

Legal Information

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Introduction

This adventure was originally written as part of a planned anthology of adventures that would set the stage for the End Time. Alas, like the main End Time project this work never saw the light of day.

This adventure is set after the events that take place in "Blood Moon" (published in Chaosium's *Strange Eons*). However, this adventure does not require "Blood Moon" and it can be run on its own as standalone adventure.

In 2056, the last transmission from earth was sent from the UN Antarctic Base. This transmission told of "dark and horrible shapes moving across the ice," behind which moved "something

large...something inhumanly huge.” This adventure details the terrifying events that lead up to that last, terrible transmission.

In this adventure, everyone dies. This is a one-time adventure with pre-generated characters. While the investigators do inevitably die, the important part of the adventure is to convey to the players the tone and feeling of this time period and to give them a chilling story they can share with other players about the era before the End Time. The most important job of the Keeper is to set the proper mood to prepare the players for the End Time milieu and atmosphere.

Keeper's History

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

June 22, 1923: The Pierce-Taylor expedition arrives in the Antarctic aboard the steam ship “Westward.” Dr. Henry Pierce, a well-known expert archaeologist and arctic explorer, went mad on one of his expeditions and eventually became a mythos servant. All that is generally known of that ill fated expedition is that all but Dr. Pierce died and he was found alone in the drifting “Westward.” After “recovering” from his madness, Dr. Pierce was drawn into the mythos and became a loyal priest of its gods. In reward for his service, he was gifted with several items that would allow him to find a long lost temple of Ithaqua in the Antarctic. Dr. John Taylor was also a noted arctic explorer. Like Pierce, he had experienced the mythos, but unlike Pierce he remained on the side of sanity.

June 23-July 7, 1923: The expedition searches the wastes of Antarctica, directed by Pierce’s map and enchanted compass. Despite the magical aids, the expedition makes but slow progress. Over the course of the search, four expedition members are lost, reportedly to snowstorms. In actuality, the hapless victims were sacrificed to supply the blood required by Pierce’s compass.

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

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

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

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

July 22, 1923: Aided by cultists who accompanied him, Pierce overpowers the non-cultists among the expedition and begins sacrificing them in his ritual. One non-cultist momentarily escapes and alerts Taylor with a flare.

July 23, 1923: Taylor and his well-armed compatriots return and do battle with Pierce and his cultists. In the ensuing melee, all of the cultists perish, as well as several of Taylor’s men. Pierce,

having almost completed the ritual, is sealed within the temple by Taylor. Afraid to take further action, Taylor leaves Pierce trapped in the temple and returns to America, never to return to the Antarctic again.

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

August 14, 2006: The Pierce Antarctic Base is opened up to the UN.

February 14, 2030: The Pierce Antarctic base is closed down as part of the general budget crunch of 2030. The money originally allocated for the base is used to fund a study of welfare money usage in California.

June 22, 2039: The UN Antarctic Base is reopened, after being abandoned for nearly a decade, to study the effect of the moon's shift in Antarctica.

August 24, 2046: A UN military contingent is added to the UN Antarctic Base and it is equipped with special communication equipment used to coordinate military activity (primarily submarines) in the region.

October 22, 2054: With the collapse of all human governments, the UN Base becomes an independent command associated with the American and Russian missile submarines in the region.

October 31, 2055: After receiving orders from LeSarre, the UN base commander directs the remaining American and Russian submarines in their final launch.

November 2, 2055: Emergency transmissions received from three American and two Russian submarines, reporting that they are under attack. Nothing further is heard from the submarines. Contact is still maintained with the orbital facilities via lasers.

April 24, 2056: The gravitational alterations brought about by Domag T'eel's activity cause shifts in the antarctic ice sheet as well as rising water levels in the region. This partially exposes the temple.

April 25, 2056: Shifting ice cracks the temple open. Pierce, who has survived in a state of enchanted suspended animation, awakens when the imprisoning Elder Sign is destroyed by the shifting ice.

April 26, 2056: A surveillance satellite detects the temple. A helicopter is dispatched from the base to investigate. The helicopter lands and the exploration team reports finding a structure.

April 27-28, 2056: The exploration team examines the temple carefully. They find Pierce, but think him to be just a frozen corpse. Pierce magically feeds off the team members until he is strong enough to act.

April 29, 2056: Pierce kills two of the team members and completes the ritual. Transformed into an even greater inhuman monstrosity, Pierce kills three more of the expedition. Two of them escape in the helicopter, only to be brought down by icy, magical winds created by Pierce.

April 30, 2056: The adventure begins.

Player Briefing

Prior to the start of actual play, the players need to be given a general briefing on their situation. The following information should be presented to the players, prior to the actual start of play.

Player Expedition History

This information is located in an old book written by Taylor. The book was brought to the base when the base was open and named after Pierce. The book is fairly well written and has been read (more out of boredom) by almost everyone at the base. The following information covers the high points of the book. Of course, most of it is pure fiction.

June 22, 1923: The Pierce-Taylor expedition arrives in the Antarctic aboard the steam ship “Westward.” This expedition was led by Dr. Henry Pierce, a well known expert archaeologist and arctic explorer, and was his first outing after an ill-fated expedition. On that expedition, all but Dr. Pierce died and he was found alone in the drifting “Westward.” His partner, Dr. John Taylor, was also a noted arctic explorer.

June 23-July 7, 1923: The expedition explores the wastes of Antarctica. Over the course of the exploration, four expedition members are lost to storms.

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

July 23, 1923: Taylor and his men return and find that Pierce and the others have perished in a devastating Antarctic storm.

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

Players' Timeline

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

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November 2, 2055: Emergency transmissions received from three American and two Russian submarines, reporting that they are under attack. Nothing further is heard from the submarines. Contact is still maintained with the orbital facilities via lasers.

April 26, 2056: The shifting of the moon (for unknown reasons) which has been causing shifting in the antarctic ice sheet as well as a rising water levels in the region, partially exposes a large object in the ice, which is spotted by a surveillance satellite. A helicopter is dispatched from the base to investigate. The helicopter lands and the exploration team reports finding a structure, apparently of extreme age.

April 27-28, 2056: The exploration team examines the structure carefully. They first report finding an incredibly well preserved body, which they suspect is Pierce, many human skulls and bones, as well as a frozen tent. Later, they report finding a sturdy iron box frozen in the ice. They report finding an odd, star-shaped stone in it as well as some damaged papers and an etched piece of metal. The expedition members report feeling vaguely ill and there is concern they may have been exposed to a long-dormant virus or bacteria.

April 29, 2056: At 11:45 pm a snow storm appears out of nowhere, cutting visibility to zero. A transmission from the expedition is received at 11:55 pm: "Something has gone wrong...we're getting the hell out of here!" A second transmission is received, from the expedition helicopter, at 11:57 pm: "It's after us...God...no feet...flying...help!" No further transmissions are received.

April 30, 2056: The adventure begins.

Map Information

Main Map

The main map details the area around a UN Antarctic base.

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

Helicopter Crash Site: This is where one of the base helicopters was brought down by a servant of Ithaqua, the Wind Walker. The crash site is detailed below.

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

UN Antarctic Base Map

The UN Antarctic Base is a highly advanced scientific outpost dedicated to studying the Antarctic. It is manned by an twenty person international team of scientists and support personnel. It began its career as a United States research station and was later turned over to UN usage in 2006. The base is constructed out of extremely strong but very light material and the whole thing can be disassembled for helicopter transport.

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

Main Building: The main building houses the scientific labs, meeting rooms, computer rooms, and the radio shack for the base. This is where the on-duty crew works. The equipment is all state of the art and cutting edge research in a variety of areas (such as climate history) is done here.

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

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

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

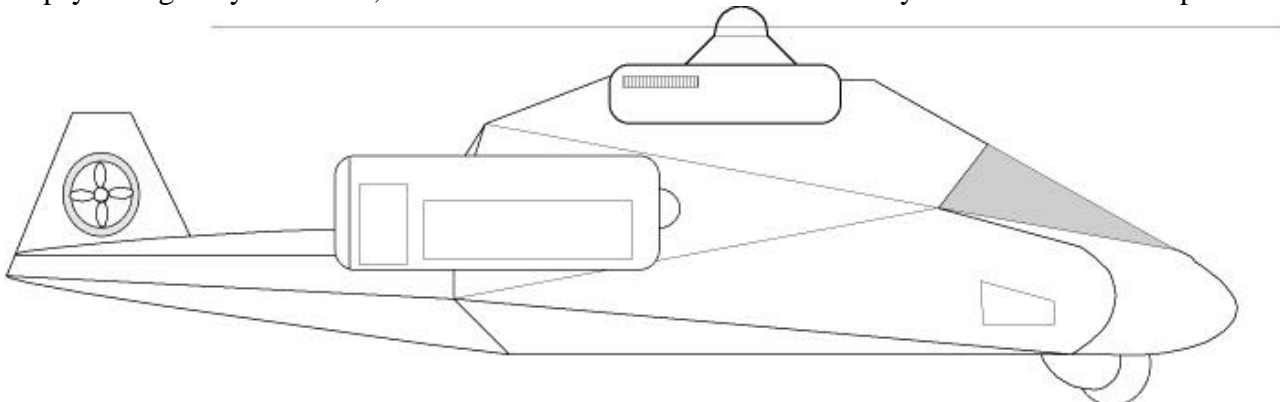
Power Plant: This building contains the base's power plant. It is a technologically advanced generator which produces a large amount of electricity from a moderate amount of fuel. Each building also has a small back up generator and a forty-eight hour fuel supply.

Action

The following provides the Keeper with a guide as to how to unfold the events of the adventure.

The Howl of the Sirens, the Roar of the Wind

The adventure begins for the investigators with the howl of the emergency sirens at 12:01 AM, April 29. Right after the siren dies down, the investigators will be called to the command center in the main building. Once they reach the command center, the tired and worried-looking base commander will inform them of the events since 11:45 and say that she suspects the expedition helicopter has crashed while attempting to return to the base, probably due to the weather conditions. The commander will also add that she is worried that the pilot may have been psychologically disturbed, since his last transmission was extremely odd. This would help to



explain why he chose to fly the helicopter under such dangerous conditions. After informing the investigators of the situation, the base commander will ask them to take a helicopter and search for the missing helicopter and investigate the expedition site. Of course, the base commander will not allow the investigators to leave until the storm dies down. The storm will dissipate as rapidly as it appeared, allowing the investigators to depart at 12:15 am, after the helicopter has been made ready.

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

Defrosting the Helicopter

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

Helicopter Crash Site

The search for the crash site will be uneventful. The investigators will soon locate the missing helicopter which is on the ice, partially buried in snow. The investigators will notice that the helicopter has suffered little damage, although it is lying on its side and its rotor is smashed. All of the helicopter's doors are open, but no bodies are visible from the air (either in the helicopter or on the ice).

If the investigators set down their helicopter and go to investigate the downed helicopter, they will be able to clearly see that the landing was not too bad and that the crew should have survived. If they approach the helicopter, they will spot an automatic pistol lying in the snow. Four shots have been fired. Around the helicopter are thick drifts of snow, which could easily conceal something as large as a human. If the players decide to inspect the helicopter, they will find it abandoned, with snow already beginning to collect through the open doors.

Two expedition members are nearby. Both have been slain by Pierce and resurrected as drone-servants of Ithaqua, and both will attack the investigators when they begin to search around. First to be found will be Lieutenant Daniel Jones, who is lying in the snow behind a drift. Jones will initially appear to be a corpse, his clothes torn open and stained with blood. Within moments of discovery, however, he will begin to moan and twitch; the investigators are likely to think he is regaining consciousness, which is somewhat correct. Jones will stagger to his feet (probably with the aid of the investigators) and then will lurch at the neck of the nearest person. He'll attempt to tear off their hood, goggles, etc. while trying to get his teeth into their flesh.

As soon as "Jones" attacks, the undead scientist Rachel Tsung will rise out of the snow to attack as well. While the battle with the ice zombies will not be very pleasant for the investigators (after all, they will be forced to mangle the corpses of their friends), the stumbling corpses should not pose a serious threat and the investigators should be able to journey on to the expedition site.

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

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

The Former Lieutenant Daniel Jones, Ice Zombie

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

The Former Rachel Tsung, Ice Zombie

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

The Expedition Site

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

Tent: The tent is the expedition's tent. It is a fairly large arctic tent and is made of special material and equipped with a small generator. The interior looks as if the expedition suddenly abandoned it in a great hurry. One side of the tent is torn open roughly. There is a small amount of blood on the ice near the opening. If the investigators check the tent, they will find that it contains the usual arctic gear as well as two notebook computers. All of the contents of the tent are quite cold and dusted with snow. Fortunately, the computers are specially designed for arctic use and will operate properly in the cold. One belonged to Rachel Tsung, the other to Dr. Charles Daniels. Tsung, the

expedition's biologist, has extensive notes on the organic material found within and on the structure. Most of her notes are mundane, except for two entries. In one she described the remarkable preservation of the body of Pierce and reports her findings from the sample taken from Pierce, namely that Pierce's cells are still alive, although his metabolic processes have slowed incredibly. The second entry reports that Pierce's body is host to an unknown form of microorganism. Tsung reports that she is completely baffled by the organism, which seems to be incredibly resistant to her attempts to destroy samples. She also reports that it grows extremely rapidly when exposed to UV radiation, with larger colonies of the organism consuming smaller ones when no other nutrients are available.

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

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

The Temple of Ithaqua

The temple building was originally a storage container used by Elder Things around 250 Million BC (just prior to the revolt of the Shuggoths). The container was no ordinary one for it was used to hold material for the creation of the dread Shuggoths. While the fate of the rest of the Elder Thing structure remains a mystery, the container eventually ended up in the Antarctic where it was found by a pre-human race which worshipped Ithaqua. This race converted the container into a temple (they took it to be a gift from Ithaqua) and set about their vile practices with a renewed frenzy. Unfortunately for this vile race, the container still held some shoggoth material which soon infested and devoured the bodies of the faithful of Ithaqua. The temple lay abandoned for untold years until Dr. Pierce, after learning of it in dark and secret books, set out to find it.

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

The Shoggoth Zombie

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

Daniels' body has almost been completely absorbed and converted to a form of shoggoth matter. The resulting being is twisted and weaker version of a shoggoth, but it is still dangerous. It is driven

by a primal desire to incorporate more and more flesh into itself, so it can achieve true shoggoth size.

Shoggoth “zombie”

STR 13

CON 17

INT 4

SIZ 12

POW 12

DEX 4

Move 4 HP: 10

Damage Bonus: none

Weapons: Claw 35%, damage 1D6.

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

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

Temple Interior

The interior has an odd smell to it (a mix of fresh blood, old bones, shoggoth-matter, and other stuff) which humans will find disagreeable. The interior contains the bodies of the two expedition members. They were drained of power by Pierce and then killed as sacrifices to Ithaqua to complete the ritual of transformation. An examination of the bodies by someone with medical skill will reveal that they were killed by a knife (a survival knife from the expedition supplies, which is resting on the altar) and not by the Daniels-creature. A knocked-over table is on the floor and scattered about it are various instruments and notes. An examination of the material will reveal the same information as the computers, but there are actual samples present. If the investigators examine the samples and the examiner makes a medical skill roll, they will learn that the samples are of what appears to be human tissue infested by some very odd, unknown organisms. If the investigators expose them to UV light, they will expand dramatically and consume their host tissue. If the investigators are foolish enough to let any of the material come in contact with their skin, the shoggoth-material will enter their bodies and begin feeding. The results of such an unpleasant occurrence are up to the Keeper; have fun with it and make it very unpleasant.

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

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

Frozen Wings

While the investigators are examining the temple, Pierce will return to the area and notice their presence. He will initially want to simply slay them outright, but when he sees Dr. Taylor he will change his mind. Pierce will be convinced that Dr. Taylor is actually John Taylor and Pierce will want to make him suffer before he sacrifices him to Ithaqua. This will give the investigators time. Being in a particularly sadistic mood, he will have his Gnoph-Keh allies create a micro-blizzard over the investigators helicopter to render it incapable of flying. The Gnoph-Keh and Pierce will stay out of sight, so the investigators will only hear a horrible roaring noise coming from outside and see their helicopter enveloped in a rapidly diminishing swirl of ice and snow. If the investigators left one of their number behind, they will be frozen to death in the helicopter, unless they leave as soon as the attack begins. Once they see the condition of their helicopter, the investigators will realize that they have to trek across 26.84 km of frozen waste to reach their base.

Journey Across the Ice

Since the investigators are experienced in the arctic and well equipped, they will be able to cover the distance in about seven hours. The investigators have no chance of getting lost as they have a satellite navigation uplink. However, they have no way of communicating with the base since radio communications will be filled with static (due to an air current laden with radiation which is passing through the region).

Since Pierce wants to torment the investigators, they will not be in actual danger as they travel back to the base. However, the investigators will not know this and their journey will be horrifying. As they trek back across the ice, the Gnoph-Keh will create small blizzards to bedevil the investigators, perhaps even causing them some damage. The Gnoph-Keh will also allow themselves to be briefly spotted by the investigators. In addition, Pierce will play tricks on the investigators. For example, he might re-animate one of the dead expedition members and drop him off in the investigators' path. The keeper should be sure to instill the proper level of fear in the players.

At some point while the investigators are making their trek, Pierce and his allies will stop harassing the investigators. The reason for this is that Pierce has finally gathered enough allies to attack the base, which he will do. His attack will be brutal and devastating. While the personnel will kill several of Pierce's allies, they will eventually freeze the base and kill everyone in it.

Homecoming

As the investigators approach the base, they will see the interior lights shining and everything apparently normal. Once they get closer, they will see signs of a struggle: bullet holes in some of the walls, broken windows, and blood on the ice. The interior of the base is a mess. Everything has been torn up and there are frozen bodies with horrible wounds and terrifying expressions scattered about within the buildings.

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

Fighting Pierce

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

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

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

As Pierce dies, his life energy goes into his summoning spell and Ithaqua will be brought to Earth just as Pierce's body is reduced to a writhing, twisting mass of mindless shoggoth matter. If Pierce is killed physically (using guns or whatever) by the investigators, Ithaqua will show up shortly after Pierce's death.

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

The End

Assuming the investigators have dealt with Pierce, they will be trapped in the Antarctic in a base which will be frozen over as soon as the auxiliary generators run out of fuel (Pierce destroyed the main generator and punctured the fuel tanks). Of course, the arrival of Ithaqua will keep the shortage of fuel from being a problem.

The adventure probably ends with the surviving investigators trying to call for help on the base's laser communication system. After checking through several dead channels, the investigators will get in touch with the surviving space station orbiting Earth. The communications officer will ask the investigators to give a report of their situation and then he will say "I won't lie to you. We've lost communication with just about everything on Earth. You're the first contact we've had in days. God, I wish we could help you."

Investigators who flee into the night are pursued and taken in the clutches of Ithaqua. Those who stay in the base are met with incredible winds that tear down walls and ceilings. The last message

from the investigators to the space station, the last message anyone on Earth is able to send, tells of “dark and horrible shapes moving across the ice” behind which moves “something large..something inhumanly large...”

Scenario Equipment

Steyr Advanced Combat Rifle

Shots Per Round: 3 or burst

Damage: 2D8+3

Base Range: 150

Ammo: 60

Malfunction #: 99

This bullpup configured weapon is the latest member of the famous Steyr line of assault rifles. It is made of the latest lightweight polymers and fires the latest in caseless ammunition. The version used by Arctic forces is specially designed to be capable of firing in almost any conditions, even if the rifle has just been chipped out of a block of ice.

Arctic Gear

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

Military Binoculars

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

Non-Player Characters

There are two main human NPCs that the players will interact with during the course of the adventure. Two of these NPCs are the UN base commander and the communications officer. Since these two NPCs will not be actively involved in the adventure, no stats are provided for them.

Base Commander Jody Roy

Commander Roy is the base commander and is a native of Canada. She is an extremely tough-minded individual and is well-liked by those under her command as well as the scientists. The collapse of virtually all outside authority has made Roy the highest authority in the region and hence fully responsible for the base and its personnel. The burden of responsibility, combined with the loss of her family, weighs heavily on her. At this point, it is only her sense of duty and responsibility that keep her going.

She knows virtually nothing of the real situation and is convinced that the shifting of the moon, combined with various social and political factors, has brought about some sort of mass hysteria and religious fanaticism which has plunged humanity into madness and war. Any reports of

monsters or other oddness will be regarded by her as signs that the individual making such a report is cracking up under the stress of the situation.

Communication Officer “Al” Hussein

Hussein, who hails from Damascus, is the base’s communication officer. He is responsible for all aspects of communications, including the coded and secure military channels. Due to the general collapse of civilization, not to mention the deaths and EMP brought about by the earlier nuclear strikes, Hussein has little work to do. An active man by nature, he has grown somewhat despondent due to the lack of work and the fact that he listened to the final broadcasts of many of his friends (including the deaths of some). The current crisis will bring about a brief restoration of his former self, because setting up and maintaining communications with the investigators will give him something to do. During his communications, his voice will be crisp and professional and he will maintain constant communications with the characters (almost to the point of becoming slightly annoying).

Pre-Made Characters

Four characters are provided which compose the investigation team. If there is only one player, that player should take Dr. Taylor as their character. If there are less than four players, the other team members will need to be run as NPCs, but Dr. Taylor should always be taken by a player. The investigators may be altered at the Keeper’s discretion, should the players desire to do so. Players may freely alter the sex of the characters they will be playing (prior to the start of the adventure, of course).

Captain Karl Harnst, German Army

Security Chief, UN Antarctic Base

STR: 13 CON: 15 SIZ: 13 INT: 14 POW: 15

DEX: 14 APP: 13 EDU: 17 SAN: 75 HP: 14

Damage Bonus: +1D4

Skills: Climb 55%, Computer Use 15%, Dodge 45%, Electronics 15%, First Aid 45%, Listen 35%, Martial Arts 65%, Persuade 55%, Psychology 65%, Sneak 45%, Spot Hidden 65%, Track 45% Handgun 75%, Rifle 65%

Languages: German 85%, English 75%

Snap Judgement: Clean cut, German professional soldier.

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

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

Harnst is a very practical and pragmatic man and considers the rational use of force to be an effective means of problem-solving. Hence, his approach to problems tends to be very direct. While Harnst is very intelligent, he has little in the way of fanciful imagination and dismisses all rumors about some supernatural basis to the worlds problems as complete nonsense.

Equipment: Arctic gear, automatic pistol and two clips, Steyr Advanced Combat Rifle and two clips, Military Binoculars.

Lieutenant Janet Armstrong, Australian Air Force

STR: 11 CON: 14 SIZ: 8 INT: 15 POW: 13
 DEX: 16 APP: 14 EDU: 16 SAN: 63 HP: 11

Damage Bonus: none

Skills: Astronomy 35%, Computer Use 15%, Dodge 45%, Electrical Repair 35%, Electronics 10%, First Aid 40%, Hide 85%, Listen 55%, Locksmith 45%, Martial Arts 50%, Mechanical Repair 55%, Persuade 25%, Pilot Aircraft (Helicopter) 90%, Knife 55%, Handgun 45%, Rifle 35%

Languages: English 80%

Snap Judgement: Tough Australian, mixed with a stunt helicopter pilot.

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

Description: Armstrong has been flying helicopters since she was a girl and did several stunt jobs in various films. When conditions worsened around the world, she volunteered for military service. After dumping an amorous general who tried to put a move on her into the ocean, she was transferred to the UN antarctic base. Armstrong is afraid of what has happened to the world, but would never admit it.

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

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

Dr. David Taylor, Scientist

STR: 11 CON: 14 SIZ: 12 INT: 19 POW: 16
 DEX: 12 APP: 13 EDU: 21 SAN: 74 HP: 13

Damage Bonus: None

Skills: Anthropology 35%, Archaeology 85%, Biology 60%, Computer Use 10%, Cthulhu Mythos 4%, Geology 35%, Library Use 85%, Occult 75%, Spot Hidden 35%, Handgun 35%

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

Snap Judgement: middle-aged but active professor.

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

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

Taylor is a knowledgeable and brave individual who has faced some strange terrors in the past. Because of his experiences, he is ready for almost anything. He also suspects that something terrible has happened to the expedition.

Equipment: Arctic gear, automatic pistol, notebook computer

Spells: Elder Sign

Dr. Neraj Gupta, Medical Officer

STR: 12 CON: 14 SIZ: 12 INT: 19 POW: 12
 DEX: 12 APP: 13 EDU: 20 SAN: 60 HP: 13

Damage Bonus: None

Skills: Biology 65%, Chemistry 25%, First Aid 95%, Library Use 85%, Medicine 85%, Pharmacy 65%, Psychology 25%, Psychoanalysis 15%

Languages: Hindustani 100%, English 85%, Latin 15%

Snap Judgement: Competent, compassionate doctor.

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

Description: Dr. Gupta grew up in India and was educated in the United States. After practicing for several years in the United States, he returned to India for several years. While in India, he was befriended by a holy man who taught him many things about medicine and life. On his death bed, the holy man told him he must “journey to the land of ice to face the bitter wind.” When Dr. Gupta heard that the UN was in need of a medical officer for their antarctic base, he knew he had to volunteer for the job.

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

Equipment: Arctic gear, notebook computer, medical kit.

Mythos Beings

Dr. Henry Pierce, Servant of Ithaqua

STR 26 CON 30 SIZ 26 INT 18 POW 19
 DEX 14 Move: 8/ 60 Flying HP 28

Damage Bonus: +2D6

Weapons: Wind Gust 50% , damage lift and drop: 1D6 x 10 feet, each 10 feet dropped equals 1D6 damage. Claw: 40%, Damage 2D6+db (normal armor and “cold” armor, such as arctic gear, counts against this attack).

Attacks: If Dr. Pierce is within six meters, he can use powerful winds to whisk victims up into the air and drop them onto the ice. Players of those attacked must roll on the Resistance Table, matching the investigator’s STR against Pierce’s STR on that table. If Pierce is attacking several people, he must divide his strength among them. Pierce can also use his winds to interfere with flying vehicles, especially helicopters. Used in this manner, the pilot must roll a successful piloting skill. This skill is modified by subtracting Pierce’s STR from the pilots skill. On a missed roll, Pierce can force the craft 3D6 meters in any general direction he chooses. If the pilot succeeds, she retains control of the craft.

Armor: 4 points of skin.

Spells: Call/Dismiss Ithaqua, Contact Ithaqua, Create Ice Zombie, Power Drain, Ritual Of Transformation, Shrivelling.

Sanity Loss: 1/1D10 to see Pierce in his new form.

Physical description: Pierce is a horrid monstrosity. He appears to be an unholy mix of his original, human form and Ithaqua. Despite his horrid alteration, many of Pierce’s features are still recognizable (which makes his appearance even more horrible).

Description: Once human, Pierce is a vicious and insane monster. After successfully completing the ritual, he was transformed into a servant of Ithaqua. Now he exists to further madness, death, and the spread of icy cold.

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

Pierce's Spells

CONTACT GNOPH-KEH: As per the rule book, but because of Pierce's nature and power, he is able to call several Gnoph-Keh and have them respond quickly. While the Gnoph-Keh are not his slaves, they are his allies and will aid him in the course of his activities.

CALL/DISMISS ITHAQUA: As per the rulebook.

CREATE ICE ZOMBIE: Casting this spell requires a human body which was either killed by cold (or by a being of the cold such as Ithaqua, a Servant of Ithaqua, or a Gnoph-Keh) or a corpse that has been allowed to freeze all the way through. This body must be coated in snow or ice and then the spell must be cast. Casting the spell requires one magic point for every three size points of the corpse, a permanent point of POW from the caster, and 1D6 Sanity Points. Casting the spell requires a number of minutes equal to its cost in magic points. At the end of the spell, the newly formed zombie (which looks like a frozen corpse) stands up to do its master's bidding.

POWER DRAIN: As per the rule book.

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

SHRIVELLING: As per the rulebook.

New Mythos Being

Ice Zombies

Ice Zombies are rather horrible in appearance as they look like frozen human corpses of people who have tied terrible, agonizing deaths and have been forced back into some unholy semblance of life. This is because this is exactly what they are. Because of their magically frozen state, they can

move, but do so in a jerky fashion and all movement is accompanied by a horrid sound that reminds listeners of breaking bones.

Like their normal zombie “cousins,” Ice Zombies are almost immune to impaling weapons (such as firearms), although such weapons will give them an even more horrifying appearance. Being dead, Ice Zombies cannot be killed but must instead be hacked apart or destroyed by some other means. They are particularly vulnerable to intense heat or large fires, taking double normal damage from such attacks. Ice Zombies also require freezing temperatures to remain active, otherwise they begin to thaw out. Once thawed, they cease to be animated. Ice Zombies, like normal zombies, require one point of power from their creator.

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

Damage Bonus: +1D4 - +1D6

Weapon: Bite 30%, Damage 1D3, Bludgeon (punch) 30% 1D6+db

Armor: Frozen body acts as 2 points of armor, impaling weapons do 1 point of damage, and all others do one half rolled damage.

Sanity Loss: 1/1D8 Sanity points to see an ice zombie

