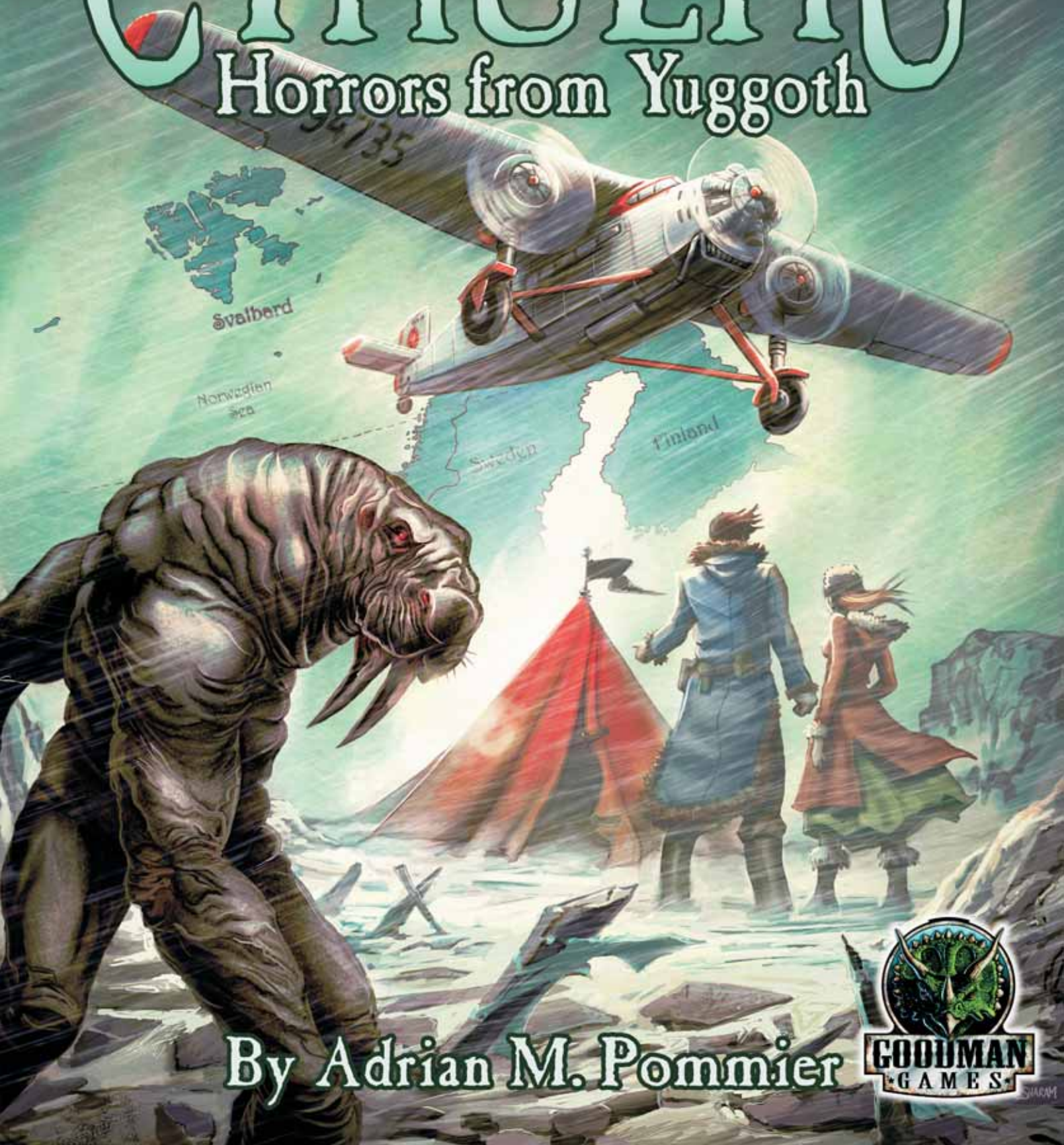


Vol.
IV

AGE of CTHULHU

Horrors from Yuggoth



By Adrian M. Pommier





AGE of CTHULHU

Horrors from Yuggoth

Volume IV

A 1920's
Call of Cthulhu®
Adventure

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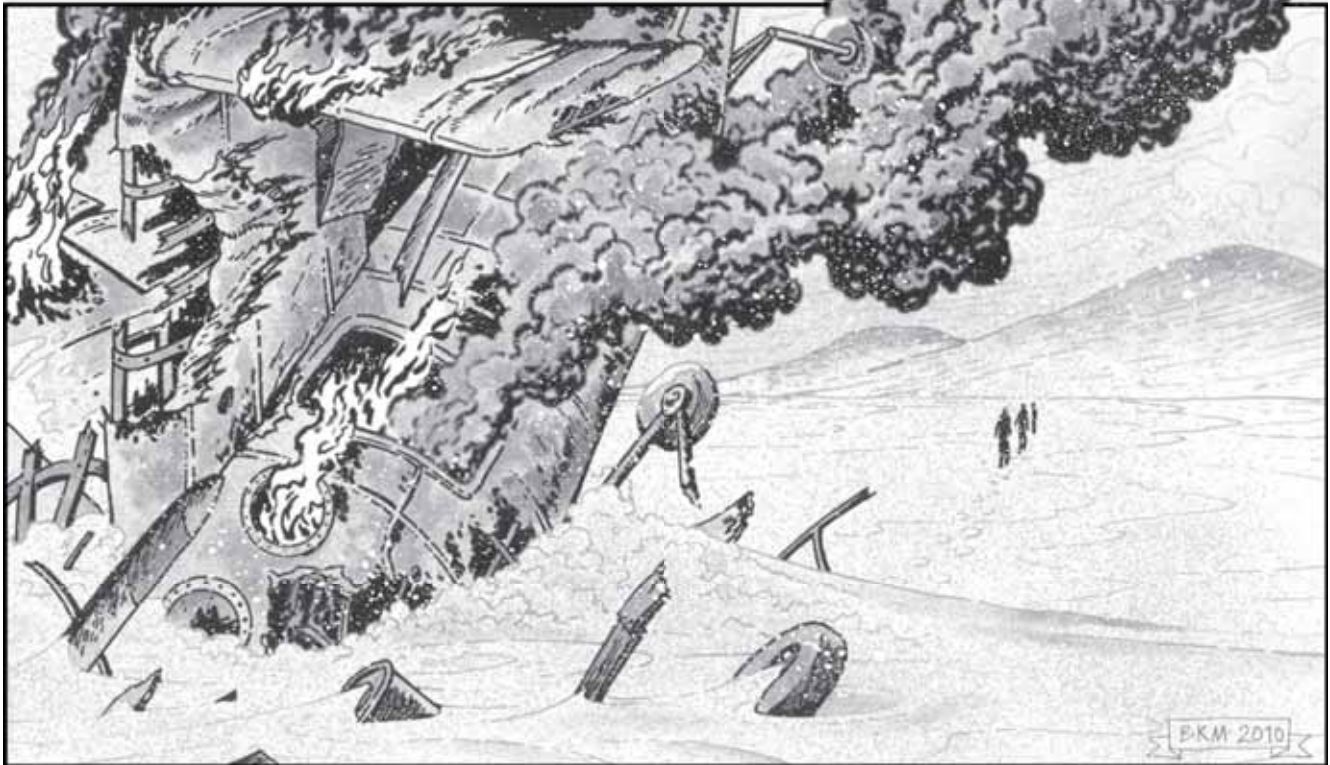
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Introduction

The following are historical facts.

Spring, 1926: Norwegian explorer Roald Amundsen and Italian aeronautical engineer/pilot Colonel Umberto Nobile cross the North Pole in the airship *Norge*. Shortly after this flight, they have a falling-out.

Spring-Summer, 1928: Nobile, now promoted to the rank of General and at the helm of the airship *Italia* returns to the North Pole with the backing of Mussolini's fascist regime, nominally to attempt another cross-polar flight. And, the *Italia* is downed, but Nobile and several of his crew remain alive on an ice sheet for several weeks. Roald Amundsen, setting aside their dispute, departs for Svalbard, Norway in a bid to rescue the survivors, but is never seen again and presumed lost.

A Swedish airplane pilot rescues Nobile (over his protestations). The General's detractors in Italy publicly decry him a coward, enraging Nobile.

At the time of this investigation, there are still five men trapped on the ice, and the largest international rescue effort to date is underway in the Svalbard archipelago, including a Russian icebreaker, the *Krasin*.

This investigation weaves threads of international intrigue and cosmic horror into the fabric of this moment in history.

Keeper Information

The mi-go of Yuggoth have been coming to Earth since before recorded time to collect information, conduct bizarre experiments, plunder natural resources, and pursue goals too alien to describe. In 1608, one such expedition landed on the ocean floor about 23 miles north of the islands that would later be Svalbard, Norway. In need of a labor force, the sentient fungi abducted English sailors of the *Mary Margaret* and the *Elizabeth* in 1611 and Dutch sailors in 1634 in Smeerenburg. Using the unfortunate men as raw material, the mi-go used arcane surgery and genetic splicing to create a walrus-like subrace suitably adapted to the climate.



Derived entirely from male stock, the walrus-men are grown from template tissue in tanks aboard a submerged mi-go research vessel.

Amundsen and Nobile, passing overhead in their first flight, observed the sub-human walrus-men and caught a glimpse of the research vessel as it surfaced. The falling-out that the two explorers had after their flight was over what to do with this information.

Nobile presented the information to Benito Mussolini, who financed the *Italia* expedition in order to make contact with the aliens and acquire their technology. By this time however, the secretive mi-go had erected a large-scale, long-range mist projector. When the *Italia* approached, the fungi from Yuggoth hosed it down with frost, downing the airship.

Roald Amundsen, when he heard of Nobile's plight, realized what his former colleague had done and rushed to his aid aboard a flying boat, but this was also downed by the mi-go. He survived the crash long enough for his brain to be collected by the aliens.

After Gen. Nobile was rescued, he was vilified in the Italian press for abandoning his men and rejected by Mussolini for failing. Betrayed, the aeronautical engineer confided the truth of what he found on the ice to several friends, one of whom was an agent for Soviet Russia. As this spy transmitted back to his superiors in Moscow, it was intercepted by the MI-8 Cipher Bureau based out of the American embassy in Oslo, Norway.

The Russians dispatched the icebreaker *Krasin*, nominally to rescue the survivors but also to contact the aliens. The American State Department, playing catch-up, has hastily assembled their own faux rescue operation under Raymond Cort, an ex-military "special services" attaché. Short on manpower, Cort has enlisted the investigators to aid the rescue at Svalbard.

Investigation Summary

As much a mission as an investigation, the player characters are asked to rescue the men of the *Italia* and return to civilization. How they accomplish this goal is ultimately up to them. The adventure is organized into

scenes, so that a Keeper can flip easily from one to the next as needed.

Player Beginning, page 5: In which the investigators board their rescue plane.

Scene 1a, A Bus Ride, page 6: Wherein the party meets each other and has a chance to learn some local history.

Scene 1b, The Tin Goose, page 6: Wherein the investigators meet Raymond Cort and their pilot before taking off.

Scene 1c, Going Down, page 7: In which the investigators are attacked by the mi-go large-scale mist projector and must land their plane. Or die trying.

Scene 2a, Into The White, page 11: In which the investigators make their way across the pack ice.

Scene 2b, A Bad Lead, page 11: In which cracking ice endangers the party, possibly barring progress.

Scene 3, Wreck Of The *Italia*, page 12: In which the investigators find the smashed airship and clues that there is more at stake than Cort lets on, including alien artifacts and the bodies of Russian sailors.

Scene 4, Amundsen's Plane, page 14: Wherein the investigators find the wreckage of Roald Amundsen's plane, the remains of his pilot, and his brainless corpse.

Scene 5, Utterly Lost, page 16: Wherein the investigators run afoul of the walrus-men, but gain a clue.

Scene 6, The Village Under The Ice, page 18: In which the investigators locate the "village" of the walrus-men, possibly rescuing some Russian sailors.

Scene 7, Alien Research Vessel, page 26: In which the investigators brave the bizarre mi-go ship to save the crew of the *Italia* and thwart the mi-go's retaliation.





Investigations on the Ice: While this adventure focuses on exploration, a healthy amount of early investigation – particularly asking questions and studying remains – allows the investigators to even the odds against later encounters.

Each scene offers two or more leads that move the investigation forward. Which path the story takes, particularly in **Scene 2a**, will be determined by the investigators. Each encounter offers a number of skill solutions to the investigators, but the Keeper is always the first and last arbiter of the scene, and should encourage player creativity and cunning.

If the investigators find themselves completely stumped, the Keeper can use Raymond Cort or Vasily Rushenko as “mouthpieces,” dropping clues that lead them in the right direction.

If desperate measures are called for, such as Cort or Rushenko not being in the party, the Keeper should run **Scene 5**, Utterly Lost, putting the alien compass into their hands.

Dangers abound on the ice north of Svalbard, and even the most cunning or crafty of investigators will likely have to resort to combat at some point. For this reason, the conclusion of *Rescue at Svalbard* includes a few NPCs to help the investigators fight back the horrors of the Mythos.

A Note on Skills: When skill checks are listed in the text, they are followed by a percentile figure. For example, **Cthulhu Mythos** (-25%). In this case, the investigator would reduce his chance of success by 25% ...a challenging task indeed! In some instances, the skill is followed by a bonus, e.g. **Archeology**, +10%. In this instance, the character would increase his skill by 10%, improving his odds of success.

In some instances, a skill chance might be elevated above 100% or reduced to less than 0%. If the skill check is important to the game, the investigator should still make the attempt, given that rolls of 01% or 100% are always a success or failure, respectively.


Critical Success: This investigation features a few skill checks that allow for investigators to perform exceedingly well, or score a critical success. A skill check result that – were it a combat roll – would be an “impale” is considered a critical success.

The text always mentions when a critical success matters. If it is not mentioned, then treat it as a “normal” success.

Confronting Cort: Raymond Cort is not completely honest with the investigators, and at some point they are probably going to call him on it. Cort mingles truth and fabrication, and makes **Fast Talk** checks (+5%) to lull the investigators into playing along. The Keeper should ad-lib where appropriate to make the “attache” sound convincing.

- **What's with this hidden gun in the plane?** “Before we lost contact with the survivors, they mentioned a polar bear. I wanted some protection for us, but didn't want to debate the point with Norwegian customs officials. Why, can you use a gun?”
- **How come there's a (physicist, or some other unusual field) on this rescue mission?** “Hey, my bosses in the Foreign Service Office handed me a list of names and didn't tell me anything above my pay grade. If (he or she) can't handle it, we'll have to watch out for them.”
- **What are these monsters?** “Damn, I was hoping you would know. You all are the eggheads, right? Looks like something out of a cheap pulp novel if you ask me.”
- **Screw you, I quit!** “Look, this is a chance for America to show the international community it's not some upstart world power but possesses true mettle. We've all been done raw, but five men are dying on the ice while we yammer. I'll go out there alone if I have to, but anyone coming with me will be remembered as a hero, and the U.S. State Department pays heroes well.”





Cort's goals are to 1) acquire alien artifacts for the U.S. government, 2) escape the pack ice with his life, 3) keep as much of the truth from the investigators as possible, and 4) rescue the Italian aeronauts, in that order.

Cort Comes Clean (Kinda): If Raymond Cort is pushed, he has a prepared speech to give the investigators to win them over. As before, the Keeper can ad-lib as appropriate:

"All right. This isn't just a rescue mission. The Italians were up here testing a new weapon that Mussolini's boys worked up. After General Nobile got sold up the river by the Italian press, he cried to anyone who would listen – including a Russkie spy.

The cipher office in Oslo overheard some radio chatter between some of Russia's best. That icebreaker? It's here for the Italian weapon, not those sailors. Same reason we're – I'm – here. Nobile said they saved it when the ship crashed, but it's not here. The Russians are still here, so they don't have it. It's out on this ice somewhere, probably with those aeronauts.

So that's the deal. Don't ask me what this weapon does 'cause I don't know, but your country wants it before Stalin or Mussolini. And let me tell you something else...that Great War we just fought? The next one is going to be won with technology – not manpower – and I for damn sure am going to see the US of A win it."

Cort Goes Nuts: Raymond Cort has a low SAN score – he is already driven by personal demons – and he will probably crack up before the investigators do. Cort's short-term temporary insanity always manifests as homicidal/suicidal mania (Keeper's choice), and his long-term temporary insanity always manifests as paranoia. When he finally, really snaps, he becomes manic – utterly convinced that he and he alone can do what needs to be done, and that it is his destiny to make the "US of A" the greatest power in the world.

Raymond Cort

STR	CON	SIZ	INT	POW
14	12	14	14	6
DEX	APP	EDU	SAN	HP
13	10	13	30	13

Damage Bonus: +1d4

Weapons: Fist 70%, 1d3+1d4 or Martial Arts strike 51%, 2d3+1d4; Kick 70%, 1d6+1d4 or Martial Arts kick 51%, 2d6+1d4

Skills: Fast Talk 75%, Hide 50%, Law 35%, Listen 55%, Martial Arts (judo) 51%, Other Language (Italian) 51%, Sneak 50%, Spot Hidden 55%

Player Beginning


The adventure proper begins with the investigators in a bus heading to the airport at Longyearbyen, Norway. To begin the adventure, read aloud or paraphrase the following:

*Three weeks ago, the semirigid airship **Italia** went down twenty-three miles north of the Svalbard archipelago in the Arctic Ocean as it returned from an aerial exploration of the North Pole. Among the handful of survivors was the famed Italian aeronautical engineer General Umberto Nobile. A Swedish pilot rescued Gen. Nobile, but left the rest of the men, claiming that the extra weight would crash his plane.*

It is now June of 1928, and an international rescue effort is underway to get the remaining survivors off the ice before it melts or they die of exposure. Despite the endeavors of several nations, including Sweden, Italy, Finland, Norway, and the Soviet Russia, the men remained trapped.

Longyearbyen, the largest city in the Svalbard archipelago, has taken on the atmosphere of a macabre carnival as its population booms with the international press, would-be adventurers, and official rescue personnel.

Hope seems dim for the five men, but now the Americans are launching a rescue effort, and you have



been asked to lend your expertise. Your expedition commander, Raymond Cort, arranged for a bus to deliver you to the airfield in Longyearbyen, Norway for a dawn departure.

Aside from the driver, no one else is on the bus.

Scene 1 – Up... Then Down

Scene 1a – A Bus Ride

In turn, ask each player to describe his investigator's appearance and demeanor. The heroes are assumed to not know each other, and this is an opportunity for them to discover each other's role in the expedition.

The driver, Dagleif Fossum, is a grumpy man of 52 years, with white hair and a grizzled, weathered face. Dagleif speaks Norsk, and at the Keeper's discretion he could also speak other appropriate languages, like Dutch, German, or Russian.

If the investigators engage Dagleif in a language that he does not understand, he ignores them, getting increasingly irritated if they persist. Even if they speak a language he understands, he will not exactly warm to them.

A **Psychology** check (+10%) notices that he seems perturbed about something in specific. If asked, he reveals that he does not mind foreigners in general, but does not like it when there are "too many." A **Persuade** check (-5%) or **Fast Talk** check (-10%) gets him to elaborate, below:

"Whenever Europe comes to Svalbard, there is tragedy. The Dutch and English killed each other over our whales in the 1600s. They built villages and then took turns burning them down. English ships, Dutch men. Now Italian men. Europe never learns."

Investigators hearing Dagleif can make a **History** check (-15%) to remember that the English vessels *Mary Margaret* and *Elizabeth* both were lost in the area of Svalbard in 1611, and that a party of Dutch sailors wintering in Smeerenburg disappeared in 1634.

Dagleif has nothing further to say, but he wishes the investigators luck ("*Lykke til.*") as he drops them off at the Longyearbyen airport.

Scene 1b – The Tin Goose

This scene takes place after the investigators are dropped off at the airport.

The airport is more sedate than the streets of Longyearbyen, and you have no difficulty finding Mr. Cort, the expedition leader. He is a lean man with the tall, athletic build of a basketball player. Cort introduces himself and greets each of you with a businesslike handshake.

*"Glad you made it. The men of the **Italia** are about twenty-three miles north of here on a large icefield, sheltered in the wreckage of their airship.*

We have the exact coordinates for the wreck site from the Italians and the Swedes, who tried to para-drop supplies to the survivors, but most of that went into the drink. Their rescue operations ceased three days ago when the Swedes lost a plane with Roald Amundsen aboard. That same day we lost radio contact with the survivors.

We are the only American rescue mission, so let's show these other countries how it's done. You each have your specialty, and we're counting on you. Wheels up in two minutes, your gear is already stowed aboard. Let's go."

If anyone asks Cort what his specialty is, he responds offhandedly, "*Logistics.*"

The Plan: Cort can explain the rescue plan in greater detail if asked: The plane lands near the wreck site and offloads the gear and a few of the investigators, including anyone trained in first aid or medicine, anyone with training in arctic survival, and a mechanic to repair the wreckage site's radio.

The most injured of the survivors will be loaded onto the plane and flown back to Longyearbyen. The investigators left behind are to care for the less-injured survivors and restore radio contact.

The plane returns for everyone else the following day, weather permitting.



The Pilot: Cort does not introduce him, but the pilot is Norwegian, Rolf Blom. He is of average height with a shock of blonde hair. He's about 45 years old, but in good shape.

Rolf speaks broken English and is friendly; he was flying mail service between Longyearbyen and Tromso when Cort approached him to make this rescue run.

The Plane: The plane is a Ford 5-AT Tri-Motor, often affectionately known as a "Tin Goose." It seats eight comfortably, but could hold probably another three, weight permitting. The plane normally has two pilots, but Cort could not get another pilot in time.

The Gear: Netting has been strung up along the length of both sides of the plane, maximizing room for survivors but making it so people have to duck their heads. The netting contains cold-weather clothing for each investigator. Additionally, there are four small wooden boxes in the netting, two on each side. Each is clearly labeled, as below (with contents).

MEDICINE (right) – Bandages, painkillers, splints, and antiseptics; the contents of this box are a "bank" of 100 expendable bonus points. Investigators can spend these points in 5-point increments to improve **First Aid** or **Medicine** checks. The investigator decides how many increments to spend, if any, after making an appropriate check. When the points are spent, the box is useless.

GEAR (right) – A Very flare pistol and four flares, compass, ice hammer, a set of collapsible snowshoes, some rope, and other survival gear; the contents of this box grant a +5% to **Navigate** checks and a +10% to **Climb** checks.

In a pinch, the ice hammer and flare pistol can be used as weapons.

Ice hammer: base chance 15%; 1d4+db; touch;
1 attack; 10 hp.

Very flare pistol: base chance 20%+ clothing fire %;
1d6; 5 yards; 1 attack; 6 hp; no impale.

Although the flare pistol fires much farther than 5 yards, it is only accurate to that distance. Investigators can use their **Handguns** skill to fire the flare pistol, adding the target's clothing fire %. Assume that dry cold weather clothing has +5%, other clothing has +15%, and wet cold weather clothing is -15%.

PROVISIONS (left) – Tins of salted herring (with opener), crackers, and other foodstuffs. There is a secret bottom to this box (**Spot Hidden**, -10%) with a fully loaded .32 revolver in a shoulder holster among some newspaper padding. Raymond Cort placed the pistol in case that he needed it.

TOOLS (left) – Wires, fuses, clippers, resistors, screwdrivers, and other tools; these items grant a +10% bonus to **Electrical Repair** or **Mechanical Repair** checks, or key items can be expended for a one-time +25% bonus (the investigator must decide to do this before making the check). Afterward, the remaining contents only grant a +2% bonus.

Stuffed under a seat in the first row of the plane is a Norsk-English phrasebook (**Spot Hidden**, +5%). The book adds +15% to **Other Language (Norsk)** checks or **Other Language (English)** checks for an investigator who speaks the other language.

Moving On: Once the heroes are settled and have donned their cold-weather clothing, Cort explains that the flight should take a few minutes. Proceed to **Scene 1c**.

Scene 1c – Going Down

The plane shudders and begins its lurch into the air. With a monotonous roar, the three engines power the craft skyward, north over the expanse of icefield and freezing water.

Cort sits in the cockpit next to the Norwegian pilot, but doesn't touch the controls.

Go around the table, asking the investigators how they pass the time.

Anyone looking out the port (west) side can make a **Spot Hidden** check (+20%) to notice a bulky ship





seemingly trapped in the ice. If asked, Cort can identify it as the Russian icebreaker, the *Krasin*, which has been stuck in the ice for the last three days and is apparently having some mechanical trouble.

Anyone looking out the starboard (east) side can make a **Spot Hidden** check (-5%) to notice the wreckage of an airplane. The wreck looks recent. (This was Roald Amundsen's place; see **Scene 4**.)

After about eight minutes of game time, interrupt with the following text:

From the cockpit, the pilot exclaims, "Vi har fått dem! Der borte!" and gestures to the west. Almost immediately, your plane zooms over a large, red tent. As the pilot, still heading north, banks to come around for a landing, Cort gets up, smiling, and moves back toward you.

"Almost there. Remember, we triage the wounded first."

In Norsk, Rolf said, "We've got them! Over there!"

Anyone looking out the left (west) side can make a **Spot Hidden** check (-10%) to see a human figure lying on the ground outside the tent.

Unfortunately for the investigators, the pilot is about to enter the range of the mi-go's large-scale mist projector. Read on:

Suddenly the temperature drops dramatically and the windows coat with frost. The roar of the engines dims as two cut out. From the cockpit, you hear the pilot scream out, "Kald! AHHH!" An unbearable cold settles into your bones as your plane begins to lose altitude, the last engine sputtering.

In Norsk, Rolf said, "Cold! AHHH!"


The investigators are attacked by the mist projector. At this range, it deals 1d10 points of damage, -3 points if the investigators have put on the arctic clothing, -4 points if they are in the relatively protected plane cabin, and -7 points if both conditions exist (minimum 0 damage). Rolf, in the cockpit, was less fortunate – he has been flash-frozen.

The bizarre nature of this attack causes investigators to make **Sanity** checks (**Sanity** loss 0/1). Anyone going into the cockpit finds Rolf's corpse; each investigator who sees Rolf should also make a **Sanity** check (**Sanity** loss 0/1d3, or 1/1d4 if they talked to him at any time on the flight).

A **Natural History** check (+5%) would know that atmospheric temperature inversions of this magnitude are exceedingly rare. A **History** check (-5%) would remember that that state of Illinois experienced a similar event in 1836, the so-called "sudden change."

The two wing engines have been cut out by the mist projector, the last engine is failing, the windows are iced over, the instruments are locked, and a thick sheath of ice coats the Tri-Motor's underbelly, adding a dangerous amount of weight. The Keeper should have the investigators act in combat rounds; if the investigators take no significant action, the plane crashes at the end of the fourth combat round.





Fighting Gravity: Despite the gravity (ha!) of the situation, the investigators can do much to save themselves.

- The most obvious action would be to try to control the plane's descent with a **Pilot (aircraft – civil prop)** check (-15%). One check can be attempted each combat round. Each success reduces the damage inflicted by the crash by a d10. A critical success with this check (adjusted for the penalty) also keeps the plane aloft an extra combat round (but see below). A result of 00 crashes the plane immediately, dealing 4d10 damage to all investigators regardless of any other considerations.
- As explained in the read-aloud text, the windows are iced over. An investigator can spend a combat round clearing off the windows inside the cockpit, increasing the investigator pilot's visibility slightly. This reduces the penalty to **Pilot (aircraft – civil prop)** by -5%.
- The instruments are frozen, but can be repaired with an **Electrical Repair** check and a **Mechanical Repair** check. An investigator can make one such check per combat round. Success in both checks reduces the penalty to **Pilot (aircraft – civil prop)** by -10%.
- If the instruments are repaired, an investigator can call out a "mayday" over the radio. This does not help the party at all, sadly.
- When the plane starts to go down, an **Idea** check (+5%) would realize that the ice is covering more than just the windows, making the plane too heavy for the one failing engine. They need to reduce the weight. Opening the door and chucking all four boxes out (one per investigator per combat round) keeps the plane aloft an extra combat round, as does chucking the body of poor Rolf Blom. Raymond Cort cannot make this **Idea** roll.
- An investigator can stick his head out of the door and shout directions to the investigator

pilot, guiding them toward a safe landing zone with a successful **Spot Hidden** check (-5%) or **Geology** check (+10%). The investigator can only succeed at this once, but it reduces the damage caused by the crash by a d10. This investigator however, is exposed to biting wind, and takes 1d4 points of damage per combat round of exposure (-3 if he is in the cold-weather clothing).

- An investigator can buckle himself into any seat. Doing so reduces the amount of damage that he takes in the crash by a d10.

Regardless of weight lost or "impale" results on **Pilot (aircraft – civil prop)** checks, the investigators can only buy the Tri-Motor another four rounds in the air.

Jumping Out: This is a bad idea. There are no parachutes aboard the Tri-Motor, and the plane is flying too low for one to be of use anyway.

Even if the investigator waits until the plane is – for example – six feet above the surface of the ice, he still hits the ice at 30-50 mph without any protection. Jumping out at a height of less than 10 feet causes 4d10 damage to the investigator, but a successful **Jump** (-10%) can reduce it to 2d10 damage. Jumping out at a higher elevation is suicide.

Tin Goose Down: Eventually, the plane crashes. If the investigators do nothing, or fail the appropriate checks, the crash inflicts 4d10 damage to everyone aboard, but this damage can be reduced to a minimum of 0d10 (or no damage) with checks (*see above*).

The plane impacts the ice with a series of deafening thuds and the squeal of twisting metal. The downed craft skews sideways for a few seconds, then finally stops. Suddenly you hear a far worse sound – a crack like a gunfire report – and the plane shifts to the right as it starts to sink beneath the shattered ice.

The Tri-Motor slips beneath the ice in four rounds. Go around the table, asking the investigators what they do in that time.



In the first and second rounds, investigators can exit the plane effortlessly.

In the third round, they have to make **Jump** checks (+5%) to clear the water. Failure puts them in the water (*see below*).

In the fourth round, they have to make **Swim** checks to reach safety. Failing this check inflicts 1d4 damage (not reduced by cold weather clothing) as the investigator treads water.

For the **Jump** and **Swim** checks, add a -5% penalty for every supply box the investigator carries, a -10% penalty for every unconscious (or dead) body they try to carry.

Investigators in the water can help their fellows by grabbing them and making a **Swim** check (-5%) for the pair. Investigators on the ice can throw a rope or extend something to grab a hold of, adding a +10% bonus to the check.

Investigators can throw a supply box off the plane with a **Throw** check (+15%), or unconscious (or dead) investigators with a **Throw** check (-10%). Investigators can only throw other investigators if they exceed the target's Size. Add +5% if another investigator is there to try to catch the object thrown.

Failing this check puts the box or investigator in the water. The boxes float for two rounds before sinking. Unconscious investigators float, and dead investigators sink.

Wrapping Up Scene 1: After their plane goes down under mysterious circumstances, the investigators are trapped on the ice north of Svalbard with little hope of rescue.

The ice sheet stretches as far as you can see in all directions. It is wildly uneven, with some parts flat, and other areas broken by ridges that stand anywhere from one to twenty feet tall. Thin ribbons of open water crisscross the ice, reminding you that the substrate might not always support your weight.

The wind is biting, and tears at your clothing, making any exposed flesh numb almost instantly.

Aside from the wind, the only sounds are dull creaking broken occasionally by an echoing crack.

A **Geology** check or **Know** (-10%) check reveals that the investigators now stand on pack ice, which can range in thickness from mere inches to 14 feet or more. The “ribbons” of open water are known as leads, which can open suddenly before refreezing. In general, thicker ice is found along the ridges. The entire sheet of ice is very slowly rotating with the currents, although it is also melting as the heat rises.

Making either check also grants a +10% bonus to subsequent **Navigate** rolls made to travel on the pack ice (*see Scene 2a*).

If the investigators threw the supply boxes out the window as the plane was going down, the boxes and contents are intact. In this case, the investigators automatically find the .32 revolver.

The investigators have three likely directions to travel. See map on **page 37**.

South of their position – and close by – is the wreck of the *Italia*, which Cort points out has a radio that they might be able to fix.


Southwest of their position, but some distance off is the Russian icebreaker *Krasin*, but Cort vehemently opposes heading that way, using the argument that the ice in that direction is likely to be especially unstable – an argument supported with a **Geology** check (+5%).

Southeast of their position and some distance off is the plane crash, actually Roald Amundsen's plane. Cort is not opposed to heading in that direction in hopes of scavenging supplies or a radio, but would rather hasten on to the *Italia*.

When the investigators decide on a direction, proceed to **Scene 2a**.

Staying Put: If the investigators decide to stay put, they place themselves in extreme danger. They do not have any shelter, and if they are wounded, a **Natu-**





ral History check (+15%) realizes that predators are going to be drawn to the smell of blood.

Regardless, in short order, a polar bear swims up through the hole made by the sinking plane – which is just starting to freeze over – bringing with it the body of a baby seal.

Polar Bear

STR	CON	SIZ	DEX	POW	HP
27	20	27	11	10	23

Damage Bonus: +2D6

Weapons: Bite 25%, damage 1D10 + 2
Claw 40%, damage 1D8 + db
Slap 25%, damage equals db

Armor: 3-point fur and gristle

The bear is aggressive, but not malevolent; it just wants to eat. Unless provoked, it spends the first two rounds checking out the humans and roaring menacingly. The bear attacks under three conditions: The investigators approach it, attack it with anything but the Very flare pistol, or do not leave after two rounds.

The bear's wet fur will not catch fire, but the flare pistol frightens it back down the hole.

A **Natural History** check (+5%) can tell from the bear's size and the time of year that this bear is likely a pregnant female and is feeding in preparation for digging a maternity den. The investigator knows that the bear probably will not chase them, but will certainly attack if they stay.

Scene 2 – Overland Travel

Scene 2a – Into the White

For every half-hour the investigators spend in the open on the ice, they take 1d3 points of damage from the cold, +1 point for each subsequent hour. Wearing dry cold-weather clothing reduces any cold damage by three. Wet clothing does not offer any protection.

Traveling: The time the party spends on the ice depends on three things: their location, their destina-

tion, and the relative success or failure of a **Navigate** check.

Location to Destination

- *Tri-Motor wreck to Italia tent (Scene 3):* half-hour
- *Tri-Motor wreck to Roald Amundsen's downed plane (Scene 4):* one hour
- *Tri-Motor wreck to Krasin (Scene 2b):* two hours
- *Tri-Motor wreck to walrus-man village (Scene 6):* one and a half hours
- *Italia tent to Amundsen's plane:* half-hour
- *Italia tent to Krasin:* one and a half hours
- *Italia tent to walrus-man village:* two hours
- *Amundsen's plane to Krasin:* two hours
- *Amundsen's plane to walrus-man village:* two and a half hours
- *Krasin to walrus-man village:* three and a half hours

Add a half-hour for every dead, wounded, or unconscious investigator being brought along.

Navigate Check (*made at beginning of journey and then every half-hour*)

Critical Success: investigators cover twice as much ground; reduce the time remaining by an hour

Success: as above

Failure: add a half-hour to traveling time


00 Result: go to Scene 2b

Scene 2b – A Bad Lead

This scene occurs under two circumstances:

- the investigators travel in the direction of the *Krasin*
- they get a 00 result on a **Navigate** check

A sudden snapping sound offers about a second of



warning before the ice buckles under you. This entire area is unstable, and starts to break up.

Go around the table, asking each investigator to make a **Luck** check (+10%) – anyone who fails falls into the freezing water.

Getting out requires a **Swim** check. Failing this check inflicts 1d4 damage (not reduced by cold weather clothing) as the investigator treads water.

Investigators in the water can help their fellows by grabbing them and making a **Swim** check (-5%) for the pair. Investigators on the ice can throw a rope or extend something to grab a hold of, adding a +10% bonus to the check.

Aftermath: If the investigators are heading toward the *Krasin*, this same event occurs over and over. The way to the Russian icebreaker is unsafe, and the investigators should head in a different direction.

If this event occurs as a result of rolling 00 on a **Navigate** check, add a half-hour to the travel time as the investigators work around the shattered pack ice.

Scene 3 – Wreck of the *Italia*

After the *Italia* went down, the survivors erected a tent and painted it red to attract the attention of search-and-rescue flyers. The mi-go however, have used their large-scale mist projector to shoot down any help flying to the rescue.

Three days ago, they brought down Roald Amundsen's plane (see **Scene 4**). From Amundsen's brain, the mi-go learned about the survivors, and sent the walrusmen to capture them. After a short skirmish, the weakened Italian crewmen surrendered and were brought to the submerged research vessel.

Read or paraphrase the following:

Far in the distance, you spy a red tent. At last, you've found the camp of the survivors!

This scene is cut up into four different areas, each with clues.

Area 3-1 – Outside the Tent: Read or paraphrase the following:

*Twisted metal fragments litter the ground near the tent, probably pieces of the **Italia** from when it impacted and bounced off the ice. You know from Nobile's press statements that the survivors were thrown onto the ice in the crash, along with part of the gondola, while the unfortunate others were carried away to their doom.*

The scene is eerily silent. An ominous cross of fractured framework stands to one side.

The tent's opening flaps freely in the breeze.

Clues: Just yesterday, sailors from the *Krasin* arrived to rescue the survivors. They found a blood trail leading to the walrus-man "village" (see **Scene 6**), where they were either killed or captured.

A **Spot Hidden** check (+5%) notices a trail of blood leading to the northwest. Following the trail requires a **Track** check (+10%). If the heroes lose the trail, another **Spot Hidden** check finds it again.

Anyone making a **Track** check to follow the trail also notices something else: There are two sets of prints, one older and one much more recent. The old set suggests that it was made by several men as well as something with weird, flapping feet. The newer set was made by more men, following the same trail.

Area 3-2 – The Grave Marker: Read or paraphrase the following:

The framework crucifix is held together by shreds of electrical wiring. The name "RIP Fabrizio Milanesci" is written in black grease pencil on the crushed metal. Clearly this marks the passing of one of the crew.

Clues: As the Italian crewmen were gathered up and led away, the mechanic wrote a note, certain that they were being marched to their death.

A **Spot Hidden** check notices the hastily scrawled message, "e tutto" with an arrow pointing northwest on the base of the crucifix. An **Other Language (Italian)** check (+10%) or **Other Language (Latin)** check (-10%) check knows that this means, "And us all."



The arrow follows the path of the blood trail. Anyone finding the message automatically spots the blood trail.

Area 3-3 – The Corpse:

A sharp-eyed investigator might have noticed a human figure lying on the ground outside of the tent when their plane flew overhead.

The figure was once an Italian crewman who fought the walrus-men when they tried to capture the survivors. He was mauled and beaten to death, and dumped about four yards south of the tent, partially obscured by a small rise.

Investigators not aware of the figure can notice it with a **Spot Hidden** check (-5%). Anyone who specifically states they walk in that direction finds it automatically.

Read or paraphrase the following:

Investigating, you find the corpse of a dark-haired man, curled up in an unnatural position. He wears a filthy uniform under his bulky parka, and his right hand clutches a heavy revolver. The poor man's neck has been nearly severed by a large, puncturing wound.

Each investigator seeing the body should make a **Sanity** check (**Sanity** loss 0/1D3).

The pistol in the unfortunate's hand is a Tempini Bodeo 1889 revolver (1d10+1 damage). It has two unfired rounds left, and the body has no further ammunition.

Clues: An investigator can try to determine how the Italian crewman died with a **First Aid** check (-10%) or **Medicine** check (+5%). Success learns that he was severely beaten as if in a boxing match rather than with a metal or wood implement. The probable cause of death however, is a large gore wound in his neck. The investigator should also be able to reason that the crewman died about three days ago.

Anyone seeing the wound can make a **Natural History** check to recognize the wound (long, smooth puncture) as being similar to a walrus tusk, but also knows that walruses are not particularly known to attack humans.

Area 3-4 – La Tenda Rossa: When an investigator enters the red tent, read or paraphrase the following:

The tent is every bit as messy and smelly as one would expect for being the cramped, solitary shelter of at least five men for several weeks.

Strangely however, the men are nowhere in sight.

There are several scraps of paper, a stack of food tins, a half-gutted radio, and some wadded-up shreds of tarpaulin. In bold writing across the inside of the tent are the words, "Avanti Torino!"

The tent flap was unsecured, and everything inside is coated in a light dusting of snow.

Being in the tent provides protection from exposure to the elements (see **Scene 2a**).



An **Other Language (Italian)** check (+10%) or **Other Language (Latin)** check (-10%) can translate the various messages in Italian.

The large words on the tent (“Go Torino!”) refer to the Series-A Italian soccer championship played in May 1928, which Torino won and the crewmen heard on their radio. A **History** check (+10%) gets the reference. This information has no bearing on the investigation; it is included for color.

The radio is in good working order. Turning it on however, and donning (or sharing) the headset triggers the following text:

The radio shrieks and howls like a drowning cat. If this is static, it is unlike any you’ve ever heard.

A **Listen** check hears a rhythmic buzzing noise beneath the strange static. The buzzing sequences last a few seconds, then repeat. An **Idea** check (+5%) realizes this is some kind of transmission.

Since shooting down the investigators’ Tri-Motor, the mi-go have blanketed the area with jamming frequencies. The investigators can disable the jamming in **Scene 6**.

Clues: The scraps of paper are torn-out pages of a novel, *La coscienza di Zeno (The Confessions of Zeno)*. On these pages are written personal messages from the crewmen – in Italian, naturally – to their loved ones, mostly consisting of “Please raise our children well,” or “I will be with you soon.” One of them however, was written by the mechanic, and reads as follows:

“As God is my witness, it was not a failing of the Italia. The air around us turned to ice, and heavy with it we crashed. The General, may God damn him, took us too close to his secret place. I swear, it was not the Italia who failed us.”

A **Spot Hidden** check (+5%) finds a black sailor’s cap with embroidery of the hammer and sickle of Soviet Russia in a tent corner, partially obscured by the tarpaulin and dusted by snow. It blew off the head of a sailor from the *Krasin*, who then could not find it.

The investigators may leap to the conclusion that the Italian aeronauts have already been rescued by the Russians, but an **Idea** check (or Cort) would note two things: First, that the cap has snow on it, so it has been here at least since yesterday (the last snowfall); second, that prior to the investigators’ departure this morning, the *Krasin* had made no announcement about rescuing the survivors. The Russians do not have the aeronauts, but were recently here.

Similarly, the investigators may assume that the Russians walked here from their ship. This is not true; the *Krasin* has a small plane aboard it that dropped off the sailors. It is not due to return unless signaled for. Cort would know that the icebreaker has this capability.

Wrapping Up Scene 3: By the end of this scene, the investigators have at the very least secured a place to take shelter from the cold. They should have some idea that the Italian aeronauts were taken northwest by someone, but probably not by the Russians, whose ship lies southwest from here. They may even have an idea that something unusual attacked the aeronauts.

When the investigators depart, return to **Scene 2a**.


Scene 4 – Amundsen’s Plane

In real-world history, Roald Amundsen wanted to come rescue his old companion Nobile, but disappeared en route to the Svalbard archipelago. This investigation takes some liberty with that fact. Here, the Norwegian explorer made it to Longyearbyen, but disappears over the ice.

Three days ago, Amundsen’s plane was downed by the large-scale mist projector. Agitated by the attention the area around the submerged research vessel was getting, the mi-go came to investigate, and found him wounded, but alive. They removed his brain and interrogated him, finding out why there was so much traffic in the area.

As the investigators approach the crash site, refer to the map on **page 38** and read or paraphrase the following:





This plane looks like it went down hard. The pontoon foils sheared off at impact, and deep ruts mark where the plane skidded before coming to an abrupt, nose-first halt in the face of an eight-foot-high ridge.

It looks like the pilot went through the front glass when the plane hit. Even from here you can see that he didn't survive the experience – his body partially extends out the shattered window.

The plane's right side has been torn open.

Amundsen's plane was a French Latham 47. The plane is divided into two areas: cabin and cockpit.

Area 4-1 – Cabin: Read or paraphrase the following:

The body of a middle-aged man sprawls in the interior of the cabin, the top of his head sheared off. His empty brainpan stares at you like an unblinking eye.

The body was Roald Amundsen. Anyone seeing this corpse should make a **Sanity** check (1/1d4 + 1).

Despite the torn fuselage, the investigators can shelter here from the elements.

Clues: A **Mechanical Repair** check notices that the tear in the side does not follow along the seam of the plane's fuselage, where you would expect to find crash damage. In fact, the way the metal is peeled looks like it was torn open from the outside.

A **Medicine** check (+5%) would realize that the top of Amundsen's skull was not removed by the force of the crash. Other than the wound, the skull is perfectly intact, and the edges where the trauma occurred are smooth. This looks like surgery. The body has been here about three days.

If an investigator moves to search Amundsen's body, call for that investigator to make another **Sanity** check (0/1), but they find a carefully folded piece of paper marked with colored pencils. Give the investigators **Handout A**.

Amundsen drew this sketch in his notepad while preparing for his failed rescue. It is written in Norsk. The train of thought is hard to follow, as these are the

man's private musings and not a proper document, so an **Other Language (Norsk)** check (-5%) is required for a non-native speaker to understand them.

(near the dotted line) Russian ship approaches too far south

(near the red dot) His tent – he tried to go back to our place. My friend, was it worth it?

(near the black square) Our damn place – I wish we had not seen it. But even now I ask myself: what were those things? Is it worth my soul to find out?

The strange figure in the upper-right of the sketch has no immediate meaning. It is, however, Amundsen's sketch of the mi-go research vessel as he and Nobile first saw it.

Area 4-2 – Cockpit: Read or paraphrase the following:

The cockpit has been crumpled by the impact, and it is clear that nothing in here will ever function again. The pilot's torso still juts out of the forward window, his body twisted at an unnatural angle. He probably died instantly.

An intact backpack is tied to the back of both the pilots and copilot's seat.

The dead pilot clearly died naturally, and after what the investigators have seen so far, this should not bother them too much.

The backpacks contain survival equipment similar to what was stowed in the GEAR supply box in the investigators' Tri-Motor, including a second flare pistol and six more flares. Amundsen's equipment is better quality, however, and provides a +10% bonus to **Navigate** checks (this does not stack with equipment from the Tri-Motor).

Each backpack also contains a set of dry cold-weather clothing and a personal tent. Each tent can shelter up to two people (uncomfortably) from the elements.



Clues: An **Electrical Repair** check (-5%) made on the controls realizes they are frozen to a degree beyond that which the elements could inflict. They are just like those aboard the Tri-Motor before it went down.

Wrapping Up Scene 4: By the end of this scene, the investigators definitely know something unusual is going on. They should also have a good idea that Amundsen and Nobile shared a secret about something north of Svalbard. Finally, they have a rough map that shows the relative positions of the survivors' tent and the location of the secret.

When the investigators depart, return to **Scene 2a**.

Scene 5 – Utterly Lost

The Keeper only triggers this encounter if the investigators are hopelessly lost or clueless about what to do next. It likely involves combat, although clever investigators might be able to avoid it.

A trio of walrus-men, scouring above and below the ice for food, has found a Norway bullhead fish. They have set to eat it behind a low ridge when the investigators happen upon them. The success or failure of **Listen** checks determines the range at which this encounter begins (measured from closest investigator to closest walrus-man).

The walrus-men are distracted and do not make **Listen** checks.

- First, a **Listen** check (-10%); 15 yards
- Second, a **Listen** check (+5%); 10 yards
- If neither check succeeds; 5 yards

If an investigator makes either **Listen** check, read or paraphrase the following:

You hear a snorting sound, then what sounds like gargling speech. It came from your left, behind a short ridge. The first voice is answered by a sound that could either be laughter or an animal calling, “Aaaaab-aa-aa-aab.”

If the investigators fail the **Listen** checks, the encounter begins when a walrus-man walks around the ridge to spit out some bones.

When the investigators can see a walrus-man, read or paraphrase the following:

A large, ungainly figure stumps into view. Walking upright like a man, this beast has slick, brown hide that hangs from its frame like sacks of blubber. The thing's bewhiskered head and neck slope forward from a hunched back, with a walrus-like face – complete with fearsome tusks – and wide-set, blue eyes.

The wretched thing breathes heavily and swings its stubby arms as it moves its bulk. Each step sends ripples through its bloated body.

Seeing a walrus-man forces a **Sanity** check (0/1d6).

What to Do: If the investigators failed the **Listen** checks, the walrus-men are aware of their presence and attack. Two use Grapple attacks to knock out investigators while the third makes a threatening roar at one investigator – this is a SIZ (-2) vs. POW attack on the Resistance table. This attack works like the *Implant Fear* spell. It then joins its fellows in Grapple attacks.

After the first walrus-man is slain, the others begin attacking with their tusks until the investigators surrender or are defeated.


Any survivors are taken to their “village” (**Scene 6, Area 6-2**).

If the investigators made a **Listen** check, they have the luxury of choice.

If they trust their stealth, they could try combination of **Hide** and **Sneak** checks (+5%) to tail the walrus-men. They get a bonus to the check because the walrus-men have just eaten, and are slightly torpid.

Unless they are carrying injured fellows, the investigators can probably out-run the walrus-men if they need to.





Attempting peaceful contact with the walrus-men is an unusual tactic, but effective. Slightly perplexed, and very suspicious, they escort the investigators to their “village” and put them in **Area 6-3**.

If the investigators are set on defeating these creatures, they would enjoy the benefit of surprise in the first round of combat.

If the investigators manage to kill one or more of the walrus-men, they can be rewarded with 1d6 points of **Sanity**.

3 Walrus-Men

STR	CON	SIZ	DEX	POW	HP
14	14	16	6	6	15

Damage Bonus: +1D4

Weapons: Tusks 35%, damage 1d6 + db
Grapple 35%, damage special, or 1d6 + db

Armor: 1-point blubber and hide

Clues: It is hard to tell one monster apart from another, but a **Spot Hidden** check (-15%) realizes that these creatures are exact duplicates of each other, down to the pattern of whiskers, to length of their tusks, to width of their hands. A **Medicine** check would guess that they are possibly triplets. The same check also concludes that they are all male.

A **Natural History** check (+15%) acknowledges that these creatures resemble walruses, which are native to this area, but with completely different musculature and bone structure. It is beyond possibility that these things ever evolved from walrus stock.

Finally, one of the walrus-men carries a small rod of black metal, about a foot long, covered with wires and warty bumps. One end of the rod is shaped like a fluted bell, and the other is hollowed-out, making it slightly resemble a small trumpet. The fluted end buzzes when pointed northwest. This device is akin to a compass, except that it always indicates the direction to the submerged research vessel. An investigator

who heard the buzzing in the weird static during **Scene 3** realizes the buzzing of the compass device sounds similar.

It also has another use. Anyone who inserts a digit or appendage into the hollow end automatically loses a magic point, but their vision changes to a bird’s-eye view of their surroundings, centered on the investigator in a 10-yard area. By expending a second magic point, the user can zoom out to see his surroundings in a 100-yard area, and so on, with each x10 zoom costing an additional magic point.

Using the device’s second function forces a **Sanity** check (0/1d2).

Using the Alien Compass: By burning through magic points and Sanity, the investigators could eventually get a bird’s-eye view of the entire ice sheet, including all of the keyed scenes except **Scene 7**.

Paraphrase bird’s-eye view descriptions of all areas based on the given read-aloud text.

Using the device to view the survivors’ camp (**Scene 3**) at x100 or less automatically notices the dead crewman’s body. Similarly, using it to view the area near the *Krasin* (**Scene 2b**) at x100 or more would see that the pack ice surrounding it is riddled with leads (cracks), and is probably very dangerous. A **Geology** check (+5%) confirms this.

Finally, the direction indicated by the buzzing is in roughly the same direction as indicated by the blood trail and “e tutto” note in **Scene 3** – toward the mi-go research vessel.

The compass device only functions in open air – it is useless inside vehicles or buildings, but any attempt to use it inside still consumes magic points.

Wrapping Up Scene 5: By the end of this scene, the investigators have the means to locate the submerged research vessel. They may even be on the way to the “village” of the walrus-men (**Scene 6**), either as captives or after using the mi-go compass device.



This is also likely to be the first concrete proof that otherworldly forces are at work.

If the investigators are still free, when they get going again, return to **Scene 2a**.

Scene 6 – The Village Under the Ice

Refer to the map on **page 39**. From the surface, the walrus-man “village” appears to be nothing more than several roundish holes in the ice. In truth, these are merely entrances.

The true village is a series of semi-transparent, bubble-like, organic pods on the underside of the pack ice, connected through a network of arterial conduits. Viewed from below, it resembles a cross between a cluster of frog eggs and a neural network.

The mi-go grow this substance in their research vessel, and allow it to deteriorate when they no longer need it.

Counting the three walrus-men in **Scene 5**, there are ten walrus-man clones currently active. The remaining seven are here at the “village.” Like those in **Scene 5**, all walrus-men are exactly identical.

The first sight the investigators have of the area, however, is the large-scale mist projector. As they approach this area, read or paraphrase the following:

A smooth-sided mound rises from the ice in the distance. You see a twisted mass of some sort on the top – it defies explanation at this range.

As the investigators get closer, read or paraphrase the following:

The mound overlooks a particularly flat field of pack ice. Six holes, each large enough to swallow a Studebaker, are scattered about the field.

The mass you spotted atop the mound looks like a madman’s trumpet, one designed to be played by three musicians simultaneously. Curving pipes of a dull gray material loop back upon themselves, and a pair of larger pipes – maybe a few feet in diameter – jut out of what could be its fore and aft. The device – if it can be called such – is sizable, and seems to be set upon a

platform of some kind.

Reaching the platform would require scaling the mound, which is about twenty feet high.

Two bulbous, humanoid shapes stand near the center of the ice field. Their forms are indistinct at this distance, but definitely odd-looking.

A **Geology** check (+20%) knows the mound is no natural formation.

If the investigators have already met walrus-men, they can identify them as such. If not, refer to **Scene 5** for read-aloud text describing these creatures; the investigators need to make **Sanity** checks (0/1d6) when they can see them fully (as determined by the Keeper).

If the investigators followed the three walrus-men from **Scene 5** to the “village,” the creatures speak briefly with the two outside before walking down (not diving into) a hole.

If the investigators were captured, they are taken directly to **Area 6-4**.


If they were following a blood trail from **Scene 3**, it leads into one of the holes before disappearing (absorbed by the “village” membrane).

How the investigators approach this area is largely up to them. Some options would be to sneak their way into a hole, climb the mound (again, perhaps in a stealthy fashion), or attack the walrus-men.

Sneaking Around: Walrus-men have horrible eyesight, but decent hearing. Investigators can make **Stealth** checks to avoid detection, but need not bother with **Hide** checks as long as they take a modicum of precaution (as determined by the Keeper).

Getting Noticed: If the two walrus-men become aware of the investigators, they bellow to raise an alarm. Each round thereafter, 1d2 walrus-men emerge from a hole, until a total of seven (or ten, if the investigators followed the three from **Scene 5** here) have emerged.





In combat, these walrus-men attempt to grapple investigators into submission (like those in **Scene 5**). If reduced to 7 or fewer hp, however, they instead start using their tusks against the investigators. As before, captured investigators are taken to **Area 6-4**.

2-10 Walrus-Men

STR	CON	SIZ	DEX	POW	HP
14	14	16	6	6	15

Damage Bonus: +1d4

Weapons: Tusks 35%, damage 1d6 + db
Grapple 35%, damage special, or 1d6 + db

Move: 6, swim 6

Skills: Climb +40%

Armor: 1-point blubber and hide; 3 points vs. mist projector

Area 6-1 – The Mist Projector:

Climbing the mound is not easy – it is hard-packed ice. Investigators hoping to scale it need to make a **Climb** check (-5%). A critical success means that the investigator clambers up in a single combat round (if such notation of time is necessary), and a 00 result means he slipped and fell from halfway up, taking 1d2 damage.

The walrus-men rarely come up here, and have no idea how to use the weapon. The mi-go typically fly up here to fire it.

After an investigator reaches the summit, read or paraphrase the following:

The bizarre apparatus is set on a platform of concentric rings. Near one of the elongated ends is a cluster of hoses and sticklike protuberances.

The entire device radiates a biting cold.

This is a large-scale mist projector. A **Cthulhu Mythos** check would realize two things at this point: First, it would identify the weapon; second, it would realize that only the mi-go of Yuggoth use such devices.

Using the Projector: The “sticklike protuberances” are levers necessary for the operation of this weapon. Some of them rotate it along the rings of the platform, others raise or lower its aim, and a last one fires it.

Aiming the large-scale mist projector takes an **Operate Heavy Machinery** check (-5%), but firing it demands an **Idea** check (its controls are contextual rather than static – a lever might do something different depending on its position).

An investigator can make **Physics** (-10%) checks to add +10% to either an **Operate Heavy Machinery** or **Idea** check to operate the large-scale mist projector.

The first time it fires, read or paraphrase the following:

From within the device, a churning noise erupts, followed by a high-pitched whine. Suddenly a massive cloud of freezing air vomits out of the far end of the apparatus. Air crystals form in its path, then fall to the ground. The gout travels a significant distance before finally petering out.

An **Idea** check (+5%) realizes this is what shot down the Tri-Motor.

At close range, the weapon deals 3d10 damage to anything in a twenty-foot-wide blast. The weapon can be fired eight times before it needs to recharge itself (which takes 15 hours).

Getting Noticed: Regardless of how stealthy the investigators are, firing the mist projector attracts the attention of the walrus-men. Per the notes above, they bellow out for reinforcements, then charge the mound. Walrus-men are lumbering creatures, however, and the Keeper should assume that it takes them three combat rounds to reach the base of the mound (where the mist projector cannot fire).

At that point, they have to climb the mound to get to the investigator firing on them (which is why their entry includes a **Climb** skill). They use the same rules as investigators, including critical success and the consequences of rolling 00.



Any walrus-men that manage to climb onto the platform will not bother to grapple the investigators. Instead they will use their tusks right away.

As other walrus-men emerge from the holes, the Keeper should declare that each arrives at the mound's base in 1d4 rounds.

Satisfaction: Using the large-scale mist projector is viscerally satisfying. After the investigators use the weapon to kill a walrus-man, they all add 1d4 points to their current **Sanity** points (a one-time award).

Area 6-2 – Holes:

The walrus-men and mi-go pass through these holes (labeled A through F) to enter the “village” proper. Once beneath the ice, the investigators are sheltered from the elements.

When the investigators can see into a hole, read or paraphrase the following:

The hole in the ice has been dug, like a pit. It fea-

tures a steep slope that leads down into a grotesque cavity. A fleshy, semi-transparent bubble clings to the underside of the ice like a leech. You're not sure if it's alive or merely sculpted from organic matter, but it is wholly abhorrent.

At one end of the bubble-thing is a tunnel opening that runs under the ice. The tunnel's matter looks somewhat like muscle tissue.

Seeing the “village” membrane causes investigators to make a **Sanity** check (1/1d6).

The membrane is durable and able to withstand quite a bit of damage. Any given section of it has 30 hp and reduces damage from non-impaling weapons by 5 points.

If the investigators saw walrus-men clambering in and out of the holes, they should have a good idea that the “village” membrane will bear their weight.

The air inside the pod smells faintly like bile, and its surface is spongy, but stable. They are grown to





accommodate walrus-men (average SIZ 16), so most investigators should find enough room to pass single-file.

When the investigators actually enter the pod, read or paraphrase the following:

Through the pulsing bubble membrane, you see the bleak grandeur of the Arctic Ocean the way its natives might. Painted in shades of white, blue, and gray, it is at once horrifying and beautiful.

You see that there are several more bubble-pods clinging to the bottom of the ice, only some of which lead back to the surface. Each is connected to the others by a tube of veined tissue. One particularly thick tube descends into the depths of the ocean like a ship's anchor chain.

Seeing the Arctic Ocean from this view is a little unsettling; call for a **Sanity** check (0/1).

If there are still other walrus-men down here, the investigators will see them moving around slowly through the “village.” In general, they linger in empty bubble-pods, and usually alone.

As stated before, walrus-men have terrible eyesight, so they may not spot the intruders through the semi-transparent walls if the investigators take a modicum of care.

Looking Around: If the investigators take a moment to look at the layout of the “village,” they can make a **Spot Hidden** check to notice that one of the pods has several humans inside it. They are moving around, but do not seem able to leave their pod.

Looking Down: Investigators following the line of the “anchor chain” can make a **Spot Hidden** check (-5%) to make out a shape. If they do, read or paraphrase the following:

The vein-tube eventually terminates in a massive, dark form floating just above the ocean floor. It resembles an asymmetric crab of impossible proportion. You begin to consider that the tube isn't an anchor-chain, but rather an umbilical.

Glimpsing the mi-go research vessel forces a **Sanity** check (1/1d8). Anyone who has seen Roald Amundsen's sketch recognizes the “asymmetric crab” as the weird shape drawn thereon.

Area 6-3 – Prison Pod:

Refer to the map on **page 40**. Five Russian sailors were captured by the walrus-men, including their political officer, Vasily Rushenko. One went mad and bit off and swallowed his tongue, killing him in the process, but Vasily has steadied the others. The walrus-men came and took the dead body away.

The walrus-men keep the Russians here while the mi-go prepare their arcano-surgery for further experimentation.

When the investigators can see this area, read or paraphrase the following:

One of the bubble-pods has a peristaltic muscle sealing it mostly shut. There is a small gap about three fingers wide that remains open. This is the only sealed pod you've seen.

If they approach the “door,” the Russians hear them and start calling out (in Russian), “Help! Help us!” An **Other Language (Russian)** check (+5%) understands what they are saying. If the investigators address the sailors in English, Vasily begins conversing with them as best he can.

For the most part, Vasily tells the investigators the truth. He figures that it will get them to trust him, and the cat – as it were – is already out of the bag by this point.

- **Who are you guys?** Russian sailors from *Krasin*. I am Vasily Rushenko, political officer. How are you to be here?
- **What is this place?** Do not be laughing, but these are aliens-men, and this home. Walrus-people are slaves to crab-bat things in wessel below. Italians are there captured.
- **You just want the alien technology for yourself!** Right now I am having enough of it, da?





Days ago, yes. Now I am wanting to leave, but cannot radio *Krasin* for pickup plane because of crab-bat static.

- **How do we get you out?** There is room with brown bath. It is having our rifles, and as well having black ball that fits into hole through which we speak. To be putting ball in hole opens door.
- **Why should we give you your weapons?** Can you be using rifles? Crab-bats down below won't capture us. Better have best weapons with soldiers.

Attacking the door, or doing harm to it in any way, causes the entire "village" to tremble. If any walrus-men are left, 1d3 converge on this spot, arriving in 1d3 rounds.

Cort's Refusal: Cort absolutely refuses to free the Russians, claiming they deserve what happens to them. At best, he would entertain leaving them alone, but he would prefer killing them outright. If the investigators attempt to free the Russians, he accuses them of treason and endangering the welfare of the "US of A." If they insist, he draws his weapon (if any) and threatens to attack the party.

A **Fast Talk** check (-5%) gets Cort to calm down. Add +5% to the check if the investigators say something about lying or otherwise tricking the Russians, and add +10% to the check if Cort is unarmed aside from his fists.

Vasily will not interrupt negotiations unless it seems clear that the investigators are about to abandon him. In that case, he offers to trade his freedom for "a secret." He is aware of the rejuvenating properties of the nutrient bath, having spent some time there after being captured (mi-go prefer intact lab specimens).

Vasily's goals are to 1) get out of his cell, 2) shut down the radio-jamming frequency, 3) procure some mi-go artifacts, and 4) rescue the Italian aeronauts, in that order.

To accomplish these goals, he offers himself and his sailors to "partner up" with the investigators. The Keeper might consider giving the players a sailor to manage in combat, with the understanding that they are neither stupid nor suicidal.


Captured: This encounter changes significantly if the investigators were captured. The investigators have their equipment taken from them and dropped in **Area 6-4**, before being escorted here.

The Russians do their best to nurse the investigators back to health (with **First Aid** checks made at base chance), and Vasily explains their situation in hopes of sparking an idea among the new arrivals as to how to get out.

A few possibilities are presented below, but the Keeper should encourage the players to come up with solutions of their own.

- Fake another suicide, like with the tongue-biting Russian sailor. That would at least get a walrus-man to open the door so the captured can rush it. Pulling off this deception would be a **Disguise** check (+20%). The bonus is because 1) this has happened before, and 2) the walrus-men are very stupid.
- Shout and create a ruckus to lure the walrus-man into opening the door. This boils down to a POW vs. POW roll on the Resistance Table.
- An investigator might have thought to use a **Conceal** check (+5%) to secret a weapon on their person, which evens the odds when jumping a walrus-man guard. Alternately, the investigator could try to cut/shoot/carve down the door. They'd have 1d3 rounds to finish the job before a walrus-man showed up to open the door. This walrus-man would attack to kill.
- The investigators could bank on the walrus-men wanting them alive for some reason. Puncturing the wall of their cell – even





slightly – causes the entire “village” to shudder briefly, which brings a walrus-man running. It also causes freezing water to course into the cell. Those inside take 1d4 damage per round, and the walrus-man arrives to let them out in 1d3 rounds. This is risky, but guaranteed to get the door open.

If the heroes do nothing, eventually the mi-go show up and gas all present (see **Area 7-2**).

Sanity Gain and Loss: If the investigators do as Cort suggests and slaughter the Russians, they should make a **Sanity** check (0/1d4). Committing cold-blooded murder does not rest well on the conscience.

If however, they rescue the Russians, they can add 2 points to their current **Sanity** total because 1) they have thwarted their enemies and 2) in a strange place, humans band together. Additionally, if the investigators were captured and managed to escape, they add an additional 2 points to their current **Sanity** to reflect a sense of accomplishment.

Vasily Rushenko

Use the stats provided for Raymond Cort, except Vasily’s **Other Language** is English, not Italian.

3 Russian Sailors (Petro, Sergei, and Yevgeny)

STR	CON	SIZ	DEX	POW	HP
11	10	13	12	10	11

Damage Bonus: n/a

Weapons: Fists 60%, damage 1d3 + db
Combat Knife 35%, damage 1d4+2 + db
Rifle 35%, damage 2d6 + 2

The Russians Go Nuts: Like Cort, Vasily has a low **SAN** score – he has been pushed too far already – and he will probably crack up before the investigators do. Vasily’s short-term temporary insanity always manifests as the delusion that everything is “going to be OK” (which his ship-mates have mistaken for courage), and his long-term temporary insanity always

manifests as psychosomatic blindness. When he finally, really snaps, he becomes depressed – utterly convinced that nothing can be done and the “crab-bats” will kill him.

The Russian sailors’ short-term temporary insanity manifests as fainting or fleeing (Keeper’s choice), and long-term temporary insanity manifests as claiming Vasily as a good-luck fetish (even if he is mad or dead). When they finally, really snap, they become depressed – utterly convinced that nothing can be done and that they are “already dead.”

Area 6-4 – Nutrient Bath:

The mi-go learned that it was a time-consuming practice to continually grow replacement walrus-man clones, so they adapted some of their healing technology to work on their slaves.

As the investigators enter this area, read or paraphrase the following:

This bubble-pod is larger than the others, and smells far worse. The bile stench here has an undertone of rancid meat. In the center of the pod is a – structure? – that resembles a wart with the top lanced. Brownish fluid churns constantly inside it.

To the side of the wart-pool, you see a stack of rifles and survival gear, all embossed with the hammer-and-sickle of Soviet Russia.

Unless an alarm has been raised at some point, there is usually a walrus-man here soaking in the bath. See the stats in **Area 6-1**.

The smell is so bad that an investigator who stays here longer than a few seconds must make a **CON** x 5 check or pass out for 1d2 minutes. Passing the check means the investigator has shrugged off or managed to ignore the smell.

Among the weaponry is a small black globe, apparently made of glass, but much lighter. Inserting this into the hole in the “door” in **Area 6-3** causes it to retract as if in pain.

If Vasily Rushenko is with the investigators, he tells them that the bath heals wounds if they submerge in it completely – but he also warns them that it is a very disturbing process. His English is not good enough to explain how.

Benefits: True enough, any investigator who submerges himself completely in the nutrient bath for a few seconds will heal 1d3+2 hp.

Consequences: At the same time, he will lose an equal number of magic points. If the investigator should reach 0 magic points as a result, in addition to the normal consequences, he suffers a -5% penalty to all skill checks for a week. The body is healed but the investigator feels mentally drained.

While submerged, the investigator shares a moment of mental contact with the quasi-intelligence of the “village.” They feel the agony of their organs stretched out over the underside of the ice, the pin-pricks of fish nibbling at their veins, and the unending ache of the cold. They also physically sense themselves anchored to something at the bottom of the ocean. Briefly, they also sense the presence of another mind, one that reaches out to them for assistance.

The experience is disturbing, to say the least, and forces a **Sanity** check (1/1d8). The “other mind” is the brain of the “village” (**Area 6-5**).

Attempting to use the bath more than once per eight-hour period triggers another **Sanity** check, but no healing (or magic point loss) is gained.

Weaponry: The survival gear and weapons of the Russian sailors were thrown in here, including a Nagant M-1895 (7.62mm, 1d10 damage, 7 rounds in cylinder, belongs to Vasily), five rifles, and five fighting knives. The rifles are Russian-made Mosin-Nagants, an internal-magazine-fed, bolt-action rifle that fires a 7.62 cartridge. Each rifle has 1d6 rounds left, and the extra clips were thrown away.

Mosin-Nagant (Rifle): base chance 25%; d6+4 damage; 110 yards; attacks per round 1; bullets in gun 5; hp resistance 11; malfunction 99.

There is also survival gear equivalent to the Tri-Motor’s GEAR supply box.


Area 6-5 – Village Brain:

The organic “village” requires a nervous system to regulate its autonomic functions. Rather than create one, the mi-go keep cloning the brain of Peter Smithwick, a sailor from the *Mary Margaret*. Peter has no direct control over the “village” (just as most people have no control over their autonomic system), but he feels pain when it is damaged.

As the investigators enter this area, read or paraphrase the following:

This bubble-pod is the largest you’ve seen. It is lined with brachiated blue veins, all converging on a spot in the ceiling, there to form a great, coiling mass that hangs down like a pulsing stalactite.





Grown into lowest point of the grisly organic structure is a clear cylinder of thick glass, in which floats a human brain. It has a faceplate in the form of an isosceles triangle with a socket at each point. Two of the points have what appear to be electrical leads connecting them to odd devices. The first is a small, metal box set on the floor with a slowly rotating disc on top. The second is another box with an array of tubes and a shiny faceplate of a different material.

Noise is emanating from the rotating disc: "...but then I don't know...what do you...cold... (singing) fine as she weeeere...remember...aaaaaah! ...dark ...aye, cap'n..."

Investigators who have not yet seen Roald Amundsen's brain canister in Area 7-4 should make a **Sanity** check (0/1d3).

Peter's brain has been cloned so many times that it exists in a state of fugue – different lifetimes overlap like double-exposed camera film.

If addressed (the brain only understands English), it stops talking for a moment, then resumes. If addressed a second time, it stops, says, "'ello?" then resumes again.

An **Idea** check (+5%) or a **Cthulhu Mythos** check (+10%) realizes that the brain is the source of the speaking (the **Cthulhu Mythos** check also recognizes this as a mi-go brain canister).

A subsequent **Psychology** check (+5%) realizes that it is very confused (understandably enough), but responsive to stimuli.

If the investigators spend a minute talking to the device, one of them can make either a **Persuade** check (+10%) or **Psychology** check (+20%). If successful, Peter comes to his senses and can speak to the investigators. If the investigators fail, he repeats the phrase, "...down b'low..." three times before relapsing into gibberish.

- **What are you?** Peter...I'm Peter. No, 'e's Peter. Peter was 'ere, but I'm 'ere now. We's all Peter.

- **What is this place?** My body. New body? Peter's new body. Body. You're not Dutch, is you?
- **What happened?** (singing) Third watch down, round me ol' boys, we'll be in 'arbor soooooon...
- **What happened (repeat question)?** Peter was a'watch as we rounded English Bay. Then I saw this 'orrible...an' we woke up 'ere. Many times?
- **What's going on here?** Them master bugs go a'minin', makin' bloody great holes, and like those walrus buggers to keep folk at bay. They keep me in a box. And when I die, they grows me again. Like a plant. No sunshine. Very dark. 'urts.
- **How can we help you?** Kill this Peter, then kill that thing they grows me in. No more Peters.
- **Where do they grow Peters/Where are the master bugs/Do you know where the aeronauts are?** The master bugs gets a 'ouse down b'low. They keep the 'portant stuff there.
- **How many master bugs are there?** Oh, there's Big Tail, and Buzzy One, and...that other one. 'im that grows me. (whispers) Doc Claw.

As Peter talks, a **History** check (-10%) would make a few connections. Engelsbukta is a bay in the Svalbard archipelago, but it was called "English Bay" by the whalers who sailed there – in the 1600s. If they did not remember this fact back in Scene 1a, they also now remember that two English ships went missing in 1611 in the area of English Bay.

Killing Peter's brain is as easy as cutting or tearing the canister out of the blue-veined "stalactite." The "village" continues to function (including **Area 6-6**) for another six and a half hours before shutting down, at which time it rapidly decomposes over the course of



ten minutes; however, after only five minutes, its structural integrity is compromised and the Arctic Ocean rushes in.

Area 6-6 – Esophageal Umbilicus Down:

This arterial tube connects the “village” to the mi-go research vessel. It also provides nutrients to the entire “village.” When the mi-go want to destroy their creation, they sever this cord.

When the investigators enter this area, read or paraphrase the following:

The vein-tube ends in another pod-bubble, with another tube set into the floor. This tube convulses with peristaltic action, as if trying to swallow. Through the membrane of the pod, you see that it descends into the ocean depths.

To get to the research vessel, the investigators essentially fall – a few feet at a time – down the umbilicus.

Wrapping Up Scene 6: By the end of this scene, the investigators should have defeated or otherwise bypassed the walrus-men, and possibly rescued the Russian sailors of the *Krasin*. They should realize that the next step is to enter the crab-like structure below, either for the purpose of destroying the invaders, rescuing the Italian aeronauts, or shutting off the jamming frequency.

Scene 7 – Alien Research Vessel

There are three mi-go aboard the vessel – at various times there were as many as five or as few as one. For purposes of differentiation, these three fungi are referred to by the names given them by the brain of Peter Smithwick. These are of course, not their actual names, if such creatures even have them as we understand the concept.

Area 7-1 – Esophageal Umbilicus Up: When the investigators enter this area, read or paraphrase the following:

You fall the last few feet to land ...elsewhere.

This place is clammy, but warmer than the ice above. A low mist clings to the floor, occasionally rising as high as your knees. The walls, ceiling, and floor seem to be made of a green-tinged, coarse, fibrous material, not dissimilar to matted hair. The walls bow outward about waist-high, making the passage mushroom-shaped.

The ground mist is faintly luminescent, but that only adds to the creepy atmosphere.

The darkness here interferes with combat for humans. Unless an investigator has marked on their equipment list that he has an electric torch or some other light source, one investigator can attempt a **Luck** (+5%) check to see if he remembered to bring one with him. The investigator can roll an additional time if he recovered Roald Amundsen’s survival gear from **Area 4-2**, and one last time if he recovered the gear of the Russian sailors in **Area 6-4**.

The mi-go exit this area by flying. Walrus-men and investigators have to make **Climb** checks (+5%). Fortunately, the floor closes beneath them, so they fall at worst two or three feet.

Area 7-2 – Research Lab:

As the investigators approach this area, read or paraphrase the following. Additionally, call for **Listen** checks (+15%). If an investigator succeeds, add the second paragraph after the first:


The hallway ahead flashes with bright goutts of bluish light accompanied by the crackle and ozone stench of electricity.

You hear a buzzing noise from up ahead. It rises and falls, stops and starts, but is never quiet for more than a few seconds.

This area is where laboratory-level research is carried out. Buzzy One – as Peter Smithwick named him – assists Doc Claw, and is usually here or nearby.

When the investigators enter this area, read or paraphrase the following:





The mushroom-shaped hallway widens to a larger area, filled with devices of unknown manufacture or purpose.

One machine is shaped like an upside-down coat rack made of black coral. It constantly coughs a chalk-white gas. Another device, this set off the floor on a shelf, resembles the front of a Packard automobile, complete with headlamps. A thin pair of cables attached beneath the “headlamps” link to a complex harness that looks like it’s made of rubber.

A man-sized, pinkish wasp-creature attends a third device, this one a riot of tubes, spheres, and dials. It uses its eight appendages to make adjustments or trace complex patterns in the air; almost like a stage magician. The thing’s head is a mass of antennae that flash a myriad of colors. This creature emits a warbling hum.

The sphere device measures scientific and arcane data important to the mi-go. The coat rack is actually a weapon (see below), and the Packard device is a generator of sorts, charging an experimental protective harness.

Packard Device: A **Physics** check instantly grasps the Packard device’s function and power source. A subsequent **Idea** check (-5%) realizes that it is set off the floor for a reason – the introduction of such a powerful current into mist would convert it into “radiant matter” (the term “plasma” was not coined until 1928, and has not yet caught on). This would have short range, but would be very powerful.

In game terms, if the Packard device touches the floor, anything within five feet of it takes 2d10 points of damage. Doing this also shorts out the device beyond the ability of the investigators to repair. The Keeper can call for **Jump** checks (-5%) to leap out of the mist during the radiant matter discharge.

Alternately, the Packard device can be shut down with a successful **Physics** check or **Electrical Repair** check (-5%). Failing either roll by 10% or more shocks the investigator for 1 point of damage.

Coat Rack Device: The coat rack is an arcane weapon, actually a living (if lobotomized) creature. When properly triggered, it coughs 10-foot-wide clouds of a potent sleep gas, requiring a check between the POW of the user and the CON x5 of the target(s) on the Resistance Table. Unfortunately, it has no effect on mi-go.

Anyone who touches the coat rack device realizes that it possesses a pulse and is a living thing – the shock should call for a **Sanity** check (0/1d2).

The fungi from Yuggoth use it to subdue unruly walrus-men (in the rare event that happens) or captives.

The Harness: This item can be worn by a human investigator if safely removed from the Packard device. If the investigator is subjected to a forceful blow, the investigator can make a **Luck** check (-5%). On a success, the harness discharges, dealing 1d4 points to the attacker if he used a physical attack (like nippers, grapple, or a tail).

The harness functions only twice before failing. It provides no protection against electrical attacks.

Buzzy One: The mi-go notices any movement in the room, and instantly moves to attack. It goes after wounded investigators or allies first. After it has taken 5 or more points of damage, it grabs the coat rack and turns it on the investigators, then flees to **Area 7-5**.

“Buzzy One,” mi-go

STR	CON	SIZ	DEX	POW	HP
10	11	10	14	13	10

Damage Bonus: n/a

Weapons: Nippers 30%, damage 1d6+ grapple

Armor: All impaling weapons do minimum possible damage

Sanity Loss: 0/1d6

Area 7-3 – Specimen Storage:

If the investigators enter this area before **Area 7-5** or **7-6**, Doc Claw is in **Area 7-4**.



The hallway widens out here. Four human men, each looking malnourished and wearing ragged uniforms, hang from a thick cable drooping from the ceiling and wrapped around their chest. They seem to be alive, but sleeping.

The men are shaved clean of hair, even eyebrows. In several places, they bear marks in a strange, geometric script. Two have dotted lines going around their skulls.

These men are the four surviving members of Gen. Nobile's ill-fated *Italia* polar expedition. The men speak only Italian, but an **Other Language (Latin)** check (-15%) can communicate with them. They are eternally, demonstrably grateful for being saved. Their biggest goal is to leave, but they want to know if the "strange static" is still up. If so, they realize they still cannot radio for help.

The Italians Go Nuts: The Italian aeronauts' short-term temporary insanity manifests as babbling, incoherent speech, and long-term temporary insanity manifests as uncontrollable tics or shudders. When they finally, really snap, they have a dissociative break – they flee, and forget who and where they are. If this happens while they are still on the mi-go research vessel, they will run and hide, but if on the surface, they will run off across the pack ice. Unless the investigators can stop them, the likelihood is that the cold will quickly kill the fleeing aeronauts.

4 Italian Aeronauts (Biagi, Cecioni, Penzo, and Viglieri)

STR	CON	SIZ	DEX	POW	HP
11	10	13	12	8	11

Damage Bonus: n/a

Weapons: Fists 70%, damage 1d3+db

Doc Claw: The mi-go resident surgical expert, Doc Claw, spends most of its time between here and **Area 7-4**. It responds to any loud or unusual noises.

When Doc Claw appears, read or paraphrase the following:

Another of the wasp-crab things flies into the room. This one is much smaller, only about the size of a human child. It clutches a small disc device in one of its pincers.

To your horror, it buzzes words at you. "Leeeave nnow and youuuu cannnn liiive."

Doc Claw does not want to engage in conversation with creatures it considers less than itself. If the investigators do not instantly comply, it attacks them.

In combat, Doc Claw first tries using Mi-Go Hypnosis against the investigators and their allies – any within 40 feet of it must make a successful POW vs. POW roll on the Resistance Table or become incapable of action for 1d2 minutes. Afterward, he resorts to firing the electric gun at anyone left moving.

After taking damage the first time, Doc Claw retreats to **Area 7-5**. The exception would be if any investigator is visibly carrying a mi-go device. In that case, it instead tries to grapple it away from the investigator first (with opposed STR vs. STR checks).

If it succeeds, or fails twice, it flees to **Area 7-5**.

"Doc Claw," mi-go

STR	CON	SIZ	DEX	POW	HP
8	12	8	18	16	11

Damage Bonus: -1d4

Weapons: Nippers 10%, damage 1d6+grapple
Electric gun 20%; damage 1d10 + immobilization for rounds equal to damage dealt + target matches current hp vs. damage dealt on Resistance Table or dies outright.

Armor: All impaling weapons do minimum possible damage

Spells: Contact Human, Mi-Go Hypnosis

Sanity Loss: 0/1d6





Area 7-4 – Arcano-Surgery:

If the investigators come here before **Area 7-5**, Doc Claw is in **Area 7-5**.

When the investigators enter this area, read or paraphrase the following:

This hexagonal chamber features several recessed shelves, each filled with bizarre implements.

A row of clear cylinders, each with a tri-socketed, triangular faceplate, is lined along one shelf. One contains greenish fluid, in which is suspended a human brain.

One entire wall is a blank sheet of what appears to be copper, and ringed with a geometric script. Suspended on the wall, as if affixed there by glue, is the body of a human male in a blood-drenched sailor's uniform. His chest cavity has been opened, and a strange, bird-like instrument – running on its own power – is sewing a lumpy black organ to the sailor's lungs. With each stitch, the organ shudders and makes a low moaning sound.

Another wall is dominated by a series of large glass tubes. They apparently are the neonatal stages of development of a walrus-man. The left-most tube contains a nearly fully developed adult, but the right-most tube contains a human embryo.

Seeing the gore and horror here, the investigators should make a **Sanity** check (1/1d4+1).

It takes the mi-go a week to grow a new walrus-man clone.

The cylinders are mi-go brain canisters; anyone who visited **Area 6-5** instantly recognizes them as such. Only one is currently occupied, that containing the brain of Roald Amundsen. Speaking to Amundsen (in French, Italian, or Norsk) requires hooking up the devices from **Area 6-5** (with two successful **Electrical Repair** checks (+20%)).

Amundsen is surprisingly lucid and calm. He can fill the investigators in on the entire backstory of the adventure, as he and his captors have had several dis-

cussions. In fact, the mi-go have offered to take him to Yuggoth, an experience that Amundsen – ever the explorer – looks forward to with some anticipation.

A **Psychology** check realizes that Amundsen is mad, having retreated into his love of exploration as the only way to deal with the horror of his situation.

He refuses to hear any denigrating comments about the mi-go, insisting that anything that they have done was in order to advance science – a goal that any enlightened person should appreciate. In fact, the investigators should join him.

If the investigators comment that they are here to kill or elude the mi-go, and he cannot convince them otherwise, he starts yelling, hoping to draw the attention of Doc Claw.

Doc Claw: The mi-go resident surgical expert, Doc Claw, spends most of its time between here and **Area 7-3**. It is within earshot of Roald Amundsen's cry for help if need be, and responds to any loud or unusual noises.

See **Area 7-3** for Doc Claw's stats and tactics.

Area 7-5 – The Light Room: When the investigators enter this area, read or paraphrase the following:

This area is an intersection of several corridors. As you enter, the ceiling glows with a white light, and you hear a “ding” noise.

The purpose of this area is beyond human understanding. Sometimes alien things are just weird.

Every time the investigators enter this area, it emits a different light and different tone.

Roll randomly below:

Light d8

- 1 – White
- 2 – Red
- 3 – Purple
- 4 – Orange
- 5 – Yellow
- 6 – Green
- 7 – Aqua
- 8 – Gray

Noise d8

- 1 – Ding.
- 2 – Blaaaat!
- 3 – Bzzzzz!
- 4 – Dong.
- 5 – Mum-mm-mum
- 6 – Whoooo!
- 7 – Tick.
- 8 – Ssssss!

Area 7-6 – Control Deck:

This is where the mi-go navigate the research vessel.

The hallway ramps upward slightly, rising out of the mist to a triangular chamber. The walls here are littered with projections of scrolling figures, most in a weird geometric script. A few projections depict the pack ice above your heads, and one seems to show planet Earth in orbit.

A couch-like instrument hums and buzzes, emitting a weird, low shrieking noise. Near it is a cluster of levers sprouting from the floor. Standing at the cluster is a wasp-crab creature, much larger than the first one you saw. Its tail whips about menacingly, and it seems to have been augmented with additional spikes. All its face-antennae flush bright red when you draw near, and it drops a strange, barbed wand as it rushes toward you.

If either Doc Claw or Buzzy One retreated here, add them to the read-aloud descriptions.

Anyone who heard the strange static in **Area 3-4** immediately recognizes the noise made by the couch-like instrument.

Big Tail: Big Tail goes berserk at the intrusion of the investigators. It immediately launches into combat, preferring its tail sting attack. If it manages to drop a human, it spends the next round gouging out their eyes with its nippers before moving on.

“Big Tail,” mi-go

STR	CON	SIZ	DEX	POW	HP
15	13	16	14	11	14


Damage Bonus: +1d4

Weapons: Nippers 40%, damage 1d6+grapple
Tail sting 30%, damage 1d8+db

Armor: All impaling weapons do minimum possible damage

Sanity Loss: 0/1d6





Shutting Down the Jamming Frequency: The buzzing, couch-like device generates the jamming frequency. It can be deactivated with an **Electrical Repair** check (-5%) or a **Mechanical Repair** check (-5%), or by simply destroying it. Destroying this device, however, increases the difficulty of the combination **Electrical Repair/Mechanical Repair** check made to fly this vessel by 5% (total of -10%).

Flying the Research Vessel: This is a monumentally crazy idea, but it is possible.

First, a successful **Physics** check and a successful **Idea** check are called for to grasp the basic structure of the controls.

Second, a combination **Electrical Repair** and **Mechanical Repair** check (-5%) reconfigures the controls for human use.

Third, an investigator has to firmly grasp the barbed wand, causing 1 point of damage and draining 1d3 magic points. The investigator can “see” his surroundings, much like with the alien compass device (**Scene 5**).

Fourth, that investigator has to make one **Operate Heavy Machinery** check (-10%) per minute to fly the vessel. A critical success indicates that investigator henceforth gets to make straight **Operate Heavy Machinery** checks as he has managed to figure out how the controls work. A 00 result crashes the ship, killing everyone aboard.

Conflicting Ideology: If only Cort or Vasily (and not the other) are alive, he claims the vessel for his government.

If both Vasily and Cort are still alive, they have a showdown. Both want the alien technology for their own country at the exclusion of the other. Vasily counts on his sailors to back him up, and Cort on the investigators. The Italian aeronauts side with whoever has been nicest to them, preferring someone who actually speaks Italian.

If necessary, Cort mentions that he can signal an American ship, the *Hobby*, which is taking part of the rescue (but is unaware of Cort’s mission).

How this showdown falls out depends largely on the investigators. If they choose a side, combat probably starts. Alternately, they could make a **Persuade** check (-5%) (backed up by some eloquent role-playing) to get each man to back down.

Conclusion

The adventure ends in one of two ways: the destruction of the investigators, or a return to civilization. Possible ways to return to civilization include getting a ride on the *Krasin*, getting picked up by the American ship *Hobby*, radioing for help and sitting put, or trying to fly the research vessel.

Presuming their survival, the investigators have not only succeeded in a noble humanitarian mission, they have faced some of the worst that both Earth and Yuggoth can throw at them and survived. If at least one Italian aeronaut survives, the investigators can add 1d4+2 points to the current Sanity point total – despite otherworldly opposition, they have succeeded in their objective.

Appendix I: Pregenerated Characters and a Note on Skills

Success in *Rescue at Svalbard* can hinge on a few key skills. While it is not essential that all of the investigators have all of these skills, it is recommended that the team, as a whole, have the following selection of skills:

Electrical Repair, First Aid, Geology, Navigate, Other/Own Language (Italian, Norsk and/or Russian), *Pilot* (aircraft – civil prop), *Mechanical Repair*, and *Spot Hidden*.

Finally, while fighting should usually be an investigator’s last resort, the latter part of this investigation has high potential for violence, so combat-oriented skills might come in handy, as might *Operate Heavy Machinery* and *Physics* for operation of the mist projector.

You can download many more pregenerated characters at our web site! Visit goodman-games.com/ageofctulhu.html and click a module to download 5 pregens per module, including one bonus pregen for this adventure!

Name: Dr. Sylvester Pembroke

Occupation: Theoretical Physicist

Sex: Male **Age:** 33

Marks, Scars, Mental Disorders: _____

STR: 8 **DEX:** 13 **INT:** 17 **Idea Roll:** 85%
CON: 12 **APP:** 9 **POW:** 13 **Luck Roll:** 65%
SIZ: 13 **SAN:** 65 **EDU:** 18 **Know Roll:** 90%
Damage Bonus: +0 **Hit Points:** 13 **Magic Points:** 13
Sanity Points: 65



Skills

Astronomy	21%	Chemistry	71%
Credit Rating	65%	Dodge	26%
Drive Auto	60%	Electrical Repair	50%
Handgun	20%	History	40%
Fist/Punch	50%	Library Use	55%
Occult	20%	Operate Heavy Mach.	16%
Other Language (Latin)	31%	Other Language (Norsk)	31%
Own Language (English)	99%	Persuade	55%
Physics	91%	Psychology	25%

History

You were visiting research colleagues in Oslo, Norway, when a man approached you flashing a U.S. State Department ID. He said he had a job for you if you wanted to serve your country, and you should ask for Raymond Cort at the U.S. Embassy.

Cort asked you to join an Arctic expedition as an advisor. You're not sure how useful you'll be, but the research grant money promised by the State Department could come in handy.

Equipment

Research notes

Name: Ole Ulafsson

Occupation: Arctic Explorer

Sex: Male **Age:** 36

Marks, Scars, Mental Disorders: _____

STR: 12 **DEX:** 15 **INT:** 13 **Idea Roll:** 65%
CON: 15 **APP:** 11 **POW:** 8 **Luck Roll:** 40%
SIZ: 13 **SAN:** 40 **EDU:** 12 **Know Roll:** 60%
Damage Bonus: +1d4 **Hit Points:** 14 **Magic Points:** 8
Sanity Points: 40



Skills

Climb	60%	Dodge	30%
First Aid	50%	Fist/Punch	70%
Geology	41%	Handgun	20%
Jump	55%	Listen	45%
Natural History	30%	Navigate	70%
Other Language (English)	41%	Own Language (Norsk)	60%
Pilot (civil prop)	31%	Rifle	25%
Track	40%	Swim	65%

History

As an amateur Arctic explorer, you've long been an admirer of Roald Amundsen's adventures. When word came that he had gone missing while looking for the crew of the *Italia*, you felt as though the sun had fallen out of the sky.

Now, this American has asked you to join his own rescue mission. Surely this is a chance to follow in your idol's footsteps – no, to succeed where he failed!

Equipment

Cold weather clothing

Name: Phillip McAllister

Occupation: Medical Doctor

Sex: Male **Age:** 27

Marks, Scars, Mental Disorders: _____

STR: 10 **DEX:** 9 **INT:** 13 **Idea Roll:** 65%
CON: 10 **APP:** 13 **POW:** 12 **Luck Roll:** 60%
SIZ: 10 **SAN:** 60 **EDU:** 15 **Know Roll:** 75%
Damage Bonus: +0 **Hit Points:** 10 **Magic Points:** 12
Sanity Points: 60



Skills

Anthropology	51%	Biology	31%
Dodge	18%	First Aid	80%
Fist/Punch	50%	Handgun	40%
Listen	40%	Medicine	75%
Other Language (<i>Latin</i>)	61%	Own Language (<i>English</i>)	75%
Pharmacy	31%	Pilot (<i>Civil Prop</i>)	31%
Psychology	65%	Spot Hidden	40%

History

Once the Great War ended, you found it impossible to go back home. You say it's because you don't like what's happened to America since then, but that's not the whole truth. There's no adventure back there, and plenty in the wild.

You've made a name for yourself as an excellent expedition doctor, not afraid to get dirty or put yourself in danger. That's probably why that Cort guy wants you for his rescue mission.

Equipment

Cold weather clothing

Name: Drew Stecker

Occupation: Engineer

Sex: Male **Age:** 30

Marks, Scars, Mental Disorders: _____

STR: 15 **DEX:** 12 **INT:** 11 **Idea Roll:** 55%
CON: 14 **APP:** 9 **POW:** 11 **Luck Roll:** 55%
SIZ: 12 **SAN:** 55 **EDU:** 14 **Know Roll:** 70%
Damage Bonus: +1d4 **Hit Points:** 13 **Magic Points:** 11
Sanity Points: 55



Skills

Chemistry	41%	Climb	60%
Dodge	24%	Electrical Repair	70%
Fist/Punch	70%	Geology	41%
Grapple	55%	Handgun	20%
Mechanical Repair	70%	Operate Heavy Machinery	71%
Other Language (<i>German</i>)	31%	Own Language (<i>English</i>)	70%
Spot Hidden	55%		

History

Growing up in Bakersfield, California, you got used to oil rigs pretty quickly. After a while, working on an oil crew just made sense. As it turned out, you had a knack for how things work, and you turned that into your real job.

Up until yesterday, you were on contract helping the Germans exploit their northern fields. Then you got a call from Mr. Cort, and he offered a sizable bonus to accompany him for a few days. Who could say no?

Equipment

Flashlight with battery

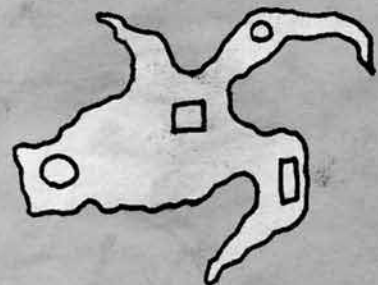
Handout A

Vare fordamme sted-
Jeg onskar vi fikk ikke sett den
Bortsett fra allerede ne JEG annode meg selv-
hva var dem saker?
Er den verd meg siel a oppdage?

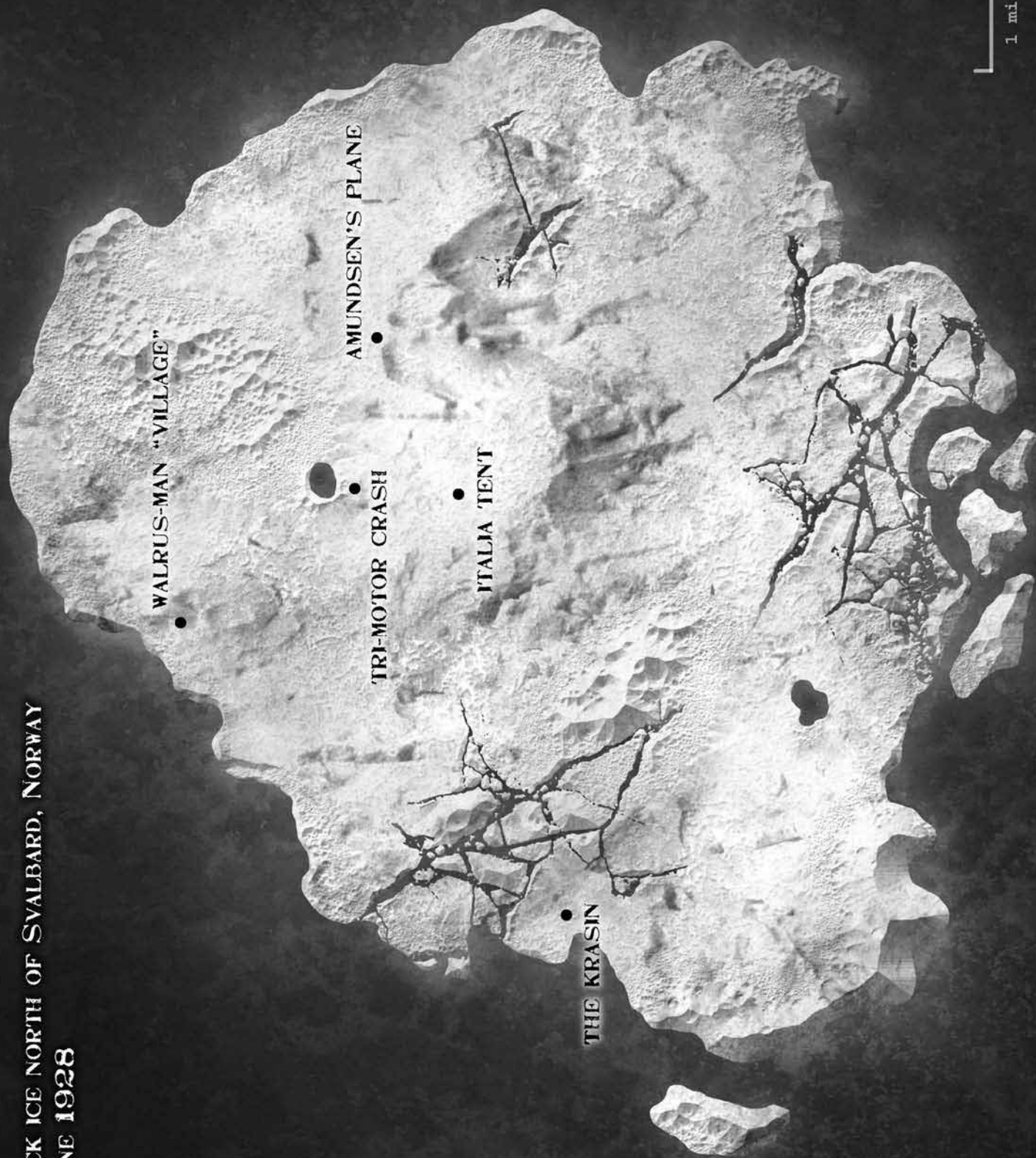
Russisk skip tilnaermelser
ogsaa for sor



Nans tekt-
han forsokt a ga tilbake
til vare sred
Verni?-
Var den verd den?



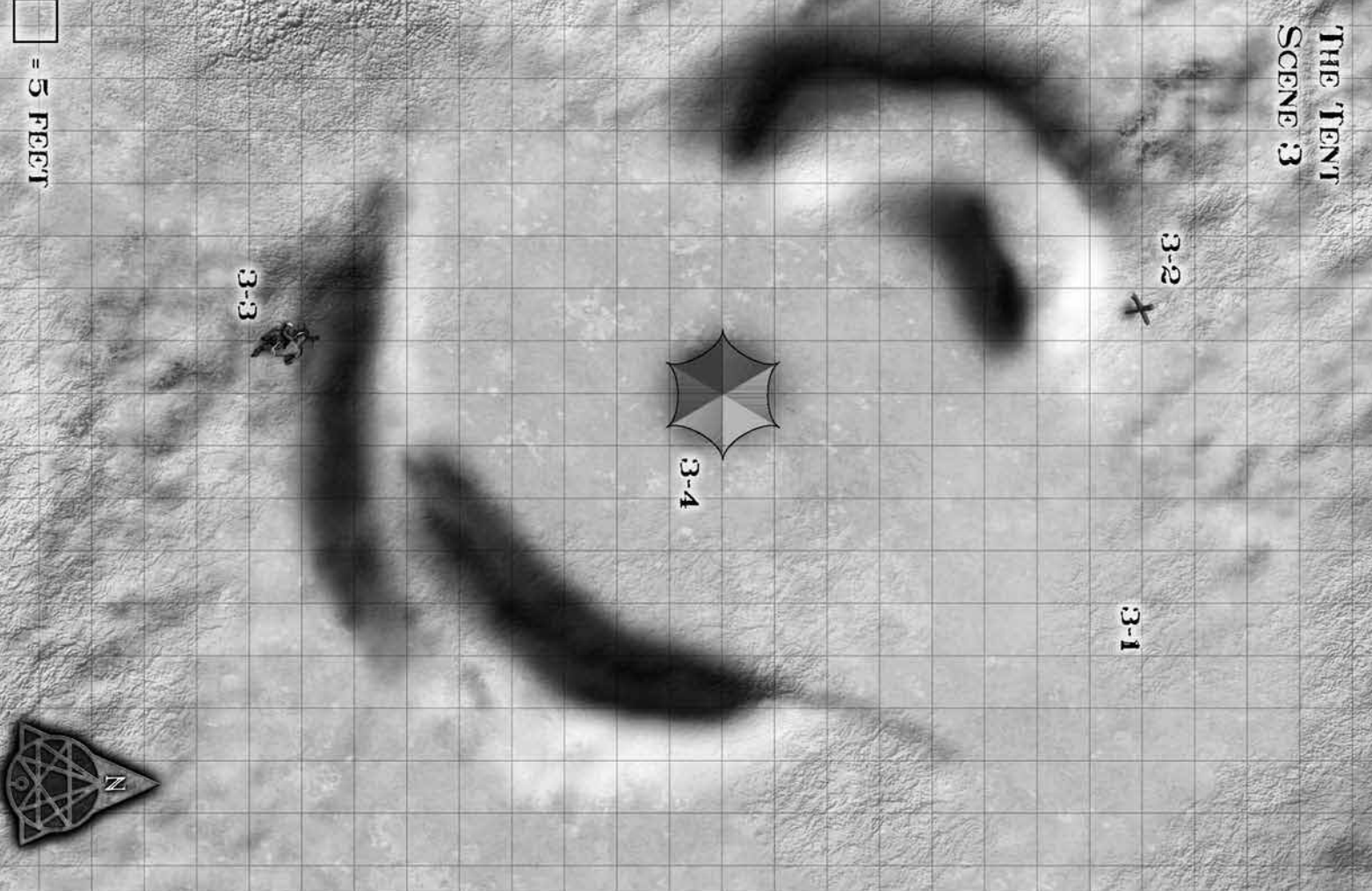
**PACK ICE NORTH OF SVALBARD, NORWAY
JUNE 1928**



1 mile

THE TENT
SCENE 3

 = 5 FEET



3-2



3-1



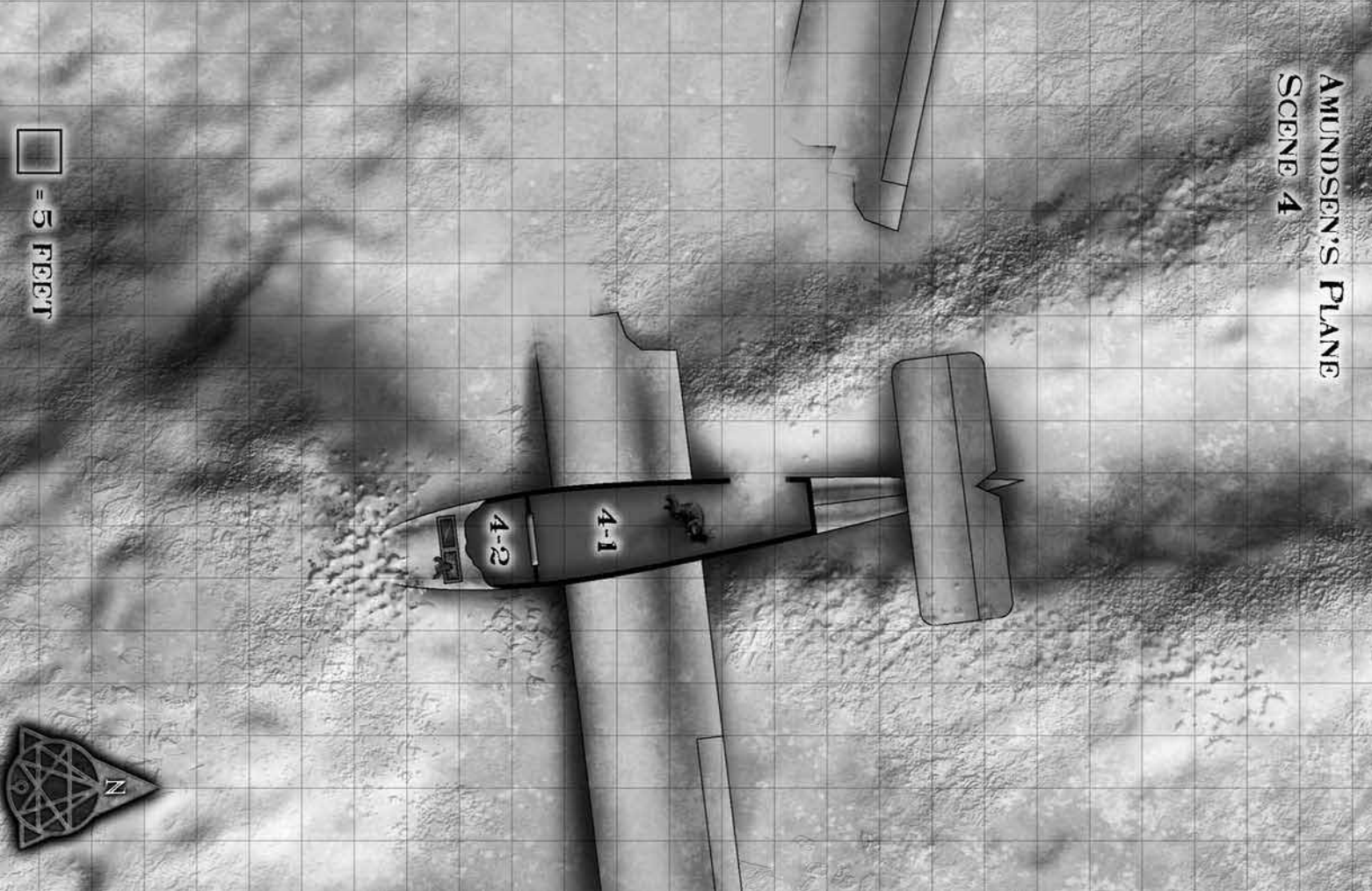
3-4

3-3



AMUNDSEN'S PLANE
SCENE 4

 = 5 FEET

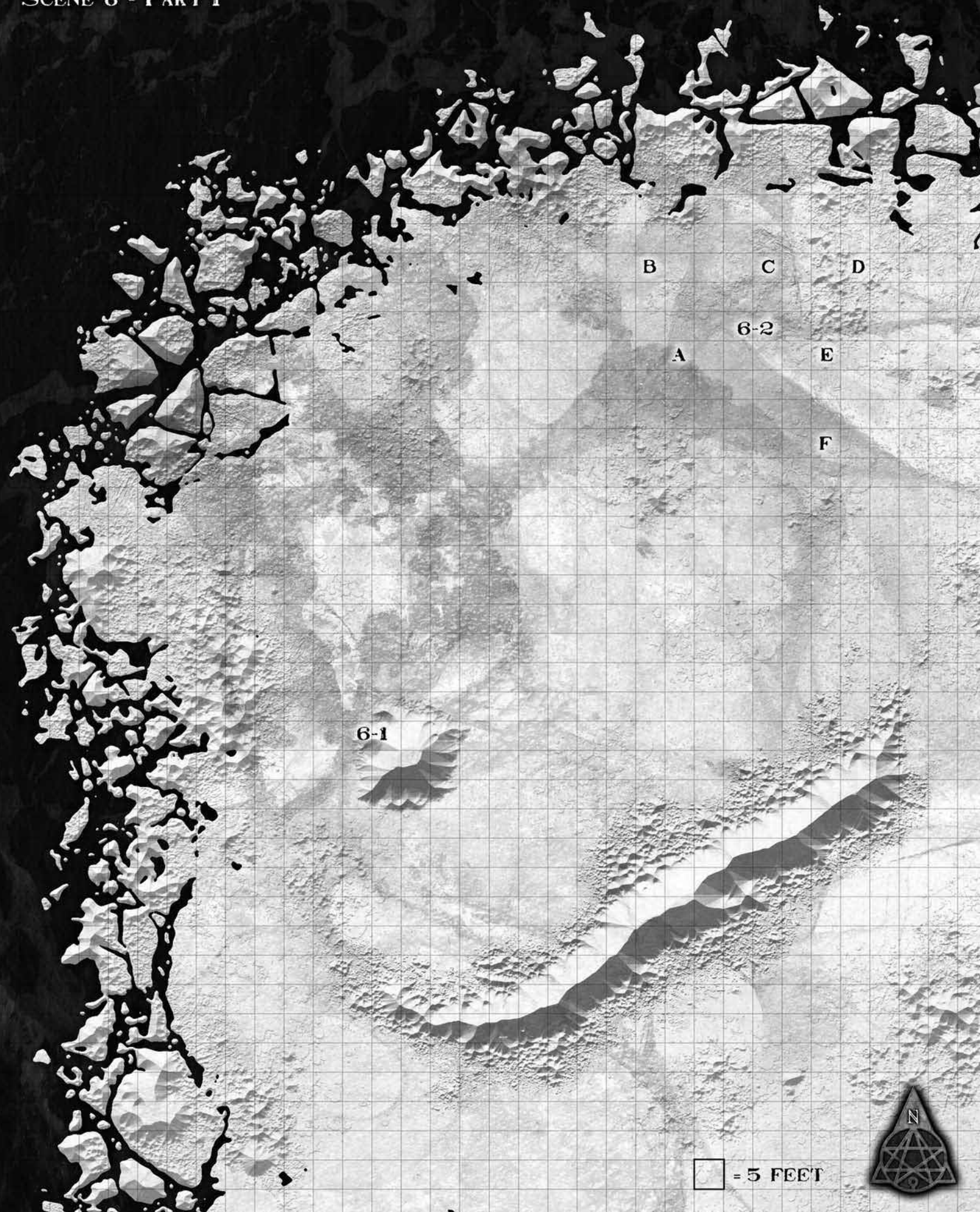


4-1

4-2



THE VILLAGE UNDER THE ICE
SCENE 6 - PART 1



B

C

D

6-2

A

E

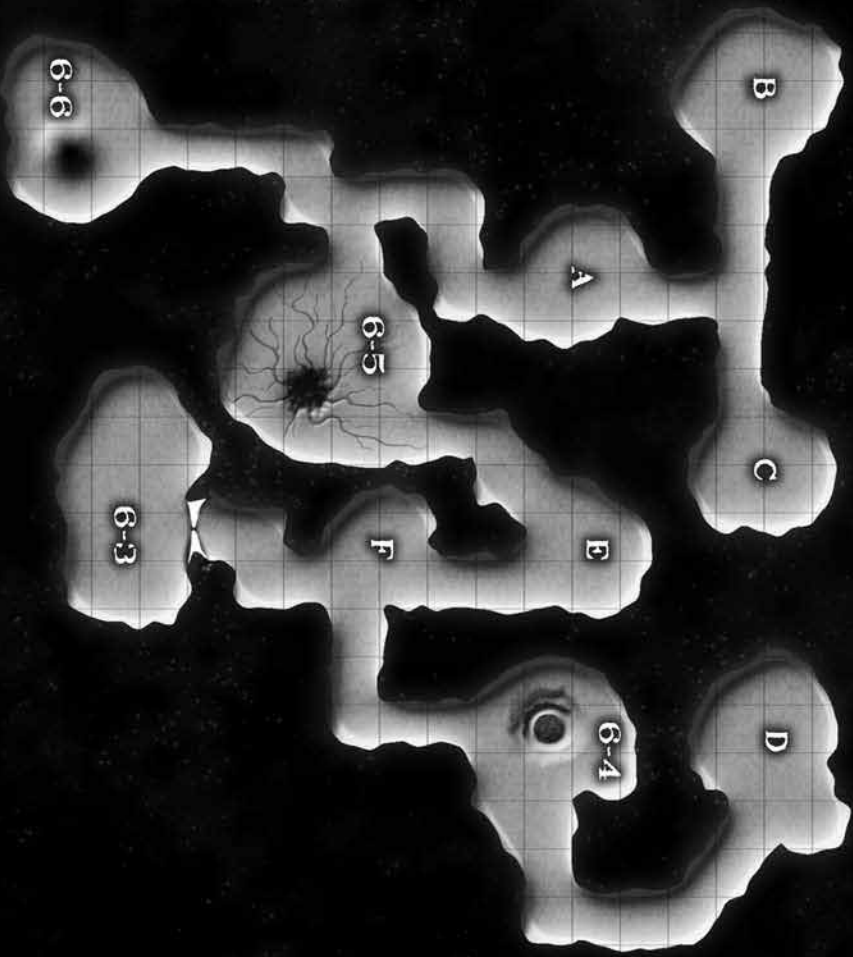
F

6-1

□ = 5 FEET



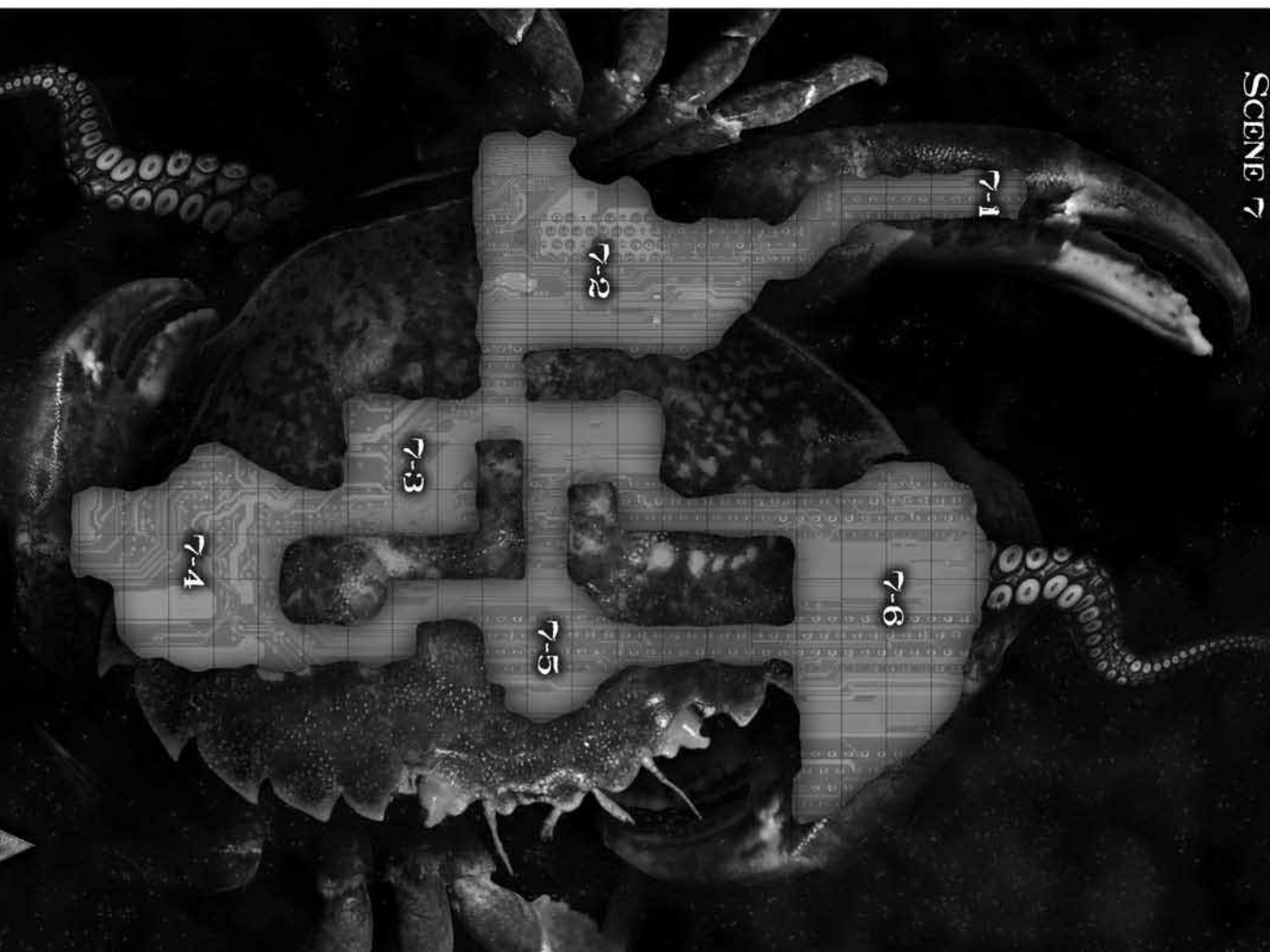
THE VILLAGE UNDER THE ICE
SCENE 6 - PART 2



□ = 5 FEET



ALIEN RESEARCH VESSEL
SCENE 7



□ = 5 FEET



AGE of CTHULHU

Horrors from Yuggoth

History tells us that General Umberto Nobile and Roald Amundsen overflew the North Pole in 1926, making the first trans-polar flight from Europe to America. In 1928, Nobile went back in the *Italia*, which crashed on the ice north of Svalbard, Norway. An international rescue mission was launched to find him and his acronauts. Your characters are part of this mission – and the State Department wants you to rescue the survivors before the Russian expedition gets them! But soon this humanitarian mission becomes embroiled in international tensions, mysterious disappearances, and the cold arcano-science of Yuggoth...

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