

# CABIN FEVER

SURVIVING ONE NIGHT IN THE ICY CLAWS OF TERROR

GENEVIEVE COLTER  
A DARK TRAPEZOHEDRON PRODUCTION



# CREDITS

*Dedicated to Cold Michigan Nights and the Yoopers Who Survive Them.*

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# INTRODUCTION

## WELCOME TO NORTHERN MICHIGAN!

This short adventure is a one-shot survival horror “Closed Circle” mystery intended for 2-5 players, and ideal for a new Keeper and Investigators. It can also be a damned cruel trick to play on a team of Investigators after an arduous adventure by promising a “breather” session full of fun and silliness. This scenario can take place in any era, however as written it takes place in the modern day. If the Keeper wishes to run this scenario in the 1920’s or another era, simply replace the modern technology in the scenario with books, older equipment, and journals.

### About Michigan and Marquette County

Michigan is a state known for its iron and gypsum mining, natural beauty, lakeshores, and industry. Its capital is Lansing and the second largest cities after it are Detroit and Grand Rapids. It is divided into two halves – the Upper Peninsula and the Lower Peninsula. The people often have a combination of Dutch, German, and Polish heritage, however there are many immigrant communities as well. Michiganders are often hardworking, fast-talking people with a love for the outdoors and good food. Most Michiganders are Protestant or Baptist, however there is a large Muslim community in Dearborn, MI to the East of the state. It is common to hear differences in accent as one heads north; this accent is similar to a Minnesotan or Canadian accent. A good resource for this accent are fictional stories such as *Fargo*, *Escanaba in Da Moonlight*, or any other such story set in a state close to the Canadian border. Another great resource is [Owlcation’s guide to the Michigan accent](#), which explains it in greater detail. A chart of common Michigan slang is also given nearby for the Keeper’s reference and help in portraying Michiganders.

In the summer months, Michigan has humid and hot weather owing to its proximity to the lakeshore. Fishing and lakeshore living are common themes. In the winter months, the lake effect snow storms from the surrounding Great Lakes often cause heavy snowfalls and severe blizzards, dropping intense snow on the surrounding hills. It is not uncommon to see snowfall of several feet, especially in the Upper Peninsula. Popular activities in the winter include snowboarding, skiing, and ice-skating. Northern Michigan in particular is also famous for its Mackinaw Island fudge, cherries, and beautiful scenery, and is much more rural.

Marquette, MI itself is a city on Lake Superior in Marquette County, nestled amongst thick pines in the rolling hills of the Upper Peninsula. Most of the surrounding area is very thick pine forest, and small villages are common throughout the area. The nearest city to Marquette is Ishpeming, and that is several miles away; all others are smaller villages and travel to the next town over can take a long time in an emergency.

Ottawa Mountain and its Lodge is a fictive location several miles outside of Marquette proper. Like most ski lodges in Michigan, it offers lodging, food, accommodations, and a lovely retreat into nature. The location is named after Ottawa National Forest, part of which is in Marquette County, and which gets its name from the Ottawa band of Native Americans. There are still representatives of these peoples today, and it is their version of the wendigo legend that has partly inspired this scenario.

### Mitten Talk

Michigan natives have a very distinct way of talking and a specific set of slang that comes with it. Not only that, but if the Keeper really wants to make the setting feel authentic, here is a chart of some slang terms that can help ya talk like a real Michigander, yah?

Slang Term	Meaning
Michigander/Michiganian	A Michigan native. Which term is correct depends on who you’re talking to.
Yooper	Someone who lives in the Upper Peninsula (Abbreviated U.P. and pronounced “Yoo-Pea”).
Troll/Flatlander	Someone who lives in Lower Peninsula (L. P.), since they live under the Mackinac Bridge in the non-mountainous terrain.
Pasty	A baked handheld meat pie, commonly made with root veggies, spiced ground meat, and gravy. Pronounced “pass-tee”.
Fudgies	Tourists who come for the famous Mackinaw Island Fudge.
Lookit, S’posed tuh, Jeet, lunna, Melk, etc.	“Look at that!”, “supposed to”, “did you eat”, “I’m gonna”, “milk” - consequences of the Michigan accent.
Pop	Soft drink.
The Mitten	The Lower Peninsula, which is shaped like a mitten.
Ope	Generic Midwestern version of oops, as in “Ope, I’m sorry!”

## About the Lodge

The Ottawa Mountain Lodge is owned by one Aaron Vanderboek, a wealthy and very friendly man who has lived in Michigan his entire life. He moved to the Upper Peninsula to follow his dream of starting a ski lodge with his unfortunately deceased wife, Annie. Despite the loss of his wife, Aaron has spent the last several years making do and continuing his dream in her memory. He speaks with the calm demeanor of a gentleman and always has a friendly smile to offer his guests.

The Lodge itself is a two-story rustic cabin styled building with a north woods theme. It is located in deep pine forest and has several rolling hills that serve as its slopes. The top floor of the building is dedicated to ten or so rooms, while the first floor is dedicated to guest relations, the lobby, the ski rental area, a small medical bay in case of injury, and a cafeteria type area where food and the famous Mackinac Island Fudge hot chocolate is served. There is also a basement, where there is a boiler and backup generator. This is also where the secret heart of the scenario lies, as shown in *The Keeper's Secret*.

There are about four other employees at the lodge besides Aaron: three teens working a quick job and an elderly Janitor named Merle. Merle has been working for the lodge for some 30 years; the teenage workers have stats given in the back of this scenario. There is also a couple currently on their honeymoon at the lodge, newlyweds who love the outdoors. Their stats are also provided at the end of this scenario. The Keeper is advised to shuffle on and shuffle off these characters as needed.



*The Location of Ottawa Mountain Lodge in Marquette County.*

## Legend of the Wendigo

The Wendigo, plural Wendigoag, is a mythical beast of Native American origin, and is a story shared by the Chippewa, Ottawa, Potawatomi, and Algonquin tribes. The legend as described here is the version told by the Ottawa Tribe, native to Northern Michigan and across other areas of the Northern United States.

Wendigoag are evil, man-eating giants made of ice. In Ottawa legend, they are created when a person is selfish, gluttonous, or turns to cannibalism to survive. The person that the monster once was is frozen in the heart of the creature, and the only way to kill a Wendigo as a result is to kill the person.

A Wendigo usually appears as a gaunt, tall figure, always seeking to consume new victims and yet always starving. Wendigoag are said to grow taller with each victim taken. One Ojibwe teacher, Basil Johnston, gave a description of this monster as such:

*“With its bones pushing out against its skin, its complexion the ash-gray of death, and its eyes pushed back deep into their sockets, the Wendigo looked like a gaunt skeleton recently disinterred from the grave. What lips it had were tattered and bloody ... Unclean and suffering from suppurations of the flesh, the Wendigo gave off a strange and eerie odor of decay and decomposition, of death and corruption.”*

With that sort of terrifying description, it's no wonder that so many people have associated Ithaqua with this mythical, malevolent monster!

## What the Investigators Know

The Investigators on a trip to Marquette County, Michigan for skiing, snowboarding, and ice-skating. They're on vacation and having fun, and they may or may not know each other. The lodge they're staying at, Ottawa Mountain Lodge, is small but inviting, allowing a true North Woods experience for its guests. Its Mackinac Fudge Hot Chocolate is famous and a true local treat.

Unfortunately, due to a nasty snowstorm and well below freezing weather snowing the guests into the lodge, all activities have been canceled for the evening. Blizzards in Northern Michigan are fierce, causing whiteout conditions on roads and killing anyone who stays outside for more than 15 minutes at a time. As if that isn't bad enough, the winds are enough to knock a small car over, and several feet of snow have blocked the roads without snowplows to clear them. This particular snowstorm is the strongest the area has seen yet this year. It has been blasting the area for several hours now, showing no signs of stopping, and that's before the power suddenly cuts out.

They don't know it yet, but soon the Investigators will be dropped into a fight for their lives in the cold dark.



## The Keeper's Secret

Aaron Vanderboek may appear to be the picture of a good host, but he is in truth indefinitely insane, worships the dreaded Ithaqua, and sacrifices wayward victims to his dark master. He came to this sad fate after witnessing his wife's bloody and brutal death at the Wind-Walker's claws and teeth, and in a fit of desperation begged the monster to spare him and bring his wife back, promising servitude in return. The cold and fickle being acquiesced to Aaron's pleas, but only if he would bring the Wendigo more victims for its cause – in particular, women – and destroy any men that entered the premises. Aaron agreed in his maddened state, and established the Lodge as a front to pull in fresh blood. In return, Ithaqua would ensure the guests could not leave, would hide evidence of Aaron's activities, and would grant Aaron the ability to create icy, ghoulish monsters from the corpses of his victims in a cannibalistic ritual – a true fate worse than death!

Aaron himself is insane, but he is not beyond saving – he can be talked down from his fervor if given a little psychological treatment. It's best to remember that Aaron is not an insane cult leader or merciless monster, but a tragic figure who is caught in the web of a terrible Mythos entity, and fears what may happen to him if he does not continue. He truly believes that worship of Ithaqua is the only way to bring his wife back to him, and is more confused than anything else. However, even a confused madman broken by grief is dangerous, for such a man has nothing left to lose.

Aaron's ritual grounds are downstairs in the lodge's basement walk-in fridge, which contains a set of totem-like stones and odd symbols drawn onto the floor in blood. Only Aaron knows the secret of the lodge, but the employees may know that something is a bit odd about their boss if asked. The ritual grounds consecrate the Lodge, so that Ithaqua knows where its new victims and thralls are, as well as preventing anyone from leaving and whipping up massive snow storms or icing over doors if they try.

To resolve this scenario successfully, the Investigators must not only survive the night, but also destroy the ritual grounds and incapacitate the murderer in some way. The ritual grounds are where Aaron prays to his god as well as creates his ice ghouls. If the Investigators fail, they might well die, or become monstrosities themselves! The Janitor, Merle, is doomed, but the investigators can try to save the other employees and the two guests. Doing so may help add allies for later, or lend credence to any stories the police are told. Failing to save them, of course, causes a lot more monsters and trouble for the investigators later!

## Timeline of Events

Below is a possible timeline of events for this scenario, beginning when the power goes out. The Keeper is free to deviate from add to, or alter this timeline as they wish in accordance with their game.

Time	Event
11:00 PM	The power goes out in the lodge due to the storm. Merle goes missing.
12:00 AM	Merle's body is found. Aaron has retreated to the basement to begin his rites to Ithaqua.
1:00 AM	Other members of the group begin to disappear. Women vanish before men and cannot be found. The first Ice Ghouls appear if they have not already.
2:00 AM	The heat has entirely failed. The Ice Ghouls begin an all-out attack.
3:00 AM	The couple is found with the wife dead and the husband turned into an Ice Ghoul, eating the body.
4:00 AM	The Investigators are the only ones left, and if they have not thought to check the basement by now they should.
5:00 AM	The Investigators should have all the necessary clues, find the ritual grounds, and hopefully have an idea of how to stop Aaron. If not, Aaron completes his ritual and the storm rages on, then he and the Ice Ghouls try to sacrifice the Investigators to Ithaqua.
6:00 AM	If the Investigators survive to this point and have stopped Aaron, they are free to go. The main power comes back on and the storm has subsided.

# CABIN FEVER

## Beginning the Scenario

The action begins as the Investigators are all together in the lobby, probably chatting or talking to others. Allow the players to get comfortable. Pretend there is nothing going on and this is going to be a nice break from the Mythos. The food is good, the staff is kind, and Merle the Janitor is even willing to tell ghost stories and legends, such as the tale of the Wendigo, to the guests if they'll listen. Merle is a sweet, kindly old man of about 80 years old, and proudly traces his heritage to the Chippewa tribe. He is eager to talk, tell stories, and help the Investigators find things. If he can't help, he directs the Investigators to Laura, Matt, or Brad for assistance.

The atmosphere of the lodge is cozy and bright, well-lit and wholesome. Aaron himself will even ensure the guests are having a good time despite the storm. There is a weather broadcast playing describing the storm and its progress, thought to be the largest in Marquette County in some time. However, as long as the essentials are provided and nobody goes outside for too long, anyone snowed in can survive just fine. This is a good time to remind Investigators that heat is the most important part of survival in a storm like this, and going outside in such weather is extremely dangerous.

The Investigators are free to look around the lodge as they wish and talk to anyone they like. Their rooms are upstairs, and they can go there if they want, too. If they ask the staff around the lodge about the circumstances, they can hear gossip about the storms, Aaron, and the lodge itself. Make up rumors and stories, people Up North like to tell tall tales on wintery nights like this one! Everyone knows there are many disappearances around Marquette County in the winter, including around the lodge, but they don't suspect anything fishy about them, attributing them to the severe weather of the area.

If anyone asks about the plaque of Aaron and his wife in the lobby, the staff know that Aaron lost his wife in some sort of terrible accident outdoors several years ago. However, nobody knows the details of the incident and they will not speak about it in front of Aaron, who still grieves. Even getting this much out of them requires Interpersonal skill checks.

If the Investigators think to talk to the honeymooning Fuentes couple, they don't know much about the area. They're from the Lower Peninsula, specifically the Wyoming, MI area, and they've been saving for this trip for some time. They are unaware of what happened to Aaron's wife, but if Persuaded Maria is likely to admit that Aaron himself has something strange about him – "It's as if he is missing something or someone." She cannot place it other than having a "gut feeling" about the man. She's right.

## Frostbite and Frost-Nip

Exposure to extreme cold can cause injury to unprotected fingers, toes, ears, and other extremities. This can result in blisters, burning redness, loss of feeling, coldness of the affected area, and potential death of the body part. If allowed to go on for too long, the affected area will die and cause gangrene. This condition is called frostbite, although a milder version of it with less severe symptoms is known as frost-nip.

An Investigator suffering from frost-nip will feel as if pins and needles are in the affected body part, along with the area feeling cold. DEX rolls are at a penalty and any skill requiring fine dexterity of hands or feet is also at a penalty. Investigators suffering frostbite will be in even more pain and suffer a penalty to both DEX and CON, along with taking 2 points of damage due to the freezing cold. In addition, any skill rolls requiring fine dexterity are at Hard difficulty.

Healing frostbite and frost-nip is as simple as slowly warming the area in warm, not hot, water and bandaging any damaged skin. This requires a First Aid roll to do properly, otherwise the victim suffers another 1 point of damage. If the extremity has already turned black, there is no saving it – only amputation can help the victim survive, otherwise they risk blood poisoning and death.

At some point in the evening, the power goes out, leaving the guests in the dark. At this point Aaron comes out and tries to calm the group and tell them that the backup generator is going to be fixed – in fact he's going to fix it now. Merle and Laura have been instructed to start bringing down blankets and linens from upstairs as spares for the guests. For now, the boiler still has heat enough for the next hour or two; beyond that they will need winter gear and a light source. There is a fire in the fireplace, and as long as that is burning there should be enough heat to huddle around it and stay warm. There is enough fuel in the fireplace to last a couple more hours at least should the backup power fail.

The loss of power and lack of ability to actually do anything fun is also a good opportunity to ask questions of staff, although Aaron himself is still busy. In truth, he's sabotaged the main generator and has disappeared into the basement to perform his rites to Ithaqua and launch his trap. Later in the evening, he will allow the backup power to fail and lay a trap for anyone who tries to start it up again.

Make pains during this scenario to have everyone including the NPCs go gather warm things, find fuel for the fire, etc. The group should always need to split up or send small numbers to go do some task. This will cast doubt on people's whereabouts later, and extend the mystery of the deaths.

After a few minutes of getting materials together, note that while others have come back, both Merle and Aaron are taking an unusually long time to return. If anyone volunteers, let them go check; if the Investigators are too chicken Laura goes upstairs to check on Merle while someone else goes to look into the basement. This is the first major point where the gang will need to split up to get things done.

If either an NPC or an Investigator checks downstairs, they will find Aaron near the backup generator seemingly attempting to power it on. He tells them he's got things covered down here, and the others shouldn't worry – he'll be here a while.

It's a different story if an Investigator goes upstairs, as detailed in the next segment. However, if Laura went upstairs, the Investigators soon hear a horrified scream from her and will hopefully want to go see what's wrong. Even if they don't, she'll eventually come downstairs in a horrified state, murmuring something about Merle being dead. The only way to be sure either way is to check upstairs.

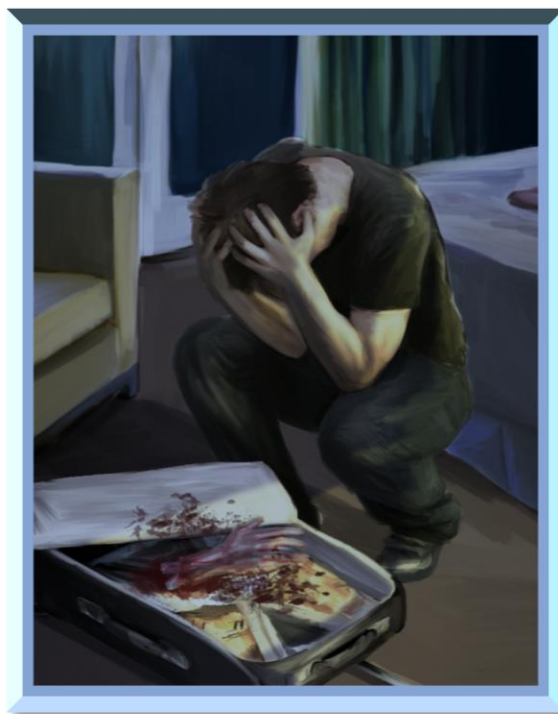
## Death in the Lodge

Things take one hell of a turn for the worse when the Investigators (or someone else) actually do go upstairs. Make note of the darkness and the chill as they creep down the long, cold hallway, and force them to use a light source (otherwise Spot Hidden rolls are at Hard difficulty).

As they sweep the light down the long, dark corridor, they suddenly notice something from the corner of their eye (Spot Hidden). If they came up here to check on Laura after hearing her scream, they hear her whimpering and dry-heaving (Listen), then find her in the corner looking horrified and pale. Laura is too shocked and disgusted to explain exactly what she saw, other than that Merle is dead.

If the Investigators calm her down or go looking for themselves, Laura points out a motionless shape in the hallway. A light source confirms the awful truth – lying bloodied on the floor is the half-frozen body of Merle the Janitor, covered in bite and slash wounds and with a look of terror frozen on his face. SAN loss is 1/1d4+1 since they knew this man and spoke to him not even half an hour ago.

Once the Investigators have recovered from the shock, they can investigate the circumstances. The Janitor has clearly not died a natural death. There is surprisingly little blood on the floor, and what is there is frozen into slush. A Biology or Medicine roll denotes that the body appears frozen only where the cut wounds are, while the rest of the body has symptoms similar to severe frostbite. A Physics, or INT roll quickly deduces this is impossible. It's as if he's been flash frozen, killed so quickly that his blood has frozen solid. Natural World can determine that the wounds are slashing and biting wounds consistent with some sort of animal, although it's equally likely to be knife wounds. The body has not thawed at all, indicating this tragedy occurred recently, and he is cold and rigid, too much so for it to be just rigor mortis.



*A Death in the Lodge*

What has actually happened is that Merle was ambushed by an Ice Ghoul that Aaron had let into one of the rooms. He had previously conjured this being and commanded it to wait until the power went out, then attack the first person that came upstairs. Aaron didn't intend for this to be Merle, but he also won't let the body go to waste – he will use it later to create another Ice Ghoul minion.

The Investigators are not safe staying upstairs. Not only is there no heat source up here, the thing that killed Merle is lying in wait, and will strike again if it can get an Investigator away from the group. To this end, it will try to cause a commotion in the other rooms to get someone to check, but if too many Investigators approach, it will hide instead and wait for the Investigators to leave. The second the Investigators leave, however, the Ice Ghoul will take Merle's corpse, climb outside, and escape into the basement. There, it will give Aaron his first new corpse for making into another Ice Ghoul.

This is in fact not the only Ice Ghoul in the Lodge. Aaron has previously created several of them and has had them lying in wait outside of the lodge for some time now. Now that the light and heat are off, they are able to strike without fear of injury – they melt and thaw if exposed to heat. There are altogether 1d10+10 Ice Ghouls in and around the lodge, with more if the Keeper sees fit. They are fast, dangerous, and incredibly hard to see in snowy weather. In addition, any room an Ice Ghoul is in becomes suddenly deathly frigid, as if walking into a freezer. Knowing this effect signals the coming of an Ice Ghoul is worth a 0/1d4 SAN loss. For more about Ice Ghouls, see the notes on them at the back of this scenario.



## Wendigo Psychosis: An Option

One possible delusion an Investigator might suffer due to a Bout of Madness in this scenario is the Wendigo Psychosis, a delusional belief that one is becoming a Wendigo. Such a maddened Investigator could believe they are becoming affected by the Ice Ghouls or are starving, and must eat their fellow Investigators to survive. This delusion is particularly likely to occur to people who know of the legend of the Wendigo, such as those who came from an Ojibwe background or study folklore.

The true deviousness of this psychotic delusion is that it comes on slowly, beginning first as a melancholy and desire to escape the cold. The sufferer then begins to have nightmares, lose their appetite, and possibly even hear or see things. This soon becomes a full-blown paranoia as the person begins craving human flesh, fears becoming a Wendigo, and potentially even attempts to bite or attack people. Usually the sufferer also voices their desire to consume human flesh, something sure to unnerve their fellows.

The parallels here with the Ice Ghouls are obvious, and potentially more than just a mere Bout of Madness. Perhaps someone so struck might actually turn into an Ice Ghoul. This, of course, has been left to the kindly Keeper to decide.

## Riding the Storm Out

From the point that the Investigators find Merle's body, they are in a race against time to discover the killer and survive the night in the cold, dark lodge. Unfortunately, things aren't quite as straight-cut as they might seem. Allow the Investigators to explore and find survival items as they desire, but always temper it with the fear that something is hunting them.

The first thing on the Investigators' minds is likely to be escape as soon as they know the Ice Ghouls are present. However, Ithaqua's magic is so powerful that anyone who attempts escape by doors or windows finds them iced over and unbreakable without significant heat – heat the Investigators can't spare. In addition, if anyone tries escape through a window, an Ice Ghoul could be lying in wait outside to murder them. This is of course assuming they make it outside into the freezing cold at all, and haven't suffered hypothermia!

There is another danger to being near the windows. If anyone merely peeks through a window at the height of Aaron's ritual and makes Luck followed by Spot Hidden, they see a vast shadowy figure stalking across the forests in the blizzard, its eyes glowing red with rage. It stops, howls, and then its gaze settles on the Investigator before vanishing in a flurry of snow. The Investigator has just caught a glimpse of the dreaded Ithaqua, the creator of this storm, and has lost 1d8/1d20 SAN; this loss is less than normal because Ithaqua is far distant and semi-observed by the storm. All others hearing Ithaqua howl lose 1/1d6 SAN.

Ithaqua and the Ice Ghouls are not the only problem the Investigators have. Equally as deadly, but much slower, are the effects of being stuck in a cold environment for so long. The temperatures of the magically-induced blizzard are such that without winter gear, the Investigators will quickly begin to suffer hypothermia. There are, of course, materials around the lodge to combat these effects... if the Investigators dare to go looking for them!

## LOCATIONS IN THE LODGE

Here is a list of the various locations in the Lodge; a map of the lodge is available in the Handouts section (Handout #1). Bear in mind that there is plenty of opportunity for Ice Ghouls to hide anywhere, but special notes have been made where they are most likely to be.

### The First Floor

This area contains the Lobby, the Cafeteria and Kitchen, the Ski rental area, the medical bay, and Aaron's offices.

#### *The Lobby*

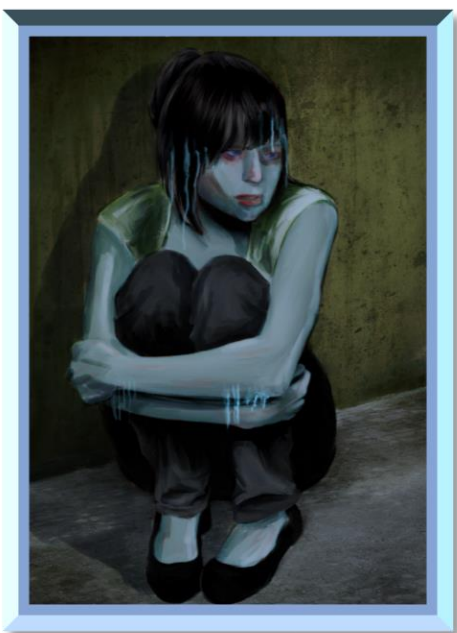
This room is the first Investigators see when they enter the lodge. It has a thick wooden double door entryway above which is a heating unit to warm those who have just entered. The rest of the room is decorated with stuffed taxidermy deer, wolves, bears, and other north woods animals, with a rich rustic interior that feels like entering a cozy cabin.

On one wall is a photo of Aaron and a pretty woman named Annie, with a dedication plaque before it commemorating the lodge in memory of the woman. If anyone working at the lodge is asked about this, they explain that Aaron's wife apparently died in some sort of terrible accident, and he dedicated the lodge to her.

There are plush seats and couches as the Investigators enter, as well as a beautiful woven tapestry rug on the floor. If Aaron, Merle, or Laura are asked, it is actually an Ottawa craft blanket made by the local Ottawa Indian Society, and donated to the lodge. It is handmade and always draws compliments from the lodge's guests.

Directly in front of the doorway and up against the far wall is the check-in desk, where guests purchase rooms, gain access to the ski slopes, and can get information. Normally, Laura or Aaron run the desk and clerk duties, and when Aaron is running it, Laura helps Merle.

Behind the desk is the only door into Aaron's offices, and it's usually locked. Aaron has the key on him at all times, but the door is not very strong (STR 30) and the lock is easily pickable with Locksmith. If Laura dies, she will be found either in here or in one of the rooms upstairs – if Ithaqua hasn't taken her.



“So... Cold...”

### Hypothermia and Extreme Cold

Hypothermia is the condition of having an extremely low body temperature for too long, and the associated symptoms involved with it can quickly kill. It is a medical emergency, and as such needs rapid intervention to survive. Hypothermia can, and often does, also occur alongside frostbite, complicating treatment of the condition.

The symptoms of hypothermia occur in three stages. In stage one, the person shivers severely and has a weak pulse. In stage two, the person stops shivering, loses coordination, acts irritable and sleepy, and breathes slowly. In stage three, the person loses consciousness, their breathing is slow, and they have apparently no pulse. The person may also be cold to the touch. At this point, death comes in a matter of minutes without medical treatment.

Such an affected Investigator suffers a penalty to all rolls. As the hypothermia advances, all rolls are at Hard, then Extreme difficulty before the victim must make CON rolls to stay conscious. Once the victim loses consciousness, they are considered to have a major wound and are Dying of hypothermia.

Proper medical treatment involves slow warming of the individual, keeping them warm, and removal of wet clothes if they have any on. If the hypothermia is not as advanced, it can be treated with First Aid, but if the person is in the second or third stage, only a Medicine check can help them.

If a person with hypothermia is not properly treated within a few hours, their chances of survival drop dramatically. Such an Investigator would be out of commission for the rest of the scenario, their survival in the hands of their fellow Investigators.

### Aaron’s Offices

The door into this area is locked and marked “Employees Only”, and it hides two rooms. The first room is a generic waiting and meeting room, also used as a staff break room on occasion. There is nothing of any great importance in this room, except for a few snacks perhaps.

The second room is Aaron’s office proper, and contains a desk, a computer, and some Michigan-themed décor. There is a framed photo of Aaron’s wife on his desk along with some papers that have what appear to be tear stains on them – Aaron often weeps as he thinks about his lost wife. There is also one of the only two telephones in the lodge on the desk, this one has only been disconnected from the phone line rather than being cut. On the shelves are books about Native American legends, the history of Marquette County, and other such tomes.

Aaron’s computer is password protected, but anyone who reads some of the books or makes a Spot Hidden can find a slip of paper in a book about legends of the Ottawa Tribe that reads “wend!gO” (Handout #2). This is Aaron’s password and incidentally, the page it marks is the legend of the Wendigo and its possible connections to a being named “He Who Walks on the Wind”. Alternately, if the Investigators fail to notice this clue, a Hard Computer Use can brute force the password.

Once unlocked, Aaron’s computer has several items of note – there is a page open on Wikipedia concerning the legend of the wendigo, a cannibalistic monster of Native American myth. In the browser’s search history, there are links to pages discussing human cannibalism, various disappearances in Marquette County, and stories about sightings of a massive creature in the woods that has red eyes and antlers. Cthulhu Mythos can easily connect this all to Ithaqua, while Library Use on some of the books in Aaron’s study indicate the wendigo connection. Not only does Aaron seem fascinated by Ojibwe legends, it appears that he believes the Wendigo is very, very real.

In Aaron’s desk drawer, there are pieces of scrap paper on which Aaron has written various laments for Annie, notes about something called Ithaqua, and sketches of a deer-skulled, very tall entity. These are all tear-stained, and some are blood-stained. There is also a sketch of a strange snowflake-like symbol and various notes outlining the creation of a summoning circle of some kind (Handout #3).



Handout #3: Sketches of the Odd Symbols.

The notes themselves reveal the truth of what's going on. Aaron has lost his wife to something he refers to as the Wendigo, and he is terrified he's being hunted by the creature, so he must sacrifice people to the being in order to protect himself. He's been doing this for some time now without being caught and paranoid of being discovered. Most crucially, his ritual grounds are somewhere in the basement of the lodge.

From all this, the Investigators should quickly realize that in order to stop the storm, escape the lodge, and end Aaron's continued mad murder spree, they must somehow destroy the ritual grounds in the basement of the lodge.

### ***Cafeteria and Kitchen***

The right side of the first floor contains foodstuffs, comfy lounge seats, and some wooden tables and chairs. It also contains the fireplace, which uses wood for fuel.

The service counter for the cafeteria is neat and tidy. Normally, Brad runs the food service counter, which offers things like pizza, hot dogs, nachos, and soft pretzels, as well as hot cocoa, fudge and baked goods.

The kitchen is very clean but quite small, consisting of some microwaves, an oven and stove, a fryer, a grill, and some toasting equipment. If an Investigator with Mechanical Repair were to take a look at the stove, they can discover some copper gas pipes in the back - it is a gas range, another possible heat source.

There is a cooler and small freezer here, but no walk-in freezer, which should strike the Investigators as strange. There is food in the cooler and freezer, mostly things like hot dogs, burger patties, and frozen pretzels. It's highly likely an Ice Ghoul or two could hide in the kitchen or behind the service counter. If Brad dies or becomes an Ice Ghoul, he is likely to be found in the kitchen.

### ***Ski Rentals and Lockers***

The left side of the first floor is dedicated to wooden benches, lockers, an exit to the outside slopes, and a ski rental cabana. Nearby is the Medical Bay, clearly labeled with a bright red cross and white doors. The rental cabana and ski guidelines are normally run by Matt, and he is also responsible for giving skiing lessons when those are applicable. Matt doubles as a medic (he is in training as a nurse) and usually is the one who treats injuries as well.

In the various lockers there are disposable heat-packs, coats, winter clothes, skis and ski poles, and possibly Jacob's shotgun and ammo (the lodge does not have a gun safe, so those are stored here). There is the possibility for there to be Ice Ghouls hiding in some of the unlocked lockers, too.

### ***Medical Bay***

A clean, well-kept, aseptic-smelling area with a lone, pristine cot for those who have injured themselves. The walls are bright white, making the place look like a typical hospital room.

In this area, there are various medical supplies here, adding a bonus die to any Medicine or First Aid rolls. Investigators can also find heating blankets, hot water bottles, hot packs, ice packs, gauze, ankle wraps, and braces for arms and legs.

There is a bright red phone here that will immediately contact the local emergency services if picked up, however the line has been cut (Spot Hidden to notice). If Matt dies or becomes an Ice Ghoul, he is likely to be found in here.

## **The Second Floor**

This area contains all of the lodge rooms, the bathrooms, and the linens closet. There are ten rooms for guests, one of which is a honeymoon suite with a jacuzzi. If the halls are checked again after Merle's body is found, his body is absent, which could shock anyone who swears it was there for o/1d2 if the Keeper feels like being cruel.

### ***Lodge Rooms***

These contain nothing of special interest except for the Investigators' things, however an Ice Ghoul or two could feasibly hide in here.

One room has an open window, where snow billows in - this is where the Ice Ghoul that killed Merle entered and escaped from. The Ice Ghoul may even still be there, trying to lure its prey away from the group by distraction tactics.

It is also possible to find a seemingly dead person in one of these rooms, either one of the NPCs or a murdered Investigator. This seemingly dead person then slowly, before the horrified Investigator's eyes, begins to turn into an Ice Ghoul in a process that looks extremely painful, freezing and warping in form before leaping up to attack (1/1d6 SAN loss). This same encounter could occur for any found, seemingly dead person anywhere, of course.

### ***Honeymoon Suite***

This is where the Fuentes couple are staying, and it is normally locked, so the one time it is open should come as a shock. The door should be discovered cracked open when the Investigators come upstairs a third time, perhaps to get supplies or check on a missing person. Inside, they will find the horrific sight of Jacob having become an Ice Ghoul, chewing on the corpse of his deceased wife in a mad frenzy (1/1d8 SAN loss). Shortly thereafter, Jacob will attack out of mad devotion for his former beloved. If he is killed, the Investigators can find (Spot Hidden) a suicide note containing the name "Ithaqua" written by a terrified Maria before her death (Handout #4).

If Jacob is reasoned with somehow, or if the Investigators manage to corral him, they can get a confession from him in his last moments of sanity. At some point during the night after the lights had gone out, Maria had gone to find some heat packs from the car, as Jacob remembered there being some there. When she found the door frozen over, she went back upstairs, only to be ambushed by "some kind of monster".

Jacob tried to comfort her, but she was terrified, so he locked the doors and kept in the room with her until she calmed down. Around midnight (or the same time an Investigator might have peeked outside and seen Ithaqua), they both heard something outside, and Maria went to go look. What she saw drove her into a Bout of Madness. “She just went crazy,” Jacob admits. “Kept talking about how *It* was coming for her, *It* was gonna take her somewhere...” It got to the point that she started begging Jacob to kill her so she wouldn’t be taken, but he refused and told her he needed to get help.

Jacob went downstairs to get some help, but was attacked by someone with a very cold knife. The last thing he recalls is waking up in the basement, running upstairs, and finding his wife dead. He shortly thereafter saw his new condition in the mirror and went mad himself, feeling compelled to eat her body. He does not understand what happened to him, or how his wife ended up dead, but as he speaks he begins to once again lose control of himself. He begs the Investigators to kill him, thanking them if they do go through with it. Actually killing him after his confession, however, is a 1d4 SAN loss.

### **The Basement**

A storage and utility space, this area contains the boiler room, the backup electric generator, the washing and drying machines, and a lot of boxes of stuff. It is dark, cold, and contains the greatest number of Ice Ghouls in the whole building. This is because there is a single door here, a locked door which leads into Aaron’s secret ritual preparation room. It is always guarded by the Ice Ghouls so that nobody can interfere with Aaron’s plan. Stealth checks are an excellent idea to avoid being attacked, but even then the Ice Ghouls will eventually know the Investigators are there. Anyone daring to come down here alone soon finds themselves surrounded and attacked by Ice Ghouls.

Looking around, the immediate thing that the Investigators notice is that the generator is not on and Aaron is nowhere to be found. Looking closer at the Generator, a Mechanical Repair or Electrical Repair can discover that the generator has been deliberately shorted and broken, an act of sabotage. If it could be repaired it might be of use, that is if the Ice Ghouls don’t attack the repairer first.

### **Beyond the Locked Door**

This metal door is too strong to break down and has three different set of locks – a padlock with chains, a simple deadbolt chain on the door, and a keyhole. The padlock and keyhole can be picked with Locksmith, but breaking the deadbolt requires two STR rolls before it gives way. This gives the Ice Ghouls ample time to sneak up on and attack any unsuspecting Investigators attempting to open the door.

Once the door is opened, the stench of rotting flesh and blood hits the Investigators like a wall. Everyone must roll CON to avoid becoming overwhelmed and retching violently. Once inside, it’s clear why the smell is so strong – there are several deer carcasses, all half-frozen and in various states of decay, hanging from meat hooks in this area. Into each is carved the same snowflake-shaped symbol, each has had the flesh around its skull removed, and each is coated with rime and frost. These carcasses are for the Ice Ghouls to eat when they aren’t consuming human flesh, and there are telltale bite marks in the carcasses to prove as much. The area is cold like a refrigerator, and touching the cold, rotting carcasses is unavoidable as the Investigators travel into the room beyond. If anyone dares look closer at these gruesome treats, they note that the claw and bite marks are very similar to those found on Merle’s body. Correlating these wounds to those wounds is worth a point of SAN loss if the Keeper feels mean.

In the main room, there is a simple workbench with various knives, gut-hooks, and other such tools. Anyone who has had experience in hunting knows that these tools are usually used to field-dress an animal carcass, however Aaron has repurposed them for his ritualistic deeds. The whole place is caked in frozen bloodstains and smells like an abattoir. There is a locker in the corner where Aaron keeps a .45 Revolver and a case of bullets, however it requires STR or Locksmith to access.

To one side of the room is a massive walk-in freezer, and from behind this door the Investigators can hear with a Listen check the sound of someone murmuring and chanting oddly. They had better be well prepared before entering, because behind this door is Aaron’s ritual site – and he’s not happy to see intruders.

### **The Ritual Site**

This is a repurposed walk-in freezer with a snow-maker for Aaron’s ritualistic purposes. The floor is coated in frozen blood and stinks like an unclean freezer, its corners coated with rust and thick hoar-ice. Icicles coat the ceiling, and frost lines the walls. On the floor is a circle of icy blue stones, in the center of which is a strange glowing blue sigil in the shape of a twisted snowflake.

Aaron is usually in here for hours on end, unaffected by the cold as he offers his next sacrifice to Ithaqua or prepares his newest Ice Ghoul. He is most often carrying a dagger made of pure ice, carved with arcane symbols. It does not melt no matter how hard the Investigators try, but it is freezing cold to the touch. This is Aaron’s ritual dagger used to create his Ice Ghouls, and it does freeze damage if anyone is cut with it. If someone is killed with the ice dagger, there is a chance that on their death they become an Ice Ghoul even without the proper ritual being conducted; roll Luck to determine this.



When the Investigators find Aaron, he's in the middle of attempting to create another Ice Ghoul. He is always guarded by 1d6+2 Ice Ghouls at any given time, but they will not attack unless he commands it. He can only create as many Ice Ghouls as there are bodies on hand, and at this point he has only one body on hand. Three others are already encased in ice from the ritual and are turning into Ice Ghouls, and these may burst from their frozen cocoons as the Keeper desires. Seeing Aaron using the corpse of a friend or ally in such a debased cannibalistic rite is worth a 1/1d4 SAN loss.

Aaron is insane, but he is not unreasonable and can be talked down from attacking; if the Investigators are careful, they can get him to stand down without a fight. Careful Psychology and Interpersonal skill rolls can help with this, and even get him to put the knife down. Aaron screams and sobs hysterically about his dead wife, Ithaqua, and his fears that he will die if he doesn't continue the ritual. He is clearly in a deeply emotional state and may do unexpected things such as threaten his own life or break down entirely.

If they do battle him, however, the Ice Ghouls and Aaron both put up a hell of a fight. Aaron's first tactic in this case will be to attempt to run, but if that's not possible he will instead try to stab someone with the ice dagger, then go for his .45 revolver. Once he has it, he obtains cover and will shoot a warning shot. If the Investigators do not back down now, his next shot will not miss.



*Aaron Preparing to Shoot the Meddling Investigators*

### **How to Succeed?**

This scenario is designed such that Investigators need not necessarily harm Aaron to succeed. There are many ways the Investigators could accomplish their goals and stop Aaron's ritual.

The easiest way to finish this scenario is of course to simply kill Aaron, but that is certainly not going to be good for their Sanity, especially if they attempted to reason with him first! Try to discourage the players from committing unnecessary murder if possible; violence is not always the answer in situations such as the case of Mr. Vanderboek.

A slightly less murderous way to succeed is to destroy the ritual grounds by defrosting the area, destroying the circle, or desecrating the symbol in the center. If they use fire, this is a very effective solution to the problem, however it will quickly set the wooden Lodge on fire as well, and possibly implicate them as arsonists. If they somehow wrest control of the ice dagger from Aaron, they can command the Ice Ghouls to take care of him.

The Investigators can always try to get the generator back up and running and to call the police for help. If the Investigators do this, they will need a good story first. The police will not want to believe that Aaron is a murderer, and certainly will not entertain any stories about wendigoag or Ice Ghouls in the lodge. Even if the police do believe them, it will take the police several hours to arrive from Marquette due to the storm. The Investigators will need to take matters into their own hands or at least try to stay safe until then.

If Aaron is never caught before dawn when the police arrive, he immediately attempts to pin the deaths on the Investigators when the police show up. If there are no guests or employees to help clear their name, the Investigators may very well face legal punishment – after all, they are covered in blood... If there are sane survivors left, there is a good chance they can help the investigators by vouching for them, in which case Aaron has very little recourse.

If Aaron is subdued or talked down in the final confrontation, the man becomes inconsolable, breaking down into tears over the atrocities he's committed and the fear of Ithaqua he has. In this case, he begs the Investigators to kill him before Ithaqua does. If they don't do so, either the Ice Ghouls or Ithaqua itself will take care of him, perhaps in a very bombastic and dramatic manner. If they drag Aaron upstairs and try to keep him subdued, he will be taken by Ithaqua; if they leave him tied up downstairs he is killed by the Ice Ghouls, which soon vanish – they have been freed from their Binding and now haunt the hills of Marquette County.

If Aaron is killed, all of the still living Ice Ghouls immediately are unbound and attempt to escape the building, afraid they will be killed. They will never be seen again. Those in the process of being transformed will die, and those already transformed will snap out of their aggressive psychosis and thank the Investigators for their help. They will take care of Aaron's remains, and any of those still around the lodge, then will take their leave to form a new colony in the hills of Marquette County.

Aaron's body is later found by the police as having been dragged out of the building through the back exit, apparently mauled by an animal. The attack is blamed on a mad dog or rabid bear, and the power outage is attributed to the storm. If there is any evidence that the investigators killed him, however, they're immediately going to get in some pretty big legal trouble when the police come!

In all cases, the ritual ends when Aaron is stopped. Once the ritual stops, the snowstorm immediately subsides and any remaining Ice Ghouls flee into the icy wilderness as the power comes back, allowing the Investigators to escape the Lodge and its frigid terror.

### Rewards and Further Connections

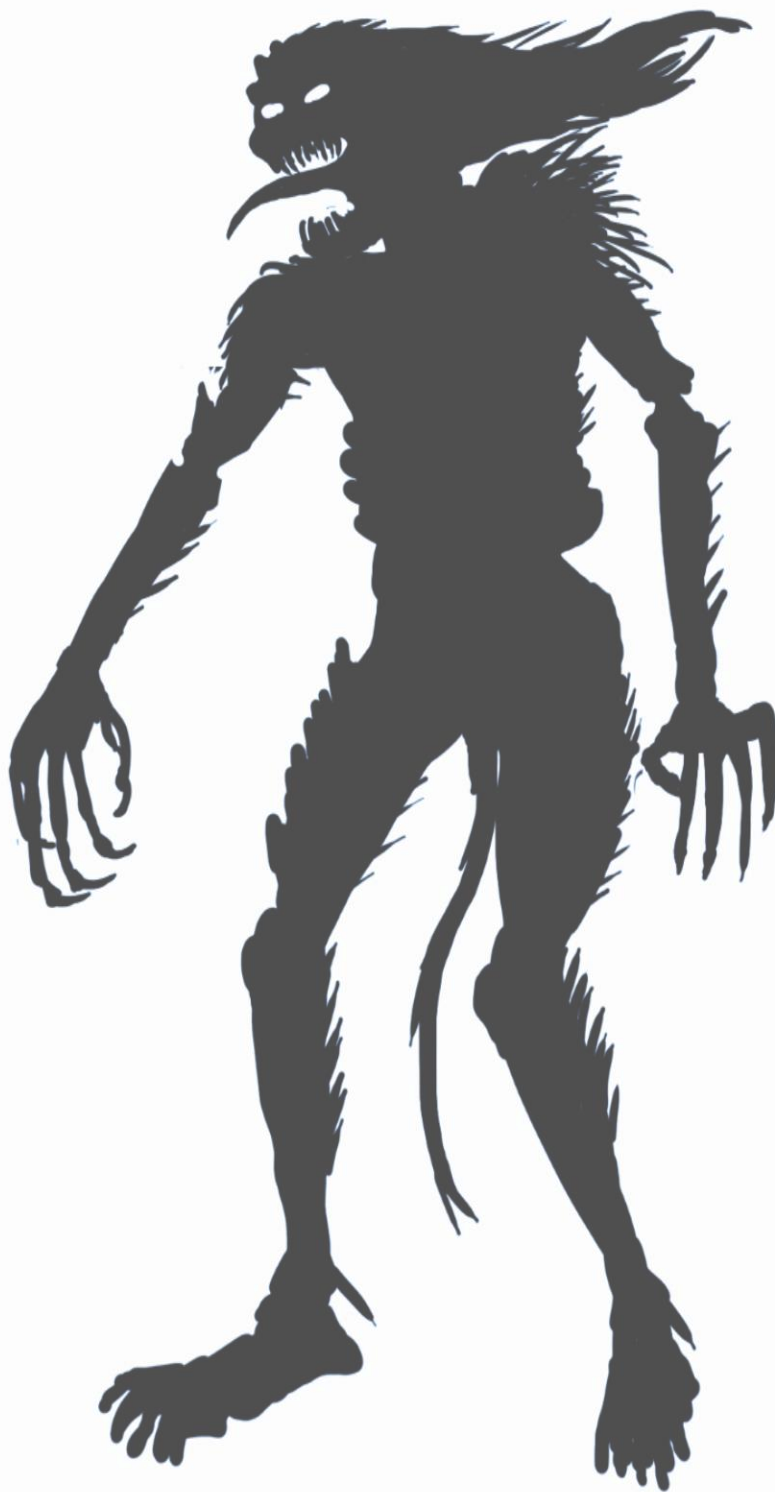
If Aaron is killed or otherwise subdued, regain 1d8 SAN. Actively destroying the ritual grounds so they can never be used again is good for 1d4 SAN regain. If the Ice Ghouls are taken care of in their entirety, regain 1d6 SAN. Any staff members or guests saved are worth 1 SAN apiece. For each one not saved, lose 1 SAN apiece unless they were killed as Ice Ghouls, then no SAN loss or gain. For every Investigator lost in this scenario, take 1d4 SAN.

If the Investigators were foolish enough to contact authorities after doing something illegal themselves (murder, arson, etc.) and there is evidence they were involved, they are likely to be arrested. At the least they will be sure in the knowledge that Aaron Vanderboek will never kill again, and the threat of the Ice Ghouls is over.

Or is it? What if they have escaped, and are hiding out in the hilly pine forests of Marquette County, waiting for another chance to strike? Do the Great Lakes hide secrets similar to those found in Lovecraft Country, or was this incident a fluke?

And what of Ithaqua's presence in the area – are there more people affected by its terrible power in the same way Aaron has been? Is there a cult to this horrific creature in Marquette? Are there other legends of the Ojibwe people that are true as well?

These are all left to the Keeper to pursue as possible hooks for other scenarios in Marquette County, where the cold northern winds blow off Lake Superior and terrible secrets hide in the pine-forested hills...



# KEEPER UTILITIES

## STAFF AND GUESTS OF THE LODGE

### Maria Fuentes, 24, Newlywed Sculptor

Maria is a sculptor, selling her artwork as she can. Maria is a waif of a woman, but makes up for it by being fiery, outgoing, and determined. She can be very stubborn, but has a great sense of humor. She doesn't believe in anything she can't see with her own two eyes, except for the power of the Almighty God. To her, nothing is stronger than the Lord's love, but despite this she is not super religious – much to most of her highly religious family's dismay.

STR 60    CON 50    SIZ 45    DEX 45    INT 55  
 APP 65    POW 40    EDU 55    SAN 40    HP 12  
 DB: 0    Build: 0    Move: 7    MP: 8    Luck: N/A

Attacks per round: 1  
 Brawl                    35% (17/7), damage 1D3

Armor: none.

Skills: Art/Craft (Sculpting) 55%, Fast Talk 35%, Natural History 35%, Photography 30%, Psychology 25%, Spot Hidden 50%.

### Jacob Fuentes, 26, Newlywed Lawyer

Jacob is a lawyer by trade, specializing in domestic settlements. He's a shrewd businessman and an even sharper lawman. Despite this, Jacob is a soft-hearted man – he loves his wife dearly, and would do anything for her. Unfortunately, along with this kind nature comes a bit of a neurotic disposition – Jacob does not like change. He enjoys duck, rabbit, and deer hunting as hobbies. If anything happened to Maria, he would be inconsolable.

STR 80    CON 65    SIZ 70    DEX 60    INT 65  
 APP 55    POW 40    EDU 75    SAN 40    HP 14  
 DB: +1d4    Build: 1    Move: 7    MP: 8    Luck: N/A

Attacks per round: 1  
 Brawl                    55% (17/7), damage 1D3+1d4  
 Hunting Rifle            50% (20/8), (damage 4D6/2D6/1D6)

Armor: none.

Skills: Bargain 30%, Fast Talk 40%, Law 45%, Library Use 50%, Persuade 65%, Psychology 35%, Firearms (Rifle) 50%.

### Laura, 18, Lodge Employee

Laura studies hard (History is her favorite subject) and knows a good deal about the local Native American legends. She isn't easily rattled, but she is incredibly clumsy and often loses things. Despite this, she has a rather upbeat personality.

STR 45    CON 50    SIZ 40    DEX 30    INT 55  
 APP 65    POW 65    EDU 45    SAN 65    HP 11  
 DB: 0    Build: 0    Move: 8    MP: 8    Luck: N/A

Attacks per round: 1  
 Brawl                    5% (17/7), damage 1D3

Armor: none.

Skills: Library Use 60%, Listen 75%, History 70%, Psychology 35%, Charm 45%, First Aid 55%.

### Matt, 21, Lodge Employee

Matt is a sports fanatic and actively plays football on his college's team. He is level-headed for the most part, but not the brightest crayon in the box with a tendency to get angry easily and rush into things without thinking. He makes up for his weak brains with his tough brawn. Matt is in college at North Woods University and studying for a nursing degree.

STR 85    CON 70    SIZ 75    DEX 65    INT 40  
 APP 60    POW 45    EDU 45    SAN 45    HP 15  
 DB: +1d4    Build: 1    Move: 8    MP: 8    Luck: N/A

Attacks per round: 1  
 Brawl                    55% (17/7), damage 1D3+1d4

Armor: none.

Skills: Climb 65%, Dodge 51%, Jump 50%, Skiing 60%, Throw 50%, First Aid 65%.

### Brad, 19, Lodge Employee

Brad talks a tough game, but he only does so to make up for his lack of self-esteem and the fact that blood makes him rather squeamish. He shouldn't talk himself down so much – he's smarter and stronger than he thinks he is. Brad enjoys the outdoors, particularly skateboarding and snowboarding. He practices Tai Kwan Do as a hobby.

STR 70    CON 40    SIZ 55    DEX 90    INT 55  
 APP 55    POW 40    EDU 50    SAN 40    HP 11  
 DB: +1d4    Build: 1    Move: 8    MP: 8    Luck: N/A

Attacks per round: 1  
 Tai Kwon Do            55% (17/7), damage 1D3+1d4+1

Armor: none.

Skills: Climb 65%, Dodge 71%, Jump 50%, Fighting (Tai Kwan Do) 36%, Snowboarding 50%.

## Aaron Vanderboek, 47, Cultist of Ithaqua

Aaron is a man mad with grief and driven to do terrible things because of it. He is indefinitely insane, worships the dreaded Ithaqua, and sacrifices wayward victims to his dark master. He is a tragic figure caught in a terrible bind, one he must do if he wishes to live. Aaron's personality is best described as friendly, charming, very intelligent, and kind, but his madness means anyone can tell there's something strange about him. Aaron is mad, but not beyond saving – all he truly wants is his wife back.

STR 50    CON 70    SIZ 65    DEX 65    INT 70  
 APP 60    POW 30    EDU 80    SAN 30    HP 14  
 DB: 0    Build: 0    Move: 7    MP: 8    Luck: N/A

Attacks per round: 1

Ice Dagger                    50% (17/7), damage 1D6+1+Freeze  
 .45 Revolver                45% (20/8), (damage 1D8/1D4/1D2)

*Freeze: On a critical success for the Ice Dagger, Freeze damage causes another 1d4 damage to the target. If not treated, it also applies a penalty to STR and CON.*

Armor: none.

Spells: Contact Ithaqua, Create Ice Ghoul.

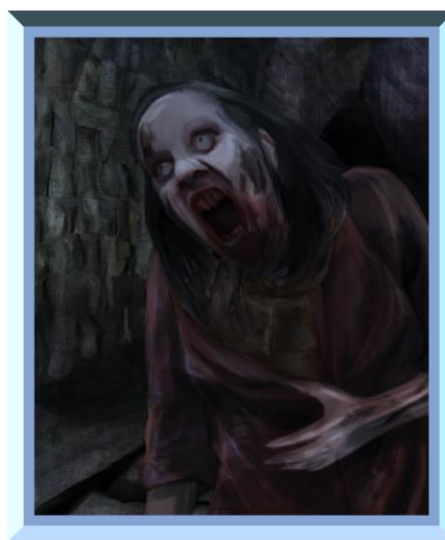
Skills: Accounting 65%, Bargain 45%, Law 55%, Navigate 50%, Persuade 55%, Psychology 55%, Cthulhu Mythos 15%.

## NEW CREATURE: ICE GHOULS

Ice Ghouls are very much like regular ghouls – they still consume dead flesh, they still are subhuman monsters, and they still smell like the grave. However, these frosty Ghouls are much wilder than normal Ghouls and are highly adapted for the wintry cold. An Ice Ghoul can survive in temperatures low enough to freeze a human being to death in seconds.

They are red-eyed creatures with pale bluish rubbery skin, bearing the cold blue and black of a corpse that has frozen over, and are covered with a layer of frost and ice. Their claws and teeth are oddly clear, like icicles, and they cause frostbite in a stricken victim, as does their chilling bite. They can be detected by the icy breath they exhale, which causes frost to cover any surface the breath touches. When an Ice Ghoul is present, the ambient temperature of the room suddenly drops, frost begins to cover surfaces, and the sound of animalistic growling and hissing is heard.

Ice Ghouls have a very pernicious weakness. Like their warmer brethren they do not like light, however unlike them Ice Ghouls are particularly susceptible to heat. A suitably warm room or a fireplace will keep them at bay, if the warmth can be kept constant. The instant that both light and heat die, the Ice Ghouls will swoop in and attack. They prefer to hunt alone, but sometimes are found in packs of up to five or six. They are intelligent enough to sabotage heat sources by destroying fuel or cold fireplaces, hearths, and lightbulbs or heaters.



Like their cousins, Ice Ghouls do not normally attack humans unless commanded to do so, as they much prefer thoroughly frozen, days old carcasses to fresh ones. However, if created with a specific spell, Ice Ghouls can be controlled and commanded by someone in service to Ithaqua, their god.

Ice Ghouls use the same stats as the regular Ghoul does, with the exception of causing 1d6 freeze damage to any target bitten or clawed in addition to the normal damage those attacks do. A critical success on Claw or Bite can easily cause frostbite.

## A Sample Ice Ghoul, Spirit of the Wendigo

STR 80    CON 55    SIZ 65    DEX 55    INT 65  
 APP N/A    POW 50    EDU N/A    SAN N/A    HP 13  
 DB: 0    Build: 0    Move: 9    MP: 10    Luck: N/A

Attacks per round: 2

Icy Claws                    30% (17/7), damage 1D6+Freeze  
 Icy Bite                      30% (17/7), damage 1D6+Freeze

*Freeze: On a success for either a Bite or Claw attack, Freeze damage causes another 1d4 damage to the target. On a critical success, the target is frostbitten; if not treated, this also applies a penalty to STR and CON.*

Armor: 2 points rubbery, frozen hide. All projectiles do half damage, round up fractions. However, when killed with anything besides fire, the Ice Ghoul's body shatters into frigid and very sharp shards which can cause up to 1d4 damage if they hit someone.

Spells: An Ice Ghoul may know up to 1d3 spells of the Keeper's choosing.

Skills: Burrow 75%, Climb 85%, Hide 60%, Jump 75%, Listen 70%, Scent Decay 65%, Sneak 80%, Spot Hidden 50%.

SAN Loss: 0/1d6 to see an Ice Ghoul; 1/1d6+2 if the Ice Ghoul was a former friend or ally.



## **SPELLS**

The spell Contact Ithaqua can be found in the *Call of Cthulhu* 7<sup>th</sup> edition rules, and has not been reprinted here for the sake of brevity.

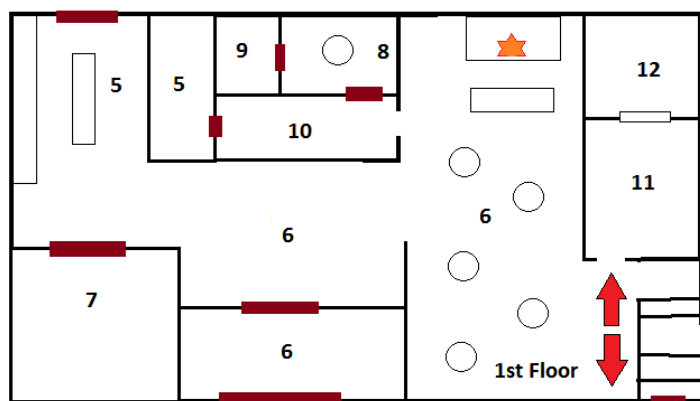
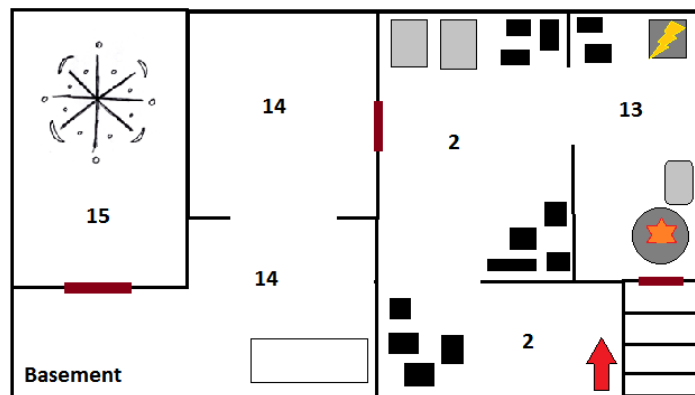
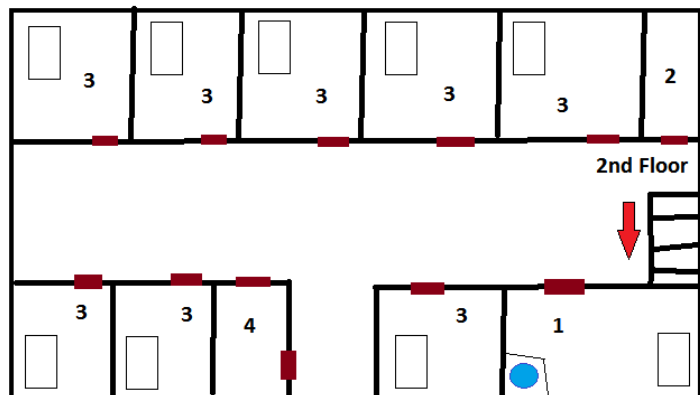
### **New Spell: Create Ice Ghoul**

This nasty spell draws upon the power of Ithaqua to condemn the recently dead to a horrid non-death. The caster must have a dark room, a human victim or corpse, an icicle or dagger made of ice carved with special runes (to keep it from melting and to imbue it with Ithaqua's power), and snow.

To begin the ritual, the caster will first stab his or her target with the icy implement, freezing the victim from the inside out. The caster will then allow the corpse to thaw slightly. After this is done, the caster spends +4 magic points as they chant magic rites while drawing their own blood with the same weapon, allowing it to drip onto the snow. They will then chew off several pieces of the victim's flesh and consume it raw, packing the bloodied snow into the resulting wounds until the body ices over entirely.

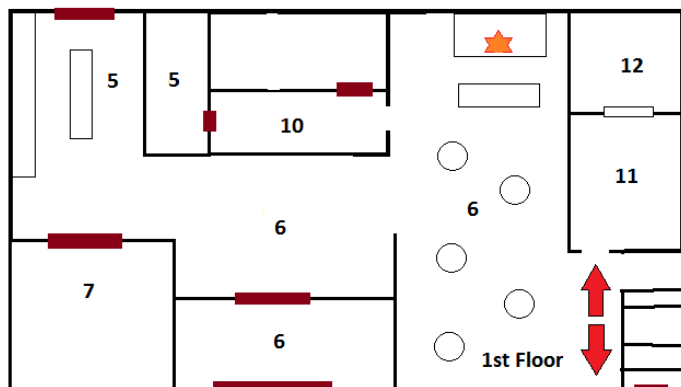
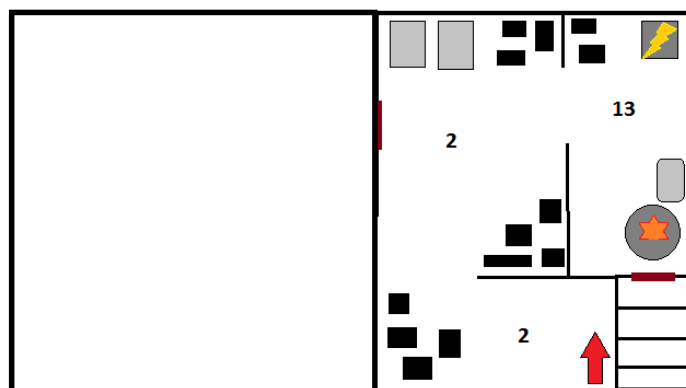
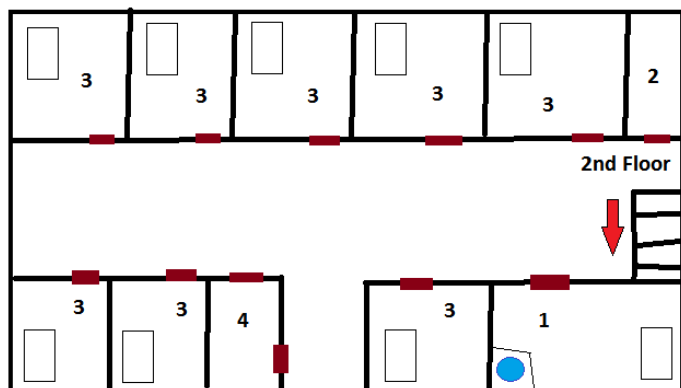
The caster then rolls POW. If they fail, the victim merely dies. If they succeed, the victim breaks free of their icy prison, born anew as an Ice Ghoul subservient to the caster. The trauma of this experience combined with their newfound hunger for dead human flesh takes 1d10 SAN every ten minutes until the victim goes Permanently Insane. Victims until this point retain all of their memories of their previous life, which torment them. The Ice Ghoul remains in the service of the caster until killed or dismissed by the caster, or if the caster to which they are bound dies.

# HANDOUTS



KEY	
1 Honeymoon Suite	10 Front Desk
2 Closet/Storage	11 Food Court
3 Guest Rooms	12 Kitchen
4 Bathroom	13 Boiler Room
5 Ski Rentals/Lockers	14 Aaron's Workspace
6 Lobby/Entryway	15 Ritual Grounds
7 Med Bay	
8 Employee Lounge	
9 Aaron's Office	

*Handout #1: Map of Lodge (Keeper's Copy Above; Players' Copy Below)*



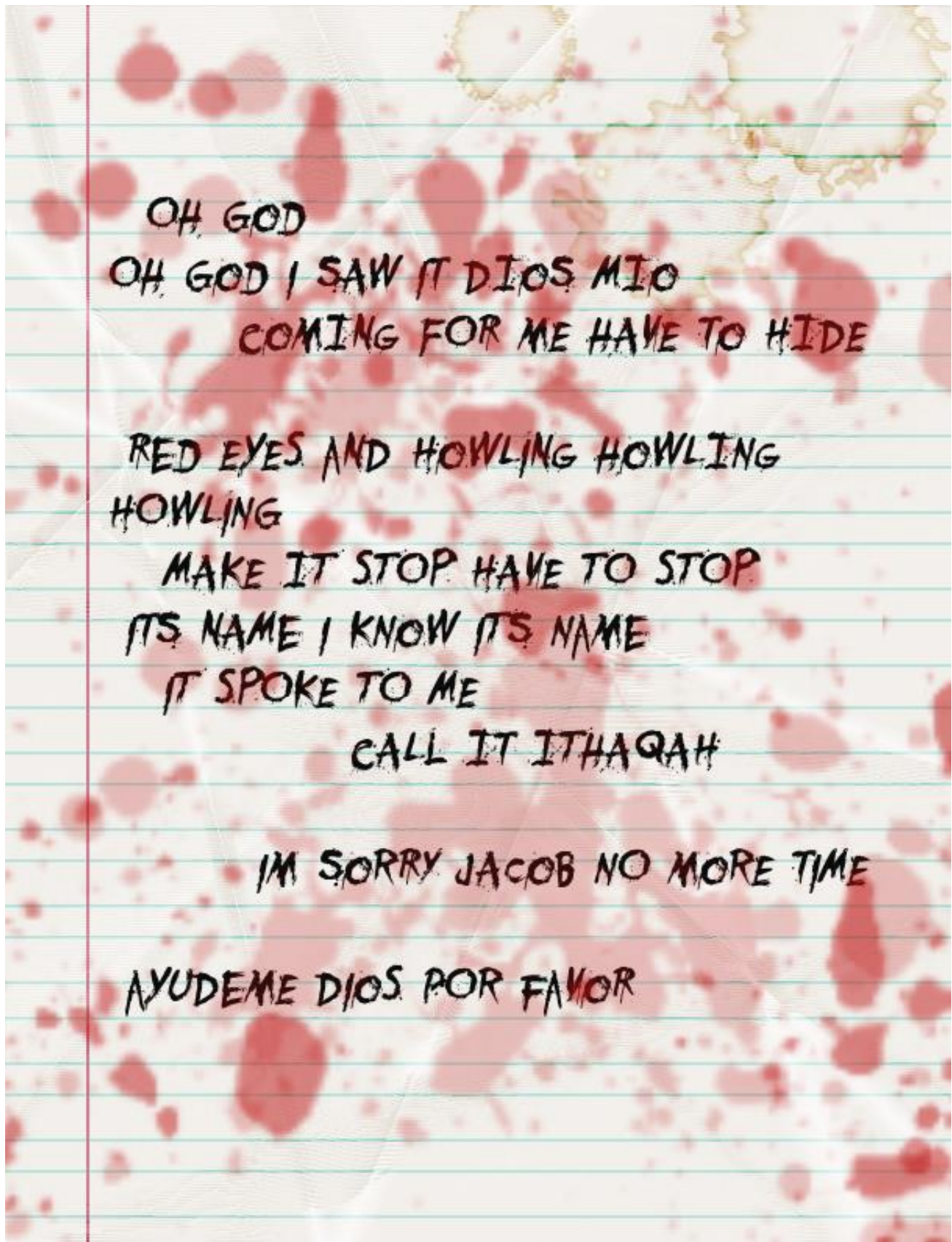
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*Handout #2: Aaron's Password*



*Handout #3: Odd Symbols*



Handout #4: Maria's Note



## A TALE OF SURVIVAL TO MAKE YOUR BLOOD RUN COLD

The Ottawa Mountain Ski Lodge in Northern Michigan is a wonderful place for Investigators to relax and unwind. However, wintertime is fickle in the North, and blizzards can serve a serious hazard to anyone caught in the middle of them. Roads shut down, snow covers doorways and buildings, and animals are frozen solid. And above all this, the howling of something sinister, something dangerous. Something that walks on the wind.

Cabin Fever is a survival horror scenario that forces the Investigators to fend off otherworldly terrors while also uncovering the truth behind a string of brutal murders. To survive, they will need all their wits and skills. Can they make it out alive, or is their fate a gruesome one?

