon infested and devoured the bodies of these faithful servants of Ithaqua.

Shortly after these creatures perished, a serpent man explorer found the structure and studied it and the gate component carefully. He recognized the menace presented by the Shoggoth material and wisely sealed the temple. His writings on the temple were eventually copied by human wizards and passed down through the centuries.

The temple then lay abandoned for untold years until Dr. Pierce, after learning of it in dark and secret books based on the writings of the serpent man, set out to find it.

The temple structure is clearly of alien manufacture. While the structure is not offensive to the human eye, there is something vaguely off about it, something that indicates (on a subconscious level) that this is not a work of man. One side of the temple structure is open (where the entrance used to be) as it was broken off by shifting ice.

In the center of the temple is the altar, which is actually the ice coated gate component.

The Shoggoth Zombie

If the players look inside the temple, they will see the altar as

well as the body of Dr. Daniels. Daniel's body is a horrid sight: the flesh seems to be melting off from it and forming a puddle on the floor. Mixing with the slowly forming puddle of flesh are small, grayish clumps with eye like markings (shoggoth-matter). Nearby lies the mauled body of the other member of the expedition, Sergeant Mjanwi. If the investigators enter the temple, the flesh from Daniel's body will ooze back up onto his skeleton, guided by the shoggoth matter. The horrible mass will then arise and lurch towards the investigators.

Daniel's body has almost been completely absorbed and converted to a form of shoggoth matter. The resulting being is twisted and weaker version of a shoggoth, but it is still dangerous. It is driven by a primal desire to incorporate more and more flesh into itself, so it can achieve true shoggoth size.

Temple Interior

The interior has an odd smell to it (a mix of fresh blood, old bones, shoggoth-matter, and other stuff) which humans will find disagreeable. The interior contains the bodies of the two expedition members. They were drained of power by Pierce and then killed as sacrifices to Ithaqua. An examination of the bodies by someone with medical skill will reveal that they were killed by a knife (a survival knife from the expedition supplies, which is resting on the altar). A knocked over table is on the floor and scattered about it on the floor are various instruments and notes. An

examination of the material will reveal the same information as the computers, but there are actual samples present. If the investigators examine the samples and the examiner makes a medical skill roll, they will learn that the samples are of what appears to be human tissue infested by some very odd, unknown organisms. If the investigators expose them to UV light, they will expand dramatically and consume their host tissue. If the investigators are foolish enough to let any of the material come in contact with their skin, the shoggoth-material will enter their bodies and begin feeding.

Skulls and Bones: This is a pile of skulls and bones that has collected due to the slight tilt of the temple. If someone with biology or medical skill examines the bones and makes a skill roll, they will be able to determine that not all the bones are human. The human ones are, of course, those from the Pierce-Taylor expedition while the non-human ones are from the pre-human race that worshiped Ithaqua.

Altar: The altar is coated in frozen blood, has the survival knife on it, as well as two odd protrusions. These protrusions are all that are left of a crude stone statue of Ithaqua. The side of the altar is covered with strange designs and script. The script, which is in an ancient, non-human language, contains the text of the spells Contact Ithauqua, Call Ithaqua, and Ritual of Transformation.

Broken Wings

While the investigators are examining the temple, Pierce will return to the area and notice their presence. He will initially want to simply slay them outright, but when he sees Dr. Taylor, he will change his mind. Pierce will be convinced that Dr. Taylor is actually John Taylor and Pierce will want to make him suffer before he sacrifices him to Ithaqua. This will give the investigators time. Being in a particularly sadistic mood, he will damage the helicopter and render it incapable of flying. If the investigators left one of their number behind, they will be attacked, unless they flee. Once they see the condition of their helicopter, the investigators will realize that they have to trek across 26.84 km of frozen waste to reach their base.

Journey Across the Ice

Since the investigators are well equipped, they will be able to cover the distance in about seven hours. The investigators have no chance of getting lost as they have satellite navigation up link. However, they have no way of communicating with the base since radio communications will be filled with static (a convenient freak atmospheric condition).

Since Pierce wants to torment the investigators, they will not be in actual danger as they travel back to the base. However, the investigators will not know this and their journey will be horrifying. As they trek back across the ice, Pierce will play tricks on the investigators. For example, he

might re-animate one of the expedition members and drop him off in the investigators' path. The keeper should be sure to instill the proper level of fear in the players. For example " The snow crunches under your feet, like long frozen bones. The wind picks up, tearing at your clothing and howling like a lost soul in search of someplace warm to dwell, someplace like your body. Out of the corner of your eye you can see shapes moving across the ice, shapes that look nothing like man, nor bear, nor any wholesome creature of God's earth."

At some point while the investigators are making their trek, Pierce will stop harassing the investigators. However, far from relieving the investigators, this event will fill them with trepidation: "With one last feeble moan, the wind dies. The dark shapes that have plagued you on your journey are suddenly absent. However, far from feeling relieved, a cold terror fills your bones. You are not sure why, but you know that this is worse." The reason for this feeling is that Pierce has finally gathered his courage to attack the base, which he will do. His attack will be brutal and devastating.

Homecoming

As the investigators approach the base, they will see the interior lights shining and everything apparently normal. Once they get closer, they will see signs of a struggle: bullet holes in some of the walls, broken windows, and blood on the ice. The interior of the base is a mess. Everything has been torn

up and there are frozen bodies, with horrible wounds and terrifying expressions, scattered about within the buildings.

After the investigators realize the full horror of their situation, they will hear the wind die down and a booming voice will be heard: "Welcome home Taylor. Do you like what I've done to the place? You probably never expected to see me again, when you sealed me in the temple, but you never were very bright. I was awake all those years Taylor. I spent them thinking of what I would do to you when my great intellect and ability led to my freedom. I think this is suitable revenge, don't you Taylor? After I kill your friends and re-animate them to keep you company, I'll leave you here. I'll leave you here forever." After giving his speech, Pierce will set about making his threat good.

Fighting Pierce

Pierce's great ego is forcing him to attack the investigators without help. While he wants to live forever, he is utterly confident that humans cannot possibly do him harm. However, he does know about firearms and will be subtle and cautious in his attack. This will give the players some time to plan and effect their defense.

Pierce can be defeated in two main ways. The first is an out and out battle. If the players chose this option, Pierce will probably slaughter them. The second option is to make use of the investigators talents and assets. Being a mythos being, Pierce is repelled by Elder signs. Taylor can construct one,

using the spell passed down through his family. Once one is constructed, the investigators will have to set a suitable trap for Pierce. If the players checked the computers, they will know that Pierce is infested with Shoggoth material and that this material grows rapidly in UV light. The investigators will know that the base has a stock of old sun lamps (which are used to melt ice off the vehicles since they emit harsh UV radiation). The investigators can set these lamps up in a suitable place and power them off one of the buildings' power supplies. The big problem will be forcing or luring Pierce into the trap. This can be done in a variety of ways. The two main ways are 1) to force him into the area using an Elder Sign or 2) to lure him into an area by having Taylor taunt him. Because of Pierce's ego, he will be easily provoked by Taylor and will pursue him.

If Pierce is exposed to the lamps, the Shoggoth-material in his body will begin to grow and consume his flesh. He will take no damage the first round, one point the next round, two the second, and so on until the fifth round. After five rounds of exposure to the UV light, the growth cycle of the shoggoth-material will be fully activated and it will continue until Pierce is consumed. After that, he will take 1D6 a round as the rapidly growing shoggoth-material rips its way through his body. Seeing this process costs the viewer 1/1D8 Sanity points. Once Pierce starts taking damage, he will flee the building, howling. He will rush out

into the arctic to summon Ithaqua, in the hopes that his god will be able to save him. It will be obvious to anyone with Mythos skill (such as Taylor) that the noises coming from Pierce are part of a summoning ritual.

Unless the investigators finish him off quickly, as Pierce is consumed his life energy will go into his summoning spell and Ithaqua will be brought to earth just as Pierce's body is reduced to a writhing, twisting mass of mindless shuggoth matter. Needless to say, this will be extremely bad for the investigators. If they are lucky, Ithaqua will merely kill them.

If Pierce kills the investigators, he will re-animate them as Ice Zombies and leave them and the still living Taylor in the base. He will then summon Ithaqua to transform Taylor (after Pierce bites of his feet, of course) and Taylor will be left, a mad, transformed cannibalistic monster, to gnaw the bones of the dead.

Conclusion

The adventure ends when the investigators defeat Pierce or they themselves are defeated.

If Pierce defeats the investigators, they will meet the horrid fate described above. If the investigators defeat Pierce, the survivors will need to return to the ruins of the base and undertake repairs so that they might survive the harsh conditions and secure rescue. The Keeper should give a few tense moments by making the players roll to repair key items (like a generator or satellite uplink) and by

hinting that they think they see "things" moving out in the windswept wastes.

Unless the investigators simply give up, the Keeper should allow them to be rescued by a Russian crew after a few days of rather bad weather. The survivors should receive a 1D10 point Sanity Award.

The Russian ship is a tourist vessel that takes wealthy Americans to Antarctica. The Russians, eager for hard currency, can be recruited to help recover and transport the gate component. With suitable cash inducement, they will also back up any story the investigators care to provide.

The investigators' wisest choice is probably to lie about what happened and report that a storm destroyed the base. If the investigators do not come up with a plausible story, there will be an extensive investigation and they might end up losing the gate component. This, of course, assumes that the investigators are not operating under the auspices of the government in their recovery of the components.

The team members will study the newly found gate component. Dr. Lansing will be able to determine from his careful study that there are a total of six gate components.

Non Player Characters

The following details the NPCs in the adventure. Statistics are given only for relevant NPCs. If the Keeper decides to bring other NPCs into the action, he will need to generate their statistics.

Relevant Base Personnel

Captain Karl Harnst, German Army

Security Chief, Antarctic Base

STR: 13

CON: 15

SIZ: 13

INT: 14

POW: 15

DEX: 14

APP: 13

EDU: 17

SAN: 75

HP: 14

Damage Bonus: +1D4

Skills: Climb 55%, Computer Use

15%, Dodge 45%, Electronics 15%,

First Aid 45%, Listen 35%, Martial

Arts 65%, Persuade 55%,

Psychology 65%, Sneak 45%, Spot

Hidden 65%,

Track 45% Handgun 75%, Rifle 65%

Languages: German 85%, English

75%

Stereotype: Clean cut, German professional soldier.

Physical Description: Harnst is a tall, healthy looking man with blonde hair and blue eyes. He has a large scar which runs from his left cheek all the way down to his chest (a hunting accident).

Description: Harnst's entire adult life has been spent in the German military. After enlisting right after school, his abilities soon lead him to officer candidate school and up through the ranks. In his younger days, Harnst was nearly a fascist, but his experiences while assigned to a peace-keeping force in Eastern Europe radically altered his views.

Harnst is a very practical and pragmatic man and considers the rational use of force to be an effective means of problem solving. Hence, his approaches to

problems tend to be very direct.

While Harnst is very intelligent, he has little in the way of fanciful imagination and dismisses all rumors about some supernatural basis to the world's problems as complete nonsense.

Equipment: Arctic gear, 9mm Pistol and two clips, HK MP5, Military Binoculars.

Lieutenant Janet Armstrong,

Australian Air Force

STR: 11

CON: 14

SIZ: 8

INT: 15

POW: 13

DEX: 16

APP: 14

EDU: 16

SAN: 63

HP: 11

Damage Bonus: none

Skills: Astronomy 35%, Computer

Use 15%, Dodge 45%, Electrical

Repair 35%, Electronics 10%, First

Aid 40%, Hide 85%, Listen 55%,

Locksmith 45%, Martial Arts 50%,

Mechanical Repair 55%, Persuade

25%, Pilot Aircraft (Helicopter)

90%, Knife 55%, Handgun 45%,

Rifle 35%

Languages: English 80%

Stereotype: Tough Australian, mixed with a stunt helicopter pilot.

Physical Description: Armstrong is a dark skinned Australian woman with a slightly wild look in her eyes.

Description: Armstrong has been flying helicopters since she was a girl and did several stunt jobs in various films. When condition worsened around the world, she volunteered for military service.

After dumping an amorous general who tried to put a move on her into the ocean, she was transferred to the base.

Armstrong is an incredibly skilled and extremely reckless. She tends to live her life like she flies, which has gotten her in trouble on many occasions. Most of the base personnel think she is completely nuts, but there is no one they would rather have at the controls when things get difficult.

Equipment: Arctic gear, 9mm pistol and two clips, combat knife.

Dr. Neraj Gupta

Medical Officer

STR: 12

CON: 14

SIZ: 12

INT: 19

POW: 12

DEX: 12

APP: 13

EDU: 20

SAN: 60

HP: 13

Damage Bonus: None

Skills: Biology 65%, Chemistry 25%,

First Aid 95%, Library Use 85%,

Medicine 85%, Pharmacy 65%,

Psychology 25%, Psychoanalysis

15%

Languages: Hindustani 100%,

English 85%, Latin 15%

Stereotype: Competent, compassionate doctor.

Physical Description: Dr. Gupta is a tall, thin man with dark brown hair and brown eyes.

Description: Dr. Gupta grew up in India and was educated in the United States. After practicing for several years in the United States,

he returned to India for several years. While in India, he was befriended by a holy man who taught him many things about medicine and life. On his death bed, the holy man told him he must “journey to the land of ice to face the bitter wind.” When Dr. Gupta heard that there was a need for a medical officer for the arctic base, he knew he had to volunteer for the job.

Dr. Gupta is an extremely skilled doctor and a kind man. He employs a wide variety of medical techniques, ranging from the latest medical treatments to ancient yoga practices. Dr. Gupta has sworn never to take a human life and is a strict ethical vegetarian.

Equipment: Arctic gear, notebook computer, and medical kit.

Team NPCs

The following are the NPCs that should be working with the investigators. The investigators should know them from the previous adventures. The Keeper might need to alter the statistics for the NPCs based on events that took place in previous adventures (such as Sanity losses).

Dr. Karl West

STR: 11 CON:12 SIZ: 13 INT: 16

POW: 13 DEX: 11 APP: 11 EDU: 17

SAN: 65 HP: 13 DB:

Important Skills: Biology 70%, Chemistry 70%, Climb 50%, Computer Use 20%, First Aid 75%, Library Use 65%, Medicine 80%, Pilot Boat 20%, Physics 10%

Description: Dr. West is forty nine years old. He is five feet, eight inches tall. He has thinning brown

hair, a moustache and a beard. He is in reasonable good shape.

Dr. West is a normal human being. He received his M.D. from Ohio State University. Early in his career West had the misfortune of delivering a stillborn baby that was a horribly flawed hybrid. Horrified, yet curious, Dr. West decided to investigate further. To his horror, he found that there were an increasing number of such births.

Dr. West is a very compassionate and concerned man. He is dedicated to finding out what is going on and protecting humanity from what he fears is a great threat.

Dr. Blake Lansing

STR: 16 CON: 17 SIZ: 16 INT: 19
POW: 18 DEX: 16 APP: 16 EDU: 19
SAN: 90 HP: 13 DB:+1D4

Important Skills: Computer Use 50%, Electrical Repair 40%, Electronics 80%, Library Use 65%, Persuade 70%, Physics 98%, Swim 50%

Special Abilities: Dr. Lansing's genetics gives him two unusual capabilities. He heals extremely quickly (2 hit points each day even without medical attention) and he has a limited ability to sense the emotions of those within 20 feet of him. This ability is not fool proof, but does give him the equivalent of a 60% in psychology in terms of determining people's feelings and whether they are lying or not.

Description: Dr. Lansing is thirty-six years old. He is six feet tall and weighs 190 pounds. He has jet-black hair and intense blue eyes. He is in excellent physical condition,

handsome and has a deep, commanding voice.

Dr. Lansing is a Terceki-human hybrid. Fortunately for Dr. Lansing, the DNA combination is stable and has served only to enhance his physical and mental capacities. Dr. Lansing earned his doctorate in physics at MIT at the age of 18. After that, he worked in corporate research for five years and then took a teaching position at MIT. Throughout his life he was plagued by strange dreams. As he grew older, his dreams took on greater clarity. They revealed, in part, some of the truth of his situation. At the start of the adventure, Dr. Lansing will be a brilliant scientist who is concerned with finding out more of what lies behind his dreams. However, his heritage will begin to affect him. Eventually he will become obsessed with finding the gate components and will be willing to destroy anyone who stands in his way.

Major Janice Reed

STR: 15 CON:16 SIZ: 15 INT: 15
POW: 16 DEX: 16 APP: 14 EDU: 17
SAN: 80 HP: 16 DB:+1D4

Important Skills: Computer Use 40%, First Aid 40%, Hide 45%, Jump 47%, Martial Arts 50%, Mechanical Repair 40%, Sneak 50%, Spot Hidden 55%, Swim 43%, Throw 45%,

Handgun 60%, Rifle 50%, SMG 50%
Special Abilities: Reed's genetics gives her two unusual capabilities. She heals extremely quickly (2 hit points each day even without medical attention) and he has a limited ability to influence the emotions of those within 20 feet of

him. This ability is not foolproof, but does give her the equivalent of a 60% in Fast Talk and Persuade.

Weapons: Glock 9mm 60% Shots 3 Damage 1D10 Ammo 30 Range 20 Yards, Silenced HK MP 5 50% Shots 2/Burst Damage 1D10 Ammo 30 Range 45 Yards, Knife 44% 1D4+2+DB

Armor: Light Vest 6 Armor Points, -5% on skills.

Other Equipment: Headset radio, night vision goggles.

Description: Major Reed is thirty-three years old. She is five feet, eight inches tall. She has brown hair and brown eyes. Major Reed is in excellent physical shape and is good looking in a rough sort of way.

Major Reed is a Vorceki-human hybrid. Her genetic material is stable and gives her excellent physical and mental capabilities.

Major Reed was born to a poor family in the inner city. A athletic scholarship supplemented with an ROTC scholarship gave her a ticket from her humble origins. She excelled in school, but had trouble with her temper and was arrested several times for fighting. After graduation she entered active military service and eventually ended up in a Special Forces team. Major Reed has intense dreams that have revealed to her that she is meant for a higher purpose. Her dreams have also inspired her to do extensive research using her contacts in the intelligence community.

Dr. David Taylor, Scientist

STR: 11

CON: 14

SIZ: 12

INT: 19

POW: 16

DEX: 12

APP: 13

EDU: 21

SAN: 74

HP: 13

Damage Bonus: None

Skills: Anthropology 35%, Archaeology 85%, Biology 60%,

Computer Use 10%, Cthulhu

Mythos 4%, Geology 35%, Library

Use 85%, Occult 75%, Spot Hidden 35%, Handgun 35%

Languages: English 105%, Latin 65%, Greek 60%

Stereotype: middle-aged, but active professor.

Physical Description: Taylor is a tall, thin man with light brown hair and blue eyes. He has a beard and moustache. He also looks almost exactly like his ancestor, Dr. John Taylor.

Description: Dr. Taylor is the last of the well-known Taylor line and the heir to the secret of the Taylors. Dr. Taylor is aware that John Taylor was an investigator of Mythos secrets and that he and his companion Dr. Pierce ran into some horrible trouble in the Antarctic that resulted in Pierce's death. After learning of these events, and several others in John Taylor's notes (which were passed down through the family), Dr. Taylor became interested in what was really going on in the world and on more than one occasion he has had the opportunity to find out.

Taylor is a knowledgeable and brave individual who has faced some strange terrors in the past.

Because of his experiences, he is ready for almost anything.

Equipment: Arctic gear, 9mm Parabellum pistol, and notebook computer

Spells: Elder Sign

Magic Items: Elder Sign

Equipment

Arctic Gear

Arctic gear consists of a full body suit of heat retaining material. The body suit is equipped with a battery powered heating system that is good for twenty-four hours of use. Along with the suit comes a helmet equipped with a two-way radio and polarized lenses. Stored in various convenient pockets are survival items such as medical supplies, a knife, flares, and other equipment. Arctic gear with a functioning heating system counts as four points of armor against cold attacks and two points against such attacks when the batteries are exhausted.

Military Binoculars

Military binoculars are highly advanced optical binoculars that are also equipped with a thermal and light enhancement viewing systems. They are also equipped with microcomputers that can calculate ranges and enhance images. Such binoculars are extremely useful in the arctic as they can be used to detect heat sources (such as vehicles, bases, and people) even through snowstorms.

Creatures and Spells

Shoggoth “zombie”

STR 13

CON 17

INT 4

SIZ 12

POW 12

DEX 4

Move 4 HP: 10

Damage Bonus: none

Weapons: Claw 35%, damage 1D6.

Armor: None, but 1) fire and electrical attacks do only three quarters damage, physical weapons such as firearms do only quarter damage, and 3) it regenerates 1 hit point per round.

Sanity Loss: 1/1D8 Sanity points to see this being.

Ice Zombies

Ice Zombies are rather horrible in appearance as they look like frozen human corpses of people who have tied terrible, agonizing deaths and have been forced back into some unholy semblance of life. This is because this is exactly what they are. Because of their magically frozen state, they can move, but do so in a jerky fashion and all movement is accompanied by a horrid sound that reminds listeners of breaking bones.

Like their normal zombie “cousins”, Ice Zombies are almost immune to impaling weapons (such as firearms), although such weapons will give them an even more horrifying appearance. Being dead, Ice Zombies cannot be killed but must instead be hacked apart or destroyed by some other means.

They are particularly vulnerable to intense heat or large fires, taking double normal damage from such attacks. Ice Zombies also require freezing temperatures to remain active, otherwise they begin to thaw out. Once thawed, they cease to be animated. Ice Zombies, like normal zombies, require one point of power from their creator.

| Char | Rolls | Averages |
|------|--------|----------|
| STR | 3D6 x2 | 20-22 |
| CON | 3D6 x2 | 20-22 |
| SIZ | 3D6 | 10-11 |
| POW | 1 | 1 |
| DEX | 1D6 | 3-4 |
| Move | 3 | HP 15-17 |

Av. Damage Bonus: +1D4 - +1D6
 Weapon: Bite 30%, Damage 1D3, Bludgeon (punch) 30% 1D6+db
 Armor: Frozen body acts as 2 points of armor, impaling weapons do 1 point of damage, and all others do one half rolled damage.
 Sanity Loss: 1/1D8 Sanity points to see an ice zombie

Lieutenant Daniel Jones, Ice

Zombie
 STR 26
 CON 28
 SIZ 13
 POW 1
 DEX 3
 Move 3 HP 21
 Damage Bonus: +1D6

Rachel Tsung, Ice Zombie

STR 20
 CON 22
 SIZ 7
 POW 1
 DEX 5
 Move 3 HP 15
 Damage Bonus: +1D4

Dr. Henry Pierce, Servant of Ithaqua

STR 26
 CON 30
 SIZ 26
 INT 18
 POW 19
 DEX 14
 Move: 8/ 60 Flying
 HP 28
 Damage Bonus: +2D6
 Weapons: Wind Gust 50% , damage lift and drop: 1D6 x 10 feet, each 10 feet dropped equals 1D6 damage. Claw: 40%, Damage 2D6+db (normal armor and "cold" armor, such as arctic gear, counts against this attack).
 Attacks: If Dr. Pierce is within six meters, he can use powerful winds to whisk victims up into the air and drop them onto the ice. Players of those attacked must roll on the Resistance Table, matching the investigator's STR against Pierce's STR on that table. If Pierce is attacking several people, he must divide his strength among them. Pierce can also use his winds to interfere with flying vehicles, especially helicopters. Used in this manner, the pilot must roll a successful piloting skill. This skill is modified by subtracting Pierce's STR from the pilots skill. On a missed roll, Pierce can force the craft 3D6 meters in any general direction he chooses. If the pilot succeeds, she retains control of the craft.
 Armor: 4 points of skin.
 Spells: Call/Dismiss Ithaqua, Contact Ithaqua, Create Ice Zombie, Power Drain, Ritual Of Transformation, Shrivelling.
 Sanity Loss:1/1D10 to see Pierce in

his new form.

Physical description: Pierce is a horrid monstrosity. He appears to be an unholy mix of his original, human form and Ithaqua. Despite his horrid alteration, many of Pierce's features are still recognizable (which makes his appearance even more horrible).
Description: Once human, Pierce is a vicious and insane monster. After successfully completing the ritual, he was transformed into a servant of Ithaqua. Now he exists to further madness, death, and the spread of icy cold.

Despite his complete insanity, Pierce still has a brilliant mind and he retains most of his memories and knowledge. His main vulnerabilities are his ego and his desire to live forever. He can be driven into rages by insults and provocations and during such rages he will often make mistakes that can be exploited. His desire to live forever, which helped lead him to his current fate, makes him overly cautious and somewhat cowardly (at least when he is not in a rage).

Spells

Create Ice Zombie

Casting this spell requires a human body which was either killed by cold (or by a being of the cold such as Ithaqua, a Servant of Itahqua, or a Gnoph-Keh) or a corpse that has been allowed to freeze all the way through. This body must be coated in snow or ice and then the spell must be cast. Casting the spell requires one magic point for every three Size points of the corpse, a permanent point of POW from the caster, and

1D6 Sanity Points. Casting the spell requires a number of minutes equal to its cost in magic points. At the end of the spell, the newly formed zombie (which looks like a frozen corpse) stands up to do its master's bidding.

Ritual of Transformation

This extremely rare spell enables a human being to transform himself into a monstrous Servant of Ithaqua. Casting this spell requires three days (which need not be consecutive). On each day of casting, at least two humans (or human like beings) must be sacrificed and the caster must expend 20 magic points and one permanent point of POW. The caster (if not already insane) loses 1D8 points of Sanity per casting. After the third casting, the caster is transformed into a hideous monstrosity. The caster's STR, CON and SIZ all double, while all other attributes (except APP) remain the same. The caster's SAN drops to 0, if it is not there already. The transformed person has the attack abilities and inflicts the Sanity loss as described above in Pierce's statistics.

Items

Pierce's Compass

Pierce's compass is actually an ancient device constructed by the serpent man who found the temple. He placed a "charge" on the temple and constructed a device that would locate the temple from any point on earth. The device survived the eons, eventually being partially rebuilt in the 18th century by a skilled madman.

The compass was eventually located by Pierce, who was able to learn its purpose through arcane research.

Externally, the device looks like a very ornate, complex and unusual compass/gyroscope combination made of brass. Internally, the device is composed of incredibly odd and very advanced instruments. In the center of the compass is a small cap. The cap covers a tube which runs down into the mechanism. The interior of the tube is coated with dried blood.

The device is inert until blood is poured into the tube. Ten milliliters of blood is enough to activate it for ten minutes. Pierce mistakenly thought that the blood had to come from the heart of a human victim, but any blood will do.

When active, the compass part will spin and the gyroscope parts will rotate. The device will indicate the location of the temple, using the compass arrow. The rings of the gyroscope like part are covered with odd mathematical symbols. A successful roll using Navigation will reveal that the rings indicate position in latitude and longitude. Naturally, the location will correspond exactly to that of the temple.

Handout #1

It is well that men head the fate of brave Pierce. There are some places where man should tread carefully or perhaps not at all. Pierce's place of rest, the vast icy realm of Antarctica, is one such place. May his body rest eternally in peace.

Handout #2 Pierce's Notes

“The compass device is clearly ancient and alien in nature. I have learned through my research that it is activated by heart blood. It points the way.”

“While I have followed many wild geese, I think that this time I have the answer. The texts speak of the ancient temple in which ‘transformations take place.’ The Walker in the Wastes shall have his ideal servant in me.”

“The ancient texts speak of a race that flew down from the stars and built might cities. There are some references to the Shugguths. However, such is the power of my desire that I will dare even them.”

“There is a single reference to a hole to the stars in some of the fragments. I know not what this refers to.”





