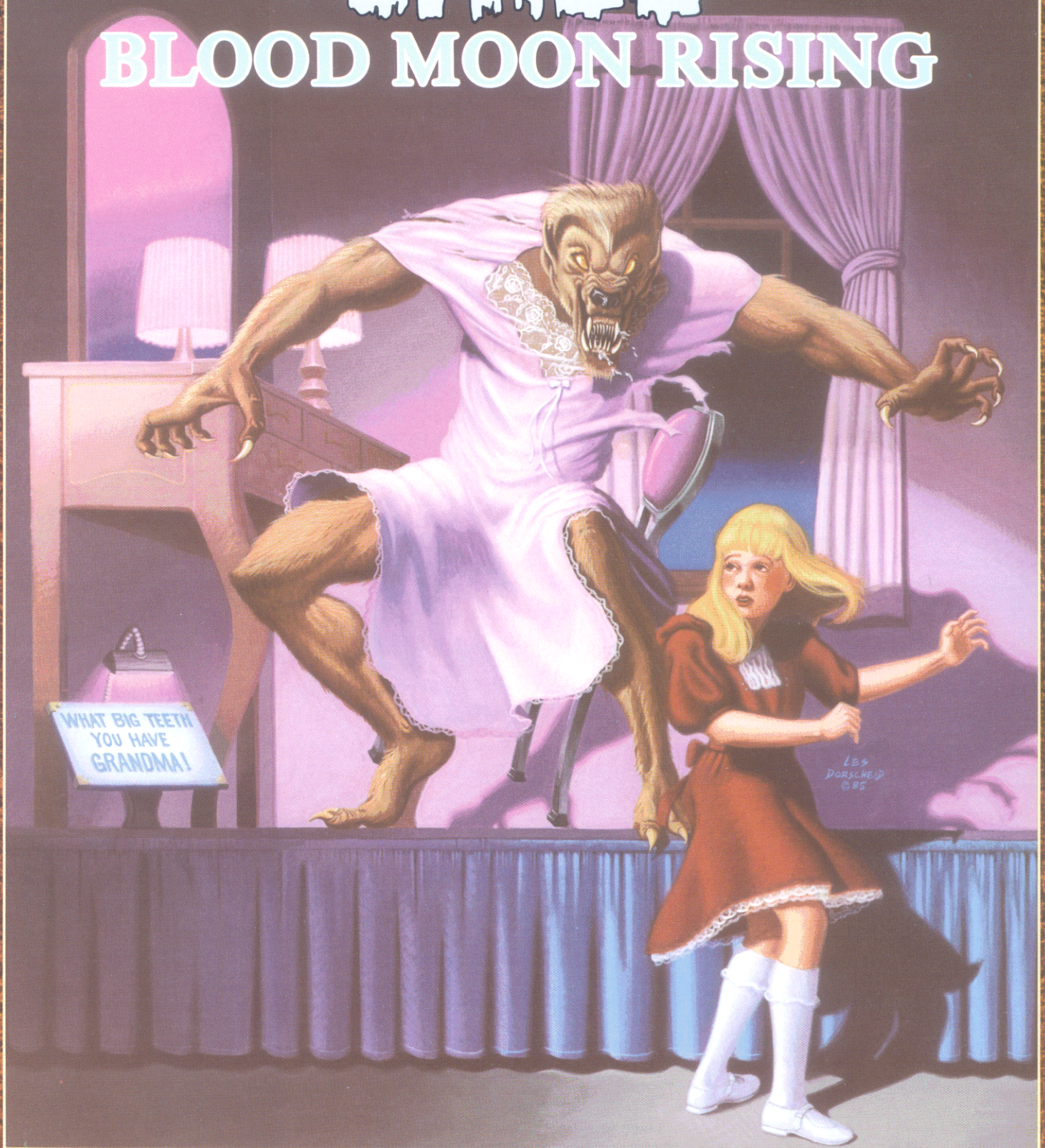


CHILL BLOOD MOON RISING



by Troy Denning

Pacesetter

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Table of Contents

Introduction.....	2
Using This Scenario.....	2
Background.....	2
The Plot.....	2
Skills and Disciplines.....	2
Clairvoyant/Prescient Dreams.....	2
New Disciplines.....	2
NPCs.....	Inside Covers, 3
Running <i>Blood Moon Rising</i>	3
Beginning the Adventure.....	3
Section One: Land of Darkness.....	4
CM's Background.....	4
CM's Plot Summary.....	4
Notes on Running Section One.....	4
Clairvoyant/Prescient Dreams.....	5
Starting the Adventure.....	5
Encounters.....	5-19
Section Two: Into the North.....	20
Introduction.....	20
Methods of Transport.....	20
Distances.....	20
Problems.....	15, 20
Clairvoyant/Prescient Dreams.....	20
Geography/Cartography.....	21
Random Encounters.....	21
Encounters.....	21-23
Village Descriptions.....	23-24
Tables.....	15-16
Section Three: Milwaukee.....	25
Running Section Three.....	25
Keeping Track of Time.....	25
Research Information.....	25
Clairvoyant/Prescient Dream.....	26
Encounters.....	26-32
Player Characters.....	17-18

ABBREVIATIONS:

PC = Player Character
NPC = Nonplayer Character
FEAR = Fear number
ATT = Attacks per round/UMS
UMS = Unskilled Melee Score
EWS = Evil Way Score
STR = Strength
AGL = Agility
PCN = Perception
STA = Stamina
L = Land W = Water A = Air

STA = Stamina
DEX = Dexterity
WPR = Willpower
PER = Personality
IPs = Insight Points

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Special Thanks: To all the convention gamers who helped playtest this adventure.

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Introduction

We know it's silly, but **SOMEBODY** claims a Yeti just burned down a hotel in the Alaskan Tundra.

You guessed it: Senator Turgid has organized another abominable snowman chase. This time, it's your turn to brave the frigid wastes—in search of prey so elusive that even S.A.V.E. doubts its existence.

But don't let your guard down. The Arctic wilderness is a dangerous place, even without the Unknown. And there is always the nagging possibility. . .

What are those funny lights? How DID the fire start? Why do ladies keep slapping John Alfresco? And, most importantly, who ate the hotel keepers?

To answer these questions and more, read on and journey to the land of the midnight sun!

If you plan to play in this adventure scenario as a player character, stop reading now.

USING THIS SCENARIO

If you're going to run this scenario as the CM, study the NPCs on the inside covers, then read the entire booklet thoroughly. Pay special attention to this Introduction, as it contains the background you need to assure that the players have a frightfully good time.

Background

Five years ago, a Loup du Mal attacked a woman named Myra Wade in Milwaukee, Wisconsin. Before she turned into a lycanthrope, her husband, who happened to be a biologist, discovered her condition and took her to Isabel, Alaska. For five years, he locked her in a cement room on nights of the full moon to prevent her from injuring others.

Unknown to Professor Wade, however, his werewolf wife has recently scratched a hole in one corner of her tiny kennel. Last night, she escaped and attacked the residents of the only hotel in Isabel. After burning the hotel, she returned to her kennel as if nothing had happened.

The Plot

At the beginning of each section is a summary of the story in that section. Briefly, in Section 1 the PCs encounter several ghosts, some of which are quite nasty. After discovering that the ghosts are the result of lycanthropic activity, the PCs must confront the lycanthrope Myra Wade. During this confrontation, it is likely that one or more PCs will be bitten by Myra. Assuming they ultimately defeat the lycanthrope, the PCs learn that they must find and destroy the creature that turned Myra into a lycanthrope in order to save those members of their party that Myra bit.

The second section is the story of the PCs' trip from Isabel, Alaska to Milwaukee, WI. Unfortunately for them, Isabel is very isolated and the PCs have no way of calling for aid. Therefore, they must trek across the Alaskan tundra in order to find transportation to Milwaukee. Their journey is complicated by the fact that two supernatural wolves are determined to take vengeance upon them for destroying Myra.

The third section begins when the PCs finally reach Milwaukee. Utilizing their only lead, the PCs will quickly realize that they are pursuing John Lockwood, a local millionaire. Their mission is complicated by the fact that Lockwood has somehow taken control of the mind of Charles O'Boylan's great grandniece, Tiffany Winsome. The PCs must discover Lockwood's weakness and destroy him before the full moon in order to save themselves and Tiffany.

Skills and Disciplines

The PCs will find these skills and disciplines useful:

Skills:

All pistol or rifle skills
Geography/Cartography
Investigation
Journalism
Medicine
Outdoor Survival
Police Forensic Pathology
Mechanics
Tracking

Disciplines:

Clairvoyant/Prescient Dream
Restore Stamina (2 or more PCs)
Restore Willpower (2 or more PCs)
Sphere of Protection

Clairvoyant/Prescient Dreams

Clairvoyant/Prescient Dreams are listed in each of the three encounter sections.

Disciplines

The new Evil Way disciplines described below are from *Things*, a 64-page supplement containing new creatures and disciplines.

Dreamsend

Type:	SUB	Col:	Will
Cost	5 Wpr/use	Range:	1000'
EWS:	85	Area:	1 person

This discipline allows the user to send a 1 to 100 minute dream to a sleeping character. A *Dreamsend* victim remembers the dream vividly. The victim does not regenerate Willpower or Stamina and cannot heal wounds during that sleeping period. In addition, the victim loses Willpower as outlined below:

S=Victim loses 1d10 Wpr.
L=Victim loses 1d10x2 Wpr.
M=Victim loses 2d10x2 Wpr.
H=Victim loses 3d10x2 Wpr.
C=Victim loses 3d10x2 Wpr. and awakens screaming or crying. Victim believes the dream is real for 1d10 rounds.

Fleshcrawl

Type:	SUB	Col:	Will
Cost	50 Wpr/use	Range:	Sight
EWS:	125	Area:	1 person

Fleshcrawl causes the victim's appearance to change to that of any corporeal creature the user chooses (the creature must an EWS lower than the user's EWS.)

The transformation takes place in stages: 1. left arm and hand, 2. right arm and hand, 3. left leg and foot, 4. right leg and foot, 5. abdomen, 6.

torso, 7. face and head. The speed of the transformation depends upon the user's specific check:

S=One stage per week
L=One stage per day
M=One stage per hour
H=One stage per minute
C=One stage per round

The transformed body parts take on the function of their appearance (this may change a victim's basic attributes, such as Dex or Agl). The victim's mind remains his/her own.

The simultaneous successful use of both *Restore Stamina* and *Restore Willpower* halts the progress of *Fleshcrawl*, but does not reverse the effects. The effects of *Fleshcrawl* can be reversed only by destroying the user or (in a few cases) thwarting the creature's ultimate intentions.

Kiss of Death

Type: SUB Col: Will
Cost 10 Wpr/use Range: Touch
EWS: 110 Area: 1 person

Kiss of Death allows the user to wound its victim by kissing him/her somewhere on the face or head. This wound is treated like a normal armed combat result, except its effects are delayed. The type of wound and the length of delay are listed below:

S=Scratch; delayed 1d10 rounds
L=Light wound: delayed 1d10 minutes
M=Medium wound: delayed 1d10 hours
H=Heavy wound: delayed 1d10 days
C=Critical wound: delayed 2d10 days

The wound appears suddenly and mysteriously in the exact place the user kissed the victim. Once the victim has been kissed, nothing can prevent the wound from occurring.

Shriek

Type: DIS Col: 3
Cost 5 Wpr/use Range: Self
EWS: 95 Area: 30' rad.

Shriek allows the user to voice a high, mournful shriek for one round that causes any character within 30' to suffer an additional Fear check. Fear checks caused by successful use of *Shriek* are made one column to the right of the user's Fear number, even if the victims have met or defeated the creature before.

Summon

Type: DIS (SP) Col: 3
Cost 10 Wpr/rnd Range: Self
EWS: 90 Area: 1 mile rad.

Summon allows a Master creature to bring to its aid all its minions and servitors within a one mile radius. The summoned creatures (or animals) mysteriously appear within 75' of the user at the end of the round, ready to fight on the user's behalf.

Each successive use increases the number of creatures which appear, and the user can choose which of its helpers appears first. The number or helpers appearing each round is:

First round: 1d10÷5 creatures appear, round up
Second round: 1d10 creatures appear
Third round: 2d10 creatures appear
Fourth and each successive round: 3d10 creatures appear.

The user cannot summon more helpers than actually exist within 1 mile of it. Failure of the discipline during any round ends its use, although helpers that have already arrived continue to battle on their master's behalf.

NPCs

The statistics of important NPCs and creatures are listed inside the covers. Refer to these during play when you need statistics for creatures or non-player characters.

Running "Blood Moon Rising"

Blood Moon Rising is divided into three sections. Each section should require about an evening to complete, although the first section might require two evenings.

Each section has an introduction followed by a number of encounters. Read each section carefully before play, as each is organized somewhat differently.

Most encounters include players text, which is placed between two lines capped with half moons

Read the players' text out loud to the PCs as each encounter begins. The rest of the text is for you alone; it provides instructions on how to run that encounter and explains some of the behind-the-scenes action. Use your own judgement to decide how much of this information to reveal to the PCs.

Beginning the Adventure

When you are ready to begin the adventure, read the text below to your PCs:

You have each received a telegram from S.A.V.E. Headquarters in Dublin.

"Fellow Envoys,

Enclosed find airline tickets to Fairbanks, Alaska. S.A.V.E. requests that you be on that flight. In Fairbanks, you will find a charter plane awaiting you. It contains all gear you will need for your assignment, which isn't difficult.

"S.A.V.E. requests that you go to Isabel, Alaska (which is north of the Arctic circle), to investigate a hotel fire. Fellow envoy Senator Joe Turgid believes a Yeti caused the fire, and, if this is true, speed is important.

"Don't be disappointed if you find nothing. Turgid has requested such expeditions in the past. Still, we must go—he controls one of our largest sources of funds, and it's best not to bite the hand that feeds you.

Good luck, Gordon Pym"

Section One: Land of Darkness

CM's Background for Section One

Gordon Pym has sent the PCs to Isabel, Alaska (north of the Arctic Circle), to investigate the burning of the Lonely Bear Inn. As explained in the Introduction, the lycanthrope Myra Wade burned the hotel and murdered its residents. This occurred on the first night of the full moon, February 8.

By the time the PCs arrive (on the second night of the full moon, February 9), the situation has grown much worse. As victims of a lycanthrope, the four people whom Myra murdered are now ghosts. This means that the population of Isabel is 9 living beings, 4 ghosts, and 1 lycanthrope.

The ghosts are:

Josepi Charivari, the hotel keeper.

Gina Charivari, his wife.

John Holm, a wealthy hotel guest.

Alice Holm, John's wife.

The living are:

Nell Mead, proprietor of the Polar Bar tavern

John Alfresco, a local trapper who was having an affair with Gina Charivari before her demise.

Noah Napartuk, a college-educated eskimo.

Lisa Napartuk, his Iowa-born wife.

Jack Wimple, uranium prospector.

Frank Copra, gold prospector, Jack's partner.

Joyce Keratoid, forest ranger.

Professor Wade, reclusive biologist, husband to lycanthrope Myra.

Billy Wade, son of Myra and Professor.

The lycanthrope is:

Myra Wade.

CM's Plot Summary

The plot summary below provides a general outline of what should happen in Section I. Familiarize yourself with this summary before reading the encounters, but do not reveal this information to the players.

As the PCs fly into Isabel, Alice Holm uses *Haywire* to silence their noisy plane. After the resulting crash,

the PCs find themselves in the care of Nell Mead, who owns the local tavern. That evening, most of the residents of Isabel gather at Nell's tavern, as is their custom, to make small talk and pass the long Arctic night.

During the course of the evening, the ghosts are extremely active. Josepi Charivari, eager to take vengeance upon John Alfresco for Alfresco's affair with Gina, leads some of the ladies to believe that Alfresco is taking liberties with their persons.

Gina Charivari, believing that Nell told her husband about her affair, begins to harass Nell by manifesting herself as a plane crash victim in need of food. After Nell feeds her, Gina disappears mysteriously, then returns hours later with more victims in need of food. Gina intends to continue this until Nell runs out of food and must shut down her business.

Finally, after a tiring evening of strange events, the PCs are taken to the house of Professor Wade to sleep. Unfortunately, while the PCs sleep, the ghosts of John and Alice Holm are busy. Sick and tired of the constant bickering at the Charivaris' hotel, they chase Joyce Keratoid from her cabin. Although they intended her no harm, the young woman dies of exposure and fright.

The next morning, a scream of anguish awakens the PCs. When the PCs investigate, they discover that something has killed Professor Wade's son. Although Wade attributes his son's death to the wolves, the lycanthrope Myra Wade is responsible.

When the PCs take the boy's body into town, they learn of Joyce's death. During their investigation, they encounter several ghosts and begin to gather evidence indicating that the problems in Isabel stem from the presence of a werewolf.

While the PCs investigate, Professor Wade slips away with his lycanthrope wife, intending to destroy her in the wilderness. Unfortunately, she escapes after nightfall and kills both John Alfresco and Professor Wade. By this time, Myra realizes that she must destroy the entire population of Isabel or risk having her true nature revealed to the world. Unless the PCs

stop her, she will destroy both them and the residents of Isabel.

Notes on Running Section One.

Temperature. Isabel is north of the Arctic Circle. Since the PCs arrive at dusk, February 9, the temperature averages -30 to -40 degrees Fahrenheit, with a wind-chill factor below -100!. When the PCs are outside (i.e. not in a sheltered, heated area), roll for exposure damage every four hours (see page 41 of the CHILL® *Campaign Book*). If a PC possessing *Outdoor Survival* is with the characters while they are outside, treat any Stamina loss as Stamina lost to bruises. As soon as the PCs are inside a heated, sheltered area, they may recover this Stamina. In addition, a character with an *Outdoor Survival* skill at the Teacher level needs to check for exposure damage only once every five hours, and only once every six hours if the character has *Outdoor Survival* at the Master level.

Day and night. This time of year in Isabel, daylight lasts only 4 hours. During the 20 hours of darkness, blowing snow limits visibility to 50 feet. Anyone attempting to travel more than a mile at night must make a specific check against Perception (or *Outdoor Survival*). Results of this check are listed below:

Failure: Character is lost for 1d10 hours.

S: Character lost for $1d10 \div 2$ hours.

L: Character lost for $1d10 \div 5$ hours.

M: Character lost for 1d10 minutes.

H: Character lost for $1d10 \div 5$ minutes.

C: Character finds way without trouble.

Round fractions down. Note that lost characters may be subject to exposure damage.

Time and the Moon. The hotel fire occurred the night of Feb. 8, about twenty-four hours before the PCs arrive. February 8 was the first night of the full moon, but don't mention this fact unless the PCs ask. They arrive

at the start of the second night of the full moon, February 9, and the Isabel part of the adventure is concluded on the third night of the full moon, February 10.

Note that many encounters in this section are time-dependent. Therefore, it is important to keep track of the passage of time. Use the table below as a general guideline for how long standard tasks require:

Time Required to Complete Common Tasks

Walk one mile	1/2 hour
Prepare and eat meal	1 hour
Interview Person	1/2 hour
Search Room	1/2 hour
Look for clues in room	1 hour
Research	1-4 hours
Build Igloo	4 hours

Silver Bullets. The PCs have only a limited supply of silver bullets. If they waste their bullets, they will have no way of destroying the werewolf. Therefore, keep careful track of how many silver bullets the PCs have used and

how many they have left, as well as who is carrying them, etc. Assume that the silver bullets included in the S.A.V.E. standard equipment pack come in a variety of calibers. (Don't rule that some of the bullets fit nobody's gun.)

Clairvoyant/Prescient Dreams. Any PC successfully using *Clairvoyant/Prescient Dreams* has the following dream:

You are sitting on wooden bench watching a baseball game. Whenever a player strikes out, the umpire takes out a large whip and beats him. Whenever a player hits the ball, his bat shatters into a thousand splinters and the bat boy spends five minutes picking up the pieces.

You notice that you're getting a lot of slivers in your seat and legs. As you pull them out, they grow to tremendous length. Finally, a soft drink vendor comes by. You order a soft drink, but instead of taking your money, he reaches down and picks up the pile of slivers you have made next

to your leg.

"Save those slivers," he says, "you never know when you'll need one."

Interpretation for the CM: As usual, the real meaning of the dream is buried. Substitute "silver" for "sliver" and the meaning of the dream is clear: "Save those silver bullets, you never know when you'll need one."

Starting the Adventure

To start the adventure, read "Gordon Pym's Instructions" (from the Introduction) to the PCs. Then go to Encounter 1, "Rough Landing."

1. Rough Landing

After landing in Fairbanks, one of Senator Turgid's local aids ushers you out onto a snowy runway, explaining that you have no time to lose. He goes on to say that he has chartered a plane and loaded it with Senator Turgid's S.A.V.E pack, as well as cold-weather provisions for each



of you. He has also taken care to provide weapons matching your skills.

The bush-pilot stands in the door of his sleek little ski-plane. "My name's Henry; I'll be taking you on to Isabel, if I can find it."

Unfortunately, Henry's plane is rather small—it can carry only the PCs and the gear the aid has provided. This means the PCs have only a single S.A.V.E. pack. If the PCs want to look for a larger plane, Henry explains that a larger plane couldn't land in the wild country up north.

After the PCs climb aboard, read the text below to them:

After an hour and a half of flight over 300 miles of snow-filled valleys, glacier-covered mountains, and frozen rivers, Henry banks the plane and turns sharply to the left. "I think that river down there is the Colville. Isabel is supposed to be up near the source, pretty well into the Brooks Range." Within a few minutes, Henry points his mitten-covered hand to the right of the plane. "I think we found it—there's chimney smoke over there." A quick fly-by confirms his suspicions. Isabel is a settlement of half-a-dozen buildings, one of which has recently burned.

"Bigger town than I guessed," he comments. Henry circles the town, trying to raise somebody on his radio. "Hello, Isabel. This is C195256. I've got a few visitors for you. Come-in, over."

After a few minutes, a response crackles from the speaker. "Hello, plane. This here's Nell Mead, proprietress of the Polar Bar. Sit her down over at the river, then point 'em in the right direction. Sorry, but there ain't nobody to fetch their luggage right now—the walk's only a mile or so."

"Will do. What's the temperature outside, Ma'am?"

"A balmy 35 below," Nell responds. "By-the-by, bring me a few supplies when you come back to fetch your visitors. I need 50 pounds of flour, 100 pounds of bacon. . ."

Suddenly, a burst of static crackles over the radio, and the speaker falls

silent. The plane's engine sputters, stops, and remains ominously quiet.

"Well, dog-gone it!" Henry exclaims. "Hang on to your valuables, folks, we're going down!"

Henry barely manages to glide the plane to the river, then crash-lands it into the ice. Unfortunately, Henry crashes through the front window and dies of the resultant wounds. Each PC must make a Luck check; those failing the Luck check must roll for catastrophic damage with a Strike Number of 75 on column 10.

It is extremely cold. The wind stings any uncovered body part, and the PCs' feet and hands quickly begin to ache from the subzero chill. Others notice white patches of frostbite on the faces of PCs not taking precautions against the weather.

A half-hour after the crash, Nell Mead finds the PCs. (If the PCs were already walking toward town, she meets them along the way.) She leads them toward Isabel. Should anyone say anything about the pilot's body, Nell says she'll send somebody down tomorrow to "collect it."

Henry and the PCs were the victims of the ghost of Mrs. Holm. Angry at being disturbed by the buzz of the plane, the ghost used its special *Haywire* discipline to silence it. The plane, its radio, and all electronic appliances in the vicinity no longer function and cannot be repaired.

2. A Short Stroll

As Nell leads the way to Isabel, the circulation returns to your feet and hands—leaving you in constant agony.

Although it is only about 2 p.m., dusk is already falling on the North Country. The twisted, ten-foot spruce trees lining the icy trail cast long black shadows on the snow. But for a light, stinging breeze and the muffled sounds of your passing, this world is silent.

Ask each PC to make a Perception check. Those who pass see a huge

black form, larger than a horse and almost shadow-like, move from the shadow of one spruce to another. It then disappears. Any PCs investigating the area find a large set of hoof-prints. The black form was a common moose.

February 9, After Dark

3. Isabel

By the time you reach Isabel, night has fallen. The wind is blowing hard now, stirring up flurries of snow that limit visibility to a few dozen yards.

It's easy to see that Isabel is nothing more than a few buildings which happen to have been built near each other. The buildings are gathered around two snowmobiles and a dog-sled. A large, metal-sided building stands on the right side of the parking area. Directly ahead stand the clapboard remnants of the burned-out hotel, and to the right is Nell's establishment, the Polar Bar. Three small plywood cabins squat among the larger buildings.

As the PCs enter the town, they see streamers of multi-colored lights shimmering toward the north. Any PC failing a Perception check (roll secretly) believes these lights are drawing closer to Isabel. Nell ignores the lights; she has seen them many times before—they are the aurora borealis.

Nell invites the PCs into her establishment for the some food and spirits (see Encounter 4.) Though she finds it odd if they refuse, she does not insist.

Sketch a copy of the Isabel map for the PCs. Each building is keyed to an entry below; refer to the appropriate entry if the PCs investigate any of these buildings.

4. The Polar Bar

The first night's action in Isabel centers around the Polar Bar. When running this encounter, don't be afraid to speed up play by saying things like, "After another half-hour of idle con-

versation. . .” If necessary to insure a smooth flow of play, adjust the times of the strange occurrences in this encounter.

The interior of the Polar Bar is rugged, but comfortable. Several tables surround a free-standing fireplace, and a small but well-stocked bar stands along the north wall of the building. Behind the bar, a door marked “Private: this means you, buster,” leads to the rest of the building.

Nell offers the PCs food, drink, and warmth in exchange for reasonable payment. If the PCs ask about lodging, she says it shouldn’t be a problem, but they’ll have to wait until she can send somebody out to arrange it. Although she attempts to raise somebody on the radio to report Henry’s plane crash, her radio does not work because of the *Haywire* (and cannot be repaired).

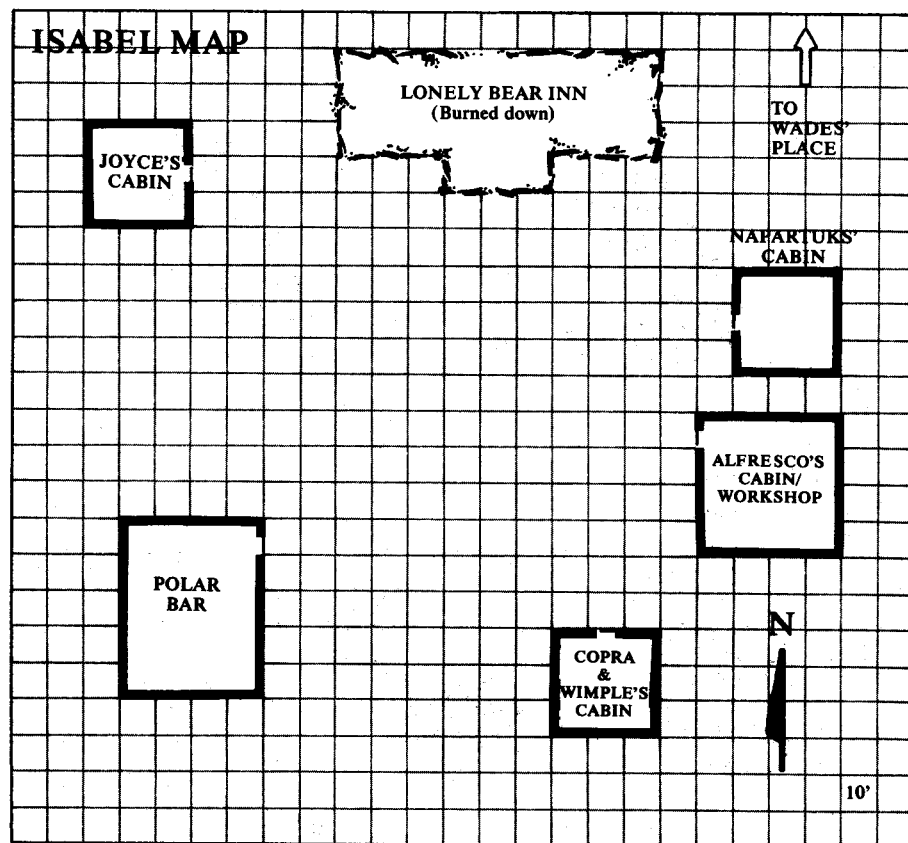
The residents of Isabel usually gather at the Polar Bar nightly to entertain themselves. They begin drifting in about 4 p.m. and stay until 10 or so. Nell takes almost anything in payment; meat from John Alfresco, gold-dust from Frank Copra, even cash from Joyce Keratoid.

Nell knows almost everything that happens in Isabel. As tavern-keeper, she overhears much that people don’t intend to be overheard. As the PCs sit in the Polar Bar, Nell fills them in on Isabel:

“I can’t imagine what brings you city folks up here to Isabel, but you couldn’t of picked a worse time. The town’s only hotel burned down last night—what a sight it was! We were all sitting in here—all of the survivors, that is—when it just burst into flames.

“I radioed Prudhoe Bay right away, and they were terrible upset! Said they’d get a man right up here this Spring to look it over and take care of the bodies.

“Course, I doubt that there’ll be much left of the bodies for the fella to collect. This morning John Alfresco, he’s a trapper, said he saw wolf tracks



all around the building. They probably smelled the blood and came for a midnight snack. “The wolves’ll get that poor pilot’s body, too. Imagine getting yourself killed in a strange place and getting eaten before you even get buried.

“Course, that’s what happened to them rich folks staying at the Lonely Bear. First tourists we ever had in the winter.

“It’s a wonder we had a hotel for them to stay in; Josepi wasn’t a very good hotel keeper, if you ask me. Who’d pick a place like Isabel to open a hotel? And as jealous as he was, I can’t imagine him letting other men stay in his house.”

If a PC successfully uses *Investigation* skill, he may learn a bit more. Use the results key below; a PC learns everything up to the appropriate result.

S: Not everybody was here last night. The Wades, who live about a mile outside of town, weren’t here. They very seldom come to the Polar Bar. He’s a professor of some sort.

L: Josepi Charivari had reason to be jealous. His wife, Gina, was planning to run away with John Alfresco. (John will reluctantly confirm this.)

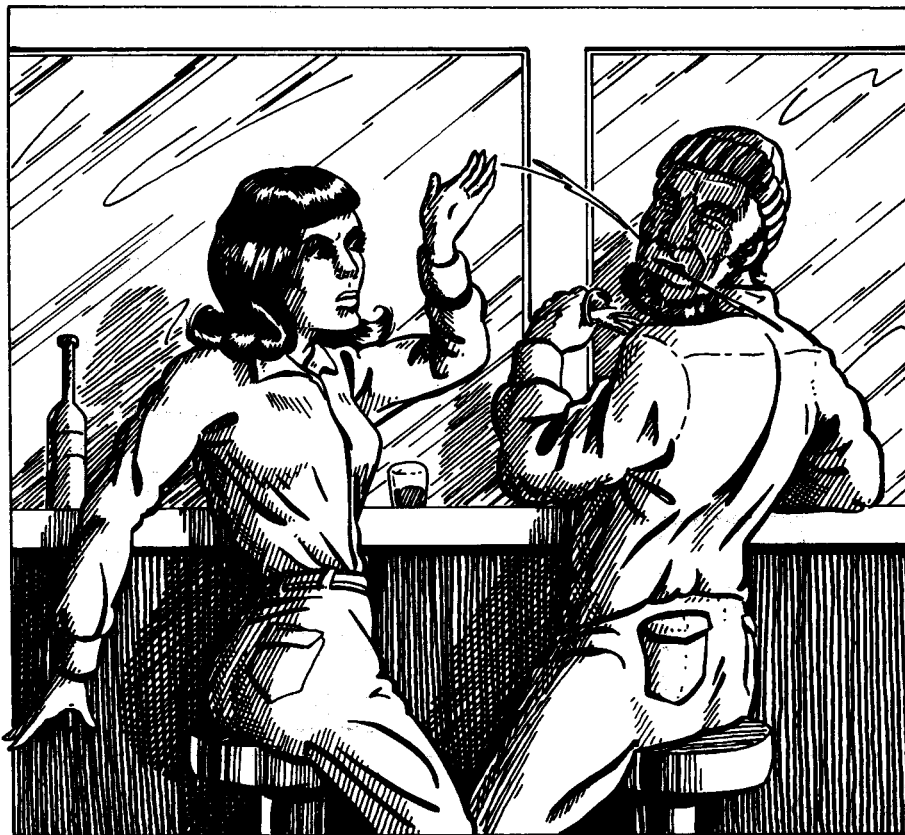
M: Frank Copra was digging through the rubble of the Lonely Bear Inn earlier today. He took a sack out into the forest. (If interviewed alone, Copra says he had given \$1,000 in gold-dust to Josepi to hold for him until spring. He intended to use it to strike out on his own this year. Copra denies everything about the bag if interviewed in front of his partner. PCs searching for the bag can follow his tracks through the snow to where he hid it.)

H: Noah Napartuk is an Eskimo shaman. (If questioned about this, Noah says that he tries to help how he can.)

C: There is a pack of wolves near the Wade household. Mr. Wade refuses to allow John Alfresco to trap them on his land.

5 p.m.

A full blooded Eskimo, complete with caribou-hide parka and mukluks,



enters the Polar Bar. A woman dressed in a down parka and fashionable wool pants follows. They are Noah and Lisa Napartuk (see Encounter 9 for a full description). Nell talks quietly with Noah for a moment, and Noah leaves. She has just sent him down to the Wade's to ask Mr. Wade to heat up his extra cabin.

Lisa Napartuk studies the PCs for a moment, decides they look reasonably civilized, and tries to strike up a conversation with them. She asks where they're from, what brings them to Isabel, what they do for a living, etc.

If the PCs ask her about the fire, she tells them it started quite suddenly. It must have attracted some wolves; her husband said that the bodies look as though they have been chewed.

A few minutes after the Napartuks enter the Bar, Jack Wimple and Frank Copra enter. (See Encounter 8 for a description of these two prospectors.) They stare at the PCs for a second, then continue an argument about how "en passant" works in chess.

A large, burly man enters a few minutes after Wimple and Copra. This is John Alfresco. Although he has taken pains to wash up, he smells of animal blood and tanning solution. He glares menacingly at the PCs, then takes a seat next to Wimple. (See Encounter 7 for more detail on Alfresco.)

Joyce Keratoid follows Alfresco. When she sees the PCs, she asks if they've come to hunt. (A positive response brings a request to see their licenses.) She then wishes them a pleasant stay, takes a seat next to Alfresco, and starts talking to Nell about the lack of desirable male companionship in Isabel. (See Encounter 9 for more details on Joyce.)

Finally, Noah Napartuk returns at 5:45. He tells the PCs he will take them to their cabin after Professor Wade has had time to warm it up. The cabin should be ready by 11 p.m.

6 p.m.

Joyce Keratoid abruptly slaps John Alfresco, knocking him off his bar-

stool. As Alfresco lies confused on the floor, she tells him to keep his hands to himself. He responds by saying he wouldn't lay a hand on her if she were the only woman north of Fairbanks. Lisa Napartuk goes over and sits next to Alfresco, trying to make peace between the two.

This is the work of the ghost of Josepi Charivari. Josepi intends to seek vengeance on Alfresco by making the other residents of Isabel believe Alfresco is behaving in a most impolite manner.

7 p.m.

Lisa Napartuk slaps John Alfresco and tells him to keep his hands to himself. Alfresco, bewildered, moves to the end of the bar.

Again, this is the work of Josepi's ghost. PCs who previously stated that they were watching Alfresco may make a Perception check; if they pass, they know that Alfresco's hands were on the bar. Failure indicates that they didn't see Alfresco do anything.

8 p.m.

The door to the Polar Bar opens and a blond-haired woman stumbles in. She has huge white patches of frostbite on her face, and wears a fur coat and dress slacks. She is barely able to ask for food. Nell sets about getting her some right away. The other NPCs gather around, asking how she got here, and so forth. Although the woman is delirious, she claims she was on a jetliner that crashed nearby. She has been seeking shelter for hours, she says.

This is not actually a living woman; it is a manifestation of Gina Charivari's ghost. The manifestation does not resemble Gina.

After Nell has fed her, the manifestation excuses herself, goes to the ladies' room, and disappears. Of course, the NPCs grow concerned and search both indoors and outdoors for half-an-hour.

Any PC guessing that this is a ghost while it is in the room must make a Fear check.

9 p.m.

A terrific wail sounds from the direction of the Lonely Bear. Any PC looking in the direction of the Lonely Bear sees two human-shaped, flame-like manifestations hurling charred pieces of the building at each other. (Make a Fear check.) Of course, all of the NPCs immediately rush out to see what's causing the racket. When they see the manifestations, they immediately run back inside the Polar Bar and spend the next hour telling each other it was just a queer combination of Northern Lights and wind.

The ghosts use their disciplines to drive away any PCs attempting to contact or interfere with them. Should any PC successfully use *Telepathic Empathy*, he feels a combination of hatred and despair so intense that he loses 2d10 x 2 Willpower points!

10 p.m.

Make a Perception check for each PC. Anyone who passes sees two manifestations of electrical blue light wandering from building to building. Of course, the blowing snow is affecting visibility and it just might be a trick of the Northern Lights, heh, heh, but have any PC who sees it make another Fear check on column 6.

Nell then announces she is tired, and tells everybody she's closing up. Noah takes the PCs to Professor Wade's; on the way he drops Lisa off at his cabin and tells her to lock the door.

5. The Burned Out Inn

This was a two-story building. Part of the second story has collapsed, leaving the first story strewn with rubble and burned wood. It wasn't a large inn, perhaps three or four rooms at most.

It is much too dark now to investigate seriously, but PCs can easily detect that the fire spread quickly.

Some strange lights appear here late in the evening; see Encounter 4.

If the PCs insist upon investigating tonight, see Encounter 14.

6. Metal Shed (Trapper's Workshop)

The door to this metal building is locked. The windows are covered by animal skins.

This is John Alfresco's workshop and home. He keeps it locked for only one reason: to protect his business from the prying eyes of Joyce Keratoid, the local game warden. He returns from his trapline at 3 p.m. and works until 5 p.m. tanning hides. At 5 o'clock, he washes up and goes to the Polar Bar for dinner and spirits.

Before three o'clock, PCs find a light gray wolf pelt, four arctic fox pelts, a caribou hide, several traps, and vats for soaking and tanning hides. After 3 p.m., John adds another arctic fox to his collection of furs.

Should John return to find the PCs in his workshop, he checks to be sure nothing is missing, then tells the PCs to leave his equipment alone. Otherwise, he is reserved but open about his livelihood.

7. Wimple & Copra's Cabin

A large pot of stew sits on the stove of this three-room cabin. The building is cluttered with books, chess-boards, checker-boards, backgammon boards, and unwashed dishes. Several shovels, rock-hammers, picks, gold-pans, and a geiger counter are stacked helter-skelter on the shelves.

Jack Wimple and Frank Copra share this cabin. The two old men have been prospecting partners for nearly twenty years, which is a wonder. They argue about everything from chess to cooking. They can't even agree on what they're prospecting for; Jack uses the geiger counter to look for uranium while Frank pans for gold. (The geiger counter no longer works due to the *Haywire* used earlier in the day.)

Both men are here until 5 p.m.,

when they customarily go to the Polar Bar for spirits.

8. The Cabin of Noah and Lisa Napartuk

The interior of this cabin is a curious mixture of Eskimo and white American culture. Beautiful works of scrimshaw stand on shelves next to porcelain miniatures. A print of American Gothic hangs beside a beaded caribou hide.

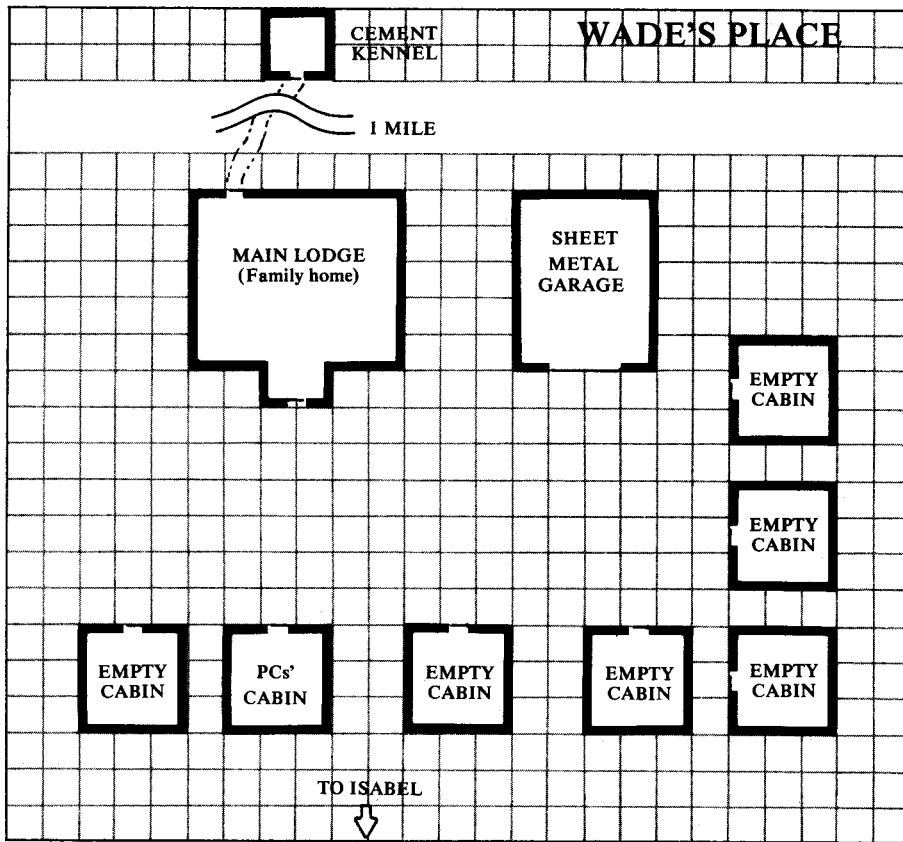
This is the cabin of Noah and Lisa Napartuk. Lisa met Noah while both of them were attending college in Fairbanks. Noah is a full-blooded Eskimo and Lisa is a Methodist farm-girl from Minnesota. While they love each other very much, neither felt comfortable making the full transition to the other's culture. They compromised by living in Isabel, where Noah still enjoys the rugged life of the Arctic, and Lisa has the security of four walls and a roof to protect her from harsh winter weather.

Noah returns from the day's hunt with two arctic hares at 4 p.m. In accordance with his eskimo heritage, he would think nothing of finding several strangers rummaging through his house. Lisa returns from visiting Joyce Keratoid at 3:30 and demands an explanation if she finds strangers in her home.

9. Joyce Keratoid's Cabin

This cabin is neatly kept, though sparsely furnished. A parka with the insignia of a U.S. Forest Ranger hangs from a coathook on the wall.

Joyce Keratoid is the local forest ranger and game warden, charged with enforcing hunting restrictions near Isabel. In the summer she enjoys her job very much, often back-packing through the wilderness for weeks at a time. During the winter, she limits her efforts to making sure John Alfresco doesn't kill too many Arctic foxes.



She and Lisa Napartuk are here discussing last night's fire until 3:30. At that time, Lisa goes home and Joyce walks down to Alfresco's workshop to sneak a look at the day's catch.

10. Wade's Place

Several cabins sit on Professor Wade's property. The property looks as if it was once a hunting camp, for it has a single large lodge-building and several smaller cabins. Across from the lodge is a garage made of sheet-metal.

A single light glows in the window of the lodge.

Professor Wade, a large, bearded man that looks more like a lumber-jack than a professor, shows the PCs to the nearest cabin. Inside, the cabin is warm, though it has only cold running water. There are enough couches and beds to accommodate the PCs, though a very large party might be a bit crowded.

After making sure that the PCs have everything they need, Wade asks the PCs to stay inside until well after dawn, as he doesn't want them to frighten his wolves away. If the PCs question him, Wade tells them he is a biologist/zoologist who has made his career the study of arctic wolves for the last five years. Should the PCs bring up the subject of the wolf tracks at the Lonely Bear, Wade says that it isn't unusual for wolves to scavenge.

Throughout the night, the PCs occasionally hear the eerie moan of howling wolves. Anyone looking outside sees three or four wolves sniffing around. One of these is an exceptionally large, black wolf (but still much smaller than the moose the PCs may have seen in Encounter 2).

The Other Buildings at Wades

The Lodge. This is where Wade lives with his wife and son. It has a small dining room which the family uses as a living room, a commercial kitchen, and two bedrooms. Mrs. Wade (the

Werewolf) is not here tonight.

The Garage. Inside is a large, eight passenger snow-cat. It is in good running order, but requires at least a half-hour of idling before it can be driven. The Wades use this to drive into town occasionally.

The Other Cabins. These are dusty, unheated, and unused.

The Cement Building. A 1-mile trail leads from the lodge to a 10' x 10' cement building. The PCs can see this trail only during daylight, or by searching the area with a flashlight. Professor Wade locks his lycanthropic wife in this building during the three nights of the full moon each month.

Unknown to Professor Wade, however, his wife has recently scratched a hole in the building. She was responsible for the deaths in Isabel last night.

If questioned about this building, Wade explains that he sometimes uses it to isolate certain wolves.

February 10, Daylight

11. Wade's Place

The time is 10 a.m. Dawn has just broken when a mournful, brutal howl shatters the stillness of the arctic morning.

Allow the PCs to declare their actions. Anyone immediately looking outside sees several wolves running in the direction of the howl. One of these is the large, black wolf.

A few moments later, a shout of terrible anguish rings from Professor Wade's lodge. PCs rushing to the lodge find Professor Wade kneeling on the floor, cradling the body of his son. The boy has been ravaged, obviously by some sort of wild beast. A successful *Sense Unknown* reveals an overwhelming presence of the boy's body (he has just been killed by the werewolf).

Mrs. Wade stands close by, sobbing

uncontrollably. Her face, hands, and night-clothes are smeared with the boy's blood. If any PC looking at her more closely passes a Perception check, he also notices that her feet are wet and red-tinged (as if she had been running barefoot in the snow).

Professor Wade is inconsolable with grief. He does manage to tell the PCs that his son sometimes went out early in the morning to feed the wolves. He says the boy must have been attacked by one or more of the pack.

Wade asks the PCs to help him start the snowcat and take his son's body into town for safe-keeping. (After delivering the boy's body to Nell, Wade intends to take his wife and sneak away into the wilderness.)

PCs investigating outside find a trail of blood leading to the Cement Building, where they find signs of a struggle. PCs successfully using *Tracking* skill see two sets of a boy's boot tracks going to the shed and one set returning. They also see a woman's bare footprints going out to the shed and returning. On a "C" result, the PC knows that the woman's tracks

going out are many hours older than her tracks returning.

12. More News From Last Night

As you enter town, Nell runs out of the Polar Bar. "It's terrible, and it's not natural, I tell you!" She seems very upset.

A moment later, she continues, "Joyce is dead! She just ran out into the snow and died, poor dear."

Nell knows nothing more of Joyce. If the PCs take time to question her further, she tells them that the woman who came to the Polar Bar last night returned with a boy just after dawn. She fed them both, and afterwards they disappeared.

13. Joyce's Cabin

The furniture inside the cabin has been rearranged. Written in red letters on the wall above the stove is

"Home Sweet Home."

A set of barefoot prints lead from the cabin's back door.

The footprints lead to Joyce's body, nearly a half-mile away. She is clad only in bed-clothes. Lisa's boot tracks follow the footprints; she discovered Joyce's absence when she came over to gossip this morning.

Any PC examining Joyce's body notices it has been drained of blood through a single opening in her neck. A PC successfully using *Police Forensics* skill knows that the blood was drained from her body a half-hour after she died. From the strange shape of the wound, one might assume it was coaxed from her body with suction. A character using *Medicine* skill and achieving a result of H or higher learns the same thing.

PCs spending more than a moment inside Joyce's cabin may have the conversation of their lives. The ghosts of John and Alice Holm, who frightened Joyce away last night, manifest themselves in the form of two blue



flames (time for a Fear check). They invite the PCs to have breakfast with them. PCs flatly refusing the offer offend the ghosts. Mr. and Mrs. Holms position themselves at the exits and attempt to drain the PCs' Willpower using *Shriek* and *Terrorize*.

PCs fleeing as a result of the disciplines or the Fear check must make an Agility check; if they succeed, they jump out the window instead of cowering in the cabin. The ghosts force PCs with a Willpower of 0 to have breakfast with them as outlined below, but the PC does not hear any clues.

If a PC agrees to have breakfast with the Holms, Mrs. Holms goes to the refrigerator and removes a quart jar filled with a thick red liquid. She pours it into a sauce pan, heats it, and serves portions for each PC, her husband, and herself.

As long as one PC at least pretends to ingest some of liquid (blood), Mrs. Holms uses her automatic *Contact the Living* to converse pleasantly.

"Being dead has at least one advantage," Mrs. Holm says. "The Charivaris were terrible bores—always bickering, you know. What a relief it was that Miss Keratoid decided to abandon this cabin. We'll finally find some of that peace and quiet we came to the Arctic for.

"Mostly, being dead is dreadful, however. It takes such an effort to carry on a conversation. Consequently, one spends a lot of time being absolutely miserable. And this terrible, ice-cold feeling of terror and anger in the pit of one's stomach is quite distracting. We really feel that we should be travelling on to some other sort of existence."

PCs successfully using *Investigation* skill, or actually drinking the blood, also learn the following:

S (or one cup of blood): "Shortly before dying, we were awakened by a growling wolf."

L (or two cups): "We'd really appreciate it if you destroy whatever it was that killed us. Perhaps then we can rest—before we become as petty and vicious as the Charivaris."

M (or three cups): "Josepi Charivari is so malicious! He seems to be seeking vengeance against John Alfresco for something."

H (or four cups): "When we ran downstairs, Josepi was dead. He had been ravaged.

C (or five cups): "A white wolf attacked us. It made no sound."

While the PCs are investigating Joyce's death, Wade slips away in the snowcat with his wife.

14. The Lonely Bear Inn

Even in the daylight, the scorched remains of the Lonely Bear Inn seem ominous and dangerous. In some places, snow lies drifted against the interior walls, covering portions of charred tables and chairs. The staircase leads to a collapsed second floor, where two rooms and part of a hallway hang over the lobby.

PCs investigating the scene may discover:

1. The entire Inn reeks of the Unknown.
2. The body of Josepi Charivari lies next to the couch in the lobby. A pillow lies on the couch, and a shredded, burnt quilt covers the corpse's feet. The body is covered with gouges and appears to have been gnawed thoroughly, but it's difficult to tell whether the wounds were received before or after the body was burned.

As the PCs study the body, they hear the sound of teeth scraping against bone. Something stirs beneath the blanket. Any PC *Sensing Unknown* successfully at this time must make a Fear Check on column five. If the PCs remove the blanket, they find a ten pound rat chewing the corpse's toes.

3. The corpse of Mrs. Charivari lies in a double bed in the main bedroom. She, too, has been gouged and gnawed. As the PCs study the body, the ghost of Mrs Charivari manifests itself in the form of gently waving colored

lights. Even though she is not attempting to frighten them, PCs must still make Fear Checks on Column 3.

The ghost attempts to *Contact Living*. If successful, it attempts to communicate this message: "Release me, release me. Destroy woman who/did this to us. Cold, so cold/so cold, I hates it, I hates/you and all that is warm. Release/me. Release me, so cold, so alone." The slash marks represent the seven words she can utter each round. Don't forget to account for varying levels of success in her speech.

4. The bodies of Mr. and Mrs. Holm lie near the base of the stairs. They have been attacked, but their bodies are in much better condition than the bodies of the Charivaris.

In what remains of the upstairs, the PCs cannot find any suitcases, clothes, or other articles needed for travel. (The Holms have taken their belongings to Joyce's cabin.)

A PC successfully using *Police Forensics* can tell that the wounds were received before the bodies were burned. In addition, on a "H" or "C" result, the character can determine that the bites were caused by a member of the Canine species. The claw marks are very strange. They have the pattern of a large dog's foot, but show signs of an opposable thumb.

A PC successfully using *Medicine* and getting at least an "M" result knows that the wounds were received before the bodies were burned.

15. Alfresco's Workshop

Alfresco's workshop appears as one would expect a trapper's workshop to appear. Bits and pieces of animal carcasses lie scattered about the room, while several hides, including that of a lightly colored gray wolf, hang from the walls.

Alfresco is gone for the day, so the PCs may search his workshop with no fear of interruption.

16. The Polar Bar

The Polar Bar is empty this time of day, except for Nell going about the task of keeping it clean.

Nell can add nothing to the PCs' knowledge.

17. Wimple And Copra

Wimple and Copra have set up a game of checkers. They're arguing over whether or not a triple-crown can jump pieces straight ahead.

Neither Wimple nor Copra know anything that will help the PCs. They do say they intend to move to a quieter town next year.

18. Lisa Napartuk

Lisa sits on the couch, weeping. She has been trying to sew a seam together on a heavy, caribou-hide parka.

Lisa found Joyce when she went over for their daily chat. She saw only one set of tracks leading to the body. She didn't notice that Joyce's blood had been drained, and will be quite upset to hear of this.

She says she is going to insist that she and Noah move to a larger settlement, like Point Hope, next year.

February 10, Nighttime

19. All Quiet on the Northern Front

Don't read this encounter to the PCs. Between the hours of 2 p.m. and 6 p.m., things are mysteriously quiet around Isabel. The local inhabitants are attending to their various duties, and Professor Wade has taken his wife out into the wilderness to destroy the terrible creature she has become.

During this time, PCs may continue their investigations, follow the tracks of the Professor's snowcat into

the Arctic wasteland (they don't have a chance of catching it, and remember to roll for becoming lost after dark), or sleep and restore their Willpower. If the PCs have lost a lot of Willpower and don't think of resting themselves, NPCs will suggest they get some rest.

20. North of Town

7 p.m.

Five pistol shots ring out somewhere between Isabel and Professor Wade's place. A moment later, a long, mournful howl fills the night.

Alfresco, who was working a long day to get his mind off of recent events, just met the werewolf. If the PCs travel toward the sound, they find Alfresco dead in the snow. Two shaggy wolves are feasting on the remains. Neither shows signs of injury, and will flee if the PCs attempt to harm them. Alfresco's revolver has one (regular) bullet left in the chamber.

Any PCs lost in the wilderness at this time may follow the sound of the gunshots. They eventually arrive at this scene.

21. Between Isabel and Professor Wade's Place

7:15 p.m.

The muffled roar of an internal-combustion engine is coming toward you from the north.

Five minutes later, the engine stops. A single gunshot sounds, and a mournful howl fills the night. PCs can hear this from any location within 1 1/2 miles of Isabel.

If the PCs travel toward the shot, they find Professor Wade 1/4 mile outside of town. He is in his snowcat. His throat has been slashed by a set of claws, but he shows no signs of having been gnawed upon. A note lies on the seat next to him, and he holds a re-



volver in his hand. The revolver is loaded with five silver bullets.

The note reads:

It has come to this: our son dead, Myra lost to powers beyond understanding, and the realization that I am weak beyond redemption.

I am writing this because I will be dead soon, if I am lucky; and if I am not, I cannot bear to think of the terrible things I will visit upon you and your children.

The world is not the snug place we believe. Myra, my sweet, sweet Myra! My Myra would sooner rip the spleen from your intestines than eat a T-bone steak. You see, THEY have taken her. She is a werewolf, powerful beyond imagination and corrupt beyond belief.

What that means I cannot fully comprehend, nor can any man still in possession of his sanity. What I do know is this: she must be destroyed. To that end, I have kept six silver bullets hidden for years. But I also know that before I pull this trigger, she will escape and I will die.

So, I must hope that you who find this note are stronger men than I. I should have killed her in Milwaukee, when I knew the truth; when I knew that something terrible had bitten her; something that loved the smell of death, something that would seek refuge at a place like Lockwood's, where the blood of hundreds of animals runs ankle-deep day and night.

The sun is setting. I must stop writing now.

PCs investigating the area quickly discover that the rear window of the snowcat has been smashed inward. A few yards behind the snowcat, a single set of wolf tracks ends abruptly. The silver bullet missing from Professor Wade's gun is lodged in the ceiling of the snowcat, mangled but not bloody.

A set of wolf tracks leads from the front of the snowcat toward Isabel.

22. The Polar Bar

8 p.m.

Once again, the surviving residents of Isabel (Lisa and Noah Napartuk, Jack Wimple, Frank Copra, and Nell Mead) have gathered at the Polar Bar. There is little comfort tonight. The people of Isabel are discussing the best way to leave town, but they keep coming to the conclusion that short of attempting a 3 or 4 week trip to Prudhoe Bay, the only choice is to wait.

At this time, two men, a boy, and the woman who begged for food last night enter the Polar Bar. They ask for food. Nell feeds them, all the while telling them they ought to just bring everybody they can from that plane crash into Isabel.

The other NPCs try to question these "guests" at first, but give up when the strangers do not answer. After these ghosts finish their dinner, they disappear while nobody is watching.

Of course, any PC stating that he believes they are ghosts (or making a

successful *Sense Unknown*) must make the appropriate Fear Check.

The Werewolf

At this time, the werewolf is lurking outside. It attacks the first PC that flees the Polar Bar (as a result of a Fear Check). The PC is automatically surprised this round, and defends on Column 1 of the Action Table (because his Unarmed Melee score is 0, and no Melee skill scores apply). The Werewolf calls a shot to inflict maximum damage and disarm the PC. The werewolf's first two attacks are claws; if it succeeds with its third attack, the PC has been bitten.

On the second round, the PC must make a Fear Check before attacking the werewolf. The werewolf flees this round whether or not it wins initiative.

9 p.m.

Alfresco's workshop bursts into flames. The werewolf used *White Heat* to ignite a can of gasoline. The werewolf is lurking behind the Napartuks' cabin, waiting for its next victim. It used 12 willpower to start the fire, so it now has 48 Willpower left.

Unless the PCs physically stop him, Noah Napartuk runs outside to fight the fire. Noah never returns; the werewolf kills him while he fights the fire.

The werewolf does not attack PCs at the present time.

Remember, the werewolf recovers 10 Willpower for each character it kills, up to its original 60. Add any Willpower it recovers to its total.

9:15 to 9:30

The werewolf *Summons* (subtract 10 willpower) its pack. Five wolves appear, and, sitting well out of gunshot range, begin to howl. When the PCs look out the window, one of the wolves runs into the Alfresco's flaming workshop (it's careful to avoid becoming a target). A few seconds later, it runs out—on fire! As the PC's watch, it jumps into the Napartuks' cabin, then emerges a few seconds later. It travels from cabin to cabin (saving the Polar Bar for last), setting them on fire, until

the PCs shoot and kill it.

If the wolf makes it into the Polar Bar, it jumps in through a window. The NPCs all leave, screaming. The werewolf then hunts them down (restore its willpower to 60 points).

PCs must make a Fear Check if the flaming wolf enters the building, one column higher than normal because of the wolf's peculiar behavior.

10 p.m.

Unless the PCs completely abandon the Polar Bar, they can control the fire quickly. At 10 p.m., Gina Charivari returns with one new ghost for each character the werewolf has killed tonight. Once again, it demands food. If the PCs fail to feed them (or drive them off with a *Sphere of Protection*), Gina attacks for two rounds using her disciplines and Chilling Touch.

Once again, the Werewolf is ready; it lurks outside, waiting for a chance to attack a fleeing character by surprise.

If all the PCs happen to fall unconscious, the werewolf uses this opportunity to kill a PC (but not two PCs) if its willpower is below 40. Otherwise, it just "snacks"—biting each unconscious PC once (Medium wound).

Of course, Gina will not make trouble as long as the PCs keep feeding her and her friends. In this case, the werewolf must be patient.

11 p.m.

At 11 p.m. the werewolf grows weary of toying with the PCs and attacks until it is destroyed or the PCs are subdued. It does the following things in order (assuming the werewolf has been able to restore its willpower to 60; if not, it uses the disciplines below in this order until it runs out of willpower):

1. *Summon* more wolves (cost: 10 willpower). It now has a total of 14 wolves besides itself. PCs see both a large black wolf (Rancid, the pack leader) and a large white wolf (the werewolf). The pack begins to stalk

Common Distances

From	To	Dis. Mts.	Dis. Hill	Dis. River	Dis. Clear	Total Distance
Isabel	Barrow	60 mi.	50 mi.	0	75 mi.	185 mi.
Isabel	Deadhorse	0	50 mi.	225 mi.	50 mi.	275 mi.
Isabel	Pt. Hope	90 mi.	50 mi.	0	0	140 mi.
Isabel	Pros. Crk.	300 mi.	0	0	0	300 mi.
Isabel	Pt. Lay	35 mi.	35 mi.	0	5 mi.	75 mi.
Isabel	Mitliktav.	50 mi.	35 mi.	0	35 mi.	120 mi.
Isabel	Atanik	35 mi.	25 mi.	0	25 mi.	85 mi.
Isabel	Anaktuk	35 mi.	25 mi.	0	50 mi.	110 mi.
Isabel	Wainwrt.	35 mil.	25 mi.	0	55 mi.	115 mi.
Barrow	Deadhorse	0	0	0	225 mi.	225 mi.
Pt. Lay	Atanik	0	0	0	50 mi.	50 mi.
Pt. Lay	Pt. Hope	0	0	0	125 mi.	125 mi.
Atanik	Barrow	0	0	0	100 mi.	100 mi.
Wainwrt.	Barrow	0	0	0	100 mi.	100 mi.

Travel Rate Table

The information on this table is available to the PCs.

Method of Travel	Rate		Terrain Divider			
	Miles /Period	Miles /Hour	Mts.	Hills	River	Frozen Clear
Sno-cat	70	14	10	5	3.5	2
Snow-mobile	35	7*	7	3	2.5	1.5
Dog-sled	17	3.4	4	1.5	1.25	1
Walking	8	1.6	3	1.5	1	1

* The average speed over the rough Arctic terrain. It takes into account tipping over, getting stuck, etc.

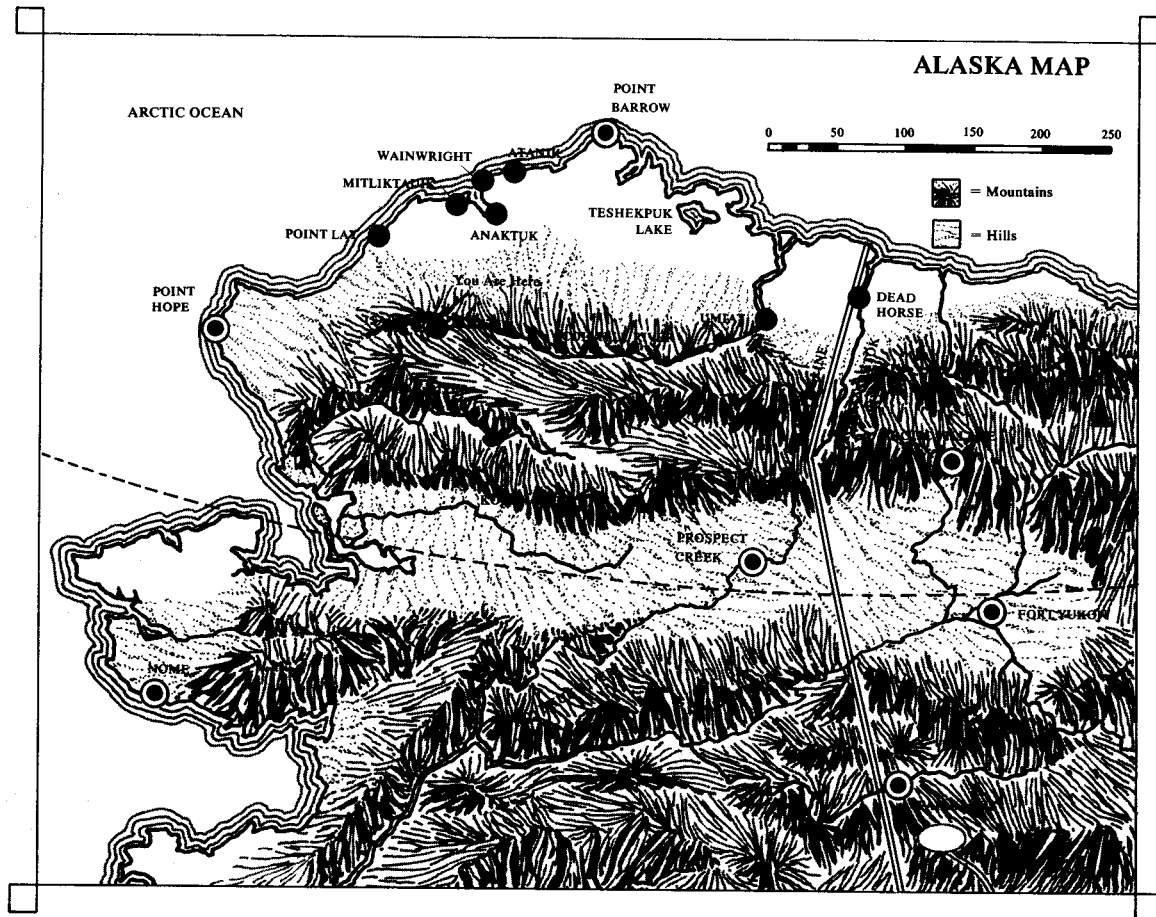
Note: Treat the Arctic Ocean ice-pack as mountains; pressure ridges and open water leads present obstacles more difficult than mountains.

Hours of Daylight

Date	Hours	Date	Hours	Date	Hours
2/11	3.4	2/21	5.4	3/2	7.4
2/12	3.6	2/22	5.6	3/3	7.6
2/13	3.8	2/23	5.8	3/4	7.8
2/14	4 hrs.	2/24	6 hrs.	3/5	8 hrs.
2/15	4.2	2/25	6.2	3/6	8.2
2/16	4.4	2/26	6.4	3/7	8.4
2/17	4.6	2/27	6.6	3/8	8.6
2/18	4.8	2/28	6.8	3/9	8.8
2/19	5 hrs.	2/29	7 hrs.	3/10	9 hrs.
2/20	5.2	3/1	7.2	3/11	9.2

Arctic Travel Problems

Object	Condition
Willpower	Cannot be regenerated at all unless character sleeps in shelter (a heated area protected from the weather; tents don't count as shelter, igloos do.) Even when a character sleeps in a sheltered area, he regenerates Willpower at only 3 points per hour. All characters must spend 5 Willpower per hour when travelling after dark, whether they're driving or not.
Perception	At night, PCs make Perception checks at -20.
Food	PCs hunting for food must spend a full period doing so; they have a 10% base chance for success. This chance goes up 10% for each level of Outdoor Survival a PC has.
Fuel	PCs may buy fuel only in Isabel, Point Hope, Wainwright, Barrow, and Deadhorse.



TRAVEL LOG

Date	Midnite to 5 a.m. Period 1 Dark	5 a.m. to 10 a.m. Period 2 Dark	10 a.m. to 3 p.m. Period 3 Light	3 p.m. to 8 p.m. Period 4 Dark	8 p.m. to Midnite Period 5 Dark	Total Distance Travelled	÷ Terrain Divider	= Distance Toward Goal
Feb. 11								
Feb. 12								
Feb. 13								
Feb. 14								
Feb. 15								
Feb. 16								
Feb. 17								
Feb. 18								
Feb. 19								
Feb. 20								
Feb. 21								
Feb. 22								
Feb. 23								
Feb. 24								
Feb. 25								
Feb. 26								
Feb. 27								
Feb. 28								
Feb. 29								
March 1								
March 2								
March 3								
March 4								
March 5								
March 6								
March 7								
March 8								
March 9*								

* Full moon that evening

JACKSON JUMPLES

WOUNDS		BASIC STATISTICS				
Scratch	<input type="checkbox"/> <input type="checkbox"/>	STR	52	DEX	56	AGL 60
Light	<input type="checkbox"/> <input type="checkbox"/>	WPR	50	PER	58	PCN 72
Medium	<input type="checkbox"/> <input type="checkbox"/>	STA	46	LUCK	56	
Heavy	<input type="checkbox"/> <input type="checkbox"/>	<i>Unskilled Melee:</i>		56		
Critical	<input type="checkbox"/>	<i>Sense Unknown:</i>		14		

Skills

Acting/Drama, Master, 115; Journalism, Master, 110; Gambling, Teacher, 94; Boomerang, Teacher, 86; Auto. Pistol, Student, 71.

Disciplines: Restore Willpower 62

HENRY TUFF

WOUNDS		BASIC STATISTICS				
Scratch	<input type="checkbox"/> <input type="checkbox"/>	STR	48	DEX	50	AGL 68
Light	<input type="checkbox"/> <input type="checkbox"/>	WPR	64	PER	50	PCN 60
Medium	<input type="checkbox"/> <input type="checkbox"/>	STA	52	LUCK	60	
Heavy	<input type="checkbox"/> <input type="checkbox"/>	<i>Unskilled Melee:</i>		58		
Critical	<input type="checkbox"/>	<i>Sense Unknown:</i>		12		

Skills

Disguise, Teacher, 80; Filching, Master, 110; Lockpicking, Teacher, 85; Blackjack, Teacher, 88; Revolver, Student, 65.

Disciplines: Restore Willpower 54

DR. JOHN BERTRUM

WOUNDS		BASIC STATISTICS				
Scratch	<input type="checkbox"/> <input type="checkbox"/>	STR	62	DEX	52	AGL 54
Light	<input type="checkbox"/> <input type="checkbox"/>	WPR	76	PER	58	PCN 44
Medium	<input type="checkbox"/> <input type="checkbox"/>	STA	68	LUCK	54	
Heavy	<input type="checkbox"/> <input type="checkbox"/>	<i>Unskilled Melee:</i>		58		
Critical	<input type="checkbox"/>	<i>Sense Unknown:</i>		8		

Skills

Biology, Master, 115; Medicine, Teacher, 88; Hypnotism, Teacher, 81; Auto. Pistol, Student, 67; Knife (thrown), Teacher, 82.

JONATHON SEAKON

WOUNDS		BASIC STATISTICS				
Scratch	<input type="checkbox"/> <input type="checkbox"/>	STR	46	DEX	50	AGL 66
Light	<input type="checkbox"/> <input type="checkbox"/>	WPR	50	PER	42	PCN 60
Medium	<input type="checkbox"/> <input type="checkbox"/>	STA	50	LUCK	50	
Heavy	<input type="checkbox"/> <input type="checkbox"/>	<i>Unskilled Melee:</i>		51		
Critical	<input type="checkbox"/>	<i>Sense Unknown:</i>		12		

Skills

Mechanics, Teacher, 85; Explosives, Teacher, 85; Investigation, Master, 109; Rifle, Master, 105.

Disciplines: Sphere of Protection 55

ELSA "BOMBER" BRONSKY

WOUNDS		BASIC STATISTICS				
Scratch	<input type="checkbox"/> <input type="checkbox"/>	STR	74	DEX	64	AGL 76
Light	<input type="checkbox"/> <input type="checkbox"/>	WPR	66	PER	42	PCN 60
Medium	<input type="checkbox"/> <input type="checkbox"/>	STA	54	LUCK	54	
Heavy	<input type="checkbox"/> <input type="checkbox"/>	<i>Unskilled Melee:</i>		75		
Critical	<input type="checkbox"/>	<i>Sense Unknown:</i>		12		

Skills

Boxing, Master, 130; Rifle/Shotgun, Master, 119; Mace/Club, Teacher, 105.

Disciplines: Restore Stamina 67

SAMANTHA JOHNSON

WOUNDS		BASIC STATISTICS				
Scratch	<input type="checkbox"/> <input type="checkbox"/>	STR	54	DEX	48	AGL 30
Light	<input type="checkbox"/> <input type="checkbox"/>	WPR	62	PER	42	PCN 60
Medium	<input type="checkbox"/> <input type="checkbox"/>	STA	42	LUCK	42	
Heavy	<input type="checkbox"/> <input type="checkbox"/>	<i>Unskilled Melee:</i>		42		
Critical	<input type="checkbox"/>	<i>Sense Unknown:</i>		12		

Skills

Medicine, Master, 121; Biology, Master, 116; Auto. Pistol, Teacher, 78; Boxing, Master, 97; Police Forensic Path., Student, 82.

Disciplines: Restore Willpower 51

ISADORE HINES

WOUNDS		BASIC STATISTICS				
Scratch	<input type="checkbox"/> <input type="checkbox"/>	STR	62	DEX	48	AGL 68
Light	<input type="checkbox"/> <input type="checkbox"/>	WPR	56	PER	70	PCN 60
Medium	<input type="checkbox"/> <input type="checkbox"/>	STA	54	LUCK	40	
Heavy	<input type="checkbox"/> <input type="checkbox"/>	<i>Unskilled Melee:</i>		65		
Critical	<input type="checkbox"/>	<i>Sense Unknown:</i>		12		

Skills

Geography/Cartography, Master, 113; Outdoor Survival, Master, 105; Journalism, Teacher, 86; Rifle/Shotgun, teacher, 78; Knife (melee), Student, 80.

Disciplines: Restore Willpower 61

SUSAN SMITH

WOUNDS		BASIC STATISTICS				
Scratch	<input type="checkbox"/> <input type="checkbox"/>	STR	62	DEX	46	AGL 62
Light	<input type="checkbox"/> <input type="checkbox"/>	WPR	56	PER	60	PCN 66
Medium	<input type="checkbox"/> <input type="checkbox"/>	STA	68	LUCK	56	
Heavy	<input type="checkbox"/> <input type="checkbox"/>	<i>Unskilled Melee:</i>		62		
Critical	<input type="checkbox"/>	<i>Sense Unknown:</i>		13		

Skills

Tracking, Master, 116; Outdoor Survival, Student, 77; Investigation, Teacher 92; Martial Arts, Master, 114.

Disciplines: Restore Stamina 64

Nationality: English **Age:** 27
Ht: 6'0" **Wt:** 150 **Hair:** Black **Eyes:** Blue
Weapon: Revolver, Blackjack

Henry Tuff is a streetwise young man who grew up in the rough neighborhoods of London. He lists his occupation as "confidential," and is very quick to deny that it involves illegal activity. He often says that he works for the government.

Henry joined S.A.V.E. after a ghost began haunting his house. The ghost was destroyed after Henry successfully returned some valuable jewelry to an Eastside manor.

Nationality: U.S. **Age:** 52
Ht: 5'10" **Wt:** 175 **Hair:** Black **Eyes:** Brown
Weapon: Boomerang, Auto. pistol

Jackson Jumbles is a quick-witted man who loves adventure. A world-traveller by nature, Jackson finances his adventures by working as a freelance reporter, a gambler, and occasionally as a stage actor.

Jackson joined S.A.V.E. after a female sphinx attached herself to him, nearly costing him his life. Since that time he is always careful to make sure that S.A.V.E. can contact him quickly.

Nationality: Canadian **Age:** 45
Ht: 5'8" **Wt:** 150 **Hair:** Brown **Eyes:** Brown
Weapon: Rifle

Jonathon Seakon runs a small hardrock mine in the Northwest Territories. His employees know him as a hard man to please, but one who is fair and possesses unusual insight into their problems.

Jonathon joined S.A.V.E. after a Manitou took up residence in his mine.

Nationality: Indian **Age:** 33
Ht: 5'6" **Wt:** 130 **Hair:** Black **Eyes:** Brown
Weapon: Knife, Auto. pistol

Dr. Bertrum is a respected man in Bombay, though certainly not a wealthy one. He has dedicated his life to caring for the poor and unfortunate, and is the administrator of a small hospital.

Dr. Bertrum joined S.A.V.E. after a woman suffering from lycanthropy came to him for help. She had been bitten by a were-tiger. Unfortunately, he was unable to help her and had to turn the matter over to S.A.V.E., but he was so upset by her condition that he immediately joined the organization.

Nationality: U.S. **Age:** 28
Ht: 5'2" **Wt:** 100 **Hair:** Blond **Eyes:** Blue
Weapon: Auto. pistol

"Sammy Fumble" was something of a Tomboy during her childhood. As her nicknames imply, she was something of a clutz on the sandlot football field, though her dedication and enthusiasm more than made up for her lack of agility.

After earning her degree in Medicine, Sammy found to her disappointment that her lack of Dexterity rendered her dream of becoming a brain surgeon hopeless. When her father suggested she become a pediatrician, Sammy felt he was trying to stereotype her and went into pathology. She joined S.A.V.E. after performing an autopsy on a zombie.

Nationality: U.S. **Age:** 36
Ht: 5'6" **Wt:** 215 **Hair:** Red **Eyes:** Green
Weapon: Rifle, any clublike object

Elsa makes her living as a Roller-Derby queen. She enjoys nothing more than having a drink with the guys after winning an important match. Her quick temper and outspoken manner have been known to get others into trouble.

Elsa joined S.A.V.E. after a Double tried to ruin her career by attempting to portray Elsa as a "goody-two-shoes" that wanted to give up the rough life of Roller-Derby.

Nationality: U.S. **Age:** 27
Ht: 6'0" **Wt:** 165 **Hair:** Black **Eyes:** Blue
Weapon: Revolver

Susan earns a modest living as a bounty hunter for Bailbondsmen. Even though her line of work puts her into contact with society's roughest elements, Susan manages to maintain an upbeat approach to life. Despite the dangerous situations she often faces, Susan prefers not to use firearms. Instead, she relies upon her skills in the martial arts to bring fleeing criminals back to justice.

Susan joined S.A.V.E. after a bailbondsmen assigned her to bring back a vampire that had skipped bail.

Nationality: Spanish **Age:** 40
Ht: 5'8" **Wt:** 130 **Hair:** Black **Eyes:** Brown
Weapon: Rifle, knife

Isadore Hines makes her living as an exotic guide for the world's wealthy. She has taken expeditions to such places as the Himalayas, to the source of the Nile, and even into Siberia.

On many of her trips, she has encountered strange things which cannot be explained away rationally. She didn't join S.A.V.E. until she bought a wooden doll from a Doll-master residing in her hometown.

up to the Polar Bar.

The PCs can shoot at the wolves during the two rounds it requires the pack to close in for the kill (the wolves start 100 yards away). Remember to apply modifiers for darkness, motion, etc. Both the black and the white wolf are extremely cautious; PCs attempting to shoot one of them have only a 5% chance of getting a clear shot. If a PC declares he is shooting at the white or the black wolf, he cannot shoot at another wolf.

2. When the wolves have reached striking distance, one natural wolf for each PC jumps through the window and attacks. These wolves flee if wounded. (Keep track of any shots fired with silver bullets.)

The next round, the same thing happens. On the next round, the werewolf itself jumps through a window. Once inside, it uses two disciplines: *Darken* (for 5 rounds; cost 10 wpr) and *Quiet* (for one minute; cost 2 wpr). By this round, the PCs may be out of ammunition and forced to reload. In addition, they may be out of silver bullets. If so, they fell for the werewolf's trick and deserve what they're about to get.

3. The werewolf attacks one PC each round, starting with the strongest. The PC being attacked may attack the werewolf; the others have no way of determining which wolf is which and must pass a Luck check to hit any particular wolf.

Any PC who wishes to do so may jump out of the Polar Bar. Outside, he faces a few wolves, but they run to hide at the first sign of aggression.

After the werewolf's first attack, all of the natural wolves depart Isabel, including Rancid. The werewolf continues to lurk inside, attacking one PC per round, until its *Darken* wears off and/or it kills all PCs inside.

4. If it's still alive after its *Darken* wears off, it jumps out a window. The PCs may get one round of clear shots at it before it runs off.

Of course, this is just another trick—the werewolf wants the PCs to go back inside. Once they are inside, it sneaks back (PCs on watch may make a Perception check to see it), digs its



way under the cabin (the PCs can't see it from inside, but they can hear it), and uses *White Heat* on the electrical wiring to cause a spontaneous fire.

Unfortunately, the PCs cannot put this fire out. The werewolf waits outside, where it intends to attack the PCs singly or in a group as they exit the burning building.

Final Note on the Werewolf: If the PCs fail to destroy the werewolf before morning and it cannot destroy them, the werewolf changes back to a woman. In this form, it shows signs of any battle scars it obtained the night before; for instance, if it lost a piece of its ear, the woman will be missing a piece of her ear. The woman, like the PCs, must seek shelter from the Arctic weather, and she will be utterly exhausted.

In her human form, the PCs can subdue the werewolf fairly easily. Although they cannot destroy her completely until the next full moon, they should be able to set up a situation where this may be accomplished fairly easily. Of course, if they have been bitten, they may have other things on their minds. . .

25. A Final Goodbye

As dawn breaks, the Northern Lights flicker, then grow so bright and ap-

pear so close it looks as though you could touch them. The lights waver a moment, then separate into a set of red lights and a set of blue lights.

A ghostly voice squeaks from the blue lights, "Pity, pity. They were brave people. Such a long, cold journey ahead—and no help available, no help at all."

A deeper voice answers from the red lights, "Now, dear, we're forbidden to bother the living henceforth. Come, we have places to go, spirits to meet."

"So sad," the blue lights sigh, "so sad; a terrible thing, to watch such bravery perish. I wish we could tell them."

The red lights quiver for a moment, then a bright green light flashes between the red and the blue lights.

"I will tell them," it says. The voice is Noah Napartuk's. "There is a journey very long ahead, a journey to test even you. I warn you: go with the speed of the caribou and the wisdom of the fox; do not falter, you must destroy the maker of the beast before the next full moon."

The lights fade to nothingness before your eyes. "Do not shrink from the work ahead," Noah's voice says, "or you are lost."

Noah will not add his last warning if none of the PCs were bitten by the werewolf.

Section Two: Into the North

Section Introduction

By this time, the PCs should realize that the werewolf of Isabel was just the beginning of their problems. PCs clever enough to heed the words of the ghost in the last encounter will realize that they must go to Milwaukee, WI, track down the werewolf that bit Myra Wade, and destroy it before the next full moon.

They have until March 9 (28 days) to return to Milwaukee and destroy Myra's attacker. They must travel hundreds of miles, at least part of that distance through rugged mountains, just to reach another town. The journey is complicated by the fact that the extreme cold of the Arctic reduces man to 1/3 his normal efficiency.

PCs with *Telepathy* may attempt to use it to contact a friend and have that friend send a rescue plane. If the PC succeeds in using *Telepathy* (roll secretly), a plane comes two days later. Unfortunately, it crashes after Rancid (the wolf tailing the PCs) uses his automatic *Haywire*.

Look at the travel log included with the map of Alaska. Each day is divided into 5 periods—the first four periods are each five hours long, and the final period is four hours long. Periods one and two (from 12 a.m. to 10 a.m.) and four and five are night periods, when travel is both hazardous and difficult. PCs lose 5 Will-power per hour when they travel after dark. This applies to all PCs, not just those driving vehicles. (See "Arctic Problems" table below).

Period three (10 a.m. to 3 p.m.) is the only daylight period; the PCs' chance of suffering a travel misfortune is greatly reduced when they travel during daylight.

The periods are arranged so that the PCs have 5 hours of daylight for safe travel each day. Actually, the amount of daylight would vary. For ease of play, we recommend you use the system of 5 periods a day outlined above.

If you would rather attend to the bookkeeping and add more realism to the journey, use the "Hours of Daylight" table on page 15 to determine how much daylight the PCs have each day.

Methods of Transport

Four methods of transport are available in Isabel: snowcat, snowmobile, dogsled, or walking. Each is discussed below and on the "Travel Rate" table on page 15.

Snowcat. The snowcat covers more miles per day than any other available method, but is also the least maneuverable. The snowcat carries up to 8 passengers, or cargo using a similar amount of space. (Assume PCs have no trouble finding or storing enough fuel for a 1500 mile journey, regardless of how many people they carry.) It can pull a sled, though it then makes only 75% of its normal rate.

The snowcat is considered shelter for the purpose of avoiding and healing exposure damage. When motionless, it is also considered a three-person shelter for restoring Will-power (see "Arctic Travel Problems" below).

Snowmobile. About the size of a motorcycle, a snowmobile carries one person and his gear (including enough fuel for a 1100 mile journey), or two people (no gear).

Dog-sled. A dog-sled pulled by 5-8 dogs carries up to two people, their equipment, and enough dog-food to last 20 days. Noah and John Alfresco had three dogsleds and teams each.

Walking. A person walking through the Arctic is in trouble. He must carry at least 50 pounds of survival equipment and food.

To determine how far the PCs travel each day, multiply the rate for their travel method (found on the "Travel Rate" table on page 15) by the length of time travelled. The result is the number of miles they actually travelled.

To determine how many miles toward their goal they moved, divide this total by the Terrain Divider (also found on the "Travel Rate" table on page 15).

Distance toward goal = (travel rate x time) ÷ terrain divider

The information on the "Travel Rate" table is available to the PCs.

Distances

Use the map of Alaska on page 16 to determine distances, especially in cases where PCs do not proceed straight from one point to another. The "Common Distances" table on page 15 provides distances for some common routes.

Problems

The strange and dangerous conditions of the Arctic complicate even the simplest tasks. The "Arctic Problems Table" on page 15 lists the conditions taken into account in this adventure.

Clairvoyant/Prescient Dreams

PCs successfully using *Clairvoyant/Prescient Dreams* have the following dream:

It is very cold; you're sure that your toes are frozen and will fall off. You would really rather just lie down, but the woods are lovely dark and deep, and you have miles to go before you sleep.

Suddenly, you hear a cucaracha horn behind you. You turn around to see a Chevy Nova low-rider behind you. Seated in the driver's seat is a distinguished Spanish gentleman wearing a three-piece cream-colored suit. Next to him is a midget, similarly dressed. "De players, de players!" shouts the midget.

"I got eyes, Al," responds the driver. "Hey, gringo, Hop in, man. I'll give you a ride Oeste, okay?" The midget opens the rear door, revealing an interior of rich corinthian leather. You accept the gentleman's offer, and he drives you to a tiny village. You get out, and the car and the village disappear. You grow very stiff. Not long afterward, the wolves come and begin to gnaw at your fingers. . .

CM's Interpretation: The gentleman offers to take the PCs Oeste, which is Spanish for east. If they accept his offer, they will find trouble. The dream suggests they go west.

Geography/Cartography Skill

PCs using a *Geography/Cartography* skill know the following:

S = They must select a route carefully.

L = Most Eskimo villages are abandoned.

M = The short routes through the mountains are dangerous; also, travelling one mile in a chosen direction often means travelling 2 miles in another.

H = PC knows information on Common Distances table.

C = PC knows that they can make Barrow, then Deadhorse with luck if they can't find transport at Barrow.

Random Encounters

At the beginning of each period that the PCs travel, roll 1d10 and consult the matching entry on the table below. The resulting encounter, if any, occurs whenever you wish during that period.

Random Encounters Table

1. No encounter

2. The PCs see a caribou heard. If they are travelling by dogsled, the dogs chase the caribou for hours. They lose 1 period's travel.

PCs may kill and dress one caribou per two people per period.

3. The PCs encounter a deep crevasse concealed by powdery snow. Anyone driving the snowcat or a snowmobile must make a Perception check or drive into it. The driver and all passengers take 75% Catastrophic damage, and the vehicle is destroyed.

4. Minor Breakdown. One vehicle breaks down. A PC successfully making a general *Mechanics* skill check can fix it immediately; other-

wise, it requires one period to fix the vehicle.

5. Major Breakdown. One vehicle (the snowcat if present) breaks down. It can only be repaired by a PC successfully using a *Mechanics* skill.

6. No encounter.

7. In mountains, PCs suffer a small avalanche, taking 75% catastrophic damage and losing one period's travel. Vehicles are unharmed after they are dug out. If not in mountains, no encounter.

8. Roll again. On 1-2 PCs run over Polar Bear den and the angry bear attacks. See statistics in NPCs.

9. PCs observe the wolf-pack following them.

10. Roll again. On 1-4, first vehicle in line crashes through ice on hidden river and is lost. PCs in the vehicle must spend the next period in shelter or lose 2d10 Stamina per hour.

Encounters

The encounters below occur on the dates specified, usually after dark, no matter where the PCs are at the time. The PCs are being pursued by the pack of wolves that inhabits the area near Isabel. Rancid, their leader, considered the werewolf Myra Wade the lead female of his pack. Rancid is determined to take vengeance for her death.

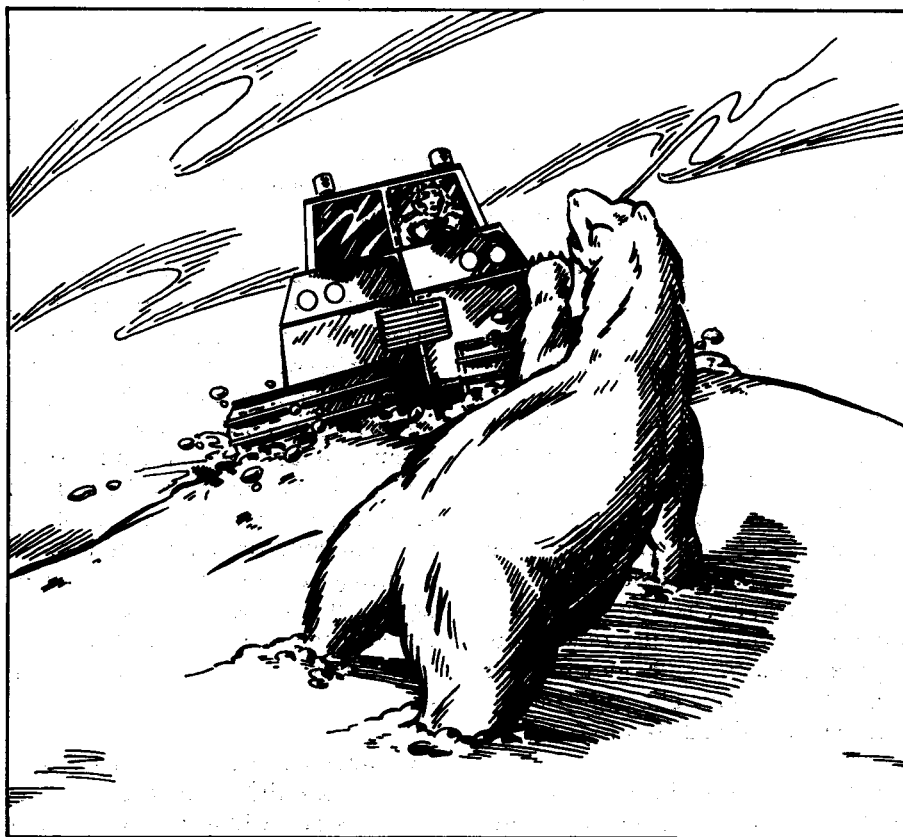
Rancid and the second male, Blemish, have acquired disciplines through their long association with Myra. They will both attempt to destroy the PCs with all resources at their disposal.

February 11: Nothing

February 12: The Northern Lights shine. A pack of wolves howl.

February 13: Nothing.

February 14: PC with lowest Will-power has dream. "You are looking for something to eat when you find a



delicious piece of raw meat. As you go to get it, something sharp and cold snaps onto your ankle.

You're caught in a trap and can't free your foot. You start to gnaw your own foot off. . ."

The PC is a victim of Rancid's *Dreamsend*. See the discipline description in the introduction for how much Willpower the PC loses.

February 15: The PC who had a dream last night has another. "You're still stuck in the trap. You hear footsteps breaking the crust of the snow. A large bearded man carrying a gun comes into sight. He sees you and smiles reassuringly, then loads the gun. He speaks in soothing tones as he points the gun at you. . ."

Again, the PC is a victim of Rancid's *Dreamsend*.

February 16: Rancid uses *Dreamsend* on a different PC. "You are riding in the snowcat. Blue smoke begins to seep from below the floor; you choke, but nobody else notices. . ."

February 17: The PCs hear wolves howling. Rancid uses *Dreamsend* on the same PC as last night. "The smoke gathers at your feet and begins to circle up your legs. You feel them growing cold. It reaches your waist, and you grow numb. You try to ask for help, but you can't because you are choking. The man next to you offers you a piece of candy, but when there is no reply he simply turns away. . ."

Secretly tell any PCs who were bitten by the werewolf that their sense of smell has grown very acute.

February 18: At dusk, the PCs see the shadows of wolves running nearby. Rancid uses *Dreamsend* on another PC. "You have been walking a very long time, and are exhausted. You sink to your knees to rest in the snow for a moment, but as soon as you do, something runs over the ridge. It is large and black, with glowing red eyes. It has been chasing you for days. You stand and start to run. . ."

February 19: Rancid uses *Dreamsend* on the same PC as last night.

"You stand and start to run. After a few steps, you stumble and fall into the snow. You struggle to your knees, but the shadow is upon you. Its open mouth looms before you; inside, it is blood red, and, against the back of its throat, the shadows of men and women are running, as if trying to flee."

February 20: Wolves raid any supplies left in the open.

February 21: Rancid sends his pack to tear up tents and sleeping bags not in a sheltered area.

February 22: Rancid sends one wolf per victim to attack any PCs not sleeping in a sheltered area.

Rancid uses *Dreamsend* on three PCs. Each has the same dream at different times during the night. "You are at home, teaching your favorite dog new tricks. You teach it to roll over, and give it a treat. It takes the treat gently, but after it eats it, it grows a little larger. You teach it to play dead and give it a treat. This time, the dog bites your hand; you notice it's teeth are several inches longer than normal. You don't want to teach your dog any more tricks, but it sits up and begs for another treat. You give it one, and the dog bites your hand off. You pat it on the head with your bloody stump and say 'good boy: you learned a new trick by yourself.'"

February 23: Rancid sends what remains of his pack to attack. They attack PCs not in a sheltered area first. Afterwards, they circle those inside sheltered areas for twenty minutes (or until attacked). After twenty minutes, they attempt to get inside—by scratching at the walls of an igloo, or jumping on top of the snowcat and scratching at it, then resorting to throwing themselves against the windows of the snowcat, etc. Remember to make Fear checks.

After two of the wolves are killed, they flee.

February 24: Rancid uses *Dreamsend* on one PC. "You are sleeping. There is something heavy on your

chest, and the air is filled with a terrible, rotten odor."

When the PC awakens from this dream, he finds Blemish standing on his chest. Blemish, who just Teleported, attacks the PC this round (he automatically has initiative). PCs who were attempting to sleep can do nothing for two rounds.

Secretly tell werewolf-bitten PCs that they must make Willpower checks to keep from eating any raw meat they see.

February 25: Rancid uses *Dreamsend* on the three PCs with the lowest Willpower above 0. "You are sleeping. There is something heavy on your chest, and the air is filled with a terrible, rotten odor."

Because of the similarity to last night's events, PCs lose an extra 1d10 of Willpower.

February 26: Rancid is desperate. He leads what is left of his pack in an attack shortly after the PCs begin to move this morning. If Blemish is still alive, he *Teleports* to the driver's (or lead driver's) lap and attacks (thus stopping the snowcat, if the PCs are using it). The other wolves attack, crashing through the windows of the snowcat without trouble (they will be exposed to gunfire for one round before they can do so). Rancid leads the attack.

If Blemish is dead, and the PCs are driving the snowcat, two wolves throw themselves beneath the tracks of the snowcat in order to jam them and stop the vehicle.

The wolves retreat after half their number or Rancid and Blemish are killed.

February 27: Weekly crew change at Pump Station #1 on Alaskan pipeline. Charter plane leaves from Deadhorse in the early morning; unfortunately, even if the PCs arrive in Deadhorse today, they miss it by several hours.

During the afternoon, a heavy storm covers all of northern Alaska, from Pt. Hope clear to Barter Island, preventing any sort of air travel in the region.

Secretly tell werewolf-bitten PCs that their palms itch.

February 28-29: (leap year) The storm continues; air travel not possible.

March 1: The storm continues; air travel not possible.

One of the PCs awakens with a heavy white fur on his/her left hand and arm. (The PCs have found Senator Turgid's Yeti, but they don't know it yet! It has used *Fleshcrawl*; choose a werewolf-bitten PC if possible.)

Keep in mind that the PC may wish to keep this condition secret from the other players.

March 2: The storm continues; air travel not possible.

The Yeti's *Fleshcrawl* victim awakens with a heavy white fur on his/her right hand and arm, too.

Secretly tell werewolf-bitten PCs that they see only in black-and-white.

March 3: The storm continues; air travel not possible.

The Yeti's *Fleshcrawl* victim awakens with a heavy white fur on both feet and legs (to the hip).

March 4: The storm continues; air travel not possible.

The Yeti's *Fleshcrawl* victim awakens with a heavy white fur on the abdomen and chest.

March 5: The storm subsides.

The Yeti's victim awakens with a thick white fur all over his/her body, including the face and head. It is no longer possible for the PC to hide the fur.

The Yeti grabs its victim and runs off into the wilderness at an opportune moment.

The weekly charter plane lands in Deadhorse and leaves again at midnight. PCs in Deadhorse at this time may catch the plane to Anchorage, and from Anchorage, catch a plane to Milwaukee, arriving there March 7, 7 a.m. (PCs arriving in Deadhorse after midnight can charter a plane via radio to pick them up the next day.



They arrive in Milwaukee March 7, 3 p.m.)

Secretly tell PCs NOT bitten by the werewolf that they've noticed their bitten friends have started to pant when excited or warm.

March 6: Supply plane pilots, aware that the residents are probably low on food, land in Barrow and Pt. Hope. PCs in any of these areas during daylight may catch a ride on the planes to Anchorage, and from Anchorage fly to Milwaukee, arriving March 7, 3 p.m.

The Yeti, if it's still alive and doesn't have its victim, continues to try to kidnap its victim until the PCs leave. If the PCs escape without completely destroying the Yeti, the victim is permanently covered by thick, white fur.

March 7-8: The PCs should arrive in Milwaukee. If not, they may charter a plane when they reach Pt. Hope, Wainwright, Barrow, or Deadhorse. They reach Milwaukee at 7 a.m. the next day.

March 9-11: Nights of the full moon.

The PCs should be in Milwaukee. If not, it's too late for any PCs bitten by the werewolf—they'll most likely turn into werewolves (irredeemably) on the flight to Milwaukee!

Village Descriptions

Use the descriptions below when the PCs reach the appropriate place.

Anaktuk, Atanik, Mitliktavik, Umiat

The only indication that there was ever a village here are several snowy mounds.

These are abandoned Eskimo village sites.

Pt. Lay, Pt. Hope, Wainwright

This town consists of a few dozen sheet-metal buildings.

Pt. Lay: Pop. 68. The only radio has been broken for two-months.

Pt. Hope: Pop. 580. They have one low-powered radio, but must rely on Pt. Lay to relay messages to Barrow. They haven't had a response for two months.

On March 6, a supply plane arrives. It leaves about midnight.

Wainwright: Pop. 520. The PCs are welcome to use the radio to contact Barrow. The radio operator in Barrow is somewhat cranky, but he will agree to try to arrange a flight to pick up the PCs in Wainwright. One day later, he contacts the PCs and says that he found a bush-pilot that will come for them on February 28. (That's the best he can do; no amount of argument, bribery or threatening can change

the date.) The plane does not show up until March 6, after the storm breaks.

Barrow

Barrow actually resembles a town. It has at least 500 buildings and a tiny commercial district. Just outside of town is what was apparently once an airstrip. A long, flat snow-covered runway leads away from a small plane hangar. The runway, however, is pitted with large craters, as if it had been bombed.

Barrow has a population of 2900 in the summer; there are about half that many people here now. The PCs can find food, shelter, and fuel in Barrow. They can ask the town radio operator (at the Caribou Bar) to call a charter plane for them. After several hours, he finds a pilot with both the courage and the equipment to attempt a landing. Unfortunately, this pilot won't be available until February 28, when his plane will be repaired from his last

expedition. The storm prevents him from actually landing until March 6.

Deadhorse

Fifty buildings sit on the shore of the Sagavanirktok River. Deadhorse is little more than a grease-spot on the Arctic wilderness, but just outside of town is a beautiful sight: a functioning airstrip.

Deadhorse has a population of about 200 people. Most make a living providing services to the men that maintain Pump Station Number 1 at Prudhoe Bay.

The residents gladly radio for a charter plane, but suggest the PCs simply wait for the next weekly flight, which is a lot more reliable than any crazy bush pilot.

Whether the PCs request a charter pilot or not, by the time they reach Deadhorse, a bad storm will be raging which prevents a plane from landing before dusk, March 5.



Section Three: Milwaukee

The PCs should arrive at Mitchell Field in Milwaukee sometime between 3 p.m. on March 7 and 7 a.m. March 9, depending upon how well they did in Section Two. In Milwaukee, they must discover the identity of and destroy the werewolf that bit Myra Wade. Their only clue is that Professor Wade mentions "Lockwood's" in his last note.

Lockwood's Meat Packing is listed in the yellow pages. The owner, John Lockwood, is a Loup du Mal and is the creature that turned Myra Wade into a werewolf. Presently, Lockwood is courting Tiffany Winsome, Charles O'Boylan's great grandniece (and S.A.V.E. envoy extraordinaire). Tiffany will become a lycanthrope during the next full moon, as Lockwood bit her less than a month ago. After her transformation, Lockwood intends to wed Tiffany.

Whether the PCs investigate Lockwood's Meat Packing or Myra Wade's history, they quickly learn that Lockwood is the culprit behind their troubles. They also discover that Tiffany Winsome is under Lockwood's *Influence*.

Even though Lockwood knows who the PCs are, he would prefer to wait until after the full moon to deal with them. Unless the PCs act to interfere with his plans, Lockwood ignores them. Should they attempt to attack him directly, Lockwood tries to use another Lycanthrope, Detective Jim Miller, to have them detained.

The only way the PCs can force Lockwood to act is by attempting to rescue Tiffany Winsome (as S.A.V.E. most urgently demands if informed of the situation). If they do this, Lockwood attempts to kidnap her back and hide her in the zoo, where he awaits the final showdown. Lockwood will stop at nothing to retain possession of Tiffany, even risking his own life.

Running Section Three

If the PCs somehow arrived in Milwaukee before March 7, they may investigate and research, but Lockwood and Tiffany are away until March 7. Any encounter involving either of them cannot occur until

March 7. (After the PCs have done their basic research and established that they need to meet Lockwood, skip ahead to March 7).

Do not use these encounters in numerical order. Instead, use each encounter when the PCs take the appropriate action. For instance, use Encounter 1 when the PCs visit Lockwood Meat Packing. Bear in mind, too, that the PCs may destroy Lockwood in any one of several encounters, rendering the final parts of the adventure unnecessary.

The PCs may obtain silver bullets from the S.A.V.E. branch in Chicago within two hours. After finding Tiffany's journal in Encounter 4, PCs may wish to obtain "Daniel's Blood" from S.A.V.E. (Daniel's blood is S.A.V.E.'s special reserve of "the blood of one who gave his life to save others.") It requires 8 hours for the reserve to arrive via charter plane from Dublin.

Keeping Track of Time

Keep careful track of time. Assuming the PCs arrive in Milwaukee at 3 p.m. on March 7, they have 54 hours before the full moon. Adjust this amount if they arrive earlier or later.

Each encounter lists a certain amount of time. After finishing an encounter, subtract the appropriate amount from the number of hours remaining before the full moon. Assume that travelling from one location to another anywhere in Milwaukee requires one hour. Remember to account for time spent sleeping, recovering from wounds, researching, travelling out of the city, etc.

When the PCs run out of time, the full moon comes up. Tiffany Winsome immediately turns into a werewolf, as do any PCs who were bitten in Isabel.

Research Information

The PCs may learn quite a bit by researching Lockwood's history in the newspapers. Any PC reading the current local paper (time required: 1 hour) learns the following:

A detective named Jim Miller shot and killed four bank-robbers yester-

day. Miller has a history of dealing with criminals in a quick and deadly manner.

A related editorial condemns Miller's use of force. It suggests that prominent local figures such as Miller are sometimes considered above the law. It goes on to mention the case of Meat Packing Millionaire John Lockwood's violent and unprovoked attack on the old fortune-teller Madame Droshky, five years ago. Lockwood was released on deferred prosecution, even though he did her great physical injury.

Six different people reported seeing the Dogwalker ghost on the docks last night. The Dogwalker, the newspaper explains, is a set of unexplained translucent lights that occasionally appears near the docks at night. Local scientists believe the Dogwalker is the result of chemical pollution acting on water vapors.

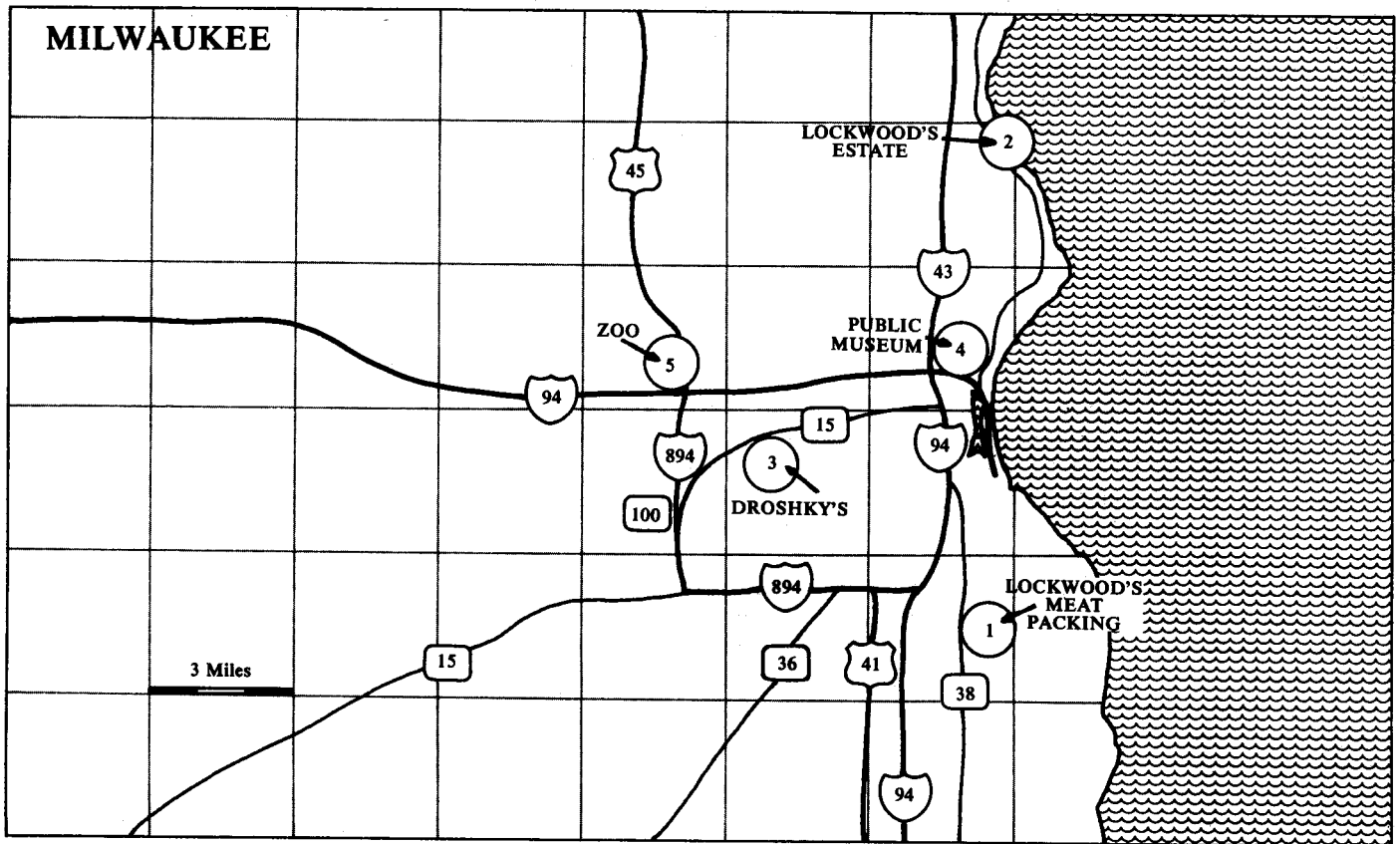
John Lockwood, Meat Packing Millionaire, dedicates a wing at the Milwaukee museum tomorrow. The wing houses the "Understanding Our Friend The Wolf" display he recently underwrote. Lockwood was also responsible for financing the "Year of the Wolf" exhibit at the zoo.

Lockwood is engaged to be married to Miss Tiffany Winsome, of Dublin, Ireland. Tiffany's picture clearly shows that she wears a S.A.V.E. indalo.

If the PCs research these stories further (time required: 5 hours), use the results key below to determine what they learn:

Slight Success: They learn Lockwood's home address and Madame Droshky's business address.

Limited Success: They learn that a Janitor at Lockwood meatpacking, Leroy Biggs, was sentenced to life imprisonment for the vicious murder of several young people. Apparently, the Janitor ate parts of his victims. The murders occurred in January, five years ago.



Moderate Success: Detective Jim Miller was the arresting officer in the Biggs murder case. Shortly after Miller arrested Biggs, Myra Wade was mauled in a similar fashion. The press and the police attributed the mauling to a copy-cat criminal.

High Success: Biggs and several other inmates were shot to death attempting to escape from the Waupan State Prison. A wave of vicious prison violence ended with their death.

Complete Success: Some prisoners still feel that certain cells in the prison are haunted and refuse to enter them. The coroner issued a statement in which he expressed confusion over finding silver bullets in the bodies of the prisoners shot in the Biggs escape attempt.

The PCs may try to investigate the articles or their sources further. Go to the appropriate encounter to handle these investigations. If such an investigation doesn't lead to an encounter, it is a dead end.

For instance, if the PCs go to investigate the prison where Biggs died, the warden reluctantly shows them Biggs' cell and the other cells that the prisoners claim are haunted. He also allows them to talk to the guards that shot Biggs. The guards reluctantly admit that they carried silver bullets because of prison rumors that Biggs was a werewolf.

The PCs may also attempt to see the Dogwalker ghost. They discover nothing, even if they sit on the docks all night.

Clairvoyant/Prescient Dream

Any PC successfully using *Clairvoyant/Prescient Dream* has the following dream:

"You are sitting in a park next to a drinking fountain. An old man with very red lips walks up to the fountain and drinks. Afterwards, he says, 'Ah! You can never get too much of a good thing!'" Immediately, he begins choking and quickly falls over dead.

Interpretation for CM: The dream means too much of a good thing kills. It refers to the blood the PCs need to destroy Lockwood. The man's lips symbolize blood.

1. Lockwood's Meat Packing (two hours)

Lockwood's Meat Packing occupies a large five story building on the south side of Milwaukee, near Lake Michigan. Three acres of animal pens stand next to the large building.

Judging from the activity outside the building, Lockwood's is a busy place. Several refrigerator trailers stand against the building's loading docks. The sound of scurrying forklifts and working men comes from inside the trailers and the docks.

Aside from the fact that it is run by a Loup-du-Mal, there is nothing unusual about Lockwood's Meat Packing. It is a well-run business which sells meats throughout the nation.

Assuming the PCs enter the building normally, a young receptionist greets them and asks their business. She then asks them to be seated while she calls the appropriate person.

Most PCs will attempt to investigate Myra Wade's files. To do this, they must successfully pose as agents for her attorney, an insurance investigator, someone from her doctor's office, etc. If they do so, the receptionist calls Ms. Holt, the Director of Personnel. Ms. Holt shows them to a conference room, where she gives them Mrs. Wade's files.

The files contain very little information. Myra Wade was Lockwood's personal assistant. Five years ago, on February 2, she was hospitalized after being attacked in the streets. She returned to work three weeks later, but resigned her position after only two days and moved to Alaska. She was a competent employee who seldom missed work.

Should the PCs investigate Biggs' files, they find he was Janitor at the plant. He was discharged as a result of his arrest in January five years ago. Several months before his termination, Biggs was absent for a week due to a dogbite. This file is marked "Grant free access to police. John Lockwood."

As the PCs finish studying the files, Lockwood enters the room and introduces himself. Unless the PCs have previously stated that they have hidden their indalos, ask each PC to make a Perception check. Those passing the check notice that a look of interest passes over Lockwood's face as he sees their indalos. Lockwood smiles, asks them if they've found everything they need, and inquires about Myra Wade's health (if appropriate).

During the conversation, Lockwood mentions that he suspects the attack on Myra Wade was somehow tied to that awful man who once worked here, Leroy Biggs. He really has no basis for his suspicion, he explains, other than the fact that Biggs was convicted of murdering people in the same fashion.

Lockwood then smiles and wishes the PCs a good day, explaining that

he must go to the museum to inspect his exhibit. Should the PCs inquire about the exhibit, Lockwood invites them to come to the opening of "Understanding Our Friend the Wolf" tomorrow at 3 p.m.

Some PCs may attempt to sneak into the plant offices. They stand a 75% base chance of being caught by the security force and arrested (go to Encounter 9 in this case). Subtract 20% from this figure for each successful use of an appropriate skill. PCs sneaking into the plant can discover the same thing as those using the front door.

2. Seance With Madame Droschky (1d10 + 10 hours)

A wooden sign bearing a painting of a red full moon and a deck of Tarot cards hangs above a tiny glass-fronted store in this residential neighborhood. The sign reads, "Madame Droschky, reader of palms and cards, foreteller of fate, and contactor of spirits. Reasonable rates."

Inside, a short, bent Russian woman greets the PCs. As soon as she sees any werewolf-bitten PC, she gasps. After offering the PCs a seat, she asks what she can do for them.

She reveals the following if the PCs question her about Biggs or Lockwood:

—Lockwood attacked her because she was attempting to help Leroy Biggs. Biggs had been bitten by a "creature of the night," and was becoming one.

—Biggs wasn't able to save himself.

—Any PCs bitten by the werewolf in Isabel are suffering from a condition similar to that of Leroy Biggs.

—To save themselves, the afflicted PCs must destroy the evil taking over their bodies at its source—Lockwood!

—She knows which PCs are afflicted by the pentacle on their palms. (Although she acts as though it is in plain sight, the pentacle is not visible to anyone else.)

After the PCs finish questioning her, Madame Droschky says, "Comrades, there is one aid my feeble heart might offer. Where are spirits involved, spirits sometimes help. Come, sit. . ."

Madame Droschky pulls the shades and asks the PCs to sit at a circular table and join hands. (She carefully arranges things so she holds the hands of unbitten PCs, if possible). She closes her eyes, utters a Russian chant, then says, "We are going to a place between the evil and the good, where both the spirits and ourselves may travel, yet where none may live. Do not say your name, nor the name of any living person. Speak otherwise with caution and don't move at all, for I have power only within the circle of the living. If this circle is broken, reform it quickly—lest the darkness enter and suck one of us away!"

The Seance takes place in three parts. Any PCs attempting to use the Art discover that it has no effect in the Seance world. In addition, the Evil Way operates differently in the Seance World. The ghosts the PCs are about to encounter use their disciplines as described in the text; don't worry about checking for success or keeping track of Willpower.

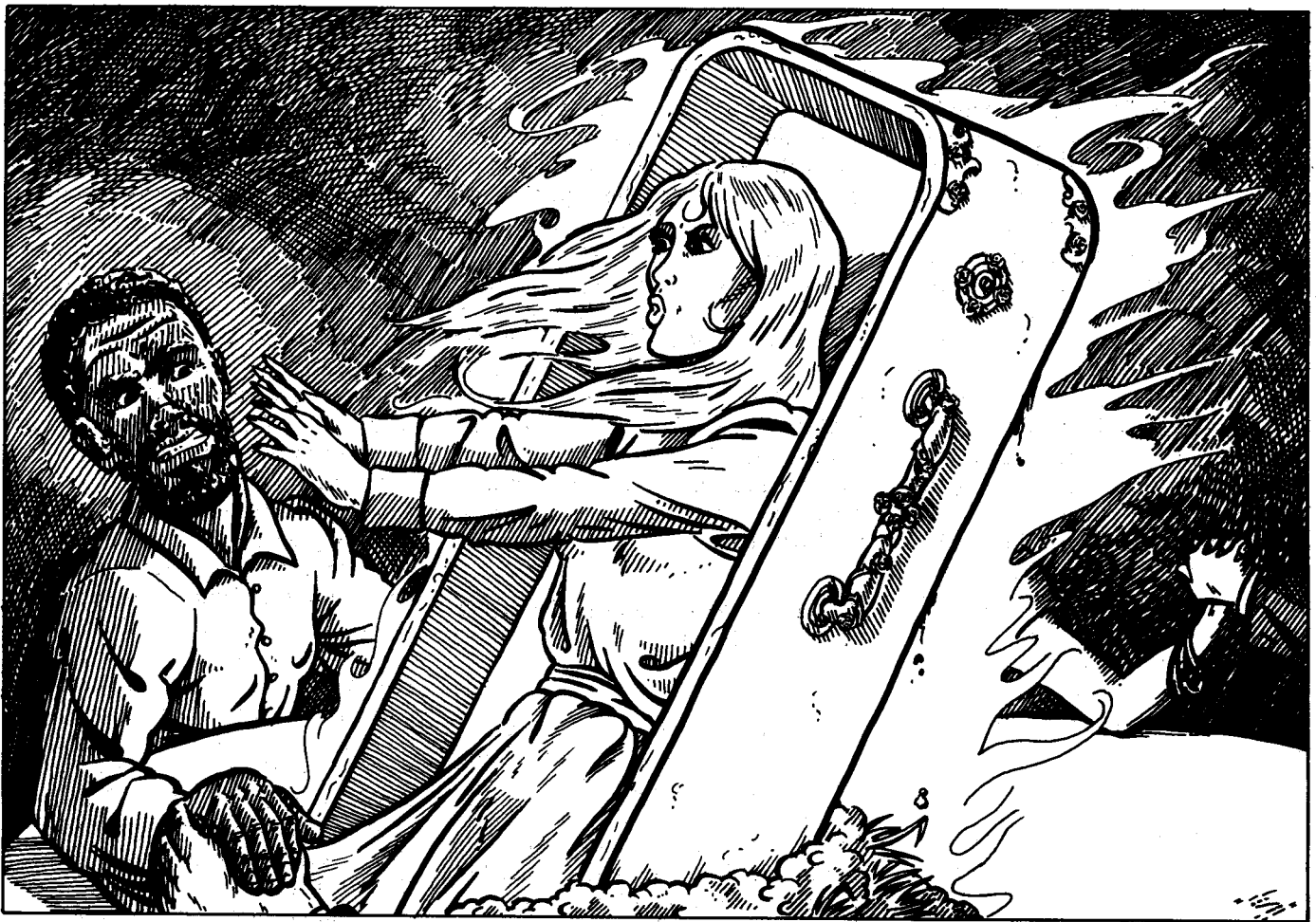
Once the Seance begins, the PCs cannot stop it. They are not required to make Fear Checks for simply seeing the creatures, however.

Any PC releasing one or more of his hands from the circle during the Seance immediately feels himself being sucked away from the table. The next round and each round thereafter, any PC voluntarily not holding onto the circle with both hands must make a Luck check or be sucked into the Unknown forever. (See *Consequences of the Seance* below for a description of what happens to PCs involuntarily letting go of the circle.) In addition, any PC whose name is spoken must make a Luck Check or be sucked into the Unknown forever.

Read the text between the lines outloud as each part begins:

a. The Dog-walker

The room darkens. You seem to be in another dimension. To the east is a



full moon. A giant albatross flies across its beams. Cold water laps at the edge of the rug, soaking your feet. Above your heads, seagulls voice their lonely cry, occasionally dipping down in search of food.

Footsteps sound from the left. A man is walking a dog down the pier toward your table. The dog sniffs the air, then turns its glowing yellow eyes in your direction. As it leads the man closer, it becomes apparent that the shaggy beast is a wolf.

Finally, the man and the wolf stand on your table. The man wears a choke-chain, to which is attached a thick leather leash. The wolf holds the end of the leash in its vicious fangs. As the wolf glares at you, the man speaks, "Who disturbs us?"

If any character speaks the name of a person at the table, remember that the unlucky person may be sucked into the Unknown.

After a character answers or a minute passes with no answer, the man says, "I am allowed to answer

three questions."

If asked about his identity, the man says he is one of the countless victims of the man-wolf. If asked how to destroy the werewolf, he says, "The man-wolf is the most clever of predators. You must lure it into a trap, or be trapped. . ." The wolf then pulls viciously on the leash, choking the man. He may now respond only to yes/no questions.

During the questioning, the man can also reveal:

- Lockwood is a werewolf,
- there are other werewolves in Milwaukee,
- if they destroy Lockwood before the next full moon, bitten PCs will survive.
- when Lockwood is destroyed, his victims' ghosts will be released

After the PCs have asked their third question, the wolf lunges at the PC that asked the most questions. It stares eye-to-eye for several seconds, then lets out a long, vicious growl and licks the PC. It has just given the PC a *Kiss of Death*, but because of the

nature of the Seance, the wound always appears 1d10 rounds later.

After the wolf licks a PC, it leads the man back down the pier away from the PCs. Should anybody attack the wolf or the man, he discovers that both are incorporeal (and he may have to make a Luck Check to stay out of the Unknown!).

b. Mrs. Wade

The room returns to darkness. A moment later, it fills with angelic lighting—but there doesn't seem to be a source. Harp music fills the air with harsh, sharp tones.

The table turns into a beautiful lawn before your eyes. Drops of blood sprinkle down upon your heads. A mound about the size of a coffin rises in the middle of the table. As it grows larger, the grass gives way to a black, rich soil. Fog begins to creep from the soil and fills the room to table height.

Finally, a beautiful bronze casket rises from the mound, its handles and sides decorated with enamels of pale

pink roses. The casket opens, and single lily grows to full maturity from its interior. Slowly, the lily takes the shape of a woman—a woman you know!

“Who disturbs the rest I have so long sought?” asks Myra Wade.

After someone has answered her or a minute has passed, Myra Wade says, “I may answer three questions.”

Myra Wade can reveal three of the following facts:

- Lockwood is the man-wolf
- Lockwood made her a werewolf, as well as Biggs, and Detective Jim Miller
- The PCs must destroy Lockwood to avoid a fate similar to hers
- A lycanthrope, such as herself, must be destroyed while in wolf-form, otherwise it simply comes back
- Although she doesn’t know how to destroy Lockwood, she does know that the solution lies in what they don’t find in his trophy room

After she has answered the third question, Myra Wade asks the PC who did the most talking to comfort her by kissing her brow. Should the PC comply, Myra Wade tries to grab the PC and pull him/her into the coffin (UMS 90; PC defends with his/her Melee score; she needs a C result). PCs passing Perception checks may add their UMS to that of the defending character. The lid closes on the next round and cannot be reopened.

Whether or not a PC grants her request, the coffin slowly sinks back into the mound three rounds later. Grass covers the mound, it slowly diminishes in size, and finally the lawn disappears from the table, leaving only the fog as a reminder of the grave.

c. A Visit by Biggs

The room grows dark again. The thunder of a large, heavy door opening echoes down a long hallway. Chains rattle in the distance, and

footsteps slowly plod down the hallway.

A maniacal chuckle rolls toward you, growing louder each second. The steps stop on the table. The chuckle changes to a growl as a spot light reveals the figure of a man with a wolf’s head and torso. Chains bind him both hand and foot.

Finally, its growl changes to a howl so loud it may burst your eardrums.

This is Leroy Biggs. He is using the *Terrorize* on the PCs. Anyone falling prey to it with a M result must break the circle and flee. (Characters trying to hold a fleeing character must earn a C result, using their strength as the Strike Number and the fleeing character’s strength for the Defense Column.)

After the effects of the *Terrorize* discipline have taken place, Leroy asks, “Who dares disturb the rest of the dead?”

After he receives an answer or a minute passes, Leroy says, “I understand I must answer three questions for you. You have three minutes in which to ask them.”

Leroy tells the truth only about his own identity. Otherwise, he tries to mislead the party to the best of his ability. For instance, if asked how to destroy Lockwood, Leroy says, “Shoot him with lots of silver bullets.”

Leroy uses *Wound* on the person asking him the second question, and *Appear Dead* on the person asking him the third question. (Tell the PCs that Leroy simply points his finger and the victim falls over dead.) After the third question is asked, Leroy uses *Total Illusion* to create the scene of a dozen black, snarling wolves circling through the mist around the table. If any PCs are not in the circle, these wolves appear to be carrying the arms and legs of the missing characters. After the wolves have circled for several minutes, they turn and leap through the fog at the characters.

Any character releasing his hold on the circle at this time must make a Luck check or be pulled into the Unknown.

The wolves vanish as they reach the table and Leroy laughs hilariously. The lights go dim and he walks back down the hallway, his laughter almost drowning out the sound of his rattling chains. After the heavy cell door slams shut, the lights slowly come up in the room and the fog rolls out of the room.

Results of the Seance

Any character that willingly let go of the circle and was sucked into the Unknown (by failing his Luck check) is lost forever. Characters who were forced to flee as a result of the *Terrorize* (or some other means) and failed their Luck checks will return to the known world. Have each such PC roll 1d10. The PC wakes up wandering through the streets of Milwaukee that number of hours after the Seance ends. After the character wakes up in Milwaukee, roll 1d10 for each hour the character was gone—he loses that much Willpower (but never drops below 0).

The character that suffered the *Appear Dead* discipline stays that way until its effects wear off or someone successfully uses a *Sphere of Protection*. With this version of the discipline, the character seems to be rotting rather rapidly—and smells like it! This smell persists for weeks.

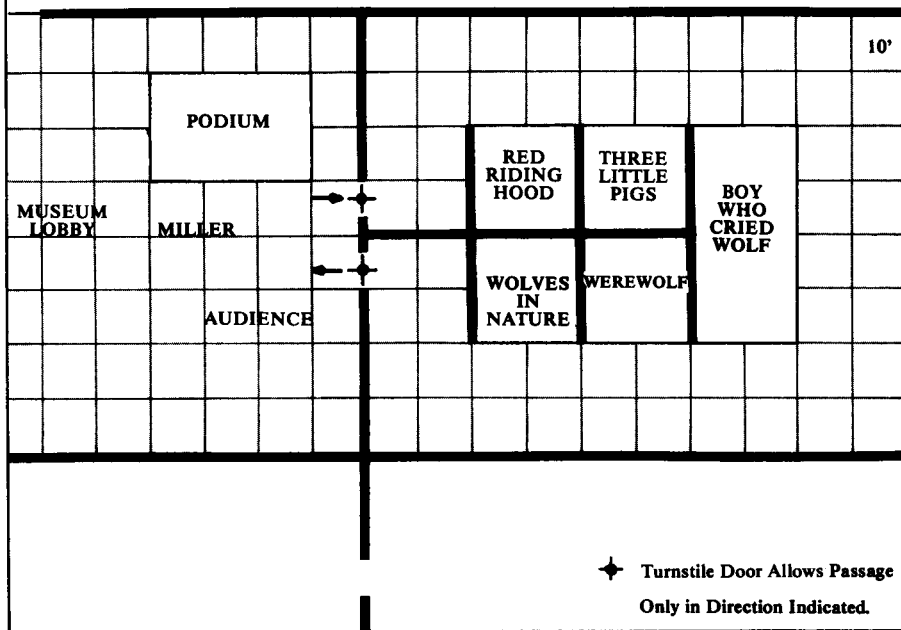
After the Seance ends, roll 1d10 and add 10. This is the number of hours that has passed while the characters were in the Seance World. Madame Droshky tells the PCs she has done all she can to help them, and now she must rest.

3. Museum Dedication (two hours)

All of Milwaukee’s elite have gathered at the Public Museum for the dedication of John Lockwood’s new exhibit wing. Signs reading “Understanding Our Friend the Wolf” hang prominently throughout the entrance lobby and hallways.

The display wing is open for public viewing. It features many displays:

UNDERSTANDING OUR FRIEND THE WOLF



Little Red Riding Hood talking to a large wolf dressed in grandmother's gown, a large black wolf blowing down the houses of the Three Little Pigs, The Boy Who Cried Wolf being eaten by a large black wolf as the villagers ignore his pleas for aid, a diorama of a werewolf assaulting a victim, and a series of educational displays discussing the wolf in nature.

The dedication takes place at 3 p.m., after the guests have had an opportunity to view the displays. John Lockwood sits on a platform just outside the entrance to his wing. Seated next to him are several dignitaries and Tiffany Winsome. She wears a high-collared sweater and displays her indalo prominently. Although she is under Lockwood's *Influence*, Tiffany appears normal. Any PC successfully *Sensing the Unknown* notices a trace of the Unknown about her person, as if a creature were using the Evil Way on her.

Standing in the audience near Lockwood is Detective Jim Miller. He is here as a bodyguard to Lockwood,

and will immediately draw his pistol and shoot anybody attempting to harm Lockwood. He will not defend Tiffany, however, because he is focusing all of his attention on Lockwood. Tiffany resists any attempt to "rescue" her, although the effects of Lockwood's *Influence* render her ineffective.

The museum guards will immediately report any disturbance to the police and try to keep the museum patrons out of harm's way, but will not risk their own lives by confronting the PCs.

At the first sign of a disturbance, Lockwood uses *Invisibility*. If the PCs attempt to abduct Tiffany, he immediately *Hounds* her. Lockwood doesn't expect the PCs to oppose him in such a public place, so he is unprepared for action.

4. John Lockwood's House (two hours)

Lockwood lives on Milwaukee's prestigious North Shore. His estate is

spread over several acres of lakefront property. Its windows are dark tonight. Security cameras stand atop the wall surrounding the estate.

PCs investigating the perimeter of Lockwood's estate notice that the approach from the lake is completely open.

Once on the grounds, the PCs meet Lockwood's wolves. One wolf silently charges and attacks each PC. Don't forget to make Fear and Surprise checks!

Inside the house, the PCs find nothing of interest on the first floor until they reach Lockwood's private office. The office is decorated with dozens of hunting trophies. Of particular note are six S.A.V.E. indalos resting in the center of the mantel. Four used silver bullets also rest on the mantel. Two wolf skins hang above the fireplace (they are salty to the taste).

Resting on Lockwood's desk is the personal journal of Tiffany Winsome. The following entries may be of interest:

Nov. 30: Haven't found Dogwalker, but have interviewed people who have. Dog seems particularly vicious.
December 5: Ghosts at Waupan State Prison. Sounds like hauntings are result of werewolf activity.

December 7: Confirmed. Vicious werewolf loose in Milwaukee. What kind? Should I send for silver bullets, buy some rock salt, or request a gallon of Daniel's blood?

Perhaps John Lockwood knows something. He seemed interested in my investigations.

December 8: Everything under control. Lockwood will help.

Tiffany Winsome is resting in her room upstairs. (Note: if the PCs have previously abducted her, she is not here.) Unless they identify themselves as S.A.V.E. agents, Tiffany screams for help as soon as she sees them. Even if they reveal their affiliation with S.A.V.E., Tiffany refuses to leave Lockwood.

Ten minutes after Tiffany screams

for help, six officers arrive. They arrest any PCs on the premises (go to Encounter 9: Jail). If the PCs resist, ten more officers arrive every five minutes.

5. A Message for Tiffany (one hour)

This encounter occurs a few hours after the PCs abduct Tiffany. It assumes the PCs are holding Tiffany in a hotel several stories up. If they are holding her somewhere else, adjust it accordingly.

—
A sharp knock sounds at the door.
“Message for Tiffany Winsome,”
says a young man.
—

The message reads, “Tiffany, please come back. I miss you terribly. I don’t know what I’ve done, but I do know that I can’t be held responsible for what will happen if you don’t return.”

When the PCs finish the note, a gruff voice outside the door says, “Let me in or I’ll huff’n puff and blow your door down!”

Moments later, a tremendous wind howls in the hallway and their door is blown off its hinges (Lockwood has used *Raise Wind* to blow the door down). After blowing the door down, Lockwood uses *Invisibility* on himself. He waits two rounds (just in case the PCs use *Spheres of Protection*), then howls loudly. As he howls, he is using *Shriek* on the PCs. The next round, continuing to use *Shriek*, he enters the room (still Invisible) and uses *Influence* to force any characters still protecting Tiffany to attack their friends.

Lockwood then grabs Tiffany (attacking any who get in his way) and jumps out the window. PCs looking out the window see Lockwood lying on the ground motionless, in the form of a man with a wolf’s head and torso. Tiffany is nowhere in sight. (Lockwood *Teleported* her to a waiting car.)

A few moments later, Lockwood stands, brushes the dust from his fur, and smiles at the PCs. He walks into

the alley and disappears.

If the PCs are prepared, they might destroy Lockwood in this encounter via the proper method (see creature description). If they do so, the adventure ends here.

6. The Museum After Hours (one hour)

Use this encounter if the PCs enter the Public Museum after hours looking for Tiffany. She is not present, but Lockwood has guessed that the PCs will search for her here after he recovers her.

—
The Museum is dark and deserted.
—

Ask the PC attempting to open the Museum Door to make a SPECIFIC *Lockpicking* skill check against a Defense Column of 5. Failure indicates the PC cannot open the lock. Any result less than H sets off the silent alarms in police headquarters. Two dozen officers arrive fifteen

minutes later and arrest anyone inside the building.

Inside the museum, Lockwood lurks in the dark recesses of its shadowy corridors. Although he *Teleports* to the Zoo at the first sign of trouble, he intends to have a little fun with the PCs.

As the PCs pass the Little Red Riding exhibit, the wolf in the display seems to break into a tremendous howl. At the same time, Lockwood uses *Shriek* on the PCs.

At the Three Little Pigs exhibit, Lockwood uses *Raise Wind* to create a deadly stream of flying objects. Treat these as one missile attack per PC.

At the Boy Who Cried Wolf exhibit, the boy cries “Wolf!” three times. Each time the boy cries, Lockwood uses *Wound* on a different PC. He then *Teleports* to the Zoo.

By the time the PCs go through all three displays, the police arrive if the PCs tripped the alarm. Unless they have a plan of escape, each PC has only a 25% chance of avoiding arrest (use your judgement to determine the



chance of escape if they have a plan).

7. The Zoo (one hour)

Use this encounter when the PCs decide to look for Lockwood at the Zoo. If the PCs don't think of looking for Lockwood at the Zoo, tell them that the newspaper is full of headlines about a series of vicious murders in the Brookfield area. Any PC studying the murders then realizes that the murders have occurred in circular pattern within one mile of the zoo.

As might be expected in March, the Milwaukee Zoo is not crowded.

The wolves have recently dug a den. Inside the den are Tiffany and Lockwood (he is in wolf form). The wolves ignore the PCs unless they enter the pen.

Once the PCs enter the pen, the wolves attack. When it becomes apparent that the PCs will overpower the wolves, Lockwood emerges in wolf-form. He uses *Wound* and *Shriek* in conjunction with his melee attacks.

Once his Willpower falls below 10 points, Lockwood leaps the wall and attacks innocent bystanders until his Willpower is above 50 again, then

returns to battle the PCs.

This time, Lockwood is fighting for keeps. He returns to battle until either he or the PCs are destroyed.

8. Roadblock! (one hour)

If the PCs attempt to leave the city (by any means) with Tiffany Winsome (prior to destroying Detective Miller or John Lockwood), four police officers arrest them for kidnapping.

After their arrest, the PCs are taken to Encounter 9: Jail. Should they escape this encounter, Lockwood follows and attempts to recover Tiffany as outlined in Encounter 5.

9. Jail! (indefinite time)

The PCs may be arrested as a result of breaking into the Public Museum, Lockwood's House, attempting to injure Lockwood, attempting to leave the city with Tiffany, or any number of reasons. Use this encounter after they are arrested.

Several hours after your arrest, the cellblock door opens. Two men walk down that long, cold corridor toward your cell.

Detective Miller slides the viewing panel back and shows his face. "How

are you getting along in there?" he asks.

No matter what the PCs answer, Miller slides the viewing panel back and says, "How are we doing in there?"

No matter what the PCs answer, Miller says he brought a visitor. Lockwood then shows his face and says, "Welcome to Milwaukee, my friends. As you can see, it's my kind of town!"

Lockwood laughs sarcastically, then adds, "You won't be getting out of here until you belong to me, my friends!"

Lockwood then *Teleports* one PC at a time into Detective Miller's waiting arms. Miller uses his *Wrestling* skill to slap a pair of handcuffs on the PC while Lockwood bites him. After Lockwood has bitten a PC, he returns the PC to the cell and *Teleports* the next into Miller's arms, until all PCs have been bitten.

If Lockwood runs out of Willpower before biting all PCs, he goes outside and restores some, then returns to finish the job.

After Lockwood's attack, the PCs are allowed to make a phone call. If they call a lawyer, they are released three hours later. Lockwood was bluffing when he implied that they would be held indefinitely.



NPCs and Creatures

Refer to the statistics below and inside the back cover when you need statistics during play.

Standard NPC

All stats = 50

Use the Standard NPC for any NPCs without listed statistics. Assign skills as appropriate to NPC at Teacher level.

Section 1: Land of Darkness

Josepi and Gina Charivari, Ghosts

STR	NA	PCN	60
DEX	75	STA	NA
AGL	50	EWS	135
WPR	60	FEAR	6
PER	20	ATT	1/*

* *Chilling Touch*—see “Ghost” in *Horrors from the Unknown*

Movement: As incorporeal, 75'

Disciplines:

Josepi: *Wound, Terrorize*

Gina: *Wound, Contact the Living*

Both: Manifestation (unique to ghosts)

Manipulation: Yes

IPs: 810 each

See ghost description in *Horrors from the Unknown* booklet (p. 27) for a complete description of the common ghost. Josepi and Gina vary from most ghosts in that they can manipulate physical objects.

Should the PCs attempt to contact Josepi or Gina at any time, they attack with *Wound, Terrorize*, and *Chilling Touch*. Any PC successfully using *Telepathic Empathy* on Josepi or Gina is so revolted by the ghosts' jealousy and spite that the PC loses 2d10x2 Willpower.

Both Josepi and Gina became ghosts after they were killed by a werewolf. PCs may release these ghosts by destroying the werewolf.

John and Alice Holms, Ghosts

STR	NA	PCN	90
DEX	30	STA	NA
AGL	60	EWS	135
WPR	105	FEAR	6
PER	90	ATT	1/*

* see *Chilling Touch* in “Ghost” in *Horrors from the Unknown*.

Movement: As incorporeal, 75'

Disciplines:

John: *Shriek, Terrorize*

Alice: *Haywire**, *Terrorize*, *Contact the Living*

Both: Manifestation

Manipulation: Yes

IPs: John 810; Alice 1080

See the Ghost description in *Horrors from the Unknown* (p. 27) for a complete description of the common ghost. The Holms vary from common ghosts in that they can manipulate physical objects.

The Holms are as polite in death as they were in life. Should the PCs meet them, the Holms attack only if the PCs refuse their hospitality or are in some other manner rude. Both of the Holms became ghosts after the werewolf killed them. They may be released by destroying the werewolf.

Alice has a special form of *Haywire*. When she uses *Haywire*, she completely destroys any electronic instrument in range.

Myra Wade, Lycanthrope

STR	90	PCN	90
DEX	0	STA	75
AGL	90	EWS	110
WPR	60	FEAR	8
PER	15	ATT	3/90%

Movement: L 225' A NA W NA

Disciplines: *Darken, Summon, Quiet, White Heat*

IPs: 440

See “Werewolf” in *Horrors from the Unknown* for a complete description of the lycanthrope Myra Wade.

Due to being restrained during the full moon for the last five years, Myra is an exceptionally vicious werewolf with an insatiable appetite. She has made servitors of a wolf-pack near Isabel, and will use them to aid her if necessary.

Myra restores 10 points to her willpower for each victim she claims. She will often attack with the Evil Way until her Willpower is low, snatch a few unsuspecting victims, then return to the attack. In this way, she appears to have a great deal of Willpower.

Wolves: See “wolves” in Section II creature descriptions.

Section II: Into the North

Wolves

Rancid, leader of the pack

Blemish, second leader

Other wolves

STR	45	PCN	90
DEX	NA	STA	60
AGL	75	EWS	95
WPR	75	FEAR	4
PER	NA	ATT	2/60%

Movement: L 225' A NA W NA

Disciplines:

Rancid: *Dreamsend, Haywire*

Blemish: *Teleport*

IPs: 50 each

See wolf description in *Horrors from the Unknown* for a complete description of Rancid and his pack.

Although most of his pack is white, Rancid is black. Blemish is easily identified by his gnarled snout. Both Rancid and Blemish have learned something of the Evil Way through their long association with Myra. They will stop at nothing to avenge her death. Rancid typically has 12 wolves in his pack at one time.

Polar Bear

STR	105	PCN	45
DEX	15	STA	90
AGL	30	EWS	NA
WPR	30	FEAR	5
PER	NA	ATT	1/70%

Movement: Land 200' A NA W 40'
IPs: 50

This polar bear is particularly grouchy. It fights to the death, trying to grapple its opponent if possible. If the PCs are inside the snowcat, it will punch the window out to get at them. Treat all of the bear's combat results as armed combat.

Yeti

STR	135	PCN	60
DEX	90	STA	105
AGL	75	EWS	130
WPR	140	FEAR	3
PER	75	ATT	1/105%

Movement: L 345' A NA W NA

Disciplines: Change Weather, *Dream-send*, *Fleshcrawl*
IPs: 390

See "Yeti" in *THINGS* for a complete description of yetis. The yeti described here is fairly young and hasn't acquired all of the disciplines normally associated with its kind. It behaves as outlined in Section 2, using its physical attacks to defend itself (and its prisoner).

Although they can be destroyed normally, yetis have nine lives. After a yeti "dies" the first eight times, it returns to life 1d10 hours later. The ninth time a yeti is destroyed, it remains destroyed. *This particular yeti has only five lives left.*

Section 3: Milwaukee

People

Tiffany Winsome, S.A.V.E. Envoy

STR	62	PCN	68
DEX	66	WPR	80
AGL	80	STA	56
PER	76	USM	71

Skills: Filching (MS) 122; Hypnotism (MS) 127; Investigation (MS) 121; Lockpicking (MS) 122; Martial Arts (MS) 127; Modeling (MS) 122; Pistol (MS) 121.

The great grandniece to Charles O'Boylan, Tiffany Winsome is one of S.A.V.E.'s best agents. Unfortunately, she has fallen under the *Influence* of John Lockwood and is unable to aid the PCs in destroying him. Should S.A.V.E. hear of Tiffany's condition, headquarters demands that the PCs stop at nothing to save her.

Madame Droshky

STR	35	PCN	80
DEX	30	WPR	80
AGL	35	STA	35
PER	70	USM	35

Skills: Acting/Drama (MS) 132; Hypnotism (MS) 130; Investigation (EX) 100.

Art: Telepathic Sending 75; Telepathic Empathy 75; Clairvoyant Dream 75.

Madame Droshky is a rare thing: a true psychic, capable of bending the Art to her own purposes. She makes her living by using her talents to tell fortunes and help troubled people contact the dead.

Unfortunately, Madame Droshky has no desire to join S.A.V.E. and will actively avoid the PCs should they press the subject.

Detective Jim Miller, lycanthrope

STR	60	PCN	80
DEX	65	WPR	70
AGL	40	STA	65
PER	40	USM	50

Skills: Investigation (MS) 122; Pistol (MS) 120; Blackjack (MS) 105; Tracking (EX) 95.

Detective Miller is a lycanthrope. The statistics above are for his human form, since the PCs should encounter him only in that form. If the PCs somehow encounter Detective Miller in lycanthrope form, use the statistics for the werewolf from Section 1.

Miller works for the Milwaukee police department as a homicide investigator. He uses his position and talent to protect John Lockwood.

Creatures

Dogwalker, Myra Wade, Leroy Biggs, ghosts

STR	NA	PCN	90
DEX	NA	STA	NA
AGL	NA	EWS	135
WPR	105	FEAR	6
PER	90	ATT	1/*

* see *Chilling Touch* in "Ghost" in *Horrors from the Unknown*

Movement: As incorporeal, 75'

Disciplines:

Dogwalker: *Kiss of Death*

Myra Wade: *Wave of Fog*

Biggs: *Terrorize, Wound, Appear Dead (other), Total Illusion*

All: Manifestation

Manipulation: Yes

IPs: Award no IPs for these creatures.

These ghosts are all victims of John Lockwood. They are similar to the common ghosts described in *Horrors from the Unknown*, except all can

manipulate objects of the physical world. During the seance, their powers vary considerably (see Section 3, Encounter 2). They may be released by destroying John Lockwood.

John Woodrow Lockwood, Werewolf

STR	120	PCN	105
DEX	30	STA	105
AGL	90	EWS	120
WPR	60	FEAR	8
PER	45	ATT	3/90%

Movement: L 225' A NA W NA

Disciplines: Change Self, *Raise Wind**, *Hound, Invisibility, Shriek, Summon, Teleport**, *Influence, Throw Voice, Wound*

* Special form—see text below

IPs: 2400

John Lockwood is a Loup du Mal (see Werewolf in *Horrors from the Unknown*) posing as a meat-packing millionaire in Milwaukee.

Lockwood regenerates 10 Willpower points for each victim he claims (this victim must die; wounded characters add nothing to his willpower). One of Lockwood's favorite strategies is to attack until his willpower is low, go snatch a few unsuspecting victims, then return to the attack. In this way, he sometimes seems to have an unlimited supply of willpower.

Lockwood has a special form of *Teleport*. He can *Teleport* other beings or himself. He is limited to *Teleporting* one being at a time, however. Lockwood also has a special form of *Raise Wind*. He can create a gale force wind in one round by exhaling. This wind is strong enough to tear roofs off buildings or blow down doors.

To destroy Lockwood, the PCs must use the blood of one who gave his life to protect others (S.A.V.E. has a limited supply known as "Daniel's Blood"). Treat such attacks at unskilled missile attacks; a Critical wound destroys Lockwood. (So PCs may have to hit him many times before his "M" & "H" wounds finally turn into "C" wounds.)

BLOOD MOON RISING

by Troy Denning

A single howl breaks the Great Silence, and the young man stirs inside his sleeping bag. Though he knows well the mournful wail of wolves, a chill runs down his spine. He is a hundred miles north of the Arctic Circle, and a hundred and twenty miles of unbroken trail away from safety.

After dusk, he had collapsed. Though exhausted and starving to death, he had forced himself to crawl to the top of a small hill so he could watch for the beast trailing him. Now, in the pink light of the full moon, he sees only snow in the Arctic waste.

But the brute is coming; he can feel its breath pulse through the great frigid silence. He shifts his revolver to the top of his mummy bag and waits, fighting the urge to doze. He has only one bullet, so he must remain alert.

Twenty freezing minutes later, he sees it—the sole speck of life in a dead world. It is still a half-mile away. As the great brute approaches, his mind wanders back to a safer time. To when he was a small boy, lying warm and cozy beneath a heavy quilt. His mother is telling him a fairy tale. “My, what big eyes you have, Grandma!”

“The better to see you with, my dear!” He giggles. How can anyone mistake a wolf for a grandmother?

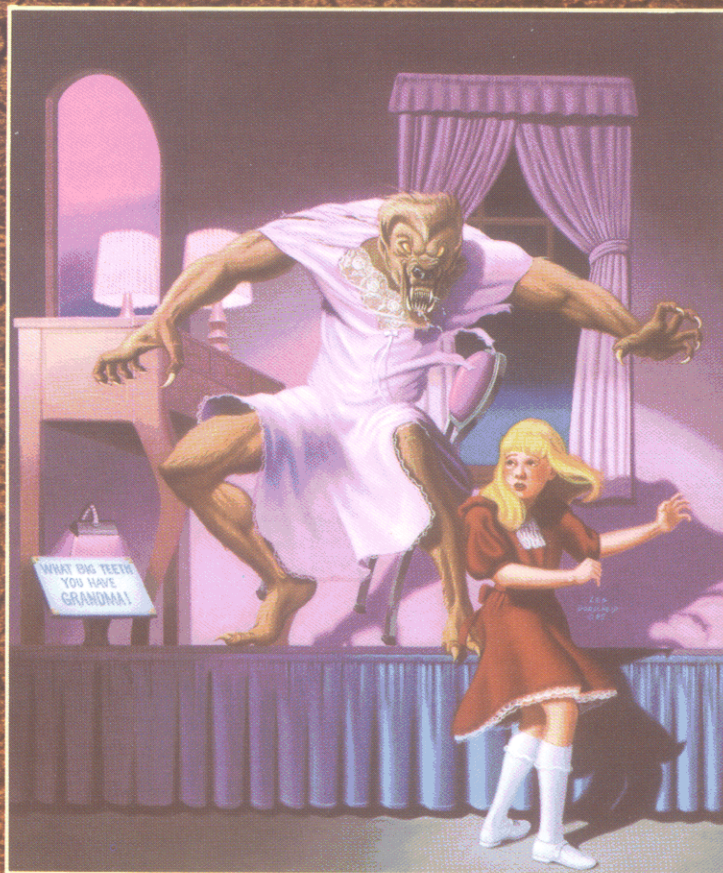
“But Grandma, what big teeth you have!”

He feels the beast’s hot breath on his face and pulls the trigger. The flash of the gun blinds him and its roar rings his eardrums.

But nothing bites. When he can see again, the shaggy beast lies sprawled in the snow. It is dead.

He throws the gun into the snow and screams for joy. He is free of it! Suddenly, the scream chokes in his throat. A half-dozen specks are trotting toward the hill. He has forgotten: wolves travel in packs. . .

“Blood Moon Rising” is a hair-raising adventure of lycanthropic terror, stretching from the barren wastes of Alaska to the crowded streets of Milwaukee. Inside, you’ll find a shivering tale of bloodthirsty beasts, character cards, maps, and hours of chilling fun. “Blood Moon Rising” is for use with the CHILL® role-playing game. Be sure to look for other fine products from Pacesetter.



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ISBN: 0-917609-32-8

