

DAVAE BREON JAXON'S

CINEMATIC ENVIRONS

ARCTIC LANDS

CALL OF CTHULHU EDITION



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INTRODUCTION

The material in this book is intended to add to the energy and excitement that one should feel when exploring a dangerous and mysterious environment. While it's true that combat and social interactions make up a sizable and important portion of most role-playing sessions, the exploration of uncharted locations is another critical element of immersive gaming. The intention here is to add to the overall drama of your game by engaging the senses and cranking up the tension with heart-stopping hazards that can help make your world come alive for your players.

The hope is that you enjoy using this "overlay" and are sparked to create even more memories in the years to come.

THE RULE OF THREE

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

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

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

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

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

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

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

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

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

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

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

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

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

USING AN ENVIRON

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

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

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

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

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

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

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

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

CONCLUSION

Although not intended to be a book of specific places or encounters, the environs and hazards provided within can offer great opportunities for the Keeper to create locations that are as dangerous and terrifying as the eldritch horrors that dwell there.

DEFINITIONS

BONUS DICE

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

BLINDED

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

DEAFENED

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

DESPAIR

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

DIFFICULTY LEVEL

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

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

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

PENALTY DIE

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

EXHAUSTION

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

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

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

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

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

HYPOTHERMIA

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

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

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

INCAPACITATED

An *Incapacitated* creature can't take actions.

INVISIBLE

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

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

PRONE

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

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

RESTRAINED

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

SANITY

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

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

STUNNED

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

UNCONSCIOUS

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

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





ARCTIC HORROR

Encountering an eldritch horror anywhere is bad news, but when it happens in an arctic setting, the threat increases considerably. This is because arctic environs are inherently isolating, which means that the investigators cannot simply run away or wait for help to arrive.

Perhaps the best example of this is seen in John Carpenter's 80s classic "The Thing" where a research station in Antarctica encounters a significant alien threat while being completely cut off from the rest of the world.

Another benefit to an arctic setting for a horror-based scenario is the mood it creates. In the winter, everything is dead and white. The snow muffles sounds and blurs lines. The ominous creak of snow under a boot or the distant howl of a hungry wolf pack can heighten the tension and create a vivid and immersive scene.

Arctic conditions also generally mean darkness. During the winter, the nights are longer, and in places closer to the poles, there can be weeks without even seeing the sun. This darkness can further enhance the sense of dread that the Keeper is trying to create and maintain.

WHAT IS AN ARCTIC ENVIRON?

An arctic environ is any setting where it's very cold. These can include the places well above the Arctic Circle, Antarctica, a high plateau, a mountain top, or any place that is experiencing winter conditions. While there are some deserts that experience arctic cold, most arctic environs have some amount of snow and ice, and this book will focus on those.

ARCTIC TRAVEL

Getting around in an arctic environ is extremely challenging at the best of times. At the worst of times, it's nearly impossible.

Even the most well prepared and funded investigators can find themselves in dire straights due to vehicle malfunction, unforeseen weather conditions, or the loss of critical supplies.

What follows are a few examples of ways the investigators might be traveling, and options the Keeper has to use the arctic environ to its fullest potential.

Aircraft. There are many types of aircraft available to the investigators from the early 20th century to the present. In many cases, the investigators will not be able to afford to charter their own aircraft unless one of them is wealthy or they have a benefactor with deep pockets.

Air travel offers access to many places that might not be accessible otherwise, from high mountain plateaus to vast regions of tundra. It also offers the Keeper many opportunities to have the plane crash.

Unless one of the investigators is a pilot, the fate of the plane during a storm will be out of the player character's hands, and so the Keeper can use these opportunities to get the investigators where he needs them to go.

A snow storm can delay a takeoff, close an airport, cause an airplane to crash, drive a flight way off course, or force them to land someplace they weren't intending.

If one of the player characters is a pilot, this can offer great opportunities for them to really use their skill, turning a potential crash into a forced landing. Naturally the storm can still cause serious mechanical failure, so even their heroic efforts may come to naught in the end.

The Keeper may want to determine the range of the aircraft based on the amount of fuel and flying conditions. This will provide yet another opportunity to compel the investigators to land or change their destination in order to refuel or simply avoid crashing.

Animals. During the early 20th century, and even later in some regions, domesticated animals were still commonly used as transportation to remote area.

In arctic environs, the most common work animals were horses and dogs. Horse are best suited for mountainous or heavily wooded terrain, while sled dogs are more suitable for regions closer to the poles such as parts of northern Canada, Greenland, Siberia and Antarctic.



The important thing to remember with animals is that they are living creatures that require food, water, and other forms of care. They also have unique moods and personalities which can make things interesting, and of course they can be injured or adversely affected by the elements, just like people.

Investigators will need see to the animals' needs as well as their own, which means more supplies and time. Maintaining animals can take as much as two hours each day, depending on the number. In a cold environ this work is compounded since water may have to be collected or thawed and some sort of shelter provided.

Horses are large creatures, requiring much more food per day than an average human. Ponies require a minimum of 6 pounds of food and 6 gallons of water per day, while larger horses requires a minimum of 12 pounds of food and 12 gallons of water per day.

Sled dogs can eat 5 pounds of meat per day, though this amount can double if they are being pushed hard. They can pull around 50 pounds each, so a team of 10 dogs could conceivably pull a sled weighing 500 pounds, including the sled and rider.

Depending on the region, it may be possible to hunt for food along the way, but this will of course add to the overall duration of the trip.

Automobile. If the scenario is set any time after 1920, chances are that most investigators will have access to a motor car of some kind. While not suitable for reaching the Antarctic, a car can certainly be used during winter conditions, especially in New England where many of many of H. P. Lovecraft's more famous stories took place.

Driving along back roads can be tricky, but when combined with a blizzard or ice storm, it can be downright deadly. It should be kept in mind that in the 1920s and 30s, roads were not nearly as well maintained as today, especially outside of the cities. Many back roads could be closed all season or maintained sporadically.



If the Keeper is running a modern scenario, the same applies, especially when traveling in the middle of nowhere. Weather reports can be wrong. Electronic devices and radios can lose their signal, limiting the investigator's ability to track potential storms.

Allowing the characters to track a storm can be useful too. An approaching blizzard can be an excellent motivator to move things along as the investigators try to avoid becoming stranded.

When the investigators are driving in the snow, and especially during a snow storm, the Keeper will want to have them make regular Drive checks to stay on the road and avoid becoming stuck.

If it's vital that they reach their destination, the Keeper can use this opportunity to illustrate how difficult it will be to leave once they arrive, adding to the sense of isolation.

If the Keeper wants them to get stranded as a hook for scenario, then they can ramp up the intensity of the blizzard to ensure that the investigators become stranded.

Investigators will want to keep track of gasoline, particularly if they are going off the beaten path where fuel may be difficult to come by. As an example, the classic Ford Model-T had an average of 21 miles per gallon, with a fuel capacity of 10 gallons, giving it a range of roughly 210 miles.

Keepers will have to decide if they want to track fuel use if it's important for the game, or simply hand-wave it if it's not.

Ship. In the 1920s, travel by ship was still very common, and was used extensively for scientific expeditions to the Arctic and Antarctic regions.

In cases where the investigators are on a reinforced ship with a professional and experienced crew, the dangers posed by the weather are lessened, though there is always the chance of the something going wrong.



There have been many instances where well prepared expeditions have become trapped or lost due to unforeseen circumstances, and even the most seasoned explorers cannot anticipate all possible hazards.

While one expects an expedition to the Arctic to be dangerous, traveling along well established shipping lanes is no guarantee of safety. A classic example of this is the ill-fated HMS Titanic that struck an iceberg in the north Atlantic and went down in under three hours.

The Keeper can create a scenario that has the investigators on a sinking ship in arctic waters. This can really add to the tension by setting a hard time limit to complete their task and get to a lifeboat before the ship goes down, or risk being dumped into the frigid water and certain death.

Train. Traveling by train was extremely common in the 1920s in the United States and throughout Europe. Some of the more famous rail systems include the Transcontinental Railroad in the United States, The Orient Express in Europe, the Trans-Siberian Railway in Russia, and The Gahn in Australia.

Traveling by train can be very immersive and offers great opportunities for the investigators to experience an isolated setting, particularly in an arctic environ.

While traveling through the mountains, the tracks can be blocked by an avalanche, trapping the investigators with many NPCs with whom they can interact.

A freak blizzard can strand a train in the middle of a vast stretch of nothing, whether it's the Great Plains of the United States or the Siberian tundra.

The characters will have to deal with the basic survival needs of heat, food, and water on top of whatever unspeakable horror



is lurking somewhere in the snow covered landscape.

Zeppelin. If the campaign is set in the right time period, traveling by zeppelin can be very cinematic, especially if the Keeper is looking for a more pulp adventure feel for their game.

Zeppelins were used several times to explore the Arctic, the most famous being the Graf Zeppelin. Its 1931 Arctic Flight was both a scientific expedition and a dramatic display of the airship's capabilities under extreme conditions.

In July of 1931, the Graf Zeppelin carried a team of scientists from Germany, the United States, the Soviet Union, and Sweden on an expedition to the Arctic, making meteorological observations, measuring variations in the Earth's magnetic field, and making a photographic survey of unmapped regions.

The flight covered over 8,000 miles in six days, and the information collected changed the map of the Arctic region.

Since Keepers are creating a fictional version of our world,



there is no reason that they can't expand the use of airships to make them more available to the investigators.

Using a zeppelin in an arctic environ can mean having a movable base of operations that can carry much more supplies and equipment, isn't at risk of becoming trapped by ice, and is capable of traveling inland.

Naturally there are risks to the use of a zeppelin. Airships like these depend on volatile hydrogen gas that can ignite and explode under the right conditions. The Keeper could use this vulnerability to either strand the investigators or provide another potential threat.



BONE CHILLING SCENARIO IDEAS

One significant advantage to creating scenarios for an arctic setting is that they are usually very isolated and unpopulated. This means that it's easy enough for the Keeper to place a mysterious statue, lost village, or previously undiscovered ruin within the greater landscape.

The following story seeds are meant to inspire Keepers to take full advantage of this particular environ, so they should feel free to use them as presented or modify them to suit their setting and style of campaign.

Antarctic Outpost. The investigators are sent to a U.S. research station in Antarctica that has uncovered a mysterious structure. They arrive to discover the researchers missing. Log entries indicate that an exploratory team never returned from the dig site, and that a rescue team was going to investigate. That was three days ago.

Keeper's Note: Antarctica is extremely harsh with deep cold, high winds, and unpredictable whiteout conditions. The risk of hypothermia, frostbite and snow blindness is extremely high.

Cruise of Madness. A luxury cruise ship has returned from the arctic circle with a surprising number of passengers that are experiencing vivid and terrifying nightmares. The characters buy tickets for the next voyage to try and discover the source of this strange madness.

Keeper's Note: While in Arctic waters, the Keeper should emphasize the cold outside and the risk of going into the ocean. A healthy person can die in under 10 minutes in the frigid water. The scenario should make that a real possibility. To better illustrate the point, maybe one of the NPCs could throw themselves overboard in their madness and die before they are able to be pulled out a few minutes later.

Ghost Ship. A fifty year old missing cargo ship has been discovered half frozen in an iceberg. The crew is frozen solid as if it happened suddenly while they were in the middle of their daily activities. The only exception is a single, frozen crewman who locked himself in a storage locker. Written on the walls inside are insane ramblings that describe a yellow, serpent-like demon.

Keeper's Note: With ice all over the ship, the Keeper should remember that all surfaces are slippery and dangerous. Characters may have to make regular Dexterity checks to avoid falling. Of course, cold is an issue since the ghost ship is unheated.

Hotel Vermont. The end of the season at a Vermont hunting lodge finds a collection of odd vacationers. During a moment of relaxation by the warm hearth, the grizzled old manager pulls out an old tome from which he offers to read a wonderful story. The next few days are a blur as nightmares become real and the guests descend into madness in the middle of the blizzard of the century.

Keeper's Note: The blizzard should make leaving the lodge nearly impossible. The Keeper might want to have a reason for the investigators to go outside, giving them a chance to get lost or encountering something concealed by the blowing snow.

Meteor Impact. Reports of a shooting star seem harmless enough, but when reports begin coming in that it hit the ground in a northern boreal forest, the investigators are asked to go take a look. When they arrive at a small town about 20 miles from the impact, they hear reports of strange sounds coming from the direction of the meteor, and last night several sled dogs were found mutilated as if by a predator, though the kennel was closed and locked. The locals claim that the meteor itself is an almost perfect sphere with alien writings that seem to have caused several people to go insane after trying to read them.

Keeper's Note: The investigators will have to travel 20 miles through the wilderness to reach the meteor impact site, and the deep cold will make hypothermia a risk if the characters are not prepared. Even if they are properly equipped, the Keeper should have a few arctic hazards ready.

Missing Expedition. A group of scientists headed out across the northern tundra to take geomagnetic readings a week ago and have not returned. Attempts to find the missing expedition have proven fruitless. The only hope of finding them is a lost sled dog that returned last night with a torn bit of cloth tucked into its collar. Scrawled on the cloth in blood are the words "abandon hope all ye who enter here". The plan is to let the dog lead the rescue team across the tundra to find the lost party.

Keeper's Note: Traveling across the tundra will offer a number of opportunities to place hazards in the investigators' path. It's also possible that the dog will be unreliable, and so may lead the search party astray, leaving them lost in a barren wasteland with limited supplies. The Keeper should have the players keep careful track of their gear and provisions since it could become critical later on. In a pinch they can eat the dog.

Polar Night. The investigators are traveling to a town in the far north that experiences more than a week of darkness around the time of the winter solstice called "polar night". They're going to meet with a colleague to discuss some related folklore surrounding this time that might interest them. When they arrive at the town however, they are surprised at the fearful looks they're getting from the locals. It seems that since polar night started a few days ago, there have been a series of disappearances that the townsfolk attribute to a local legend that sounds remarkably like the tales of the Himalayan yeti. The characters soon discover that one of the more zealous locals has captured the investigator's colleague and plans to sacrifice him to appease the monster.

Keeper's Note: Without any sun at all, the cold in this place is going to be extreme, dipping down to -40° Fahrenheit or below. The Keeper should have the investigators make regular checks when outside, and especially if they find themselves unprotected in the elements. If there is a wind chill, exposed fleshy areas like noses, ears and fingers can turn numb and freeze in a matter of minutes. Hypothermia is almost certain if outside for any length of time.

Siberian Ruins. An expedition of anthropologists heads into the Siberian wilderness to investigate rumors of a previously undiscovered tribe that has had no contact with civilization. The investigators have been asked to accompany them because of a mysterious fragment of stone etched with strange images that is believed to have come from that region. After making contact with the tribe, they soon discover a massive sinkhole in the permafrost that is over a mile across and a thousand feet deep. Within are the ruins of a lost city.

Keeper's Note: The investigators are going to find themselves in the middle of a whole lot of nothing for hundreds of miles. Keeping track of gear and provisions will be very important, especially on the way to find the tribe. Once there, the people will provide some food and shelter, though their own stores are limited this time of year. As always, the deep cold is a constant threat, with temperatures in the sinkhole even colder.

Snow Crash. The investigators awaken after a traumatic plane crash. Luggage, gear, bodies and wreckage are scattered across the frozen landscape. With limited supplies and a group of disparate survivors to look after, they must figure out how to get back to civilization. One of the other passengers notes that the area where they crashed is known for mysterious disappearances, much like the Bermuda Triangle. When night comes, the investigators are horrified to discover that the constellations are all wrong and a pair of alien moons rise on the horizon.

Keeper's Note: This scenario has the potential to be a long term, extreme survival situation. The Keeper can throw

the investigators a bone by having some useful supplies salvageable from the crashed plane. This would be a good opportunity to introduce some of the strange alien conditions on page 13, or come up with new ones. If the Keeper wants to run a darker scenario, the survivors may even be forced to resort to cannibalism in order to survive, which will likely inflict some significant sanity loss... assuming they have any left after finding themselves on an alien world.

Terrorized Fishing Village. A number of people have been discovered dead in a remote Alaskan fishing village. When the investigators arrive, they find that the bodies have been ritually cut, with several organs removed. Further investigation reveals that several weeks earlier, a fisherman pulled up a peculiar box from the sea floor. He has not been seen since.

Keeper's Note: This scenario will likely force the investigators into the wilderness in search of the missing fisherman, and so they will probably face a few hazards. It's also possible at some point that the fisherman might take his boat and head out into the ocean. This could provide opportunities for an exciting chase on the icy water through shifting and broken ice floes.

Undiscovered Land. A British archaeological dig uncovers evidence of previously unknown civilization in northern China. The location is on the border of the Soviet Union, and the Chinese government fears that the discovery could exacerbate the tension between the two countries. The government sends a half dozen of military vehicles to bring the professor, his people, and the artifacts back to Peking, and ultimately out of the country. As they travel south however, an insidious fear and paranoia grips the entire convoy as an entity of pure hunger escapes from the dig site and gives chase.

Keeper's Note: This scenario could easily become one long chase across northern China in the dead of winter. The roads will be treacherous, even in military vehicles, and will require a great deal of driving skill to keep them on the road. High winds will increase the risk from the cold and make driving even more difficult. There are many of the hazards that can apply during the chase, from avalanches to blizzards. Perhaps the investigators will try to take a shortcut across a frozen lake that will groan and crack under the weight of the heavy trucks. Keepers should make this an epic, fast-paced flight for their lives.

Winter Witch. A small Texas town in the middle of nowhere becomes the center by a freak blizzard that stalls over the area, stumping Meteorologists. The locals are convinced that this all started when an elderly woman bought and moved into an old Victorian house at the edge of town. For some days before the storm, strange lights and sounds had been reported coming from the widow's walk at the top of the house. Several children have gone missing as well, but no one has accused the old woman... yet.

Keeper's Note: The blizzard will provide many opportunities to use arctic hazards and conditions. The Keeper may also want to include a few supernatural options as the investigators get closer to the house or if the witch feels threatened.

Wraith. It's one of the coldest winters on record, and a small Maine town is gripped by a series of deaths where the victims were found frozen solid in their homes, despite the heat being on and no sign that it was ever off. A nearby cemetery reported the vandalizing of one of the oldest crypts in the area that dates back to the 1600s.

Keeper's Note: In addition to the deep cold conditions in this scenario, the investigators may encounter whiteouts as the wind blows the fine powdered snow. When the temperature drops into the negative double-digits, smells can change quality, fabrics stiffen, and snow has a unique creak to it. All of these things can be used to establish the mood.

Yeti Mountain. In a remote region in the mountains, the locals are reporting the loss of livestock and the damaging of fences. These things might be chalked up to the behavior of desperate wild animals during a particularly cold winter, except for the fact that some have reported large humanoid shapes in the darkness, and a few massive footprints. Exploring in the direction of the footprints it is discovered that a large section of rock has collapsed due to the extreme cold and has bridged a previously impassable crevasse.

Keeper's Note: This scenario will send the investigators into the wilderness, providing many opportunities for arctic hazards, particularly the crevasse. The Keeper may also want to consider utilizing the stone "bridge" for a dramatic encounter.



THE GREAT COLD ONES

There are other conditional factors that Keepers will want to remember when preparing and running a Call of Cthulhu campaign set in an arctic environ. Each of these can be used by the Keeper to enhance the players' immersion in the setting, increase the tension, and nudge the story in a particular direction.

Frozen Equipment. As anyone who has lived in New England can attest, most vehicles do not like to start when it's cold out. If the environ is extremely cold, the problem becomes worse, especially if the vehicle has not been prepped for those conditions.

Keepers may want to decide on a set of skill checks to get a vehicle started. For example, the investigator may have to make a Luck or Drive roll to start a vehicle below a certain temperature, with the difficulty increasing as it gets colder. This can make for an exciting moment as the character is desperately trying to start the car with some terrifying monster bearing down on them.

In some cases, fuel lines can freeze and engine blocks can crack if they have not been weatherized to deal with the extreme conditions one might find in northern Canada, Siberia, or Alaska.

Any vehicles in Antarctica can probably be assumed to be prepared to resist the intense cold, but mistakes can happen and vehicles can be sabotaged by simply adding water.

Other equipment may also be adversely affected by the deep cold. Ice can freeze up mechanisms and doors. Rubber, plastic, and even metal can become brittle. Electronics can collect moisture which can then freeze, damaging sensitive circuits, and in a modern setting, LCD displays may fail to work. The Keeper should be imaginative when considering ways that arctic conditions can make life miserable for the investigators.

Wind Chill. The Keeper may want to intensify the situation by considering the wind chill when adjudicating the cold. The following chart can be used to give an idea of how cold it really feels to the investigators.

		Temperature (°F)								
		40	30	20	10	0	-10	-20	-30	-40
Wind (mph)	10	34	21	9	-4	-16	-28	-41	-53	-66
	20	30	17	4	-9	-22	-35	-48	-61	-74
	30	28	15	1	-12	-26	-39	-53	-67	-80
	40	27	13	-1	-15	-29	-43	-57	-71	-84
	50	26	12	-3	-17	-31	-45	-60	-74	-88
	60	25	10	-4	-19	-33	-48	-62	-76	-91

Frostbite Times: 30 minutes, 10 minutes, 5 minutes

Even before frostbite sets in, the bitter wind will make it difficult to perform even the most mundane tasks. Manipulating tools, holding objects, and even seeing clearly could become difficult or impossible. The Keeper will have to decide on a case-by-case basis what the effects will be on the investigators.



ARCTIC CONDITIONS

I immediately began to regret my choice to travel north. The bitter cold was enough to crack my flesh until it bled. The sky was cloudless and the sun bright, but did nothing to warm my bones.

Our rations were frozen solid, and I had to put the dried meat in my armpit to warm it enough to chew. I cannot recommend the flavor.

No matter where one travels within a particular environ, there will be aspects that are common throughout the entire region. The following section outlines conditions that are likely to effect the characters no matter where they go.

REGIONAL PRESSURES

Without the skills to survive in an arctic climate, death is almost inevitable. Maintaining a healthy heart rate and getting blood to the extremities is of utmost importance.

Additionally, the characters will always be seeking somewhere to shelter, particularly during extreme conditions, such as a blizzard, or when night falls to attempt to get some much needed rest.

In an arctic environ, it is always a race against time and fatigue to get to someplace warm before exhaustion, bitter cold or desperate predators overcome them.

REGIONAL CONDITIONS

Remember to be consistent and adjudicate your gaming table when situations arrive that hinder the party. Listed below are some possible hazards and minor setbacks that a frozen climate can offer.

Deep Cold. Arctic regions are almost always gripped by unimaginable cold that can kill an exposed creature very quickly. Any character out in the cold without the proper protection

must make a Constitution check or become hypothermic (see *Hypothermia* on page 5).

Despair. Making a long trek across the harsh arctic landscape is foreboding and can crush the spirit of the most seasoned explorer. If your game has a strong element of realism, you may ask for a *Sanity* check once per day to determine how the characters are dealing with the stress. Failure means losing 1 point of *Sanity*. If the character loses 30 *Sanity* due to *Despair*, the victim may want to give up, sit down, and do nothing to save themselves from the cold or predators.

Freezing Liquids. Most common liquids will freeze solid in arctic climates. These can include drinking water, holy water, and other liquids that might be of value. The Keeper must decide if the liquid can still be used once melted or if it has any reduced effects. Note that most glass containers will break if the liquid inside freezes.

Frostbite. Prolonged exposure to extreme cold without sufficient protection can lead to frostbite in the extremities. Each hour spent exposed to the elements requires a successful Constitution check or lose 1 Hit Point due to frostbite. After losing 3 Hit Points, they gain a *Penalty Die* to all Dexterity checks.

If the setting is particularly brutal, the Keeper could have the frostbitten character lose 1d4 fingers or toes to frostbite after failing their Constitution check 5 times in a row, and 1 more for each failure thereafter.

Recovering from frostbite takes a long time, with the character recovering 1 Hit Point per week without medical care.

Midnight Sun. In the far northern arctic regions of the world, there can be a period of time in the winter where the sun never rises, and a period of time in the summer when it never sets. These times occur around the solstices, and can last for days or weeks depending on the northern latitude. This may or may not have a mechanical effect on the campaign, depending on the circumstances.

For example, if the investigators are dealing with creatures that fear daylight, then encountering them in a far northern land around the time of the winter solstice could make things much more challenging. On a more mundane level, with perpetual daylight, it could become particularly difficult for characters to get to sleep. The Keeper will determine if the amount of daylight affects the characters, and to what degree.

Noisy. Being quiet is difficult when crushing ice under foot. This may make create impart a *Penalty Die* to all *Stealth* checks in the frozen wastes.

Tracks. Unless covered by winds or snow, anything moving through this environ will leave a very noticeable trail across the snowy landscape, especially if it was previously untraveled.

Uncomfortable. Sleeping and resting is uncomfortable at best. The benefits from a rest may need to be modified depending on the specific conditions.

The Keeper could simply double the rest time required to gain the normal benefits, or in a more brutal environment, the Keeper could decide that the characters begin gaining levels of *Exhaustion* and *Despair* as they become more and more sleep deprived.

SUPERNATURAL OR ALIEN CONDITIONS

Whether caused by some eldritch power or the presence of an otherworldly entity, it's important to consider how these things will affect your environs. The following are a few examples that one could add to an arctic setting.

Arctic Cyclone. As the sky darkens, the clouds overhead begin to swirl. Within minutes, a funnel cloud descends and tears its way across the landscape. This whirlwind will tear apart wooden structures, shred tents, and pick up anything not firmly secured to the ground.

Each character should make a *Luck* roll to avoid the path of the cyclone. Any character hit by the cyclone must make a successful *Strength* or *Dexterity* check or get hurled 60 feet, land *Prone*, and take 1d6 Hit Points of damage.

Black Cold. At night, the temperature drops so low that any exposure is deadly. It is almost certain that an unprotected character will freeze to death in these conditions.

Once the sun sets, the temperature drops rapidly, reaching -100° Fahrenheit within two hours. Anyone who is not inside of a heated shelter will have to make a successful *Constitution* check every 10 minutes or suffer 1 level of *Exhaustion*. This can lead to death in less than an hour, even with full cold weather gear. The characters should start looking for shelter as early as possible in order to survive.

Bursting Ice. At first glance, this area appears to be nothing more than a vast rough ice field surrounded by frozen cliffs. Beneath the surface however, great pressures have built up, driven by the titanic glaciers. Every so often (once or twice per day), these pressures cause large areas of ice to explode, sending tons of ice shrapnel in all directions.

These explosions can also be triggered by vibrations on its surface. If a group of explorers are traveling across such an ice field, the Keeper should roll a d10 every 30 minutes. On a roll of 1, there is an explosion of ice nearby. Each character must then succeed on a *Dexterity* check or suffer 1d6 Hit Points of damage. If the characters make any loud noises, the chance of an explosion increases to 1-3 on a d10.

Razor Ice Storm. A deadly storm pushes down from the north, bringing the dreaded *Razor Ice Storm*. Although the storm moves through the area quickly, it can leave countless unsheltered people and creatures dead in its wake.

As the storm hits, the leading edge is punctuated by violent lightning strikes. During the first 10 minutes of the storm, there is a 20% chance that lightning will strike within the vicinity of the characters. If this happens, each character must make a *Constitution* check. Anyone who fails suffers 2d6 Hit Points of damage. Any who succeeds suffers only 1 Hit Point.

For the next 50 minutes, ice rages down from the sky. Although similar to hail, these chunks of ice have sharp, jagged edges that can slash flesh to ribbons if not protected. Every 10 minutes that the characters are uncovered, they must make *Dexterity* check or suffer 1 Hit Point of damage. If they are wearing armor or cold weather clothing, this damage negated.

An excerpt from the Journal of Artemus Hale

Having recently returned from the arctic circle, I must shamefully admit that I completely and utterly underestimated the extreme conditions to be found there.

We had thought ourselves prepared for distinct lack of resources, but the catastrophic loss of our supplies into a seemingly bottomless crevasse might have been the end of us had it not been for the kindness of the local Inuits who took us in. Had we not stumbled upon their hunting camp, I would not be writing this now.

That being said, even with the proper gear, supplies and the skills to use them, the arctic lands are unforgiving and cruel, second only to the desert in their harshness. After all, if one manages to get a fire going, at least there is water that can be coaxed from the ice.

In the end however, we were fortunate enough to return with all of our appendages intact, and perhaps a greater appreciation for the comforting warmth of hearth and home.

I would like to say that the artifacts that returned with us had made the perilous trip worthwhile, but looking back on the torturous events, it all seems like folly to my mind.

Still, Professor Graves assures me that the samples we have provided him will revolutionize the field of biology if the contents of that strange jar are confirmed to be of alien origin, though I am skeptical of such claims.

ARCTIC HAZARDS

The last lap of the voyage was vivid and fancy-stirring, great barren peaks of mystery looming up constantly against the west as the low northern sun of noon or the still lower horizon-grazing southern sun of midnight poured its hazy reddish rays over the white snow, bluish ice and water lanes, and black bits of exposed granite slope. Through the desolate summits swept raging intermittent gusts of the terrible antarctic wind; whose cadences sometimes held vague suggestions of a wild and half-sentient musical piping, with notes extending over a wide range, and which for some subconscious mnemonic reason seemed to me disquieting and even dimly terrible.

— At The Mountains of Madness
by H. P. Lovecraft





ARCTIC HAZARDS

AVALANCHE

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

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

PRESSURE

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

IF/THEN

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

CHANGES

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

EVEN THE ODDS

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

FUMBLECRIT

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

An excerpt from the Journal of Artemus Hale

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

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

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

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



BLIZZARD

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

PRESSURE

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

IF / THEN

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

EVEN THE ODDS

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

CHANGES

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

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

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

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

FUMBLECRITS

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

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

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



ICE CLIFFS

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

PRESSURE

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

EVEN THE ODDS

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

IF / THEN

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

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

CHANGES

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

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

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

FUMBLECRIPT

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

ICY CREVASSE

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

PRESSURE

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

IF / THEN

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

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

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

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

CHANGES

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

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

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

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

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



FROZEN LAKE

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

PRESSURE

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

IF / THEN

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

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

CHANGES

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

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

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

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

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


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

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

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

FUMBLECRAFT

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



RAGING RIVER

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

PRESSURE

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

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

IF/THEN

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

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

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

EVEN THE ODDS

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

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

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

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

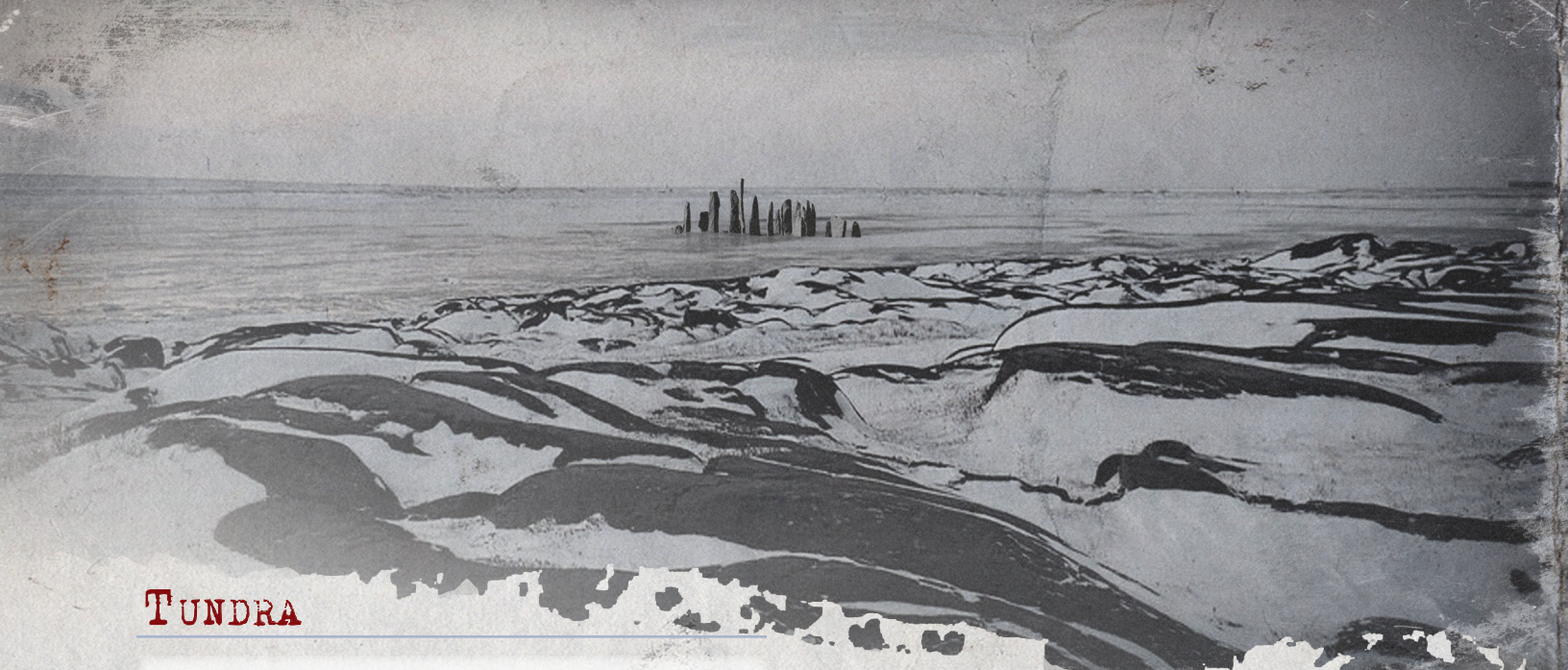
When a character runs out of breath or takes water into their lungs, they can survive for 1 minutes. When that minute is up, they drop to 0 Hit Points and will die unless resuscitated. Once revived, half of their Hit Points return, with the rest returning after a good night's sleep.

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

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

FUMBLECRIT

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



TUNDRA

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

PRESSURE

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

IF/THEN

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

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

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

EVEN THE ODDS

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

CHANGES

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

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

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

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

FUMBLECRITS

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

Appendix

NEW OCCUPATION

ARCTIC GUIDE

The arctic guide has spent a great deal of time in the wastes of the far north, and are therefore accustomed to living in regions of scarcity and deep cold. They have witnessed the beauty of the aurora rippling across the stars like a great veil. They have been through times of endless day when the sun dances at the edge of the horizon and endless night when the wolves gather at the door.

Though the lands are hard, the people are kind and caring. They are bound together by the shared experience of living in the land of perpetual snow, ice and cold.

Occupation Skill Points: $EDU \times 2 + (DEX \times 2 \text{ or } STR \times 2)$

Credit Rating: 0–15

Suggested Contacts: Local people and native folk, traders.

Skills: Firearms, First Aid, Listen, Natural World, Navigate, Spot Hidden, Survival (any), Track.

FEATURE: ARCTIC SURVIVOR

The arctic guide has lived through environmental conditions that would have killed a lesser person. They, therefore, have a much easier time dealing with the discomfort associated with cold, hunger, and endless sheets of snow.

When it seems impossible, they are able to locate or build shelter from the elements, turning the most mundane materials into a bulwark against the cold.

Lastly, they are accustomed to navigating without any prominent landmarks, using only the sun and stars to lead them across the most barren, featureless landscape. If they are able to see the sun or night sky, they can easily maintain a heading or find their way to a known location.

NEW EQUIPMENT

Frostbite Salve. This salve is unique to some of the northern tribes above the arctic circle. Made from animal grease and various seasonal herbs, this ointment eases the effects of frostbite, reducing the recovery time by half.

Shovel. This simple tool cuts the digging time in half, whether creating snow shelters, tunneling through snow drifts, or rescuing companions buried by an avalanche.

Skis and Poles. When secured to the feet, these polished wooden slats enable the wearer to glide across level snowy surfaces at their normal movement rate. Their speed is halved when moving up a snowy slope, but doubled when moving downhill on gentle slopes or quadrupled on steep slopes.

Snow Goggles. This eyewear is often crafted from either bone or leather. They have a narrow slit opening through which the wearer can see and is held in place with leather straps.

These goggles prevent *Snow Blindness* and increase visibility during a *Whiteout* to 10 feet.

Snowshoes. Crafted from leather webbing laced across wooden or bone frames, this wide foot gear can be secured to the bottom of any boots. Snowshoes improve the wearer's ability to move across deep snow, reducing the penalty for walking by 50%.

If the character has skill points in *Survival* or the *Arctic Guide* occupation, they can fashion a pair of snowshoes in about two hours, assuming they have the time and materials to do so.

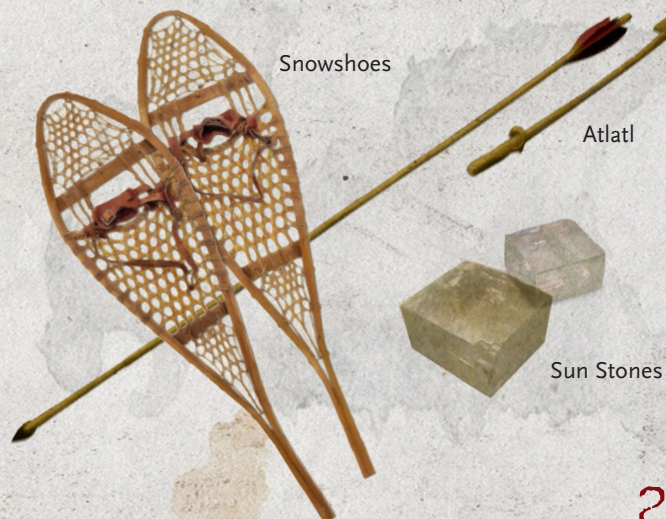
Sun Stone. Also known as *Feldspar* or *Ice Stone*, this clear rectangular crystal can be found near exposed cliffs in certain places in the northern lands. On overcast days, when the sun's position cannot be determined behind the clouds, looking through the *Sun Stone* will reveal its location.

This eliminates any navigation penalties due to overcast skies or whiteout conditions when traveling during the day.

NEW WEAPONS

Atlatl. An atlatl is essentially a stick with a handle on one end and a hook or socket that engages a light spear or "dart" on the other. The flipping motion of the atlatl propels a light spear much faster and farther than it could be thrown by hand alone. [Use the statistics for the *Spear (Thrown)*, except that the base range is $STR \text{ yards} \times 2$.]

Hunting Club. This long, curved club is used for hunting up to medium-sized game. It is usually fashioned from a large bone, tusk or hard wood. It often has a leather-wrapped handle for a better grip in the cold. [Use the statistics for the *Club*, except that it can be thrown with a base range of $STR \text{ feet}$.]





ARCTIC ENCOUNTERS

- 1 Boot tracks lead away, their path random and shuffled. Drops of blood follow the footsteps, frozen in the snow and treads. The trail ends in a spray of blood and gristle. Steam rises from the pool, heat evaporating in the frigid air.
- 2 The carcass of an elk is found dead. A look of terror is frozen on its face, dead from fright.
- 3 You find an old but well-preserved woodland shelter. It is handmade from gathered natural materials.
- 4 A sound disturbingly like fingers scratching on a rough surface breaks the silence. A short investigation finds tree branches scraping against an icy pond.
- 5 The silhouette of a loved one stands on the edge of your vision. The figure makes a single cryptic gesture then disappears in a gust of wind-blown snow.
- 6 A tree trunk has a remarkably human face formed of knots and growths. The tree is exceptionally large and healthy for this region.
- 7 A small child-sized sled is leaning against a tree. It is well preserved with lacquered wooden planks and red rails. Although small, anything placed on it is quite easy to push or pull through the snow.
- 8 The dead body of a traveler can be seen just off a beaten path. His clothing is folded neatly to the left, a gun to the right. The victim is sitting, crossed-legged, naked with a single bullet wound to the temple. The entire scene is frozen solid. The gun has two remaining unused rounds.
- 9 The dark overcast clouds part for just a moment. Sunlight shines through like a brilliant lance of light. It illuminates a lone standing stone that is not on your maps or notes. This striking image fades away as the clouds return to cover the sky.
- 10 A gentleman in a tuxedo approaches, clearly suffering from the cold. This is true, even in a location impossible for him to be there. He is panicked, begging for help to get his wife out of an overturned automobile. The wife and car are nearby, even if the car has no way of arriving in this region. Neither has any clue as to how they came to be there or what caused the crash. [This can be a red herring, a pair of NPCs, or an introduction of another PC.]
- 11 The footprints of two men cross the group's path. Following the tracks reveals them walking in a spiral pattern, turning inwards, getting smaller. Their footprints end at the center of the spiral, with no indication of where they went or how they disappeared.
- 12 The howl of wolves echoes across the landscape. The pack remains out of sight, their baying, growling and barking a constant reminder of their presence. This noise spoils any chance of getting a decent rest. If a character is separated from the group, a wolf will attack, running from fire, gunshots or a wound. These hit-and-run tactics will continue for three days.
- 13 A snow-covered, single-room cabin is hidden within a group of trees. It's filled with snow, but after an hour of shoveling, it could be an excellent shelter from the cold.
- 14 Haunting music drifts through the air. It is dissonant and disturbing. There is no way to trace its location or origin. One of the investigators remembers this music from his or her past.
- 15 One of the characters wakes, walks away from camp, and comes face to face with someone who is both dead and important to them. They have a short conversation, seemingly undisturbed by the wind and cold. Afterwards, the character returns to camp with the others none the wiser, and no time has passed.

- 16 A deep ravine stops all forward progress. A few fallen trees can be used as a bridge. Balance and luck can make this a quick trip. Otherwise this requires climbing down and scaling up the other side or going around. The climb takes hours, avoiding this place adds days to the trek.
- 17 An old backpack is found half-covered in snow. The only useful items are a compass and sextant. Neither the compass nor sextant are calibrated for any earthbound locations. The compass will not point towards north, but it point towards... something.
- 18 Someone trips over a dead body. While it is frozen and covered in ice and snow, it is also clear something burst forth from the chest or stomach, leaving a bloody trail into the woods.
- 19 A heavy snow squall passes through the region. As the wind picks up, the howl drowns out all other sound. Yelling is the only method of being heard, and only in close proximity. The windchill causes the temperature to drop to dangerous levels. Soft snow is blown in blinding clouds. It lasts only a few minutes but the effects linger.
- 20 An old man is gathering wood. His long beard and animal-skin clothing mark him as a local trapper. He is wary of strangers, but a little kindness will earn his trust. A nearby bear is sensitive to the old man's emotional state, so that if he is harmed or killed, the brown bear will hunt down and kill each party member one by one. On the other hand, if the old man is treated very well, the bear will come to the aid of the group at some point.
- 21 The tracks of numerous wild animals all travel in the same direction. Investigation reveals that they were likely panicked, fleeing from some unknown danger.
- 22 A flock of dark ravens or crows circles overhead. They find purchase in trees or rocky outcrops if the investigators make camp. The birds stare in an uncomfortable silence.
- 23 A tight entrance to a cave makes for a protected shelter from the cold. Only a single individual can enter or exit at a time, and this action requires squeezing past tight boulders without any packs or bulky items.
- 24 Is that the sound of the wind or the moans of woman suffering? Finding the source requires leaving the safety of a known path or camp.
- 25 A set of stones are arranged in a pattern. They are ancient, and worn. Moss grows in the cracks despite the cold. Arcane runes are carved deep into face of each stone.
- 26 A hangman's noose is flung over a tree branch. After a moment of contemplation all investigators notice hundreds of ropes in dozens of trees. The ropes are from various ages.
- 27 A small child comes into view. She drops a stuffed animal as she quickly ducks for cover. If the characters investigate, there are no footsteps, despite the snow on the ground. The stuffed animal has some wear and tear but is serviceable. If this item is given to a child 12 years old or younger, it will calm them and ease any injuries or psychological harm.
- 28 A woman is laying dead in a disheveled heap. Her skull has been cut open in a surgical manner. The bone and skin have been folded back, and the brain is missing. She looks to be in excellent physical shape and is dressed to carry multiple weapons, such as a rifle, sidearm and knives. All the weapons are missing.
- 29 A thick fog blankets the region for the first few hours of dawn. It lightens to a thin mist for another couple hours during the day before evaporating.
- 30 A handful of travelers are lost and cold. A deep madness has overcome them due to a lack of food and water, combined with early hypothermia and exhaustion. While not helpful, they claim to have plenty of supplies back at the now lost camp.
- 31 A hand ax and a severed hand are at the beginning of a long trail of bloody footprints that wander off into the distance. If someone follows the tracks and blood, they will find burned logs and a knife caked with flesh. Footsteps lead away but the blood flow has stopped.
- 32 A family of deer wander near the group. They are distant and are not afraid. If given space, the deer will graze but will not approach. If some sort of danger arrives, the deer will flee, alerting the group to the danger.
- 33 A ruined set of tents, campfire and common supplies are trashed and destroyed. Rips and tears show this was deliberately caused by someone or something wild and clawed.
- 34 A preternatural silence washes over the area. There are no sounds from wind, trees or animals — nothing. A whisper sounds like a shout during this event. Remaining quiet becomes increasingly difficult for at least 10 minutes.
- 35 An unnatural cold grips a 500-foot area. Everything that remains still has a creeping frost cover it. Even the characters can see ice crystals form a shell moving up their legs. Once it passes the legs, they become frozen in place. Once it covers the arms, they become useless, along with the hands and fingers. Once the frost covers the chest, the victim is frozen in place and cannot move a muscle. Once the frost covers the face, they cannot

- communicate. At this point, the victim is effectively in eternal stasis. The characters will need to help each other break the ice and make a run for it before exhaustion sets in.
- 36 The characters must cross an avalanche-prone region. Noise, such as gunshots, loud vehicles or explosions, will set off a chain reaction that can bring down a mountain of snow upon them.
 - 37 A number of objects are found scattered across the ground. The only potentially useful item is a very large key ring that holds 6d10 keys. The six inch ring is big enough to fit around someone's arm. There is a 5% chance that any one of those keys will fit any lock. It takes 6d6 minutes to find the right key.
 - 38 The mummified remains of several dozen people are found in a clearing. Each is frozen in a solid pillar of ice. The clothing on each is from a different time period, ranging from several hundred years ago to the present. None seem to have any items of use or value remaining.
 - 39 A freezing rain begins to fall, soaking clothes and forming a layer of ice on every surface. While it's beautiful to see tree branches coated in refractive ice, walking becomes treacherous and every step into snow produces a sharp crunch. Exhaustion creeps up quickly from the combined need to navigate patches of slick ice and stomp through the crust on top of the snow.
 - 40 Four travelers, riding on two horses, cross the characters' path. A woman, who seems to be the leader, is well-armed with a rifle and machete. She is older and seasoned by exposure and experience. Her companion is a young man who seems malnourished. The second horse is ridden by another woman with a cross, bear claw, Star of David, and eastern prayer beads around her neck. She has a very large medieval-looking sword across her back and a sidearm. Draped across the saddle is an unconscious man. Both women have piercing green eyes and a predators demeanor. Every question is answered with a sharp and defensive retort. They never turn their backs to the characters.
 - 41 Huge pawprints crisscross the snow. An adult grizzly doesn't have prints this big. Whatever it is, it's huge.
 - 42 A shaggy white marsupial about the size of a cat has slipped into a character's backpack to steal mundane items. It seems harmless enough, looking like a cross between a squirrel, a ferret, and a bonobo. When it's discovered, it retreats back to a small opening in a tree. It is caring for a smaller group of newborns, no bigger than a finger. Inside its nest are stolen items, such as a torn map, a ring and fountain pen.
 - 43 A rocky overhang looks to be a perfect shelter from winds and falling snow. Once undercover, the characters notice the rear is painted with images that tell a story of horror and pain. While clearly painted hundreds of years ago, it is eerily predictive of the future.
 - 44 A large predatory animal can be heard dismembering and devouring some sort of prey. The noise is far too close, yet there is no evidence of its presence other than the unsettling sounds. No trail, blood or carcass.
 - 45 The characters see the light and sounds of another camp nearby. Walking towards the other camp in a straight line brings them back to their original camp. Looking back all they see is another camp in the distance. The second camp looks amazingly similar to their own.
 - 46 A frozen pond and river blocks the character's path. While the surface seems rather solid, the flow of water beneath is quite vigorous, meaning that the strength of the ice is questionable. Finding a place narrow and safe enough to cross could take hours though.
 - 47 On top of a grave made of loose stones is a small tin box. Inside is a horseshoe magnet, a magnifying glass, three ball bearings and whetstone. A handwritten note at the bottoms says, "May these items help you in death as they helped you in life, love Randolph."
 - 48 Dismembered body parts are neatly stacked in various locations. A little investigation reveals a pattern in that all left hands, all torsos, and all right feet are together.
 - 49 The sudden blizzard is now in full force. The thick, blinding snow blows sideways, caking into the folds of clothing and equipment. All tracks are covered within minutes. Sight lines are reduced to hand's reach and anything beyond arm's length is a ghostly shadow. Any items left or dropped are lost under powder unless one stops to search for it.
 - 50 A man, woman and child are transversing the landscape, wanting nothing to do with the investigators. They are properly clothed but have no supplies. If asked, they refuse to join the characters, but are not hostile in any way. Medical bracelets and robes are under layers of cold weather coats and scarves. Close inspection of them will reveal that each has long surgical scar with a lump underneath. The lump is warm to the touch and moves when prodded. If left unmonitored, the scar and stitches will tear open, releasing a small parasite that immediately finds a host or place to hide.
 - 51 The sounds of a massive horde is pounding towards the investigators. If they move to intercept this danger, there is nothing but empty air.

- 52 A log used in a campfire is full of beetles. Once the fire gets going, the nest erupts with a wave of scuttling black insects that crawl over everyone's belongings, clothing, sleepwear, and bodies.
- 53 The investigators come upon a loose collection of cabins surrounding a well. The well is empty but for a layer of snow at the bottom. The doors are missing from these single-room cabins and all of the windows are open. When a character walks into one of the cabins, all the other investigators see that person disappear, and the person in the cabin cannot see their companions outside. This happens only once, with no additional effects, even after multiple tries and investigations.
- 54 The trail of a large snake-like creature is noticeable in the snow. The telltale signs of its undulating body wind across the landscape. Tracing it back to its source unveils an egg that is half the size of a man. It is broken open at the top with an ungodly yellowish ooze puddled around its base. It smells of rot and has an utterly alien look. Anyone with knowledge about such things knows that it looks like a reptilian egg.
- 55 A horde of mindless berserkers come charging into the investigators' camp or across their path. They are clearly the victims of some sort of animal attack, with bite and claw marks raked across their bodies. These rage-zombies are wide-eyed, frothing at the mouth, and filled with inhuman strength. The wounds and their spittle are infected with the same parasites that infected them.
- 56 The snow collapses beneath the investigators while crossing a vast plain. The thick snow breaks their fall, but they find themselves in a maze of deep crevasses, hidden from surface view. Without climbing equipment, getting out will be extremely difficult. Maybe there's another way out.
- 57 The investigators find an encampment that looks like a war zone. A dozen or more explorers are dead. It appears as if each was killed in a horrific manner by one of their own. One is strangled in his tent with a shoelace. Another was hanged from a tree and set on fire. Another's face has been pummeled with a rock, reducing the skull to mush. Yet another was disemboweled, his intestines pulled out and strung like tinsel. The sight is a severe blow to the investigator's sanity.
- 58 A forest of icicles stands before the bold explorers. Some are tens of feet tall, forming frozen stalagmites and stalactites. Some are like lethal spears, ready to pierce an unlucky character. Others are like sharp knives ready to cut through a boot. The density of this icy maze is enough to cause an investigator to lose sight of colleagues more than thirty feet away.
- 59 The deep cold that rolls in is potentially lethal. The cold is enough to make many solid objects brittle. Metallic items are in danger of cracking under the slightest stress. The investigators' lungs begin to burn. Their skin splits and cracks. Their noses fill with jagged ice. Paper crumbles in the hand. The characters begin to take physical damage. It would be quite easy to just fall asleep and embrace the eternal. Only a long, hard run to safety or settling in and sharing warmth can mitigate this brutal freeze.
- 60 A woman lives in a small hut heated by a campfire within. Seemingly unperturbed by the cold or distance from civilization, she seems perfectly at home here, living off the land. She offers to tell tales to any who would listen. Her stories strongly relate to recent events, and once she begins, it's like being transported to a parallel world. Within their own minds, the audience experience the joy or sorrow as if it were their own. There are no negative effects from hearing the stories, but they do change one's perspective, allowing them to go back and see things in a different light.
- 61 A set of tracks look remarkably familiar. The investigators quickly realize that it's their own footsteps. They've gone in a big circle, regardless of any navigational equipment they're using.
- 62 A man-beast shuffles off into the distance. Its hunched form is still more than twice that of a large man. Its thick and shaggy white fur blends well with the tundra, and despite its size, it becomes difficult to see as it moves further away. The creature moves with the grace and speed of an apex predator. Its appearance strongly brings to mind tales of the Himalayan yeti.
- 63 The investigators unexpectedly stumble upon a long-lost meteorological expedition. Sturdy yurts look abandoned, as scientific equipment, maps, chairs and a radio were left unattended. Although the expedition was lost years ago, a coffee pot still sits on an old propane burner. Unfortunately, all of the fuel has dried or leaked away. There is no clue of what happened to the people, except a journal of temperature and barometric readings.
- 64 A tall, dark monolith stands at an angle in the snow. Strange glyphs are carved into the stone's surface. The writing matches no known alphabet.
- 65 In the middle of nowhere, a carved wooden signpost juts from the ground. The sign is missing.
- 66 The investigators come upon a patch of ground that is clear of all snow and ice. It is roughly ten yards in diameter, and stepping into this bizarre clearing makes one feel uneasy. It's as if they'd walked into a place that

- they know they're not welcomed. Buried in the center is a dark iron box with the charred bones of an adult male.
- 67 An abandoned car is buried in the snow in a place it has no right to be. Inside are the mummified remains of a woman. She has no identification and there are no clues indicating how she came to be there.
- 68 A lone tree stands out of the snow, and seems not to belong in the surrounding landscape. It is unique in the fact that its bark is utterly black with a yellowish sap dripping from cracks in its surface. Thin, reddish-brown leaves cling to the end of its spindly branches. If a piece of it is removed, the separated bit liquefies into a slick, puss-like fluid that evaporates to nothing within an hour.
- 69 A pile of shredded clothes is partially covered with snow. A badge indicates that they once belonged to a sheriff, but it's of a style that suggests it is at least 50 years old.
- 70 A bit of cloth on a stick marks the location of a makeshift snow shelter that has been dug into a hill. Inside are the remains of a fire and a candle stump. A little searching will reveal a journal wrapped in oiled cloth and buried in one of the walls. The writing within does not resemble any known language.
- 71 A strange pale creature flies overhead. While it is difficult to see clearly, it appears to be about the size of a cat with wide, leathery wings and no feathers that can be discerned. It is gone a moment later.
- 72 The investigators begin to hear whispers while crossing a open patch of snow and ice. The voices stop after a bit, but they start up again if they recross that area. If they pass by a third time, only one of them hears the whispers, but they now call to that person by name.
- 73 A long, dilapidated rope bridge spans a forty-foot-wide chasm that seems to stretch for miles in either direction. The structure sways ominously in the wind far above a slate-gray river that surges through the gorge with bone-crushing force. The other side is too far to jump, and climbing down and up again is impossible without the right gear and expertise.
- 74 The wreck of an older model airplane is mostly covered in snow and ice. The skeleton of the pilot is still in his the seat, the front of its skull broken, probably from the crash. It looks as if it burned up when it crashed, and the back is full of charred gasoline cans.
- 75 A sixty-foot-wide sinkhole has opened in the ground, leaving a huge black hole in the frozen landscape. It descends into darkness deeper than can be seen. Dropping a light into it falls out of sight.
- 76 A flambard sword is frozen into the ground. It seems in good condition, and the markings indicate that it originated somewhere in the middle east. Removing it from the ground will take an *Extreme Strength* check.
- 77 A strange bundle of sticks is hanging from a tree branch, tied with a heavy bit of sinew. The snow conceals an eight-foot-deep pit beneath it. Anyone stepping on the snow above the pit will drop in and become trapped, but will not suffer any damage. They will likely need help to get out.
- 78 The wind picks up suddenly causing a complete whiteout for ten minutes. During that time, the investigators hear what sounds like something big flying overhead... or maybe it was just the wind.
- 79 The investigators are attacked by massive a grizzly bear that is behaving erratically. If they follow its tracks in the snow back to its lair, they find the cave where it had been hibernating. The walls on the inside are covered with prehistoric images that depict all manner of terrifying scenes. Anyone with the right sort of knowledge will recognize a number of mythos-related creatures.
- 80 There is a frozen pond in the investigators' path. The surface seems solid enough, but if they attempt to cross it, they will begin seeing some unsettling movement beneath the ice followed by a series of heavy thumps that threaten to break the surface. They can make it across if they run.
- 81 A strong storm front moves through the area bringing severe blizzard conditions, lightning and dangerous, fist-sized hail. It lasts for about 30 minutes.
- 82 The way is blocked by a wall of sheer ice. Frozen a few inches beneath the surface is a dark, roughly humanoid shape. An hour of digging will reveal that the shape is just some debris and a trick of the light.
- 83 A large, flat area of ground is covered with a thick layer of ice that has been polished smooth by the wind. Without some sort of cleats, walking across this area is going to be very difficult, requiring many *Hard Dexterity* checks.
- 84 A small whirlwind of snow seems to be following one of the investigators around. It may take a little time to notice since these whirling patches of snow are not uncommon. If that character approaches the phenomenon, it disperses, leaving behind a strange blue stone about the size of a dime. Maybe it was just a simple coincidence.
- 85 The light snow that is currently falling turns black for

a few minutes. This dark snow evaporates after ten minutes, regardless of how cold it is. Close examination reveals that the structure of these "snowflakes" does not look like regular snow.

- 86 A small patch of snow is stained yellowish-green. Examining the spot indicates that something dripped from above, though there is nothing above the spot at the moment. It smells revolting.
- 87 The investigators encounter a crazy old trapper with a sack full of dead animals. He's happy to help the characters out, though his information is a blend of reality, lore, and wild exaggeration. He's also willing to sell one of his animals if the investigators are short of food. After an hour or so, the trapper will insist that he must get on his way, but wishes them well.
- 88 The characters stumble upon a long abandoned town that is little more than a collection of overgrown cellar holes covered in deep snow. The only exception is the classic white church that sits on a slight rise at the far edge of town. The structure seems solid enough to

shelter against the wind and cold. The interior is musty, but surprisingly warm and dry. Unfortunately, the walls inside are covered with disturbing murals depicting brutal human sacrifices to a monster of vaguely anthropoid outline, but with an octopus-like head whose face is a mass of feelers, a scaly, rubbery-looking body, prodigious claws on hind and fore feet, and long, narrow wings behind.

- 89 The investigators discover a debris shelter that can comfortably hold four adults, but could squeeze in one more in a pinch. Hanging from the structure inside is some sort of bone talisman.
- 90 A hobo camp is set up in a small cluster of trees. There are three men and a woman currently there, and if they are not threatened, they are friendly enough to share a bit of tramp stew and shelter. They may even help a bit more if the investigators offer to give them some money, food, or something else they might need.
- 91 The characters find a large rock outcropping with a large enough space for a half dozen people or so to shelter



there. There are some prehistoric markings that indicate that it has probably been used for shelter by the natives for millennia.

- 92 Part of a wooden crate sticks out of the snow. The markings on the outside suggest that it was being transported by plane, though there is no sign of a plane in the vicinity. It contains four large kegs of a dark beer.
- 93 An old car sits rusting in a field, miles from any road or trail. All the windows are broken and it's buried by deep snow. It could make a serviceable shelter with a little effort. In the trunk are several crates of moonshine and the skeletal remains of an unknown man.
- 94 A small hut with a bootlegger's still is hidden in a gully, barely visible in the snow. The still has about a gallon of 150 proof moonshine in the bottom that can be salvaged.
- 95 A tall figure is seen in the distance. As soon as the investigators see it, the figure turns and sprints off into the distance. When they reach the spot where they believe the person must have been, there are no footprints in the snow. If they dig in the snow, they will find an old grave marker from the late 1600s.
- 96 One of the investigators becomes inexplicably drawn to a point about a half mile off their path. When they arrive, they must make a Power check to resist digging through the snow and a foot of ice. There they find a three foot by two foot by six inch box of some strange, dark metal. The lock looks to require a very peculiar key to open it, though a competent locksmith might open it if given enough time. Within is a hitherto unknown copy of the

Necronomicon that the finder may become disinclined to give it up, especially if coercion is used.

- 97 A strange fog begins to form despite the cold. Ice collects on every surface, interfering with eyeglasses and sensitive equipment. The freezing fog lasts for about an hour, leaving behind an eighth of an inch of ice.
- 98 The howling wind gusts to fifty miles per hour, causing the visibility to drop to less than ten feet and the windchill to stab deeply into the bones of the investigators. The wind subsides after a few minutes, but all tracks have been covered and if there are no easily identifiable landmarks, the investigators may become lost.
- 99 An aurora ripples across the sky like a deep red curtain. Local legends suggest that a red aurora means that death is coming.
- 100 The investigators' blood runs cold as they hear the unmistakable howl of the Wendigo echoing across the cold and barren wasteland. Those characters with any Cthulhu Mythos knowledge may know what it is, but even those who are blissfully ignorant cannot help but be gripped by terror upon hearing that dreadful sound. A moment later they see a great cloud that obscures the sky looking curiously like the outline of a great man. And... where the top of the 'cloud' must be, where the head of the thing should be, there are two gleaming stars, visible despite the shadow, two gleaming stars, burning bright — like eyes! If they can remain still and quiet, it might just pass them by.





Davae Breon Jaxon

Davae Breon Jaxon is an archaeologist and collector of rare antiquities. [REDACTED] to the infamous [REDACTED] [REDACTED] in Asia and the middle east.

Shortly after, Jaxon set out into the world in search of [REDACTED] spending more than three decades traveling [REDACTED] and [REDACTED]. During his wanderings, he managed to amass [REDACTED] and has an extraordinary number of rare books. In the past few years, Professor Jaxon established a private research library dedicated to the [REDACTED] ever seen.

Professor Jaxon has recently turned all his attention to the [REDACTED] [REDACTED] in extreme environments, and this book has benefited greatly from his experience.

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