

the frozen wasteland



a tremulus playset

reality blurs presents

the frozen wasteland

a tremulus playset

writing

by

Sean Preston and John Rogers

layout and graphics

Sean Preston with Lyn Harm

editing

Lyn Harm and Brad Bell

tremulus: a storytelling game of lovecraftian horror, tremulus, associated images, and content are copyright 2012-2014, Reality Blurs, LLC.

The Frozen Wasteland

The cold reaches of the world hold a special horror all their own. The blanket whiteness, the brutal cold, the threats of death in an alien, hostile, unforgiving environment are enough to give even the strongest among us pause. Yet, their lies a certain yearning amongst explorers and scholars alike to go where others have not. To forge a path into the pages of history by carving a path through ice and snow to discover what secrets lie buried and forgotten.

Using a Playset

Each playset presents a set of questions which the players answer to establish a framework for the story. Some playsets lend themselves better to pick up and play than others depending upon the Keeper's familiarity with the central subject matter in question.

Using the Frozen Wasteland

As Keeper, you should focus on telling your story and not be too obsessive with the reality of any given particular. In other words, come to a group consensus and fudge the facts as necessary to ensure a good experience. If you're comfortable with such a play style, you needn't worry about having the questions answered by your group ahead of time, and can certainly use this playset on the fly. On the other hand, if you are more comfortable with having more details in place, you can have the group answer the questions ahead of time, and do a touch of research to help facilitate things.

Time and Place

This playset cements specific locales throughout the world, as determined by the results of the questionnaire. Needless to say, there are fewer liberties, in general with the where of the setting. Additionally, this playset is focused on various snapshots in time, and as such, gives particulars for when any given story should occur. Contextually, the Keeper should be able to ascertain whether there is any wiggle room for when their group's story takes place, and notify them of what modifications they may need to make if deviating from the given suggestions. In general, most frameworks take place in the 1920s.

Playset-Specific Rules

The cold is an ever-present threat, so a few modifications are in order. Safe areas should be considered warm. In warm areas, characters don't have to worry about suffering any debilitating effects of the cold. Characters journeying to such areas have, at minimum, clothes that protect them from the worst of the cold. However, the Keeper can make a hard move to strip a character of their gear (by it becoming torn, wet, or the like). This can also be selected as an additional effect of harm. Torn or wet garments provide no protection against the cold, and the Keeper can take a move to make ALL characters not in proper gear suffer a point of harm. Alternately, the Keeper can take a hard move to have characters suffer a point of shock when out in the elements, regardless of their gear.

Any character drinking liquor suffers a -1 Might for any rolls to resist the effects of the cold for a 24 hour period, though this may still serve to stave off the effects of shock, as usual. Character cannot be treated, nor recover from harm in hostile environments, they must be in a warm place (with the exception of certain Lore moves).

These rules are compact, yet comprehensive enough to handle the environment, which should serve as a dangerous backdrop for the story proper, a long shadow casting its pall upon everything, yet in service to the bigger picture.

The Frozen Wasteland

FRAMEWORK WORKSHEET

Local Color

Regional Lore

NAME

INVESTIGATOR	ALPHA
KEEPER	LC

NAME

INVESTIGATOR	ALPHA
KEEPER	RL

Hazards

ELDERS

Hazards

ELDERS

TOWNIES

TOWNIES

LANDSCAPE

LANDSCAPE

DOOM

DOOM

WEIRD

WEIRD

THE FROZEN WASTELAND

As you begin your tale, you find yourself in one of the coldest places on the planet.

WHAT YOU KNOW SO FAR about your situation:

- | | |
|---|---|
| Is it one of the polar regions? | A |
| Any indigenous people nearby? | B |
| Any signs of previous civilizations? | C |
| Is this the first expedition to the area? | D |
| Is the expedition financed? | E |
| Any significant landmarks? | F |
| Is it storm season when you arrive? | G |

You **MUST ANSWER YES** to three and **ONLY** three.
JOT DOWN or CIRCLE YES ANSWERS.

WHAT WEIRDNESS YOU'VE HEARD about the region:

- | | |
|---|---|
| Any local legends of interest? | A |
| Any tales of relics lost in the area? | B |
| Has any outsider ever returned? | C |
| Any tales of strange humanoids? | D |
| Any reports of objects falling from the sky? | E |
| Is there any strange terrain in the area? | F |
| Has any tragedy or natural disaster ever struck here? | G |

You **MUST ANSWER YES** to three and **ONLY** three.
JOT DOWN or CIRCLE YES ANSWERS.

Local Color (Investigator Notes)

[ABC] *People of the Steppes*

ON THE SURFACE: The Russian steppes are full of secrets, and you may have stumbled upon one. During the conclusion of an anthropological expedition, you are told of Arkhaim, the Forbidden City, where spirits walk the earth. While most of your team returns to civilization, you and a few others decide to pursue this rumor before storm season arrives, perhaps burying any truth forever.

KEEPER NOTES: [LC1]

[ABD] *Cracks in the Ice*

ON THE SURFACE: On a small little island just off the coast, rests New Beginnings Mental Health Institution. Established a decade ago, it is housed in a pristine mansion and regularly receives state and national recognition for its progressive rehabilitation techniques. The esteemed Dr. Emmanuel Rodriquez personally oversees all the most troublesome patients.

KEEPER NOTES: [LC2]

[ABE] *Rusanov's Reasons*

ON THE SURFACE: You and your associates were selected by Miskatonic University representatives to find out exactly what happened to the ill-fated Rusanov Expedition of 1911, and if possible, recover his notes. You are aware that a Soviet-backed expedition is currently underway to find out the truth as well, so you must overcome them as well as the elements. The Nenet settlement of Belushya Guba is where your investigation begins.

KEEPER NOTES: [LC3]

[ABF] *Ends of the Earth*

ON THE SURFACE: You have been engaged to enter into trade relations with the local Inuit for any and all deposits of meteoric iron in the vicinity. You have not been altogether willingly engaged in this expedition either. The Corporation either bought the debts you owed or holds some life-shattering secret over your head, so you are going to the ends of the earth to make this all go away. Curiously, you're aboard a massive decommissioned troop ship purchased by your employer explicitly for this journey.

You have been given a large supply of general trade stuffs, a stock of rifles, and several unsavory fellows to help negotiate for the mineral rights. As you arrive in the bay off Cape York, Greenland, greeted only by the ice floe, you wonder if you've made the right decision.

KEEPER NOTES: [LC4]

[ABG] *Edge of Nowhere*

ON THE SURFACE: The nameless Inuit village has offered you some brief respite from the sudden blizzard now raging across the landscape. You have only the scant belongings upon your person. The bulk of the supplies, the dogsleds, and even your guide are lost in the storm. You huddle with the others, wondering when and if it will ever end.

KEEPER NOTES: [LC5]

[ACD] *Cold Steel*

ON THE SURFACE: You have been conducting geological surveys in the mountains when you discover signs of previous cultures in this barren snowscape—worked stone and a break in the base of the mountainside leading into a small, empty room with stone doors on the opposite wall.

KEEPER NOTES: [LC6]

[ACE] *Strange Currencies*

ON THE SURFACE: You have gone to Kolari, a municipality of Finland, renowned for its fine skiing and ancient forest, both dating back over a thousand years. Needless to say, you have not come for the skiing. Instead, you have answered an anxious telegram from an old colleague, Professor Monica Keys, who has written in oblique words of an amazing discovery. Her man, Abraham Lowell, awaits you at the train station to take you to Keys' lodgings.

KEEPER NOTES: [LC7]

[ACF] *Tin Whiskers*

ON THE SURFACE: You have been retained by the Tecton Group, a division of Boston Electronics, to conduct a salvage operation of Tin Whiskers, Flight 383, which disappeared on its return trip from the North Pole.

KEEPER NOTES: [LC8]

[ACG] *Of Mercator and Men*

ON THE SURFACE: Professor Thomas Crawford, an eccentric antiquarian acquaintance, selected you to accompany him on a small expedition to the North Pole in search of mythical Hyperborea. He claims to have Mercator's original map tucked away, which he used to chart your present course. Presently, you're aboard a privately chartered fixed-wing aircraft flying to the base camp dramatically dubbed Bifrost by the good professor.

KEEPER NOTES: [LC9]

[ADE] *Cold War*

ON THE SURFACE: You're part of a smoke screen thrown together by the US Government to conduct a threat assessment of the USSR. The powers that be are either certain of your loyalty or else possess some sort of powerful leverage to keep you in check. In either case, you're all smiles when you ship out in a media frenzy from San Francisco. Publicly, it's presented as The John Q. Public Environmental Impact Survey, where you will assist in drawing soil samples and the like to assess any particular negative effect the presence of nuclear power and a base are having on the flora, fauna, and general landscape. You're looking at it as an opportunity to do your civic duty. Or at least gain a few brownie points in the eyes of Uncle Sam.

KEEPER NOTES: [LC10]

[ADF] *The Dark Half*

ON THE SURFACE: Although much attention was given to the Tunguska event, it was largely forgotten in the wake of the Great War. You've been approached by Dr. Limner, a leading astronomer, who believes that the meteor that fell into Siberia was only half of a whole, accounting for the expanse of tremors far outstripping the remnants found by his colleagues at the impact site. He's determined the trajectory of this second half, and wants to verify his findings first-hand. Naturally, he could use someone like you to accompany him.

KEEPER NOTES: [LC11]

[ADG] *Radio Gaga*

ON THE SURFACE: You're part of one of the most groundbreaking expeditions in history. Through the use of Fokker Super Universal airliners and radios, you've been able to travel farther and faster than any other explorers in the past century. Thus, you were completely caught off guard by the swift storm engulfing you, grounding you, and cutting you off from the outside world. Your supplies are severely limited, as they were located at the base camp. And the magnetic and atmospheric conditions are making both communication and navigation impossible.

KEEPER NOTES: [LC12]

[AEF] *Winter of '74*

ON THE SURFACE: Welcome to McMurdo Station. You likely arrived on that LC-13 now taxiing down the sea ice runway or you rotated in about 18 months ago (and are slated to rotate back out in a few more months, likely April or May). The work is routine, but well-regarded in academic circles, and it “builds character”. If nothing else, it’ll give you something to talk about. And it’ll take your mind off the cold for a while.

KEEPER NOTES: [LC13]

[AEG] *Dash Patrol*

ON THE SURFACE: The year is 1910 and Japan has prepared you for its first foray into Antarctica. You are aboard the Kainan Maru, which set sail out of Sydney, Australia. It arrives in the Ross Sea and you are met with the Great Ice Barrier. The crew is ill-equipped to progress any farther, but the honor of the Emperor, Emperor Mutsuhito, is at stake, so you are sent out to explore as far as you can as swiftly as possible and report back with your findings.

KEEPER NOTES: [LC14]

[AFG] *Best Laid Plans*

ON THE SURFACE: You are members of the Ross Sea party. You are a critical component of Sir Ernest Shackleton’s Imperial Transatlantic Expedition. Your task is simple. You are to trek across the Great Ice Barrier following a route established by earlier expeditions and lay in a series of supply depots. These depots are to serve as resupply points for Shackleton’s main force, which is approaching from the other side of the continent. You’ve set out three weeks late due to some last minute financial issues and arrive off Ross Island on January 16, 1915. If the weather holds out, you’ll be done in no time, certainly back home to England within a year.

KEEPER NOTES: [LC15]

[BCD] *The Frozen Gold of South Island*

ON THE SURFACE: The recent mild winter in the Southern Alps resulted in an inordinate amount of run-off, causing the nearby rivers and creeks to swell and overflow. After the waters receded in spring, a few hikers discovered a smattering of gold along the riverbank near Mount Cook, suggesting there is likely a substantial vein running through the Southern Alps. Investor-backed geological surveys from around the world have come to lay claim to the treasure, as well as local mining concerns hoping to strike it rich. You're been retained to ensure any archeological finds uncovered on the frozen slopes are properly preserved.

KEEPER NOTES: [LC16]

[BCE] *Unburied Bones*

ON THE SURFACE: While on an educational retreat, you and a few of your colleagues decide to take one of the slower seminar days to explore the snowy surroundings of International Falls, Minnesota. You discover ancient bones lying atop the ground amidst strangely carved runes, laid out in a ritualistic fashion. Close by, you see a patch of fresh blood spreading across the whiteness amidst the trees. If you head back now, you could reach the outskirts of town before dark. Or you could see what those ruins up ahead reveal.

KEEPER NOTES: [LC17]

[BCF] *Tomorrow Island, Yesterday Isle*

ON THE SURFACE: Word has moved through certain circles suggesting Thule artifacts have surfaced in Alaska, and your sources tell you they come from the small Inupiaq settlement of Ignaluk located on Little Diomedé. You journey there to discover the truth of the matter and prevent them from falling into the wrong hands.

KEEPER NOTES: [LC18]

[BCG] *Outcasts*

ON THE SURFACE: While visiting the chilling town of Verkhoyansk, Russia, located deep in the Siberian wilderness, you learn a touch of its history. Originally a small fort built in 1638, it was a regional hub for traders who bred cattle and gold miners who sought wealth. That was until the fort burned down and the town moved to its present location. The fort was rebuilt and has been used to house political prisoners deemed too outspoken or dangerous to be allowed their freedoms.

KEEPER NOTES: [LC19]

[BDE] *You're Getting Colder*

ON THE SURFACE: As part of the crew aboard a crab fishing ship, you go where the crab takes you, and since business has grown continuously competitive, you and yours have been forced to go further and further north. Now you're aboard *The Reliance*, sent by the Dundee Crab Company with orders to not return until you've filled your hold.

KEEPER NOTES: [LC20]

[BDF] *Remnants of the Cold War*

ON THE SURFACE: You've been honored with an invitation to Balaklava, a recently decommissioned underground submarine base the Soviets had kept as a closely guarded secret. The tour is to be conducted in the dead of winter, as it's slated to be open to tourists in the spring. When you arrive upon the small Crimean island, the town near the base looks as desolate as the snow-filled skies. You understand twenty or so folks shall be on the tour.

KEEPER NOTES: [LC21]

[BDG] *Fool's Errand*

ON THE SURFACE: You are navigating a new trade route through the the Arctic Archipelago (north of Canada) when the Dauntless (the Dutch manufactured icebreaker you're aboard) gets trapped in an ice-packed lane. After a thorough inspection, Captain Packer anticipates you'll be likely stuck until the weather relents. The freezing winds make forward passage unlikely, and going back is not an option, as the industrialists backing this voyage won't brook failure. You note something on the horizon, at first no more than a lump. Then, when the winds die for a moment, you can make out a rusting hulk, and beyond that, smoke mixing in with the evening haze.

KEEPER NOTES: [LC22]

[BEF] *The Great Dane*

ON THE SURFACE: Professor Langston Bell, a relative unknown, approached you with claims of discovering the tomb of King Arthur. As he is unable to travel due to certain infirmities, he wishes you to verify his findings and shall provide adequate funding for your travels. He says supporting evidence awaits you in Greenland in the trusted care of Jaaku Stahl, his local contact in the small town of Oanaaq.

KEEPER NOTES: [LC23]

[BEG] *Arctic Flowers*

ON THE SURFACE: The financier, Maxwell Crane, came across a human-interest story in the New York Times by Gretchen Worth, Ph.D., about her time with the Yup'ik of western Alaska. Of particular interest to him, however, were the lovely roses in full bloom beside her in the photograph. He wants you to retrieve some of the blooms and, ideally, some bushes, so he can have his men study their cold resistance. He confesses he wanted Dr. Worth to lead the trip, but her contacts indicated she is presently out of the country, and refuse further details.

KEEPER NOTES: [LC24]

[BFG] *Beyond the Black Monolith*

ON THE SURFACE: The stories you've heard were true. The fabled Black Monolith exists. There it is before you, a basalt structure casting its long shadow across the white snowfields. In the valley beyond, somehow defying logic, you see greenery and signs of civilization: a carved trail and a small stone structure obscured by a tree line. You see no living thing, though you sense many predatory eyes upon you.

KEEPER NOTES: [LC25]

[CDE] *Dyatlov Pass Revisited*

ON THE SURFACE: With the success of weird television shows lately, you've been sponsored to explore some of the mysteries, so they can be dramatized in an upcoming new show entitled "Into the Abyss". For its premier episode, the producers want something really unusual and edgy, so you've been granted a special visa to go into the Soviet Union to explore what really happened to the ravaged hikers who dared travel to the "Mountain of the Dead".

KEEPER NOTES: [LC26]

[CDF] *The Stony Coast*

ON THE SURFACE: You've come to the municipality of Cape Dorset, Nunavut, intrigued by its history and prehistory. Chiefly comprised of Inuit, the community recently grew international attention when acclaimed artist James Houston encouraged them to embrace artistic traditions of the past and express them in new graphic media, with the introduction of print-making. As such, more outsiders have begun to visit the northern Canadian village built upon the bones of the Dorset Culture, which flourished in the region between 1000 B.C. and 1100 A.D.

KEEPER NOTES: [LC27]

[CDG] *What Lies Beneath*

ON THE SURFACE: It is winter in Kentucky and the ground is covered in thick snows when your plane taxis into Bowling Green, an area better known for its bourbon than its expansive cave network. You meet up with an excited James Dowling, an amateur archeologist who sent you the excited scrawl which caused you to catch the first flight out. “No one else believes me. I was told you could help. I found a city, a living city, beneath our own. And I’m afraid they know we’re here now. And I don’t think they like us very much.”

KEEPER NOTES: [LC28]

[CEF] *Outside Irkutsk*

ON THE SURFACE: Trans-Siberian Trust was put in touch with you to locate a shipment of bullion. A mutual friend, who wishes to remain nameless, recommended your particular abilities. The shipment disappeared somewhere along the Trans-Siberian Highway just outside of Irkutsk seventy-five years ago. Sources believe it is located somewhere in the area of Three Crone’s Pass, a trio of small hills ten miles southwest of the city. In addition to travel and lodging expenses, you’re promised a generous finder’s fee.

KEEPER NOTES: [LC29]

[CEG] *Village of the Dead*

ON THE SURFACE: You’ve managed to raise enough on Kickstarter to launch your own web series, *Into the Abyss*, where you’ll be exploring strange stories and unexplained phenomena the world over. You set your sights on the myth of Anjikuni, the Village of the Dead, which you’re calling Canada’s Roanoke and which the Mounted Police officially debunk on their website. It’s purportedly located 100 km west of Arviat (formerly Eskimo Point), a thriving musical community where your filming begins.

KEEPER NOTES: [LC30]

[CFG] *The Warmth Within*

ON THE SURFACE: After returning to your base camp from an uneventful day at the dig, a great storm kicks up, sending the camp into disarray. You scramble to preserve your warmth, your belongings, and the necessary trappings of civilization. The needful barriers protecting you from a quick, cold death amongst these empty ruins are in danger of being destroyed. The storm has ripped ancient ice apart in an instant, and it reveals a silhouette of something constructed by an alien intellect, trapped within the ice wall, burning for release.

KEEPER NOTES: [LC31]

[DEF] *The Path of Pytheas*

ON THE SURFACE: Professor Marie Hatch, an old acquaintance, recently garnered the backing of Orpheus Industrial with her newly published academic paper charting the route Pytheas took in the 4th century. You've been selected to accompany her on the maiden voyage of the *Atle*, a Swedish icebreaker, to record this historical voyage. Captain Elfred Lundqvist, an experienced icebreaker captain, has quite publicly been selected to command the *Atle*.

KEEPER NOTES: [LC32]

[DEG] *Suffering and Loss*

ON THE SURFACE: The backing of the Geographical Society could not account for poor leadership, and now you are lost and separated from the main group. The snowstorm drove you to construct an ice shelter, and you've dug your way out of three feet of snow. Near frozen, but still clinging on, you find that the storm has broken, for a moment. You see gear scattered amidst the drifts, with a shocking splash of crimson catching the eye, refusing to let go.

KEEPER NOTES: [LC33]

[DFG] *The Retreat*

ON THE SURFACE: No one has survived the winter and returned unchanged, the guides claimed two months ago, as you settled into the small cabin located on the canyon's edge. The cold climate meant strangers would be passing rare, and the crisp air would keep you alert. And the things you fled wouldn't try to pursue you here. It was far too cold. You hoped. Then the weather turned blacker, angrier. The book you found atop the snowdrift in the early morning hours, covered in ice crystals, did not settle your ragged nerves either.

KEEPER NOTES: [LC34]

[EFG] *Traces of the Past*

ON THE SURFACE: The characters have been commissioned by Professor Ruth Rogers of Miskatonic University to trace a mythical shortcut Marco Polo may have taken through the Himalayan Mountains. She is accompanying the party on this, some would say, foolish endeavor.

KEEPER NOTES: [LC35]

Local Color (Keeper Notes)

[LC1] *People of the Steppes*

TIME STAMP: 1910-1920s

DETAILS: In ancient times, far beyond prehistory, Arkhaim sprawled across the steppes. Wizard kings and emperors bargained with beings beyond their ken with boldness and blood and bent them to their will. But no leash, not even one of supernatural origin, can last forever. The entities broke free, and their silent screams called their kin from across space and time. And the Elder Masters came from beyond, crushing the city. The barriers against the cold buckled, and men were frozen with masks of fear upon their faces. The wizard kings fled. With their power spent, the Elder Masters, weak and trapped as they were, fell into a slumber, awaiting a chance to rise once more. The locals hang together in a small clan and visit the wizened Ancient, a one-eyed woman who provides herbal remedies and wisdoms, and warns them away from the Ice Plains to the north.

Hazards

ELDER: The Ancient

LANDSCAPE: Ice Plains

MYTHOS: Elder Masters

SEE ALSO: INVESTIGATOR NOTES: [ABC]

[LC2] *Cracks in the Ice*

TIME STAMP: 1910-1920s

DETAILS: The locals have encountered Robert Peary and his men before, and honestly tried to ward him off from journeying into the dangerous ice fields to the north. The shaman claims Arnakuagsak, the sea goddess, sleeps in her frozen court beneath the waves. She breathes life anew into the drowned, though this transformation twists their appearance, giving them webbed hands and feet and her lust for human flesh. They say she comes to them in visions in the form of a rotting fish-woman.

Hazards

LANDSCAPE: Ice Fields

WEIRD: The Resurrected

DOOM: Arnakuagsak awakens

SEE ALSO: INVESTIGATOR NOTES: [ABD]

[LC3] *Rusanov's Reasons*

TIME STAMP: 1937

DETAILS: Vladimir Rusanov was an experienced arctic geologist sent out with a small team by the Russian government to investigate the coal potential of Svalbard, an archipelago in the northern part of present-day Norway. After his team assayed that to his satisfaction, he pressed on. Many believed he wanted to reach the Pacific Ocean, though that was untrue. An ice spirit had possessed his French fiancée, Julie Jean, and he sought in vain for a way to save her. The Nenet settlement is unhappy because the Soviet government mandated them to abandon their nomadic ways in 1930, and most of the locals are restless. The small clan lives under the leadership of their shaman, known as a Tadibya, who serves as an intermediary between this world and all others. The Tadibya believes Nga, the Death God, stole Julie's soul. The Chairman of the peninsula, Tyko Vylka, was a cartographer who was part of Rusanov's expedition from 1909 to 1911, and was one of the few who left, knowing Rusanov's fiancée was doomed. Tyko desperately wants his people to abandon their old ways for fear the Soviets will dismantle their culture altogether.

Hazards

ELDERS: Tadibya Irikei, Tyko Vylka

MYTHOS: Taqriaqsuit (The Shadow People)

LANDSCAPE: The Yenisei River

SEE ALSO: INVESTIGATOR NOTES: [ABE]

[LC4] *Ends of the Earth*

TIME STAMP: 1918

DETAILS: Captain Lyle Strausberg is an employee of The Corporation and its unequivocal broker in this journey. He doesn't wish to directly deal with the locals and never seems to leave the bridge or his cabin, for that matter. Only he and his first mate, Dobbins, know the ship, the HMS Malabar, is to be offered as part of the deal if needs require it. The seasonal settlement of Savigsivik depends upon the meteorite metal for survival. It tips their iron hunting spears. It is used for hinges on their doors. It is even beaten thin for their plates. They call it star-touched, and they are not incorrect. They do not wish to trade it, claiming how previous explorers stole from them in the past. They are respectful, though distrustful of outsiders, wishing them only to return from whence they came.

Hazards

ELDERS: Captain Lyle Strausberg, Atarssuak (Angakok/Shaman)

TOWNIES: The Council

LANDSCAPE: The Meteor Fields

WEIRD: HMS Malabar

SEE ALSO: INVESTIGATOR NOTES: [ABF]

[LC5] *Edge of Nowhere*

TIME STAMP: 1920s

DETAILS: The characters find themselves in a remote village with no way to contact the outside world. The Inuit are helpful and generous to the strangers, but are concerned about their food stores, as the Great Storm has likely driven all wildlife away. They imagine it will be several months before a trek out is possible, though death is expected in far less time if game is not trapped before then. The Old Man, far older than any of his kin, knows it may be necessary to resort to cannibalism, as the village did once before when times were rough. He gently reminds them they must consider this heinous choice.

Hazards

ELDERS: The Old Man

LANDSCAPE: The snow filled valley

DOOM: Food supply runs out/cannibalism

SEE ALSO: INVESTIGATOR NOTES: [ABG]

[LC6] *Cold Steel*

TIME STAMP: Any

DETAILS: The characters have found a permafrost barrow mound containing a Viking longboat. The remains of Ulf Oath-Breaker, preserved by the cold, lie within, as though he died only a handful of days ago rather than centuries. The life force of any who enter the large mound seeps into Ulf's dead flesh and resurrects him. The ancient runes take time to work their magic.

Hazards

LANDSCAPE: The Barrow Mound

WEIRD: Ulf's blade

DOOM: Curse of the Runes

SEE ALSO: INVESTIGATOR NOTES: [ACD]

[LC7] *Strange Currencies*

TIME STAMP: 1920s to Present

DETAILS: Professor Keys is a tad eccentric, no doubt from years of working at Bayhaven Asylum in Charleston. While on vacation, she heard a strange flute playing and discovered ancient Russian coins in the primeval forest, resting beside an odd stone circle, reminiscent of Stonehenge. Though she could never discover the source of the music, she felt eyes upon her until she left. She's gone back several times in the company of Lowell, but has found neither the stone circle, nor the flute player. There is a gate through time in the forest being created by Nikolai Dmitrievna, a musician in the Tsar's court (circa 1918). Nikolai has come into possession of some of the rare compositions of Erich Zann. He is compelled to play, and this is having a disruptive effect across space and time, drawing abominations to the area like moths to a flame.

Hazards

ELDERS: Abraham Lowell

LANDSCAPE: Primeval Forest

MYTHOS: The Summoned

DOOM: Temporal Destruction

SEE ALSO: INVESTIGATOR NOTES: [ACE]

[LC8] *Tin Whiskers*

TIME STAMP: 1930s to 1950s

DETAILS: Tin Whiskers is an old cargo plane that went down while returning with a scientific research team conducting some dubious genetic experimentation near the North Pole. The experiments needed to be free from contaminants, but an airborne fungus compromised the testing, so the scientists departed. The supposedly inert matter activated in the warmth of the plane's belly, eating through metal and flesh at an alarming rate. One scientist, Doctor Lowry, managed to survive, but is badly injured and has little idea of what happened to his teammates. The virus, possessing some degree of intellect, harbored itself in the pilot, Captain Wilhelm, before returning to its dormant state. It does grant the pilot some unnatural healing ability, so when found he is unconscious, though otherwise unharmed.

Hazards

ELDERS: Doctor Lowry

LANDSCAPE: Tin Whiskers

WEIRD: Captain Jason Wilhelm

DOOM: The Fungus

SEE ALSO: INVESTIGATOR NOTES: [ACF]

[LC9] *Of Mercator and Men*

TIME STAMP: 1920s to 1950s

DETAILS: Professor Crawford came into possession of Pensieri (the diary of Mercator, the famed 16th Century cartographer) at an estate sale last year. Subsequently, his passion for maps has been eclipsed by his irrational desire to rediscover Hyperborea. Full of false bravado, he is ill-equipped for this trek—poor health and heavy drinking shall surely be the death of him. While claiming a prominent organization is backing this endeavor, it soon becomes evident the equipment and gear are of poor quality, though the guide, Hector Gonzalez, a grizzled man of South American descent in his mid-forties, seems unusually familiar with the region, citing past experiences with polar expeditions. Crawford arranged for supplies to be airdropped ahead of your arrival. A cook, Maria Pastier, a hardy woman of French descent explains how the men finally steeled themselves to go into the ruins to get the supplies earlier in the day—after supplies ran out last night—and have failed to return from the short trek.

Hazards

ELDERS: Professor Thomas Crawford

LANDSCAPE: Ancient Ruins

WEIRD: Mercator's Pensieri, Hector Gonzalez

DOOM: The Impending Storm

SEE ALSO: INVESTIGATOR NOTES: [ACG]

[LC10] *Cold War*

TIME STAMP: 1960s to 1970s

DETAILS: The characters are aboard the American supply ship, the SGC Staten Island, with a complement of 12 officers and 205 men, including the characters. It is heading to McMurdo Station in the wake of the nuclear-powered Soviet icebreaker, the Lenin, when suddenly the Soviet ship goes dead in the water. Everyone on the Lenin has disappeared, and the cause is directly connected to the Regional Lore.

Hazards

LANDSCAPE: The Lenin, Sea Ice

DOOM: The Fog

SEE ALSO: INVESTIGATOR NOTES: [ADE]

[LC11] *The Dark Half*

TIME STAMP: 1920s to 1930s

DETAILS: Dr. Limner is presently on sabbatical from the University of Berlin and is well-regarded in academic circles. His research is spot-on, and the missing bit of meteor is on Crab Island, off the northern coast of the Kingdom of Norway. The damage of the impact was nowhere as severe, perhaps a kilometer in diameter. Recent growth is evident. The meteor is little more than a rocky husk, concealing an empty alien spacecraft large enough for four humans to fit within. It is slightly rusted, overgrown with lichen, and damaged beyond much hope of repair. The broken fuel cell has irradiated the area and mutated the nearby aquatic life.in the pen.

Hazards

LANDSCAPE: Crab Island

WEIRD: The Sea Things

SEE ALSO: INVESTIGATOR NOTES: [ADF]

[LC12] *Radio Gaga*

TIME STAMP: 1925

DETAILS: The plane is severely damaged by the storm, and any non-player crew (curiously enough) died in the rough landing, with the exception of Mathers, a mechanic who is seriously traumatized by the death of his friends. The magnetism is somehow alive and begins speaking to Mathers, who calls it the Eye (as only he can see it). He is soon immune to the storm and granted weird abilities to control magnetic wavelengths.

Hazards

LANDSCAPE: The Tundra

WEIRD: Magnetized Mathers

MYTHOS: The Eye

SEE ALSO: INVESTIGATOR NOTES: [ADG]

[LC13] *Winter of '74*

TIME STAMP: 1974

DETAILS: McMurdo Station is a U.S. Antarctic research center located on the tip of Ross Island in the Arctic Circle. It was all powered by nuclear energy until a couple years ago, and now the maintenance crew has to bust its hump to make sure everything runs smoothly so it can guzzle the 1500 gallons of oil it needs to keep the lights on every day. Long-timers keep away from the abandoned nuclear power plant, saying the only one who ever goes out there regularly is Captain Clearmont. The night the characters arrive, the worst storm in the base's history strikes, making any travel outside extremely treacherous.

Hazards

ELDERS: Captain Clearmont

TOWNIES: Maintenance Crew

LANDSCAPE: Abandoned Nuclear Power Plant, Outside

DOOM: Supplies Running Out

SEE ALSO: INVESTIGATOR NOTES: [AEF]

[LC14] *Dash Patrol*

TIME STAMP: 1910

DETAILS: The characters are not equipped for traveling too terribly far. The extreme conditions make it dangerous. When they are near the limits of their endurance and ready to turn back, they discover a valley where warm winds blow and beckon. Behind them, storm clouds close in, and it is likely the return trip will be met with hail and storm. The valley is under the protection of the Lady in Red (an aspect of Nyarlathotep) – who has been trapped here. She needs a willing lover to enable her to return to the outside world. Consummation of her affections transfers her soul into the new vessel.

Hazards

ELDERS: Captain Izumi

LANDSCAPE: Oasis

MYTHOS: Lady in Red

SEE ALSO: INVESTIGATOR NOTES: [AEG]

[LC15] *Best Laid Plans*

TIME STAMP: January 16, 1915

DETAILS: Storms hang threateningly on the horizon, while dark clouds drift ominously overhead. The weather cannot hold, and the strong winds make the ill-marked route difficult to navigate. Supply points have been overcome by the elements, promising to turn an already laborious task into a back-breaking proposition.

Hazards

LANDSCAPE: The Route, Supply Points

DOOM: The Storm, Exhausting Food Reserves

SEE ALSO: INVESTIGATOR NOTES: [AFG]

[LC16] *The Frozen Gold of South Island*

TIME STAMP: 1920s

DETAILS: The trampled grounds at the foot of Mount Cook have become an unofficial base camp and neutral area for the various groups searching for gold. Several folks have set up small temporary shops, hoping to turn a profit from all comers. When one icy slope along Mount Cook melted, it exposed a small vein of gold to the elements, and the water carried it to down to the valley and its inevitable discovery. The mountain is home to the Kahu-pungapunga, an isolated Mokia tribe who dress in shades of yellow and have gone undiscovered by the outside world. Largely peaceful, the tribe is led by the Legend Keeper, who warns that any disturbance on the sacred mountain could unleash the taniwha, the spirit of the mountain, who will not treat the interlopers kindly.

Hazards

ELDERS: The Legend Keeper

TOWNIES: The Surveyors

WEIRD: Taniwha

SEE ALSO: INVESTIGATOR NOTES: [BCD]

[LC17] *Unburied Bones*

TIME STAMP: 1890s-1920s

DETAILS: A wendigo, long buried beneath the snow, has been awakened by the town's recent expansion efforts. The locals are clearing out some woods to make more room for the college grounds, which abut the old growth forest. Frank Mann, the foreman of the job site and owner of Mann Construction, is in cahoots with Dean Hollister about shaving off some money by not preserving the historic sites they had discovered. Frank is all about the money, while Dean Hollister (an anthropology professor) is attempting to maintain a tenuous control of the wendigo for his own purposes.

Hazards

ELDERS: Dean Hollister, Frank Mann

TOWNIES: Construction Workers

WEIRD: Wendigo

DOOM: The Wendigo breaks free

SEE ALSO: INVESTIGATOR NOTES: [BCE]

[LC18] *Tomorrow Island, Yesterday Isle*

TIME STAMP: Open

DETAILS: Located in the middle of the Bering Strait, the islands of Little Diomedé and Big Diomedé, though only a bit over two miles from each other, are worlds apart culturally and chronologically. Big Diomedé, the easternmost point of Russia, is twenty-three hours ahead of Little Diomedé, the westernmost point of Alaska. The Thule artifacts are real, belonging to an ancient mystery cult on Big Diomedé wishing to awaken its slumbering master. The cult leader, Anton Pavelinski, wants everything to proceed according to plan.

Hazards

ELDERS: Anton Pavelinski

TOWNIES: The cultists

LANDSCAPE: The Open Water

WEIRD: Thule artifacts

DOOM: Cthulhu rises

SEE ALSO: INVESTIGATOR NOTES: [BCF]

[LC19] *Outcasts*

TIME STAMP: 1920s

DETAILS: Though not general knowledge, neither is it a deeply buried secret that Verkhoyansk is where bad party members are sent as a reminder of the Soviet Union's ultimate strength and power. As such, the community of just over a thousand is comprised of a mixture of social misfits and other dregs of society. Certainly a few of them, such as Comrade Karpenko, are harmless eccentrics, but many speak of dangerous things, like freedom for the proletariat and democracy.

Hazards

TOWNIES: The Police

LANDSCAPE: The Fort, The Old Gold Mine

WEIRD: Comrade Karpenko

SEE ALSO: INVESTIGATOR NOTES: [BCG]

[LC20] *You're Getting Colder*

TIME STAMP: 1990s to Present

DETAILS: Captain Moon owes a lot of gambling debts to a lot of bad men and is willing to take whatever chances are necessary to get a good haul. His first mate, Sanders, is not so daring, but is as loyal and honest as the day is long. The *Reliance* is in poor shape, despite what its name might suggest. Its engine needs a great deal of work, and should it break down, might turn the ship into little more than a floating coffin.

Hazards

ELDERS: Captain Moon, Sanders

DOOM: The Engine

SEE ALSO: INVESTIGATOR NOTES: [BDE]

[LC21] *Remnants of the Cold War*

TIME STAMP: 1997-2000

DETAILS: The Russians have wanted to present a friendlier face to the rest of the world. This base, however, was not used merely as a place to store nuclear subs. Dr. Michel Dernov, a leading virologist, performed radical research on old world remedies and potions and produced a mutated, airborne strain of the common cold that was not properly disposed of following his untimely death in 1986. Attracted to warmth, the bacteria shuts down the respiratory system in 48 hours. The genius is the user does not show any symptoms for the first 24 hours, before an uptake in adrenalin produces a manic state leading to violent mood swings before the heart can no longer bear the strain, inducing cardiac arrest. The base goes into automatic shutdown. As Dernov's Protocols were not discovered by the technical team, once activated there's no way in or out.

Hazards

LANDSCAPE: Dernov's Lab

WEIRD: The Infected

DOOM: The Uncommon Cold

SEE ALSO: INVESTIGATOR NOTES: [BDF]

[LC22] *Fool's Errand*

TIME STAMP: 1920s

DETAILS: This is not the first ship the Capital Shipping Company has sent to navigate a new route. A few years back, Packer served as first mate aboard the Capital V. When its hull was breached, Packer panicked and immediately abandoned ship, taking the only undamaged lifeboat. He watched as the icy water pulled his friends under and still awakes screaming to this day. He would have starved, but the local Inuit found him, half-frozen, and nursed him back to health. Packer regards this return trip as an opportunity for redemption and a chance to put some of his nightmares to rest.

Hazards

ELDERS: Captain Noah Packer, Miksa (village shaman)

LANDSCAPE: Capital V

SEE ALSO: INVESTIGATOR NOTES: [BDG]

[LC23] *The Great Dane*

TIME STAMP: 1920s

DETAILS: Professor Langston Bell is something of a crackpot, and poorly regarded in academic circles for his ramblings about Atlantis, Hyperborea, and other proto-cultures. Things no serious anthropologist would truly devote his attentions to. He came into possession of Artus Regis, a 8th-century chapbook detailing the life of a King Artus, who lived in Thule (now Oaanaq) in the 4th-century and repelled the invasion of the sea folk with sword and song. Bell believes this work is the basis for the Arthurian myth cycle found in Western Europe. Stahl, a towering man, keeps the battered work on his person. Native to the area, he serves as Bell's eyes and ears and believes the tomb of Artus is buried beneath the perpetual ice within the primeval forests north under the "Sign of the Hunter", according to his interpretation of the text.

Hazards

LANDSCAPE: Tomb of Artus

WEIRD: The Stone Sword

MYTHOS: *Artus Regis*, Deep Ones

SEE ALSO: INVESTIGATOR NOTES: [BEF]

[LC24] *Arctic Flowers*

TIME STAMP: 1950s

DETAILS: This remote fishing community features winters reaching 80 below and summers reaching 80 above. The people use the marsh flower to stay youthful, though Dr. Worth believes it grants longevity as well. The marsh where the flowers grow is in a basin in a low valley a day's hike north, where the sun never shines and the ice never thaws. Dr. Worth has become attached to the community and wants to protect it from possible exploitation.

Hazards

ELDERS: Dr. Gretchen Worth

TOWNIES: The tribeswomen

LANDSCAPE: The Frozen Marsh

WEIRD: The Marsh Flower

SEE ALSO: INVESTIGATOR NOTES: [BEG]

[LC25] *Beyond the Black Monolith*

TIME STAMP: Any

DETAILS: Within this valley are the survivors of Atlantis. Their ancestors managed to use super-science to stave off the cold and create the pleasant conditions the Atlanteans enjoy today. They are a primitive, guarded people of great intellect, with stunted psychic abilities, but are still a pale shadow of a once great people. Their culture looks like an amalgamation of Egyptian and Mayan influences, with many animal-headed entities figuring prominently into the decorative motifs adorning the buildings.

Hazards

TOWNIES: Atlanteans

LANDSCAPE: The Lost Valley

MYTHOS: The Black Monolith

SEE ALSO: INVESTIGATOR NOTES: [BFG]

[LC26] *Dyatlov Pass Revisited*

TIME STAMP: 1964

DETAILS: On February 2nd, 1959, six hikers were found dead and half-naked in the Ural Mountains. The only physical injuries were a small crack on a man's skull and a woman's tongue missing. The tent was destroyed. The area had unexpectedly high radiation readings. The official report indicated death by hypothermia and the case was closed. The hikers drew the attention of a nearby Mi-Go mine, and the Mi-Go drove them mad, taking the woman's tongue for their own obscure purpose.

Hazards

LANDSCAPE: The Mountain of the Dead

MYTHOS: Mi-Go

SEE ALSO: INVESTIGATOR NOTES: [CDE]

[LC27] *The Stony Coast*

TIME STAMP: late 1950s-1960s

DETAILS: While all eyes are on the future, many cannot forget the loss of the RMS Nascopie, which sank in the harbor in 1947, effectively making Cape Dorset a destination non grata. The cargo was lost, though the crew was pulled to safety. The official story is an uncharted reef was struck, though most veteran sailors find that hard to stomach at best. Captain Caskwell lost his command after that debacle and never returned home, claiming he felt something clawing through the belly of the ship.

Hazards

ELDERS: James Houston

TOWNIES: The artists

LANDSCAPE: The RMS Nascopie

WEIRD: Captain Caskwell, The Cargo

SEE ALSO: INVESTIGATOR NOTES: [CDF]

[LC28] *What Lies Beneath*

TIME STAMP: 1950s

DETAILS: The Mammoth Cave System runs for hundreds of miles. James Dowling happened to find a recently opened crack into the subterranean levels, and being a curious spelunker, poked his head down and caught a glance of the Dark Dwellers, abyssal humanoids of alien intellect, living in an icy city of their own construction. They possess advanced technologies capable of altering the climate and freeze guns capable of generating beams of absolute zero (that don't affect their physiology in the slightest). They worship a hooded, tentacled entity referred to as The Master, but it is actually Ithaqua in the form of an ice god.

Hazards

ELDERS: The Master

TOWNIES: The Dark Dwellers

LANDSCAPE: The Way Back Out

DOOM: The Invasion

SEE ALSO: INVESTIGATOR NOTES: [CDG]

[LC29] *Outside Irkutsk*

TIME STAMP: 1920s

DETAILS: Irkutsk is the city where exiles go to die. Even though many of them are not imprisoned as they have been in the past, the bitter winds and the watchful eye of loyal party members, as well as the secret police who maintain a strong presence in the streets, still trap them. Trans-Siberian Trust is controlled by the opposition party, and claiming affiliation with them in mixed company is unwise. The gold was buried within an abandoned salt mine by Decemberists who were killed before they could reclaim it.

Hazards

ELDERS: Chief Inspector Vasnev

TOWNIES: Secret Police

LANDSCAPE: The Salt Mine

SEE ALSO: INVESTIGATOR NOTES: [CEF]

[LC30] *Village of the Dead*

TIME STAMP: 2010s

DETAILS: Arviat is a large Inuit community welcoming to outsiders. It has a population of around 2300 people at any given time. The locals laugh off anyone who talks about Anjikuni, and recommend Simon Lake if they need a guide “out that aways”, as he’s the only one greedy enough to take people’s money to see nothing. Simon is protective of his charges to a degree of foolhardiness. The village is real enough, with all of the buildings empty and desolate and things just where they were left, oh so long ago.

Hazards

LANDSCAPE: The Village

WEIRD: Simon Lake

DOOM: The Wendigo Awakens

SEE ALSO: INVESTIGATOR NOTES: [CEG]

[LC31] *The Warmth Within*

TIME STAMP: 1920s-1950s

DETAILS: Ten thousand years ago, the Elder Things reigned supreme, before the ice descended at their enemies’ behest after the uprising of their slaves left them weakened. Time buried them before man learned to walk upright. Before meaning meant more than a growl in the belly. Now, the characters must confront an ancient evil already threatening to rise once more.

Hazards

LANDSCAPE: The Ice Shelves

MYTHOS: The Elder Things

SEE ALSO: INVESTIGATOR NOTES: [CEG]

[LC32] *The Path of Pytheas*

TIME STAMP: 1880s-1920s

DETAILS: Orpheus Industries is based out of Athens, Greece and is backing this expedition as a publicity stunt, as well as an opportunity to obtain some critical mineral rights. According to their resident expert, Pytheas located several veins of metal near the Jade Cross, although there is no indication of what that represents, it is supposedly midpoint in the voyage “where ice claims the eye at every turn”.

Hazards

ELDERS: Captain Elfred Lundqvist

LANDSCAPE: The Jade Cross

SEE ALSO: INVESTIGATOR NOTES: [DEF]

[LC33] *Suffering and Loss*

TIME STAMP: 1880s-1920s

DETAILS: The characters are lost in the dead of winter as storm season begins, trapping them with little hope of survival against the elements. If that's not enough, there is the monstrous creature tracking and killing expedition members one by one. Rejoining the main party may be of little help, as Captain Fellows grows more manic and unreasoning with each rising crisis.

Hazards

ELDERS: Captain Oswald Fellows

LANDSCAPE: Snowdrifts

WEIRD: The Abomination

DOOM: The Storm

SEE ALSO: INVESTIGATOR NOTES: [DEG]

[LC34] *The Retreat*

TIME STAMP: 1920s

DETAILS: The characters prevailed against some dark horror a handful of months ago and retreated to northern Canada, where they could recover without the unwanted attentions of friends, family, and other civilized folk. The remote cabin where they find themselves overlooks Mackenzie Canyon. The things cannot directly breach the cold, and have summoned some of their eldritch cousins to exact their revenge. The local RCMP office likes to keep things quiet and is not very welcoming to these troublesome newcomers, who seem to have stirred up trouble.

Hazards

ELDERS: Constable Samuel Steele (of the Royal Canadian Mountain Police)

WEIRD: The Cabin

MYTHOS The Icebound Book, The Summoned

SEE ALSO: INVESTIGATOR NOTES: [DFG]

[LC35] *Traces of the Past*

TIME STAMP: 1920s

DETAILS: Professor Rogers has more than a gut feeling about this trip. She possesses a 13th century diary anonymously written by a man claiming to be one of Marco Polo's guides. The text is largely in Mongolian with a smattering of Italian. It does lay out a navigable route through the difficult terrain. As the characters reach the halfway mark, with the weather worsening, they encounter a long-abandoned temple.

Hazards

ELDERS: Professor Ruth Rogers

LANDSCAPE: The Ruined Temple

WEIRD: The Diary

SEE ALSO: INVESTIGATOR NOTES: [EFG]

Regional Lore (Investigator Notes)

[ABC] *The Nattering and the Now*

ON THE SURFACE: It is said the cold, wintry winds bring more than snow. They awaken icebound things wishing for the warm breath of the living to restore them to life. One fellow, Jinx Wilson, claims it took away everyone he knew last time it blew through, leaving only him to tell the tale.

KEEPER NOTES: [RL1]

[ABD] *The Passage of Time*

ON THE SURFACE: A strange crystalline rod has come into your possession. You can't shake the feeling it is a key to something and have been following dreams and visions for months now, until you have come to an old, dilapidated fishing village overlooking placid waters near a dense old growth forest. The villagers there seem quiet, peaceful, and introspective. They view you with a sense of curiosity and disdain, but are otherwise polite. When shown the key, they direct you to a stand of trees in the nearby forest and tell you the Crone of the Woods may know more, but to beware of nightfall and the hunters that come to stalk the woods.

KEEPER NOTES: [RL2]

[ABE] *My Name is Snow and Ice*

ON THE SURFACE: Ebon Eaves is a quaint, cottage community located about an hour's drive from the nearest city. About fifty years ago, Hermann's Chemicals exploded, catching the town on fire. The fire burned for three days. No one could save the souls trapped inside. Nowadays, there are strict fire laws and a mammoth fire station. A local brewery stands where the factory once did.

KEEPER NOTES: [RL3]

[ABF] *The First Winter*

ON THE SURFACE: Folks claim this area did not always possess such an inhospitable clime. In fact, books and records indicate it to have been temperate until July 1st, 1908, the day after the Tunguska event, when an enormous comet smashed into the earth. This area suffered severe earthquakes, though conflicting stories cite small rocks crashing down from the sky, which turned into snow and ice. The next day, a large plateau arose in the distance, and no one dares near the cursed patch to this day.

KEEPER NOTES: [RL4]

[ABG] *Forgive Us Our Trespass*

ON THE SURFACE: Missionaries once traveled this path to enlighten those they met with the word of God. Instead, the storms swallowed them whole. Some say it was snow spirits. Others say God didn't want these wicked men to spread his word. Others say God struck the missionaries down for their hubris. Most keep their noses clean and their mouths shut (which is likely the wisest thing to do in the first place when gods are involved). Amongst the possessions of these missionaries was a crate of bibles allegedly containing gold coins. Though no one ever found the crate, some old Roman coins are found in the snow every once in awhile.

KEEPER NOTES: [RL5]

[ACD] *Once There Was*

ON THE SURFACE: The story goes that Andrew Morton was a small town reporter who drew national attention, not only as the sole survivor of the previous expedition, but as the discoverer of the Last Clan. You accompany the nervous little man to verify his outrageous claims of the swarthy, misplaced Scottish folk.

KEEPER NOTES: [RL6]

[ACE] *The Meteor Swarm*

ON THE SURFACE: A failed team of explorers returned from this area ten years ago. They all committed suicide except for Marjorie French, an astronomer, who is locked away in an insane asylum. You visited her before your journey, and she was largely incoherent, babbling about watching out for Satan's Tears and the lust for flesh, before breaking down completely.

KEEPER NOTES: [RL7]

[ACF] *And One Returned*

ON THE SURFACE: Shudder Reach is the nickname for the hills and basin where an abandoned military base is purported to be located. This is according to folks who've ventured out there before. No one knows for certain, but since you're in the area, you've decided to find out. Nestled within a deep valley, and surrounded by rusted barbed wire is an anonymous concrete building. More curious still, you can hear the sound of generators from within a well-kept shed inside the compound.

KEEPER NOTES: [RL8]

[ACG] *Consumption*

ON THE SURFACE: The Castle of Levi stands alone and apart, a weird relic from another time. Weirder still, despite the remoteness of its locale and the inhospitable weather conditions, the last heir of the Levi line lives within. The place has few modern amenities, aside from gas lighting. It overlooks an ancient forest of pine carefully cultivated to flourish in the area by the late Suzette Levi, which are known as Suzette Pines.

KEEPER NOTES: [RL9]

[ADE] *White Whales*

ON THE SURFACE: Lucius Sizmore is certain aliens are to be found in colder climes. That's why he not only helped fund this expedition, but it is why he's accompanied you as well. A slight, wiry man with stern eyes and a gentle smile, Sizmore is an accomplished explorer, having gone on a half dozen harsh treks in the past, with the same singular goal of proving the existence of alien life.

KEEPER NOTES: [RL10]

[ADF] *Hidden Paradise*

ON THE SURFACE: Paulina Roselitti curated the Ebon Eaves museum until her linguistic gifts drew the attention of Samuel Richmond, a private collector. He retained her to accompany your expedition in the hopes of locating the lost Cloud City. She is quiet and reserved, with her head largely buried in any of the number of books she insisted on bringing along.

KEEPER NOTES: [RL11]

[ADG] *Once Bitten*

ON THE SURFACE: Professor Latimer Cane believes that a separate hominid species descended from wolves. He agrees the homo lupus strain largely died out throughout the world—most likely killed off by the cleverer homo sapiens—but he is certain one subspecies survived in remote reaches too harsh for humanity. Professor Cane claims he nearly caught one once, and points to a scar on his left hand, yet it's impossible to distinguish from a dog's bite at best. His support helped get the expedition this far, so it's only fair to check out those tracks he noticed.

KEEPER NOTES: [RL12]

[AEF] *Where Gods Once Walked*

ON THE SURFACE: Crater Lake formed when the river ran backwards. This is known fact. Legend has it that a meteor crashed into the woods north of the river, causing an earthquake and triggering the entire thing. The Aesir's Heel is the crest of hills on the river's bend, giving the story its slightest bit of legitimacy. Folklorists, however, wonder what causes the peach trees to thrive and grow upon the hills, amidst great swathes of cloudberry. Wonder Foods International, a sponsor of the expedition, wants some of the fruits brought back for evaluation.

KEEPER NOTES: [RL13]

[AEG] *A Constant Longing*

ON THE SURFACE: A transport plane crashed into the nearby waters last spring, contaminating the fish and water supplies and causing nearly everyone in the area to starve. The exception was one family who had other stores of foodstuffs and never ate fish. They laugh off any claims of cannibalism, yet they have a disturbing air about them.

KEEPER NOTES: [RL14]

[AFG] *Jökulhlaups*

ON THE SURFACE: The small volcano attracted travelers, offering a reprieve from the area's cold, harsh weather. Through some long defunct lava tubes there are hot springs, and even some plant life atypical for the area. Last year the volcano again became active, trapping over twenty explorers, now presumed dead. The locals claim the spirit of a fire goddess awakens periodically, claiming sacrifices when none are freely given.

KEEPER NOTES: [RL15]

[BCD] *Forever War*

ON THE SURFACE: The Blooded Ice is an expanse where hostilities have broken out through the centuries, despite its questionable logistical value. Archeologists claim it is a potentially invaluable treasure trove of historical items, yet only one has managed to visit and return intact. Professor Jasper Westin, a touring lecturer, explained he wound up there with a contingent of men during the Great War, shortly after his graduation. He saw folks buried in the ice, as though it swept in suddenly and froze them in an instant. Jasper claimed it inspired him to return to college and pursue his studies in archeology. He gave you the coordinates and died three days later. As you arrive on the fringes of the remote location gifted to you, you are taken aback to see fresh prints of bare feet in the snow and a broken bayonet.

KEEPER NOTES: [RL16]

[BCE] *El Diablo*

ON THE SURFACE: A small team of South American scientists managed to successfully launch a rocket into space last year without the government's permission. The responsible parties were swiftly and publicly executed, averting any potential backlash by the United States or the global community at large. This unnamed rocket, dubbed El Diablo in the papers, recently crashed to earth in a remote region, and you've been tasked to locate it.

KEEPER NOTES: [RL17]

[BCF] *Overexposure*

ON THE SURFACE: Recent mild winters have resulted in receding glacial shelves, allowing the previously inaccessible ice caves geologists had long argued were present to be explored for the first time in recorded history. A pair of thrill-seekers reported a subterranean area with an agreeable clime and took photographs to substantiate their claims. They—and their photos—vanished without a trace just as they were preparing for a return trip a fortnight ago. The company financing their trip has retained you to take their place on the expedition, turning over the scant notes the couple gave them.

KEEPER NOTES: [RL18]

[BCG] *The Stone Temple*

ON THE SURFACE: Crumbling ruins of an Alexandrian era Roman structure, believed to contain a shrine, lies half-buried beneath layers of snow up the south slope of the nearby mountain. The community maintains a hiking trail to it and provides guided tours on Tuesday through Thursday. Visitors are discouraged on other days, the claim being increased traffic can likely damage the site.

KEEPER NOTES: [RL19]

[BDE] *The Taste of Angel's Wings*

ON THE SURFACE: The local newspaper featured an article about several hundred pounds of venison falling from the sky in an area not far from your planned expedition. While curious, you find it more curious still to see that one of the men in the photograph appearing with the article is wearing what looks to be the lost ring of John Dee, the late 16th - early 17th century occultist and advisor to Queen Elizabeth.

KEEPER NOTES: [RL20]

[BDF] *Dead Gods*

ON THE SURFACE: In an area known as The Blasted Land, the locals claim the God Chariot crashed to the ground a thousand years ago. Their ancestors restored the strange gods back to life and were gifted with the secrets of fire and gunpowder, enabling them to drive back the Shadow Men who lived on the fringes of their community.

KEEPER NOTES: [RL21]

[BDG] *Infinite Loop*

ON THE SURFACE: A humanoid skull discovered in 1884 drew a lot of global attention, initially for its odd appearance, but also for the fact it had been pierced by something akin to a bullet. As the skull is likely a thousand or more years old, it presents an enigma, so the only hope of piecing together what really happened is to explore the original dig site, and cross your fingers.

KEEPER NOTES: [RL22]

[BEF] *All That Glimmers*

ON THE SURFACE: The discovery of elaborate gold threads in a remote mining village at first seemed to be little more than a hoax. Folks found the vein of coal near where all the threads were discovered a blessing, a geographical oddity in the region. But the gold threads, you see, are growing more and more common, and some are developing locketts with strange scrawling on them, an awkward attempt, one might conclude, to form letters and words.

KEEPER NOTES: [RL23]

[BEG] *A Place for Everything*

ON THE SURFACE: A strange crimson hailstorm triggered an avalanche, killing eleven travelers several years ago and shutting down tourism in the area. The Plateau, a beautiful local landmark, became off-limits to everyone except for Sky Madchen, a retired starlet who amassed a small fortune in her youth, and her illusive husband, Troy Salzburg, who runs the Sky Lodge, a private ski resort.

KEEPER NOTES: [RL24]

[BFG] *Hesitation Marks*

ON THE SURFACE: Five years ago, the Vilasco brothers tried to reach Black Hill Break alone. They failed, and only one of the brothers came back, bloodied and battered, with his tongue flayed. After a brief hospital stay and an extended visit to an asylum, he is ready to return. His investment and experience were necessary in funding your expedition, though his stability may more than offset things.

KEEPER NOTES: [RL25]

[CDE] *She Came Back*

ON THE SURFACE: Twenty-five years ago, Elizabeth Sharp disappeared in a snowstorm. Her husband claimed yeti took her away, yet he had no proof and was promptly hanged for his lies and deceit. Three months ago, she returned, looking not a day older than when she disappeared. Her memory is still a bit fuzzy, yet she keeps talking about “a grove where the stars fall before dawn”. One of the expedition backers wants you to find out how she managed to stay so youthful.

KEEPER NOTES: [RL26]

[CDF] *Unspeakable Acts*

ON THE SURFACE: Charles “Charging Chuck” Weaver never lost a man under his command, so for him to say he escaped by the nape of his neck in the Frozen Bogs is not to be taken lightly. And for him to admit it is something else altogether. He had a scared look in his eyes when he told you about the unholy acts he saw in the village, how he heard an abyssal cacophony, and, when the villagers stopped their ritual, something in the distance answered with a howl so loud the ice fell from the trees. He ran and he ran, and he never looked back, even as his men begged for his help. He marked the spot on your map, and fell quite easily back into his bottle.

KEEPER NOTES: [RL27]

[CDG] *No Small Sacrifice*

ON THE SURFACE: Nicole Covington, heir to the Covington fortune, is despondent. The love of her life, playboy adventure Jack Collins, is missing. His plane crashed in a terrible blizzard. His navigator, Michael Winslet, was rescued two weeks later, delirious and horribly frostbitten. He lost his left hand, and his left eye is paralyzed in a permanent half-moon, neither fully closed nor fully opened, and it continuously weeps. With the backing of Ms. Covington and accompanied by Michael Winslet, you are to find Jack Collins, alive or dead, and bring him back to be wed or buried.

KEEPER NOTES: [RL28]

[CEF] *Dark Side of the Moon*

ON THE SURFACE: According to Professor Jefferson Howell, a sliver of the moon fell to earth nearly 50,000 years ago, and is likely responsible for knocking the earth off its axis and plunging parts of it into extreme cold, especially the poles. As your expedition shall be in the general area of the suspected crash site, you've been asked by a mutual friend to see if you can discover anything to support this hypothesis.

KEEPER NOTES: [RL29]

[CEG] *White Noise*

ON THE SURFACE: Frank Graham is dying of radiation poisoning. Or so he claims. He's the lucky one. Everyone else died when the rocket struck the research station. He had been out gathering some specimens when he heard the explosion. He's sent out a distress call, and you're the closest to him. He wants you to collect the research notes before someone else does. He radios you his coordinates before you hear gunfire, and his signal is swallowed up by static.

KEEPER NOTES: [RL30]

[CFG] *Impossibilities*

ON THE SURFACE: There is no reason a mountain should have erupted out of the sea, but it did. Atop the mountain is a man dressed all in black who shouts out to you with words stolen by the wind before he tumbles to his death in the icy cold waters now suddenly far, far below. There is a small palace near the mountain's peak made of black basalt, with smoke curling off its parapets, revealing warmth, and perhaps, someone within as well.

KEEPER NOTES: [RL31]

[DEF] *Loss*

ON THE SURFACE: Folks say up where the air gets thin, the landscape makes your heart ache, as though a cherished heirloom slid through your fingers and broke. Everything looks just a tiny bit off, but you can't put your finger on it. Still, this is where the dirigible crashed. This is where lives were lost. And this is where you can recover that book and return it to its rightful owner.

KEEPER NOTES: [RL32]

[DEG] *Inhuman*

ON THE SURFACE: Reports indicate the abandoned dig shows signs of an alien intellect at work, not a precursor to man exactly, but what? Largely dismissed by the scientific community at large, definitely proving or disproving the words of renowned archeologist Frank Oberman can make a career. Failure to come up with conclusive evidence, on the other hand, is likely to hang heavy around one's neck for a lifetime.

KEEPER NOTES: [RL33]

[DFG] *Highs and Lows*

ON THE SURFACE: People have claimed the Drowned Men live in the freezing waters beneath the ice, and they come each thaw to take tribute. As such, folks migrate to the hills to save their own. When they don't, they end up losing several of the younger women and older men. Folks say it's the Drowned Men thinning the herd and move on, without remorse or anger, only a silent resignation.

KEEPER NOTES: [RL34]

[EFG] *Stardust*

ON THE SURFACE: There is a small lake called The Boiling Point where the water never ices over, no matter how cold it gets. This is because of a cigar-shaped metallic object which plummeted into it seven years ago. When several locals tried to investigate, they quickly grew ill and spread the infection across the entire village, wiping it out in six months. No one goes near the empty village or the lake since.

KEEPER NOTES: [RL35]

Regional Lore (Keeper Notes)

[RL1] *The Nattering and the Now*

DETAILS: Jinx Wilson is a man of meager possessions, aside from his collapsible yurt and well oiled rifle. Around his neck is the fossilized finger of his loving wife, Amanda, whom he murdered when he could no longer put up with her insipid conversations. Something from the bottom of the nearby lake slowly awakened when he dumped the body, and it sank to its muddy depths. Now, her corpse is frozen beneath the ice, and the Nattering, an unholy evil, can only influence the world through her finger, which he kept as a souvenir. Jinx, unable to break the curse, lives a solitary life.

Hazards

WEIRD: Jinx Wilson, Fossilized Finger

LANDSCAPE: The Frozen Lake

MYTHOS: The Nattering

DOOM: Exposure

SEE ALSO: INVESTIGATOR NOTES: [ABC]

[RL2] *The Passage of Time*

DETAILS: The Old Man who leads the village made his peace with the creatures of the woods decades ago, and both the villagers and the forest dwellers live in relative harmony. The Crone of the Woods, something of a soothsayer, suspects that the Hunters will eventually tire of their benevolence and kill everyone. She believes that somewhere within the Twisted Copse of trees there is a door hidden from human sight that, when closed and locked during the day, will stop the Hunters from appearing at night.

Hazards

ELDERS: The Old Man, The Crone

LANDSCAPE: The Twisted Copse

WEIRD: Crystal Key

DOOM: The Hunters

SEE ALSO: INVESTIGATOR NOTES: [ABD]

[RL3] *My Name is Snow and Ice*

DETAILS: The village is old and apart. Only strangers pass through, looking for a ship that no one believes ever came this way. The more the locals declaim the tale, the more earnest the searchers become. The town prospers. Yet the abandoned blind boy claims his own, bringing storms to the area while sparing the small village itself. The locals appease the dead boy through ritual sacrifice. A newborn is left upon a great stone slab and is gone by morning without a sound. The only trace the Spaniards left behind is a gold-gilded wooden cross. Folks claim it substantiates the story of the treasure ship.

Hazards

LANDSCAPE: The Stone Slab

WEIRD: Wooden Cross (Spanish)

MYTHOS: The Dead Boy

SEE ALSO: INVESTIGATOR NOTES: [ABE]

[RL4] *The First Winter*

DETAILS: The Icebound, cosmic children of Ithaqua, the Great Wendigo, traveled the distant reaches of space aboard their star craft, which exploded upon entering earth's atmosphere. Most died, save for a handful keeping close to the cold fusion reactor powering it. They used advanced sciences and ancient sorceries to transform the area where they crashed into a climate more to their liking. Humanoids with a rigid caste system, the Shackled have been linked into the system to provide the energies necessary to maintain the extremely cold climate. As the Shackled die off from an alien pandemic, the Icebound seek to genetically modify mankind to take their place.

Hazards

TOWNIES: Cultists of Ithaqua

LANDSCAPE: The Blasted Plateau

MYTHOS: The Icebound

SEE ALSO: INVESTIGATOR NOTES: [ABF]

[RL5] *Forgive Us Our Trespass*

DETAILS: The missionaries were indeed pure of heart, though their leader, Emmanuel Diaz, was not. He was a charismatic charmer, smuggler, and snake oil salesman, who made a deal shifting some illegal coins from point A to point B. Unfortunately, he ran into trouble with the locals, who already worshipped a god far older than Diaz could have imagined. Those not driven mad were slain where they stood. Diaz was stronger and survived. He is allowed to wander about the icy plains, as a reminder to not mess with a man and his religion. The locals are led by a charismatic Quebecois, named Jacob Gaston, who came here years ago at the calling of his cult and has established control over the cultists in the area. He sees nothing wrong with the status quo, even if every once in a while someone goes mad and starts babbling nonsense.

Hazards

ELDERS: Jacob Gaston, Emmanuel Diaz

TOWNIES: Cultists

WEIRD: Box of Bibles, The Babblers

SEE ALSO: INVESTIGATOR NOTES: [ABG]

[RL6] *Once There Was*

DETAILS: Morton did indeed discover a tribe separated from the rest, who settled the area in the 14th century. They were cast out from the Emerald Isle for their less than normal behavior. In short, they were comprised chiefly of cannibals who worshiped the Lake God, Hastur. The clan is largely isolated and left alone, though recent customs have been introduced and integrated into their daily life as they send some of their folks to bring fresh blood into the area from time to time. In fact, Morton was allowed to go free by the Lachlan clan leaders with the hope of him coming back with outsiders to revitalize the bloodlines.

Hazards

ELDERS: Eagan and Colina Lachlan, Andrew Morton

LANDSCAPE: The Loch

SEE ALSO: INVESTIGATOR NOTES: [ACD]

[RL7] *The Meteor Swarm*

DETAILS: Satan's Tears are what travelers familiar with the area call the regular meteor swarms which fall every five years. And it is their time once more. Compasses and electronic equipment don't work in the area due to the strong magnetic fields (a direct result of the eons-long meteor bombardment). The irradiated iron of these shooting stars mutate man and creature alike, beginning with slight physiological changes to their brains and eyes, heightening intelligence and granting night vision and immunity to the cold. Eventually, they crave the flesh of their kin and gradually lose their minds. A few survive and procreate, their offspring killing them off, and the cycle continues.

Hazards

LANDSCAPE: The Magnetized Land

WEIRD: Bone Mask

MYTHOS: The Haunters

SEE ALSO: INVESTIGATOR NOTES: [ACE]

[RL8] *And One Returned*

DETAILS: Shudder Reach is not known for its subtlety. It sticks out like a sore thumb, a cluster of rocks and tundra where a small research station worked on military applications of various chemicals. It was shut down after the Great War, the world having taken a dim view on chemical warfare. Herman Mueller, a research scientist, slunk back after his home life had been shattered, and vows to take the world down with him, using the Reanimation Matrix formula, a toxin which kills and brings the dead back to a horrid, shambling unlife.

Hazards

ELDERS: Herman Mueller

LANDSCAPE: The Compound

WEIRD: Rusting Helmet, The Unliving

DOOM: Reanimation Matrix Unleashed

SEE ALSO: INVESTIGATOR NOTES: [ACF]

[RL9] *Consumption*

DETAILS: The castle looks to be of French design, though the work is far more precise than that typically found in the 14th Century. It belonged to an occultist, Antoine Levi, who built it upon ley lines to bolster his fading energies as he performed one last ritual—Eternum—to grant him immortality. Something went wrong, his soul was displaced, and a more malevolent force took possession of his form. Now, Antoine’s ghost seeks to warn people away from the dangers. The possessed Levi is a welcoming host who feeds off of desperation. His attempt to pass as human has little improved over the centuries. A small retinue attends to his daily needs and the castle’s upkeep.

Hazards

ELDERS: Antoine Levi (possessed)

LANDSCAPE: The Castle

WEIRD: The Angry Ghost

SEE ALSO: INVESTIGATOR NOTES: [ACG]

[RL10] *White Whales*

DETAILS: Born ridiculously wealthy, Sizemore could have pursued an idle life. Instead, his uncle, a dashing explorer, told him exotic tales of mysterious places and strange things, and upon graduating with a business degree from Harvard, he cashed out his trust fund and began exploring. When he visited the Temple of Minos, he first considered the existence of ancient civilizations and advanced alien cultures, and now pursues aliens to the exclusion of anything else. He’s journeyed to many places, but the scrimshaw in his possession details a path to a hidden city. Or so he hopes.

Hazards

ELDERS: Lucius Sizemore

TOWNIES: The Sizemore Lackeys

LANDSCAPE: The Frozen Sea

WEIRD: Scrimshaw

SEE ALSO: INVESTIGATOR NOTES: [ADE]

[RL11] *Hidden Paradise*

DETAILS: Despite her cultured upbringing, Roseletti quickly adapts to any situation she finds herself in, relying heavily upon her clear-headedness to rule the day. She had little faith in Richmond's quest, until he gave her the Log of the Calypso, an 18th century Dutch trading ship that got lost in the area and encountered a people referred to as the Apogee. Some of the pages after that are missing, but she knows to keep a keen eye out for the Bone Arch, an ancient landmark. To the east of the arch stands Bone Mountain, atop which is the lush home of the Apogee, an advanced tribal folk. They have managed to master irrigation and use it to channel the hot springs from deep within the earth to make their small kingdom flourish. Their society is largely matriarchal in nature, with the men relegated to science and maintenance work, while the women hunt, protect, and rule. The Devotees of Dawn, the tribe's martial defenders, are not pleased with any interference from outsiders.

Hazards

ELDERS: Monarch of the Mountain

TOWNIES: The Devotees of Dawn

LANDSCAPE: The Bone Arch, The Mountain Home

WEIRD: Calypso's Log

SEE ALSO: INVESTIGATOR NOTES: [ADF]

[RL12] *Once Bitten*

DETAILS: The Lupine arose in remote frigid climes, and have thick furs enabling them to blend into the surroundings and survive the cold. They are quick, quiet, and largely avoid any contact with the outside world. While primitive, they are not ignorant, nor unaware of humanity's existence, and know they must not allow civilization to learn of their existence or else they'll be hunted into extinction. They worship Lord Wolf, an ancient, cosmic deity of ice and snow, who protects and provides.

Hazards

ELDERS: Professor Latimer Cane

WEIRD: The Lupine

DOOM: Vengeance of Lord Wolf

SEE ALSO: INVESTIGATOR NOTES: [ADG]

[RL13] *Where Gods Once Walked*

DETAILS: There was never a meteor. There was nothing tangible for anyone to find. The “meteor” was the pulse beam of Nicolai Tesla’s failed attempt at a death ray. The beam supercharged the topsoil’s chemical composition in such a fashion it can nourish nearly anything. The fruit, though luscious looking, tastes disappointingly nasty, so folks leave it alone. That is, until Graham Walden, lost and starving tried it. Now he attributes his longevity to it—though in his mid-seventies, he doesn’t look a day over forty. The fruit has a mildly hallucinogenic effect when eaten, making it immensely popular. Since its discovery forty-some years ago, folks have fought over the ill-tasting fruit.

Hazards

TOWNIES: The Harvesters

LANDSCAPE: Aesir’s Heel

WEIRD: Graham Walden

DOOM: Worldwide Distribution of the Wonder Fruit

SEE ALSO: INVESTIGATOR NOTES: [AEF]

[RL14] *A Constant Longing*

DETAILS: The family survived, not by sordid cannibalism, but by ancient rituals and rites granting them immunity to the toxic chemicals found in the seafood. They also managed to establish a bond with the Cold Ones, cold-blooded cousins of Deep Ones, whom they managed to cure. In return, they have been gifted immunity to the cold, though they still dress appropriately (usually) when strangers are about.

Hazards

ELDERS: Father Hunt

TOWNIES: The Hunt Clan

LANDSCAPE: The Toxic Pond

WEIRD: The Frozen Ones

SEE ALSO: INVESTIGATOR NOTES: [AEG]

[RL15] *Jökulhlaups*

DETAILS: The last explorers were cultists who hoped to resurrect the trapped Shub-Niggurath from her icy prison. They only managed to awaken her consciousness, which she quickly distributed amongst the five explorers who survived the onslaught of her alien thoughts. These five have been busy constructing a temple to her, even as their bodies wither away to skin and bones. The great entity is trapped within a massive block of ice in the caves beneath the volcano, surrounded by lava flows. The ice is enchanted with runic markings, and though it continuously weeps, it grows no thinner, and can only be damaged with the proper ritual.

Hazards

LANDSCAPE: The Lava Flow, The Weeping Ice Prison

WEIRD: The Gibberers

MYTHOS: The Collective

DOOM: Shub-Niggurath Freed

SEE ALSO: INVESTIGATOR NOTES: [AFG]

[RL16] *Forever War*

DETAILS: This is the land the Mad God touched as it danced through the cosmos millennia ago. It turned the air to ice and imbued it with an unrelenting insanity, infecting any who come here. Evil is drawn here. Evil is strengthened and nurtured. And the good are drawn as well, but to bleed upon the hungry ice, and to give over their powers to darkness. Their souls are caught in the ice. Nothing dying here is ever freed. The souls are swallowed and turned about, sometimes let out for a bit to war once more, before being drawn back into the blackness. As the characters arrive, war breaks out among the trapped souls once more.

Hazards

LANDSCAPE: The Blooded Ice

WEIRD: Broken bayonet, The Mad Souls

SEE ALSO: INVESTIGATOR NOTES: [BCD]

[RL17] *El Diablo*

DETAILS: The South American scientists actually saved the world by trapping an ancient evil inside a crystal skull and jettisoning it into space. Something went wrong with its trajectory, and it crashed back to earth. Percival Amelot is the only English-speaking man to have gone into the area, and the French-Canadian explorer has been recruited by the United States to accompany the characters in the search. The government wants to see how the scientists managed such a technological feat, as well as ascertain everything they can about the rocket's purpose.**ELDERS:** Dean Hollister, Frank Mann

Hazards

ELDERS: Percival Amelot

LANDSCAPE: The Crater

WEIRD: Crystal Skull

SEE ALSO: INVESTIGATOR NOTES: [BCE]

[RL18] *Overexposure*

DETAILS: Alexander and Maria Reinhold were accomplished tomb robbers who drew the attention of the Children of the False Dawn after stealing a powerful ruby ankh from their temple in Egypt for a client. When they went to deliver it, the client was dead, and they have been on the run ever since, sticking largely to colder climes to avoid the cultists. The cultists managed to infiltrate their return expedition, and having tortured the Reinholds before killing them, learned the ruby ankh was hidden away in the ice caves.

Hazards

TOWNIES: The incognito cultists

LANDSCAPE: The ice caves

WEIRD: The Reinhold Papers, The Ruby Ankh

SEE ALSO: INVESTIGATOR NOTES: [BCF]

[RL19] *The Stone Temple*

DETAILS: The temple appears to be dedicated to Hades. Closer inspection reveals the worn-away half alabaster, half obsidian figure is female and can only be the Norse goddess, Hel. How it got here, and why it is fashioned in a Romanesque style is obscured by time. In truth, several cohorts of Roman deserters, containing engineers in their number, encountered a small village in the area, slaughtering the male population and taking the women as their own. The women converted them to their faith, and the temple was built. Soon the women exacted their terrible revenge, turning half the men into dogs and establishing themselves firmly as a matriarchal society. The wild dogs in the area are often called the Lost Legion.

Hazards

ELDERS: The Good Lady (community leader)

TOWNIES: The Devotees

LANDSCAPE: The Stone Temple

WEIRD: Wild Dogs

SEE ALSO: INVESTIGATOR NOTES: [BCG]

[RL20] *The Taste of Angel's Wings*

DETAILS: The old man wearing the ring is none other than John Dee himself, who entered into a pact with dark creatures centuries ago. Only the strong magic imbued in his ring hides and protects him. Should he ever take it off, his days will surely be numbered. He lives outside of the small community, in a stone house marked with odd symbols and protective wards. The meat that fell is likely some eldritch horror caught in one of his mystic traps.

Hazards

ELDERS: John Dee

LANDSCAPE: The Library of Dee

WEIRD: John Dee's Ring

SEE ALSO: INVESTIGATOR NOTES: [BDE]

[RL21] *Dead Gods*

DETAILS: For those who do not believe, the community keeps the bone mask gifted to them by the ancient ursine astronauts in a sacred yurt. Bits of the broken spaceship lie buried and untouched by age in The Blasted Land. There is still an operational fusion reactor buried beneath the earth as well. The Shadow Men are the offspring of the union between man and alien. They have grown primal and primitive over the centuries and now look more like their ursine ancestors.

Hazards

LANDSCAPE: The Blasted Land

WEIRD: Bone Mask, Shadow Men

DOOM: Fusion Reactor

SEE ALSO: INVESTIGATOR NOTES: [BDF]

[RL22] *Fool's Errand*

DETAILS: An industrial facility, now abandoned and rusting, dominates the landscape. The fading stencils on its side indicate it belonged to Orwell Industries at one point in time, where it served as a satellite facility devoted to chronological manipulation and practical application. Something went wrong. An explosion fractured time, mixing up the past and the present. Any who overstay their welcome risk getting lost in time, trapped forever as ghosts in the snow.

Hazards

LANDSCAPE: Orwell Industries

WEIRD: The Temporal Visitor

DOOM: Time Loop

SEE ALSO: INVESTIGATOR NOTES: [BDG]

[RL23] *All That Glimmers*

DETAILS: A living meteor crashed to earth in the distant past, a thing comprised of carbon and sulfur, but also a mind and soul. It shattered into the earth. Still alive after all this time, it is also still greatly injured. As it is being dug up, it is in great psychic pain and attempting to communicate as best it can through the manipulation of minerals and metals. The metal contains trace amounts of mercuric cyanide, enough to kill any with prolonged contact to it. As more people die, the meteor becomes stronger and its poison more toxic.

Hazards

TOWNIES: The Miners

LANDSCAPE: The Mines

WEIRD: The Lockets

SEE ALSO: INVESTIGATOR NOTES: [BEF]

[RL24] *A Place for Everything*

DETAILS: Troy Salzburg is both jealous man and accomplished sorcerer. He orchestrated the red rains to destroy Sky's suspected lover and those who helped conceal the truth from him. Sky deeply loves Troy and is too blinded by emotion to see his faults. He's an abusive man who lost his good looks and right leg in the last war when an explosion burned and scarred him badly. He spends most days brooding and drinking while his mood grows darker. He suspects she has found another lover in the town below and already plans on drowning it in the red rains' curse.

Hazards

ELDERS: Troy Salzburg, Sky Madchen

LANDSCAPE: The Sky Lodge

DOOM: The Red Rainstorm

SEE ALSO: INVESTIGATOR NOTES: [BEG]

[RL25] *Hesitation Marks*

DETAILS: Antonio Vilasco now speaks with a slight lisp and becomes violently angry should anyone make fun of this. When he and his brothers, Michael and Vincent, first set out, they got lost. They argued, and Michael (the eldest) killed Vincent (the youngest) in what Antonio decided to interpret as an accident. As they got deeper into the valley, Michael grew moodier and unpredictable, and Antonio killed him. Or so he thought. Michael got up and horribly wounded Antonio, who fled into the night. What lay in the darkness was far worse. An azure-skinned giant with glittering red eyes rose up out of the snows and grabbed him. Escaping, he ran, chewing his own tongue to keep from screaming and giving away his position. He lived and wants revenge on both his brother and the creature he encountered.

Hazards

ELDERS: Michael Vilasco

LANDSCAPE: Black Hill Break

WEIRD: The Azure Giant

SEE ALSO: INVESTIGATOR NOTES: [BFG]

[LC26] *She Came Back*

DETAILS: Elizabeth Sharp numbered herself among the handful of female archeologists in the field, and was peerless in her area of study. Allen Sewell, once her professor, now found himself lost in her shadow and vowed revenge. When Elizabeth and Don Sharp left their base camp, he completed a ritual killing of their guides, and brought forth Mi-Go to take her away. Annoyed with being bound by human mysticism, they took him at his word and kept her, yet did not harm her, instead sharing their ambrosial star mead and other foods granting immortality.

Hazards

ELDERS: Dr. Allen Sewell

TOWNIES: Sewell's Lackeys

LANDSCAPE: The Hidden Grove

MYTHOS: Mi-Go

WEIRD: Elizabeth Sharp

SEE ALSO: INVESTIGATOR NOTES: [CDE]

[RL27] *Unspeakable Acts*

DETAILS: The Frozen Bogs is a small pocket of prehistory concealed by clouds and dark sorceries. Only those who have been there can mark the path for another. The territory is under the control of the Chieftain who seeks to destroy the Sitch, yet he cannot bring himself to do so, so the tribe grows ever more corrupted. Weaver is trying to drink away the memories of falling in love with the witch and slaughtering his own men before she freed him to go out into the world so others would come, for she feeds upon the suffering of the souls. The Chieftain is immune to her wiles, for he wears the silver sigil of the royal line, assured protection against evil.

Hazards

ELDERS: The Chieftain, The Witch

TOWNIES: The Apprentices

LANDSCAPE: Frozen Bogs

WEIRD: The Silver Sigil

SEE ALSO: INVESTIGATOR NOTES: [CDF]

[RL28] *No Small Sacrifice*

DETAILS: Collins is dead. His neck broke on impact with the packed snow, and “Lucky Jack” was no more. He didn’t go to waste. Winslet, an accomplished hunter, dressed his friend out, and used him to survive the trek to the nearest village. The villagers realized what he had done and gave him heavy medications to forget his sins. While fighting them, some of the medicine got in his eye and paralyzed it. As he moves ever closer to the crash site, his memory returns, and he wants no one, especially Nicole, to learn what he did to survive. “Lucky Jack” has risen as revenant. Not realizing his death was accidental, he seeks to slay Winslett and any who stand in his way.

Hazards

ELDERS: Michael “Mickey” Winslet

TOWNIES: The Parish

LANDSCAPE: The Crash Site

WEIRD: “Lucky Jack” Collins

SEE ALSO: INVESTIGATOR NOTES: [CDG]

[RL29] *Dark Side of the Moon*

DETAILS: The absurd hypothesis is true, though Howell didn't anticipate a subterranean alien society of lizard folk to survive the trip. But they have, and they have adapted as best they can. If they were not trapped by the extremely cold conditions, it is likely they could sweep across the earth, perhaps becoming the dominant life form on the planet, spreading the word of their dark lord and master.

Hazards

LANDSCAPE: The Crack in the Earth

MYTHOS: The Lizard Folk

DOOM: The Lizard Folk Unbound

SEE ALSO: INVESTIGATOR NOTES: [CEF]

[RL30] *White Noise*

DETAILS: The unsanctioned lab consisted of a dozen or so researchers developing an anti-radiation serum. Results were promising until Howard McDaniel shifted from using lab animals to live humans, taking several of the local hunters they traded with and locking them away. Everyone turned a blind eye to his work, as McDaniel was the lead and really seemed to be onto something. Mantua was responding well, until he wasn't. While Graham was out, Mantua's body underwent a radical transformation when his radiation levels reached a level of supersaturation, and he mutated into something atavistic in nature. The transformation caused an explosive chain reaction in the structure, leading Graham to believe it had been struck by some sort of artillery round.

Hazards

ELDERS: Frank Graham

LANDSCAPE: The Research Station

WEIRD: The Experiment

SEE ALSO: INVESTIGATOR NOTES: [CEG]

[RL31] *Impossibilities*

DETAILS: The City State of Tindalos lay hidden beneath the frozen seas until such time as the stars neared the alignment needed to awaken slumbering gods. Much has changed in the untold centuries, for the wizards did not suspect a traitor in their midst, but a madman disguised as a devotee corrupted them. Now this black palace hopes to usher in a new age of darkness, save for the Prophet, Kitab. He could not be killed until now, for it was his magic protecting the city beneath the sea, and it was he who fell into the waters. Though weak, he yet lives.

Hazards

LANDSCAPE: The Black Palace

WEIRD: The Prophet, The Wizards

DOOM: Slumbering Gods Awake

SEE ALSO: INVESTIGATOR NOTES: [CFG]

[RL32] *Loss*

DETAILS: he wreckage is untouched. No one ever investigated the remote woods where it fell. The forest is home to primal nature spirits, who drive away game and tease any who trespass to death. One would do well to avoid it. Even the spirits know to avoid the book, save for the Darkling, who has become corrupted by its power. It seeks to transform the forest into a complete and utter nightmare landscape, and has already fashioned clay figurines, creating a primitive parody of humanity to torture.

Hazards

LANDSCAPE: The Wreckage, The Primeval Forest

WEIRD: Forest Spirits, The Clay Men, The Dark Book

MYTHOS: The Darkling

SEE ALSO: INVESTIGATOR NOTES: [DEF]

[RL33] *Inhuman*

DETAILS: Once a divergent branch of humanity lived in the tundra and fought for the scant resources. They didn't have the tools the early Homo sapiens possessed, and this cost them their lives. Save for a young couple who managed to retreat into the Dreamlands by stumbling down stone stairs trapped beneath the ice. They lived an eternity there, intellectually evolving, surviving, and worshipping the dark powers demanding their obeisance. Until they escaped once more back into the light. The once warm plains, now overrun with ice and snow, caused them to weep and rage. Between a combination of disguises and dark sorceries, they seek to learn more about humanity and destroy it. They are not free of their masters, who have, in turn, sent out minions to return them once more to the Dreamlands.

Hazards

LANDSCAPE: The Stairs, The Dreamlands

WEIRD: The Couple

MYTHOS: The Hunters

SEE ALSO: INVESTIGATOR NOTES: [DEG]

[RL34] *Highs and Lows*

DETAILS: The Drowned Men are a semi-aquatic humanoid race, altered by the Elder Things who once enslaved them. They communicate in what sounds like a mindless chittering, as they possess no proper vocal chords. They envy humanity, and have a taste for flesh. The Ice Nomads stay a few steps ahead of them at best, as the Drowned Men need fresh blood for breeding and consumption, though they are not averse to eating any sea creature they encounter. Their dark master has gifted one in ten with otherworldly powers.

Hazards

MYTHOS: The Drowned Men, The Darkly Blessed

DOOM: The Thaw

SEE ALSO: INVESTIGATOR NOTES: [DFG]

[RL35] *Stardust*

DETAILS: An alien starship transporting hazardous materials suffered a malfunction and plummeted into the waters. There were no survivors. The aliens boiled alive trying to flee the ship. The starship sank to the bottom of the small lake, and the damaged reactor core maintains the temperature at a precise 220 degrees. Spores from the alien corpses infected and killed most of the locals. The three who originally survived have thrived, and have even given birth to offspring of their own, cursed as they are.

Hazards

LANDSCAPE: Empty Village, The Boiling Point

WEIRD: The Blighted

DOOM: The Disease

SEE ALSO: INVESTIGATOR NOTES: [EFG]

Basic Moves

ACT UNDER PRESSURE (ROLL+REASON)

When you are doing something quickly and precisely, hurriedly flee, or are trying to resist something frightening, roll+reason.

On a 10+, you do it.

On a 7–9, you flinch, hesitate, cave, or stall: the GM can offer you a worse outcome, a hard bargain, or an ugly choice.

CONVINCE (ROLL+AFFINITY)

When you have something someone wants, you can use your charm, wit, or wiles to get them to do something for you, roll+affinity.

FOR NPCs:

On a 10+, they ask you to promise something first, and do it if you promise.

On a 7–9, they need some concrete assurance right now.

FOR PCs: on a 10+, both of the following:

- » if they do it, they gain a point of Lore.
- » if they refuse, it's acting under pressure

On a 7–9:

- » if they refuse, it's acting under pressure
- » On a miss, they lose a point of TRUST with you.

What they do then is up to them.

HELP/HINDER (ROLL+TRUST)

When you help or hinder with someone who's making a roll, roll+TRUST.

On a 10+, they take +2 (help) or -2 (hinder) now.

On a 7–9, they take a +1 (help) or -1 (hinder) now, and you expose yourself to trouble.

On a 6 or less: they lose a point of TRUST with you or the Keeper holds one to use as a hard move (your choice).

POKE AROUND (ROLL+LUCK)

When you poke around a place physically looking for things, roll+luck. Additional attempts to search the same area are made at a cumulative -1 unless the Keeper informs you something substantial has changed.

On a 10+, select 1 of the following:

- » Find 1 good item (Keeper's choice)
- » 1 minor item (your choice)
- » 1 clue (+1 forward when acted upon)
- » Pick one from the table below

On a 7–9, you may:

- » Find hidden area/threshold (in/out) (Keeper's Choice)
- » Find minor item (Keeper's choice)
- » Determine the presence of one physical hazard (if none present, you learn that)

On a miss, there is either nothing more in the area or the Keeper may hold 1 to use as a hard move at any time.

PUZZLE THINGS OUT (ROLL+REASON)

When you face an intellectual dilemma, learn a new piece of information, or discover a clue, you may attempt to puzzle things out, roll+reason. On a hit, you get to ask one or more questions. Whenever you act on one of the Keeper's answers, take +1.

On a 10+, Ask 3 or gain 1 Lore.

On a 7–9, Ask 1:

- » What is this?
- » What does this mean?
- » How can I get in/out/pass?
- » Who's in control here?
- » Which enemy before me is the most dangerous?
- » What is its weakness?
- » What should I keep an eye out for?
- » How does X fit into Y?

READ A PERSON (ROLL+PASSION)

When you read a person in a charged interaction, roll+passion.

On a 10+, hold 3. On a 7–9, hold 1. While you're interacting with them, spend your hold to ask the character questions, 1 for 1:

- » Is your character telling the truth?
- » What's your character really feeling?
- » What does your character intend to do?
- » What does your character wish I'd do?
- » How could I get your character to X?

RESORT TO VIOLENCE (ROLL+MIGHT)

When you cast aside all pretense of civility and wish to harm your enemy, regardless of personal safety, roll+might. You may wrest control of an item or situation from another in this manner, whether it be with fists or feet, or a more proper weapon, but you do so with malice in your heart.

On a 10+, choose 3.

On a 7–9, choose 2:

- » You take definite hold of it
- » You suffer little harm (-1 harm)
- » You inflict terrible harm (+1 harm)
- » You impress, dismay or frighten your enemy

For PCs, pressing the attack when they're impressed, dismayed or frightened counts as ACTING UNDER PRESSURE.

THREATEN (ROLL+MIGHT)

When you threaten someone or something, roll+might. You are physically engaging with the deadly promise of violence.

On a 10+, they have to choose 1:

- » Force your hand and take whatever damage you dish out,
- » Back down and do what you want.

On a 7–9, they can instead choose 1:

- » Hurriedly get out of your way
- » Barricade themselves securely in
- » Give you something they think you want
- » Back off calmly, hands where you can see
- » Tell you what you want to know (or hear)



The Guide

A TREMULUS PLAYBOOK

Who Are You?

You've been here and there and seen many sorts of things in your travels. Your livelihood depends upon a careful eye, a pleasant demeanor, and the ability to look after those in your care. After all, your business is largely word of mouth, and you get to know your clientele. Lately, you'd rather not go to some of the places you've been going, but that's what you get paid for, and you have to look after yourself, after all.

Name

Michael Richmond, Felix Moore, Roger Simone, Francis Black, Amanda Taylor, Skyler Stephens, Jerri Riggings, or Marianne Mackey

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man, woman, or androgynous.

CLOTHES: Rumpled travel, sturdy travel, unusual casual, or sturdy casual.

FACE: Weathered, tanned, chiseled, round, refined, or angular.

EYES: Analytical, distant, piercing, serious, or clever.

BUILD: Energetic, athletic, muscular, lithe, or graceful.

Who Do You Trust?

Attributes

REASON
education, intellect

PASSION
emotion, instinct

MIGHT
strength, scrappiness

LUCK
fate, fortune

AFFINITY
charm, charisma

CHOOSE ONE SET

- » Reason +1 Passion +1
Might 0 Luck 0 Affinity +1
- » Reason 0 Passion +2
Might 0 Luck +1 Affinity 0
- » Reason +2 Passion +1
Might -1 Luck +1 Affinity 0
- » Reason +2 Passion -1
Might +1 Luck +2 Affinity -1

LORE

WEALTH

» REGARDING DAMAGE

- 1-2 Recovers naturally, over time.
- 3 Needs treatment to improve.
- 4-5 Gets worse if untreated.
- 6 Requires immediate treatment.

Health

1 SCUFFED

2 BRUISED

3 BATTERED

4 BROKEN

5 GRIEVOUS

6 DYING

+ DEAD

Sanity

1 STARTLED

2 SHOCKED

3 DISTURBED

4 TRAUMATIZED

5 HYSTERIC

6 DERANGED

+ INSANE

Moves

You begin with all the basic moves.

CHOOSE TWO SPECIAL MOVES.

HUNTER: You are quick on your feet and quiet. You do 1 additional harm when you **RESORT TO VIOLENCE**. You also gain a +1 to athletic maneuvers when you **ACT UNDER PRESSURE**.

NAVIGATOR: You don't get lost, and are able to easily follow tracks and the like. Gain +2 to **PUZZLE THINGS OUT** and **POKE AROUND** in *natural* settings.

OUTDOORSY: You spend more time outside than in. Increase **MIGHT** by 1, reduce any harm you take by one, and reduce any environmental harm (falling, heat, cold, and the like) by 2.

SURVIVALIST: Increase **PASSION** by 1. You may **ROLL+PASSION** to avoid harm from an environmental hazard.

ON A 10+, you gain a point of Lore and avoid all harm.

ON A 7+, you reduce harm by 1. provided you've not been too disruptive.

WOODSMAN: You're quite at home in nature, and easily able to find places to camp, fresh water, and the like. Wherever you set up your base camp (takes several hours) is considered *safe*. Your **REASON** is increased by 1.

YOUR LORE MOVE IS

I'VE BEEN EVERYWHERE: You may spend a point of **LORE** to make a **ROLL+REASON** about any place.

ON A 10+, you have been here before and gain +1 **ONGOING** regarding it for the duration of the story.

ON A 7+, you've been to similar places and gain a clue. On a miss, you may gain a clue, but the Keeper gets 1 hold if you do.

Gear

YOU START WITH:

- » **D6 WEALTH.**
- » Hunting Knife.
- » Hiking boots and walking stick.
- » **D6 LORE.**

AND CHOOSE TWO OF THE FOLLOWING:

- » A pet (loyal), you choose what kind.
- » Personal sidearm (medium).
- » Tobacco, rolling paper, and matches (smoking calms you like alcohol).
- » Heavy coat (warm) +1 armor

Basic Moves

ACT UNDER PRESSURE (ROLL+REASON)

When you are doing something quickly and precisely, hurriedly flee, or are trying to resist something frightening, roll+reason.

On a 10+, you do it.

On a 7–9, you flinch, hesitate, cave, or stall: the GM can offer you a worse outcome, a hard bargain, or an ugly choice.

CONVINCE (ROLL+AFFINITY)

When you have something someone wants, you can use your charm, wit, or wiles to get them to do something for you, roll+affinity.

FOR NPCs:

On a 10+, they ask you to promise something first, and do it if you promise.

On a 7–9, they need some concrete assurance right now.

FOR PCs: on a 10+, both of the following:

- » if they do it, they gain a point of Lore.
- » if they refuse, it's acting under pressure

On a 7–9:

- » if they refuse, it's acting under pressure
- » On a miss, they lose a point of TRUST with you.

What they do then is up to them.

HELP/HINDER (ROLL+TRUST)

When you help or hinder with someone who's making a roll, roll+TRUST.

On a 10+, they take +2 (help) or -2 (hinder) now.

On a 7–9, they take a +1 (help) or -1 (hinder) now, and you expose yourself to trouble.

On a 6 or less: they lose a point of TRUST with you or the Keeper holds one to use as a hard move (your choice).

POKE AROUND (ROLL+LUCK)

When you poke around a place physically looking for things, roll+luck. Additional attempts to search the same area are made at a cumulative -1 unless the Keeper informs you something substantial has changed.

On a 10+, select 1 of the following:

- » Find 1 good item (Keeper's choice)
- » 1 minor item (your choice)
- » 1 clue (+1 forward when acted upon)
- » Pick one from the table below

On a 7–9, you may:

- » Find hidden area/threshold (in/out) (Keeper's Choice)
- » Find minor item (Keeper's choice)
- » Determine the presence of one physical hazard (if none present, you learn that)

On a miss, there is either nothing more in the area or the Keeper may hold 1 to use as a hard move at any time.

PUZZLE THINGS OUT (ROLL+REASON)

When you face an intellectual dilemma, learn a new piece of information, or discover a clue, you may attempt to puzzle things out, roll+reason. On a hit, you get to ask one or more questions. Whenever you act on one of the Keeper's answers, take +1.

On a 10+, Ask 3 or gain 1 Lore.

On a 7–9, Ask 1:

- » What is this?
- » What does this mean?
- » How can I get in/out/pass?
- » Who's in control here?
- » Which enemy before me is the most dangerous?
- » What is its weakness?
- » What should I keep an eye out for?
- » How does X fit into Y?

READ A PERSON (ROLL+PASSION)

When you read a person in a charged interaction, roll+passion.

On a 10+, hold 3. On a 7–9, hold 1. While you're interacting with them, spend your hold to ask the character questions, 1 for 1:

- » Is your character telling the truth?
- » What's your character really feeling?
- » What does your character intend to do?
- » What does your character wish I'd do?
- » How could I get your character to X?

RESORT TO VIOLENCE (ROLL+MIGHT)

When you cast aside all pretense of civility and wish to harm your enemy, regardless of personal safety, roll+might. You may wrest control of an item or situation from another in this manner, whether it be with fists or feet, or a more proper weapon, but you do so with malice in your heart.

On a 10+, choose 3.

On a 7–9, choose 2:

- » You take definite hold of it
- » You suffer little harm (-1 harm)
- » You inflict terrible harm (+1 harm)
- » You impress, dismay or frighten your enemy

For PCs, pressing the attack when they're impressed, dismayed or frightened counts as ACTING UNDER PRESSURE.

THREATEN (ROLL+MIGHT)

When you threaten someone or something, roll+might. You are physically engaging with the deadly promise of violence.

On a 10+, they have to choose 1:

- » Force your hand and take whatever damage you dish out,
- » Back down and do what you want.

On a 7–9, they can instead choose 1:

- » Hurriedly get out of your way
- » Barricade themselves securely in
- » Give you something they think you want
- » Back off calmly, hands where you can see
- » Tell you what you want to know (or hear)



The Mechanic

A TREMULUS PLAYBOOK

Who Are You?

You fix things. You tweak things. You see things that are broken and you put them back together. You like to hear the quiet hum of smoothly running machinery, and when things are running rough, you like to get them squared away. You get a sense what you've been doing is symptomatic of something larger. Yeah, you know you'd likely sound like a philosopher if people knew the thoughts rattling around in your head, but it's what's been crossing your mind while you've been trying to keep the world from falling apart around you.

Name

Freddy Porter, Tom Hood, Sam Devine, Avery "Hoops" McGuire, Sheila Nettles, Jennifer Hatcher, Amanda Red, or Patricia Long.

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man, woman, or androgynous.

CLOTHES: Crumpled jumpsuit, smudged casual, sturdy casual, or pressed jumpsuit

FACE: Stern, focus, bemused, arrogant, or round.

EYES: Distrusting, calm, narrow, watery, sleepy, or wide.

BUILD: Stocky, powerful, lean, angular, or athletic.

Who Do You Trust?

Attributes

REASON
education, intellect

PASSION
emotion, instinct

MIGHT
strength, scrappiness

LUCK
fate, fortune

AFFINITY
charm, charisma

CHOOSE ONE SET

- » Reason +1 Passion +1
Might +1 Luck 0 Affinity +1
- » Reason +1 Passion +1
Might +1 Luck +1 Affinity -1
- » Reason +2 Passion 0
Might +2 Luck +1 Affinity -2
- » Reason +2 Passion +1
Might 0 Luck 0 Affinity 0

LORE

WEALTH

» REGARDING DAMAGE

- 1-2 Recovers naturally, over time.
- 3 Needs treatment to improve.
- 4-5 Gets worse if untreated.
- 6 Requires immediate treatment.

Health

1 SCUFFED

2 BRUISED

3 BATTERED

4 BROKEN

5 GRIEVOUS

6 DYING

+ DEAD

Sanity

1 STARTLED

2 SHOCKED

3 DISTURBED

4 TRAUMATIZED

5 HYSTERIC

6 DERANGED

+ INSANE

Moves

You begin with:

ELBOW GREASE: You may repair a broken machine with a **ROLL+REASON**.

ON A 10+, you use a d6-1 parts.
ON A 7+, you use a d6 parts. Fixing machines typically takes d6 hours.

CHOOSE TWO SPECIAL MOVES.

MONKEY WRENCH: You're able to dismantle machines as quickly as others put them together. Not only does this keep the machine from working, you gain 2d6 parts.

If you don't want it to be obvious you tinkered with a given piece of equipment, you **ROLL+LUCK**.

ON A 7+, you succeed, but gain no parts.

ON A 10+, you succeed, and gain d6 parts.

PUT YOUR BACK INTO IT: You really know how to leverage yourself to turn stuck knobs, doors, and the like. In non-violent situations, add **+2** when you **ROLL+MIGHT**.

SPECIALIST: You're especially good with one category of machines (drilling equipment, cars, the like). You gain a **+2** to all rolls relating to the chosen category.

STURDY BUILD: Years of physical labor have toughened you up. Increase Might by +1 and reduce harm taken by 1.

WORKSHOP WIZARD: Put a wrench in your hands, and you can work magic, making repairs in half the normal time. For every d6 hours and d6 parts used, **ROLL+REASON**. You can add (or remove) a tag from any vehicle on a **7+** or any device on a **10+**. The time and parts are expended, regardless.

YOUR LORE MOVE IS
WORK WITH WHAT YOU'VE GOT:
You may spend a point of Lore to convert any normal items on hand into a d6 parts.

Gear

YOU START WITH:

- » **1D6 WEALTH.**
- » Toolbox with assorted tools.
- » Truck (slow, reliable or fast, unreliable).

AND CHOOSE TWO OF THE FOLLOWING:

- » Stock (2d6 parts)
- » A rifle or shotgun.
- » A little shop of your own.
- » A sidearm.
- » Heavy coat (warm) +1 Armor

Basic Moves

ACT UNDER PRESSURE (ROLL+REASON)

When you are doing something quickly and precisely, hurriedly flee, or are trying to resist something frightening, roll+reason.

On a 10+, you do it.

On a 7–9, you flinch, hesitate, cave, or stall: the GM can offer you a worse outcome, a hard bargain, or an ugly choice.

CONVINCE (ROLL+AFFINITY)

When you have something someone wants, you can use your charm, wit, or wiles to get them to do something for you, roll+affinity.

FOR NPCs:

On a 10+, they ask you to promise something first, and do it if you promise.

On a 7–9, they need some concrete assurance right now.

FOR PCs: on a 10+, both of the following:

- » if they do it, they gain a point of Lore.
- » if they refuse, it's acting under pressure

On a 7–9:

- » if they refuse, it's acting under pressure
- » On a miss, they lose a point of TRUST with you.

What they do then is up to them.

HELP/HINDER (ROLL+TRUST)

When you help or hinder with someone who's making a roll, roll+TRUST.

On a 10+, they take +2 (help) or -2 (hinder) now.

On a 7–9, they take a +1 (help) or -1 (hinder) now, and you expose yourself to trouble.

On a 6 or less: they lose a point of TRUST with you or the Keeper holds one to use as a hard move (your choice).

POKE AROUND (ROLL+LUCK)

When you poke around a place physically looking for things, roll+luck. Additional attempts to search the same area are made at a cumulative -1 unless the Keeper informs you something substantial has changed.

On a 10+, select 1 of the following:

- » Find 1 good item (Keeper's choice)
- » 1 minor item (your choice)
- » 1 clue (+1 forward when acted upon)
- » Pick one from the table below

On a 7–9, you may:

- » Find hidden area/threshold (in/out) (Keeper's Choice)
- » Find minor item (Keeper's choice)
- » Determine the presence of one physical hazard (if none present, you learn that)

On a miss, there is either nothing more in the area or the Keeper may hold 1 to use as a hard move at any time.

PUZZLE THINGS OUT (ROLL+REASON)

When you face an intellectual dilemma, learn a new piece of information, or discover a clue, you may attempt to puzzle things out, roll+reason. On a hit, you get to ask one or more questions. Whenever you act on one of the Keeper's answers, take +1.

On a 10+, Ask 3 or gain 1 Lore.

On a 7–9, Ask 1:

- » What is this?
- » What does this mean?
- » How can I get in/out/pass?
- » Who's in control here?
- » Which enemy before me is the most dangerous?
- » What is its weakness?
- » What should I keep an eye out for?
- » How does X fit into Y?

READ A PERSON (ROLL+PASSION)

When you read a person in a charged interaction, roll+passion.

On a 10+, hold 3. On a 7–9, hold 1. While you're interacting with them, spend your hold to ask the character questions, 1 for 1:

- » Is your character telling the truth?
- » What's your character really feeling?
- » What does your character intend to do?
- » What does your character wish I'd do?
- » How could I get your character to X?

RESORT TO VIOLENCE (ROLL+MIGHT)

When you cast aside all pretense of civility and wish to harm your enemy, regardless of personal safety, roll+might. You may wrest control of an item, or situation, from another in this manner, whether it be with fists or feet, or a more proper weapon, but you do so with malice in your heart.

On a 10+, choose 3.

On a 7–9, choose 2:

- » You take definite hold of it
- » You suffer little harm (-1 harm)
- » You inflict terrible harm (+1 harm)
- » You impress, dismay or frighten your enemy

For PCs, pressing the attack when they're impressed, dismayed or frightened counts as ACTING UNDER PRESSURE.

THREATEN (ROLL+MIGHT)

When you threaten someone or something, roll+might. You are physically engaging with the deadly promise of violence.

On a 10+, they have to choose 1:

- » Force your hand and take whatever damage you dish out,
- » Back down and do what you want.

On a 7–9, they can instead choose 1:

- » Hurriedly get out of your way
- » Barricade themselves securely in
- » Give you something they think you want
- » Back off calmly, hands where you can see
- » Tell you what you want to know (or hear)



The Mercenary

A TREMULUS PLAYBOOK

Who Are You?

You are a hired gun, a soldier of fortune, and you've spent your time doing things that would make most folks shudder, and you've seen things that'd make lesser folks faint. Fighting is in your blood, and as long as there's conflict, you'll pull in a paycheck. And there's always conflict.

Name

Jimmy DeWitt, Matt Hemphill, Mike Strong, Papa Smith, Susie Franklin, Tania Moore, Michelle Strong, or Mama Belle

Look

CHOOSE ONE FROM EACH CATEGORY.

GENDER: Man or woman.

CLOTHES: Beaten casual, fine casual, ex-military, or pressed casual. institutional, or crumpled casual.

FACE: Brooding, weathered, scarred, beaten, bruised, or chiseled.

EYES: Cold, calculating, quick, piercing, alert, or angry.

BUILD: Athletic, slender, lithe, toned, or graceful.

Who Do You Trust?

Attributes

REASON
education, intellect

PASSION
emotion, instinct

MIGHT
strength, scrappiness

LUCK
fate, fortune

AFFINITY
charm, charisma

CHOOSE ONE SET

- » Reason +2 Passion +1
Might +1 Luck +2 Affinity -3
- » Reason +1 Passion +2
Might +1 Luck 0 Affinity -1
- » Reason 0 Passion 0
Might +2 Luck +1 Affinity 0
- » Reason 0 Passion -1
Might +2 Luck +2 Affinity 0

LORE

WEALTH

» REGARDING DAMAGE

- 1-2 Recovers naturally, over time.
- 3 Needs treatment to improve.
- 4-5 Gets worse if untreated.
- 6 Requires immediate treatment.

Health

1 SCUFFED

2 BRUISED

3 BATTERED

4 BROKEN

5 GRIEVOUS

6 DYING

+ DEAD

Sanity

1 STARTLED

2 SHOCKED

3 DISTURBED

4 TRAUMATIZED

5 HYSTERIC

6 DERANGED

+ INSANE

Moves

You begin with all the basic moves.

CHOOSE TWO SPECIAL MOVES.

CLOSE QUARTERS COMBAT: You are good with your hands. In a lethal sense, at least. You do two additional harm when fighting unarmed. You also are able to block effectively, reducing harm caused in melee by 1.

EX-MILITARY: You are able to adapt to stressful situations. Increase **REASON** by 1 and reduce any shock suffered by 1.

KILLER INSTINCT: Whenever you suffer damage, make a **ROLL+PASSION**.

ON A 7+, you gain +1 the next time you Resort to Violence in the scene.

ON A 10+, you also gain a point of Lore.

NUMBER ONE WITH A BULLET: Whenever you are engaged in a firefight, you go first and do two additional harm with long and small arms.

STAY ALERT, STAY ALIVE: You are never caught by surprise. Should you be stunned or dazed, you can shrug off the condition by suffering a point of damage instead.

YOUR LORE MOVE IS

BLOOD MAKES THE GRASS GROW: Any time you kill a target, you gain a point of Lore. You may spend a point of Lore to do two additional harm to any mundane target. You don't suffer shock from killing, nor does the sight of dead bodies bother you.

Gear

YOU START WITH:

- » **1D6 WEALTH.**
- » Vehicle (rugged). You pick it.
- » **D6 LORE.**
- » Rifle or two pistols

AND CHOOSE TWO OF THE FOLLOWING:

- » Modified pistol (+1 **RESORT TO VIOLENCE**)
- » Heavy leather jacket (+1 armor)
- » Modified ammo (+1 harm)
- » Buck knife (+1 harm)