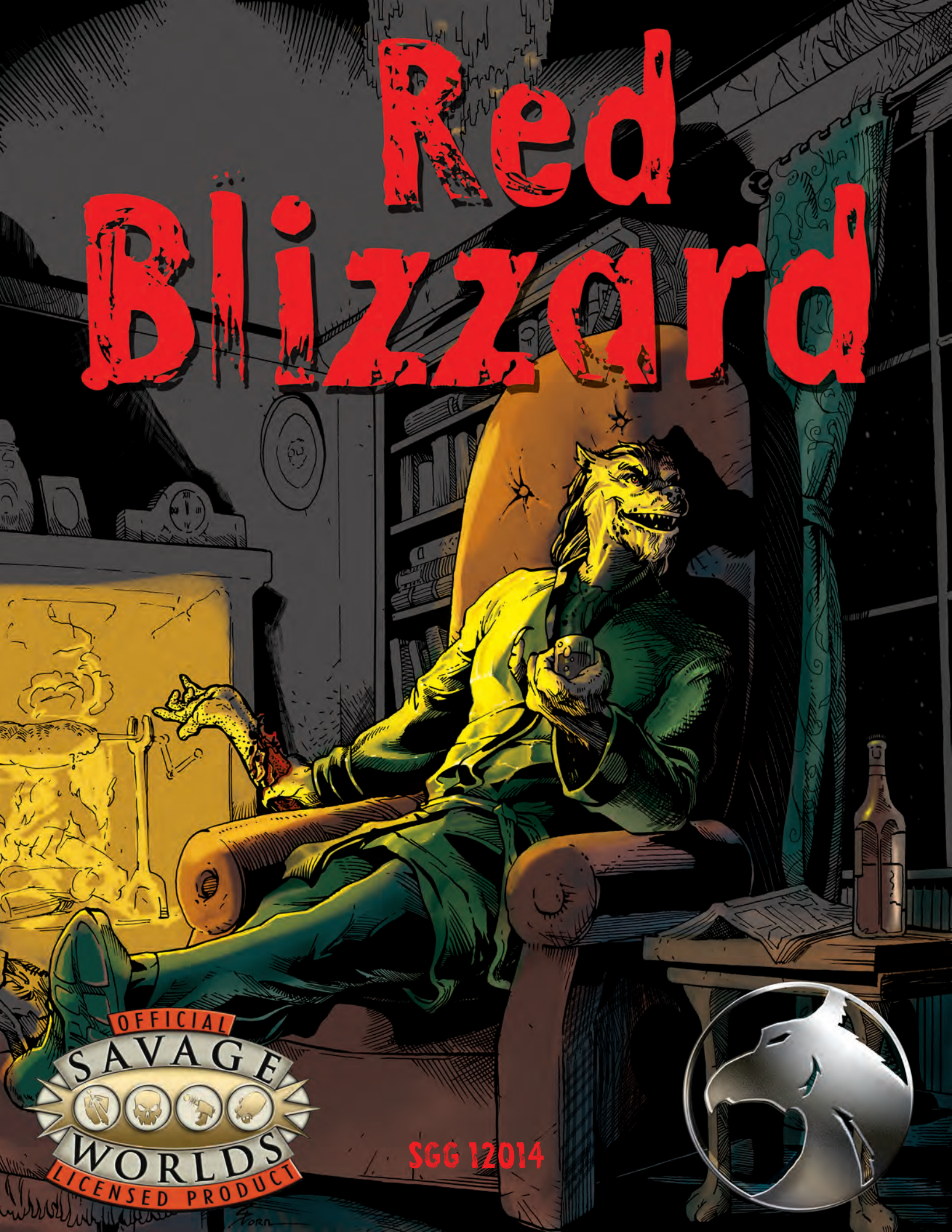


Red Blizzard



SGG 12014



Red Blizzard



Red Blizzard

Written By: Kevin M. Rohan and Shannon Patrick
Illustrated By: Storn Cook, with colors by Ben Overmyer
Layout By: Kevin M. Rohan
Edited By: David Baymiller and Shannon Patrick

Red Blizzard - Savage Worlds Edition (SGG 12014) © 2012, Silver Gryphon Games, LP. No part of this book may be copied in part or in whole without the express written consent of Silver Gryphon Games, LP.

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

This game was designed to run with the Savage Worlds Deluxe rule set but is 100% compatible with all incarnations of the Savage Worlds rules.

For more products from Silver Gryphon Games, visit our website at:
www.silvergryphongames.com

Red Blizzard

This adventure is set up to give the PCs a challenge that they may not have faced before--and certainly one they're not expecting. It is designed to be used as an interim adventure, one not linked to the story arc that the characters are currently in. It involves them being far from home, isolated from back-up, and strung out from whatever it was that they just got done doing. It is designed for 3 - 6 players but can easily be adjusted for larger groups.

This adventure will likely lead an existing party in a totally different direction; it might be a fun one-off for existing characters, or it could serve to help a fresh party really gel together. Alternatively, the PCs could be completely unknown to each other prior to being thrust into this adventure. Each PC should have a back story that provides the character with a reason for being there. The reason could be anything from drinking at a bar and suddenly everything went fuzzy and dark to getting hit from behind and knocked out. The adventure is universal to time, so in a modern world the characters could have been tasered or have been slipped a ruffie in their drink.

It is set up as if it is being run the weekend after Thanksgiving in America. That premise need not be used if it isn't relevant for you or your gaming group, but it can fit in nicely pretty much any place and any weekend that it snows. Holiday weekends work best because really, who expects *this* to happen on a relaxing weekend?

Through one means or another, the PCs are stunned, drugged, or incapacitated. When they awake, they find themselves strapped down to beds in the basement of the Ramsey family estate house. After escaping their restraints, the players first discover that the Ramsey family has a gourmet taste for human flesh, then that their captors are not only psychotic cannibals but also a pack of werewolves! Using their wits--and probably a liberal amount of brute force--the PCs must find enough gear to endure a blizzard, escape the house, and survive being hunted inside the house and outside by a group of brutal, sadistic werewolves.

The Setup

Provided that the PCs all know each other, the setup can be quick and painless. Their last job (or their next job) takes them far from home on the weekend after Thanksgiving. They are forced to travel by ground, and the snow is making it difficult for them. As conditions worsen, they meet Doc Ramsey, who brings them to his estate for good food, a warm fire, and a powerful knock-out drug.

There are two ways to start this adventure. First you could start off as the story line does; the PCs already know each other, they are an established group, traveling to or from a job that took them quite a ways from home; because of the heavy snow storm, they were required to drive even if they could normally fly. The vehicle gets stuck, and they are "rescued."

Alternatively, they could be total strangers, and at that point they have some kind of lead in event and the adventure starts at the In the Basement heading and the PCs don't know each other at all. This choice should lend more to the horror/survivor theme, but it also means that the PCs might make some interesting choices if it comes down to them giving their life for that of a stranger, or even who gets to live to tell the tale. The GM still needs to review the Ramsey Family side bar to determine which werewolves are actually present.

It's a dark and snowy night. The snow is falling like heavy ash from a well-stoked fire, and there's no sign it's letting up any time soon. If anything, it's coming down harder as the day turns to night; the snow so thick it's almost blinding in the headlights.

Even the best of drivers have a difficult time driving in situations like that, and all it takes is one wayward deer to take a harrowing drive in a snowstorm and end it quickly by putting the car in the ditch. That is exactly what happens here.

Your eyes burn with the intensity of your gaze as it tries to pierce the veil of falling snow. Ahead you catch the glimpse of an animal in your headlights a second before you strike it; its eyes wide with fear as you register that you just hit a deer and now the vehicle is skidding out of control.

After a quick survey of the situation, the party finds that the vehicle is serviceable once it's pulled out of the ditch, but that's not going to happen tonight. The snow is coming down harder and they should be allowed to try to resolve the situation. Cell phones don't work because of the storm, and if they do manage to reach someone, it will be morning by the time help can arrive, if the road is open by then. Let the PCs discuss options for a bit before continuing.

The snow starts to lighten up, just light enough to see the glow of headlamps in the distance. They look to be about a mile off and they're coming right for you, but they come slow; as if the vehicle is having trouble combating the thick blanket of snow.

If the party is smart enough to try to pull over, they don't total their vehicle by hitting the deer, but the headlights still come toward them and their vehicle is going nowhere until the road is cleared off.

The vehicle approaches noisily through the night, its big engine roaring as it pulls itself through the deepening snow. The smell of diesel hits your noses as the SUV stops, the chains on the tires silent. The midnight black passenger wagon isn't even at a stop yet when the tinted window rolls down and a wiry man with a friendly face sticks his head out the window. "Need a lift? My house is only a few miles from here; I have hot food and some warm beds which is better than you'll find else where tonight. Doc Ramsey is my name," he says loud enough to be heard over the howling wind outside his SUV and the soft jazz playing within.

Doctor James Ramsey will make small talk with the PCs for a very short time. He is always polite, but insistent that they hurry along before there is too much snow for his vehicle to fight. If the PCs decide to stay, he'll be back later with his family, choosing at that point to attack them while they are cold, isolated, and hungry.

The drive to the Ramsey house would normally be short; just a few miles through the countryside. The snow and the need to travel much slower are making it longer. Doc Ramsey is happy to make small talk the entire way, and he talks as much as he's talked to.

Once at the Ramsey estate, the PCs see the expansive house before them. The house is enormous, three stories above ground nestled in a grove of pine, oak, and walnut. If asked, Doc Ramsey will say that 100 years ago, the house served not only as the family estate, but as the hospital in the area until one was finally built in the city. He may also mention if pressed that

Doc Ramsey's Conversation Topics

Why he is out in the storm: He was making a house call; one of the neighbors' sons fell down and broke his leg. Doc checked him out, splinted him up and told them to go the hospital as soon as the roads are clear.

What does he do: He is a general practitioner now, but he was a skilled surgeon, specializing in damaged tissue repair. He switched to being a GP after his kids were in high school.

Who is at the house: His wife, daughter, and son, as well as a few other guests (see the Family sidebar below).

Where does he live: A family estate a few miles out. It's an acreage with a lot of ground, most of which has been put into grove for better hunting. Doc Ramsey likes to hunt and he's an accomplished shot with his bow as well as his rifle.

Doc will not lie through the entire conversation. If the conversation moves off one of the other topics above, feel free to improvise the topics, but he always tells the truth unless someone asks a question so blatant, jarring, and disrespectful that he needs to change the topic. If pressed, he will twist the truth to hide his nature.

his wife is planning on converting the unused hospital rooms into a bed and breakfast; Doc is less than thrilled about that, but it's the best use of the space they have.

The PCs estimate that it is likely 20 miles or more to anywhere, and the storm intensifies as they pull up. The snow starts falling heavier

For those of you who are fortunate enough never to have been in conditions like this, they're easy to duplicate. Take a white pillow, stick it over your face, and imagine the temperature dropping below freezing and the wind whipping so hard it makes it hard to breathe. Impressing the danger upon the players in that situation is important. People die in conditions like that if they don't have the proper clothing, gear, and experience.

and the wind starts howling, the temperature drops with the wind chill, and it quickly turns into a white-out.

Inside the Ramsey Estate

The Ramsey family is inside the estate, and after taking the PCs' coats and taking them into the side entry to the office, they are shown the water closet of the old clinic, and they are told to go ahead and freshen up if they would like to. He kindly waits for the PCs as they do what they need to do. If the players ask to use a landline phone, Doc will tell them that the last time a tree came down in a storm and took out a phone line, the family gave up and switched to cell phones exclusively.

The scent of the house is a rich pumpkin pie, the decoration is late Victorian, updated with newer light switches. Brass and hardwoods are everywhere. Lush area rugs and carpets cover dark walnut floors and the house has a weight to it, a gravity; it seems to breathe, and its breath is heavy like good scotch and Cuban cigars.

As soon as the PCs have finished in the washroom, they are taken by Doc Ramsey to go meet his family. He waits to talk about them until the PCs are in the dining room, ushering them in and announcing that they have guests for this late supper. The room is exquisite, the banquet table long enough to accommodate the PCs and yet small enough to be cozy.

The Ramsey Family

Every member of the family is a werewolf. They are in human form, but it is the last night of the full moon; they all passed their checks to resist turning because they didn't know if James would be bringing guests home for supper.

There are three werewolves present, plus one per PC. Alexis does not count toward that total. Only Doc Ramsey and his son, and his wife are Wild Cards.

Dr. James Ramsey: The head of the household, patriarch of the family.

Judith Ramsey: Doc Ramsey's wife. She is elegantly dressed in a rich purple sweater and subtle jewelry. She appears to be in her late 40's.

Jake Ramsey: The college-age son of James and Judith. He is wearing a college sweatshirt, the blue and silver of Wellstone City University. He's on their football team and is built like a brick.

Alexis Monroe: Jake's date, the girlfriend of one of his rivals, whom he talked out for a tryst. The lithe redhead is a freshman at Wellstone City University, a cheerleader for the football team, and not thrilled to be spending time with Jake's family. Alexis is not a werewolf and will not survive the night.

Janet Ramsey: The college-age daughter of James and Judith. She is wearing a nice blue blouse and what look like blue jeans.

Edward Ramsey: Doc Ramsey's father. He looks very old, but he has an energy to him and a grin that reveals false teeth. Much like his son, he's dressed in a nice, but not overly expensive suit.

Albert Ramsey: James' brother. He looks like a harder-working version of James. He's a little older, but he's also got a lot more wear and tear on him.

Tricia Ramsey: Albert's wife, and apparently a trophy wife. She doesn't look much older than Jake and she's checking the PCs out. Her black dress is only barely appropriate for the occasion.

William Hohen: Judith's younger brother. The age gap between them is apparent and he looks to be in his mid-30s. He's in good shape and has a sharp appearance; he just exudes lawyer.

Rebecca Hohen: William's wife. She's in her 30's but the makeup and the hair dying make it hard to tell her age. She's very thin and obviously works out as much as she can.

Hunter Hohen: William and Rebecca's oldest son. He looks like he's about 10 and has the devious eyes of a predator. His cherubic appearance almost hides his mean little heart. Almost.

Additional Relatives: Any number of relatives may be added in order to make up the remainder of the werewolves for the PCs.

Suspicious characters may wish to check the silverware to see if it's real silver. Through whatever means they chose to determine this, it is in fact real. None of the Ramseys will give any indication that they notice this process unless it destroys the piece.

As the family members are introduced, Judith takes the time to welcome the PCs to the table, hurrying off to find seats and place settings for them. Jake and Alexis politely excuse themselves and offer their seats to two of the party members. The PCs are offered anything to drink, anything at all, and they have it brought to them after Judith brings in the plates and silverware

Supper is ham, and it is delicious. If commented, Judith says that she uses a spice rub that has been passed down through the generations on her mother's side. There are a plethora of side dishes as well; bean casserole, sweet potatoes, real cranberry sauce, mashed potatoes, what appears to be goose, and a variety of others. Judith will advise with a cheerful laugh to save room for dessert; she made pies.

The food is not poisoned, but the glasses have been loaded with a knockout drug. It is specially made by Judith and it is impossible to resist. Allow the players to roll if they choose, but no die roll will allow them to pass. If the characters are immune to such effects, the good doctor will brain them from behind with one of the casserole dishes, rendering them unconscious.

It is possible that a fight will ensue at this point, but it is not likely. This part of the adventure is designed to do nothing more than set up the main event.

In the Basement

The PCs wake up, each of them bound to a bed with leather straps that are reminiscent of a psych ward. The scene around them is that of a hospital: sterile and white with stainless steel fittings. Each of them is near machines that look very much like life support machines. A man whistling a slow, easy tune (Dr. Ramsey if the PCs have met him) is busy checking on an unconscious person that they do not know. He soon goes upstairs, if the PCs play possum, he departs, leaving them to free themselves, explore the basement, and come upstairs to start the hunt.

If the PCs are starting here, they haven't yet met Dr. Ramsey and his family. They are in for a total shock. If they have already met the Ramseys, then the shock of what is about to happen will be only slightly less.

The air is thick with the stink of a hospital; the foul, sickly pungent odor of disinfectant is so palpable you can taste it. The walls, the ceiling, the tiled floor; everything is pristine white. What isn't white is stainless steel, and it appears very much to be a modern medical facility. Your heads are pounding like jackhammers, and you don't have the spit to wash the taste out of your mouth. The slow, quiet whistle of a man breaks through the pounding in your head, and you see a man checking on someone bound to a hospital bed, dripping with tubes and wires. Just as you realize that the person's arms and legs have been surgically removed, it hits you like a sack of hammers; that poor soul is being kept alive by machines, and you're next.

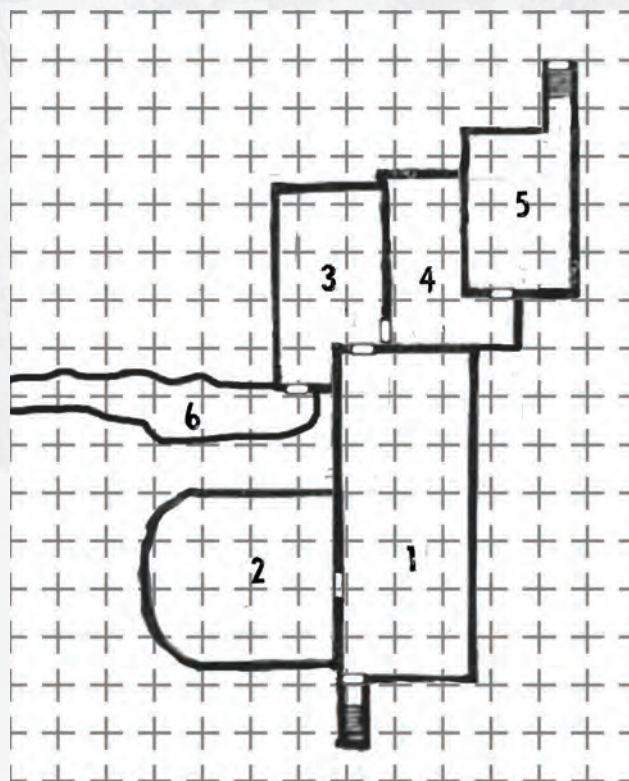
The characters are tied down to the beds and the drugs are still in their systems. One of the PCs (determine randomly) was not properly secured and the restraints will break free with a successful Strength Check. Any physical tests that they try to do are penalized by 2, including the check to break free of the bonds tying them down to the bed.

As long as the PCs are quiet, the good doctor will ignore them for now. His only interest is checking on the poor amputated NPC and going back upstairs; he is confident that the PCs will be out for some time, and he wants to spend more time with his family. PCs that make it known that they're awake will be drugged some more so they can be dealt with later.

The players' characters are not yet hooked up to life support. The beds they have are not going anywhere, and the doctor assumed he tied them down correctly. They will be left to their own devices for some time, plenty of time to try to escape.

1. The ICU

The Intensive Care Unit looks exactly like any ICU from any modern hospital. It is clean, the floor is tiled in mottled white tiles, the walls are



dazzling white, the drop ceiling tiles are clean, and anything that is part of the room that isn't white is chrome. There are two more beds than PCs in the room, one of which is occupied by a comatose victim of the Ramseys; the other is empty and dressed with fresh linens. The ICU has a staircase that leads up to the Main Foyer of the first floor. There is also one heavy door leading to the Slaughter Room (3) and another locked with an industrial-grade padlock that leads to the Boiler Room (2).

Doc Ramsey is in the room and is checking on the non-PC patient. He will leave not long after reading the description unless one of the PCs engages him. After two rounds he will head for the stairs that lead to the Main Foyer of the first floor. Doc Ramsey still appears human at this point.

The scent of the air in this room hits you like the last wisps of chloroform, snapping you awake immediately. Before your eyes open, your mind tells you to keep them shut for a moment and remain motionless. The sounds of whistling hits your ears as your senses deliver more information. The room has a slight echo to it, and the soft hum of equipment drones in your ears. The scent of a hospital fills your nostrils as you come out of your drug-induced fog, and you realized that you are bound by heavy straps at your wrists and ankles. You are not in your clothing, but instead in thin cloth, perhaps a hospital gown. A leather soled shoe squeaks on polished tile as the source of the whistling moves around the room.

There is a door at the base of the stairs that will be locked from the outside with a heavy draw bar. The door is two-inch thick steel, and the draw bar is a double rod, each of them 1 inch in diameter. It is impossible to break down with what the PCs have at hand, and the wall is bedrock that has a thin, but expertly-applied, plaster over the top of it.

Characters attempting to get out of their bonds may do so by rolling a raise on an Agility check. The straps are not locked, only tightly bound, so a Pick Locks check does not apply, but any bonuses to escape bonds do. They also must make a Steal roll to slip their bonds without attracting Doc Ramsey's attention. Doc Ramsey receives a Notice check to hear them and must beat the PC's Stealth check. He receives a -2 penalty because he's distracted with the other victim.

If one of the PCs confronts Doc Ramsey, he will pay attention to them but regard them with boredom and aloofness. These people are his food, and he's not really there to talk. They really can't say anything that he hasn't heard before and he will ignore their pleas and threats. He will not physically confront anyone unless they have escaped their bonds. His Notice check is penalized by 4 to see what the other PCs are doing if he is verbally or physically sparring with another PC.

If the insults start flying and they get really creative, feel free to give the player with the best insult a Bennie.

Doc would rather leave than hurt his next meal, and will retreat to the heavy steel door. He will alert the family about what is going on and the entire family will transform into werewolf form. The family prefers to do its hunting in the upper levels and outside, so they will leave the PCs alone in the Basement unless they begin smashing ICU equipment or otherwise causing too much trouble. Even then, they would rather chase the PCs further into the basement than fight it out around expensive equipment.

The unconscious NPC in the room has no name on his chart, but it is clear that he is in his mid to late 30's by his build and the salt-and-pepper look of his hair. His unkempt beard and long fingernails indicate he has been there for possibly a month. Any players that are curious enough to check can find that he has been given a catheter and a colostomy bag for urine and feces collection, an IV for nutritional supplementation, and an epidural drug injection. Characters with medical knowledge may will find it odd that the his medication is



2. The Boiler Room

A heavy steel door tells little of this room's purpose, but characters who listen at the door and make successful [Notice-equivalent] checks will recognize the sounds of a boiler and water pump. This room contains many of the utilities for the house: the boiler for the old hot-water heating system, the water heater, limited access to the plumbing, and a backup generator. The only access to this room is the door in the ICU (1). That door is locked to the frame with an industrial-grade Master lock. These locks are extremely difficult to pick, especially without proper tools and require a Lock Picking check with two raises. The lock is practically impossible to cut without a torch. Doc Ramsey and Judith have keys to this lock, and Edward may know where a spare is stashed.

not delivered through the IV; the Ramseys do this to keep the drugs out of their meat. The lack of bedsores on the victim indicates that the Ramseys are taking very good care of him for reasons that are yet unknown to the PCs. There is a magnetic tag at the end of the steel bed frame that has a date written on it, and it is two weeks prior to the current date as far as the PCs know. Similar tags are found on the beds of the PCs and they all have today's date on them. The man is in a medically induced coma and cannot be revived by the PCs.

The grey mass of this steel door looms over you impassively. An industrial grade padlock solidly secures the door to its metal frame. No sign explains the purpose of the room beyond, but a faint mechanical hum escapes from the room, like that of a pump or generator.

3. The Slaughter Room

Access to this room is gained by one of three heavy doors, one leading to the ICU (1), one leading to the Curing Room (4), and one leading to the Pit (6). This is where the Ramseys set about the grisly task of cutting their previous guests into meat, and aside from the floors, it's not very clean. A pressure washer stands in one corner, hooked up to power and electricity and massive floor drains have the faint stink of death and rotting blood rolling up through them. Hanging from the ceiling are several meat hooks, some with bits of their past victims still clinging to the surgical steel.

If the PCs investigate the floor drains, they find that they have been flushed with water from the power washer. After only a moment's checking and with no rolls necessary, they find a bit of some soft hide and it appears to be animal hide at first. Characters who look at it more closely will notice that there's part of a butterfly tattoo on it.

The harsh stink of meat and blood and death fills your nostrils the second the door to this room opens. It is not overwhelmingly awful, but the smell is enough that it makes you reconsider coming in. The entire room is stainless steel, and only the floors and large grates in the floors are clean. From the ceiling hang several long, stainless steel hooks, some of them covered in gore, permanently stained red from hanging fresh meat. The walls are coated in blood from the butchering of the carcasses that takes place here. The lighting even has a pink cast to it from the pulsing halogen bulbs trying to shine through blood splattered shields over the light fixtures. A gasoline powered pressure washer stands sentinel in this room, the only thing in the room not stained crimson.

4. The Curing Room

After the victims have been slaughtered and cut into steaks, roasts, and ground human, the meat is taken to the curing room where it is salted, aged, spiced, and/or whatever else the Ramseys decide to do. They keep things organized into victims' last names, ages, sexes, lifestyles, if they know it, and how long the meat was left to "tenderize", presumably like the man in ICU's muscles are now doing. This organization extends to using large meat tags with the pertinent information written on it. The Curing Room is kept several degrees cooler than standard room temperature; the perfect temperature to let the meat age and cure. The heavy steel doors lead to the Slaughter Room and the Locker.

You leave behind the harsh odor of the Slaughter Room and smell only of meat. The lighting is low, but rows upon rows of shelves line the walls, and the room is cold. It's a curing room for the meat that the Ramseys carve up in the Slaughter room. Hundreds of white-paper wrapped packaged are on the shelves, each of them with writing on them, each of the packages cataloged by spices used, ages, sexes, habits, and last names of the poor souls that have been butchered and are now aging to perfection.

5. The Locker

After the meat has cured, it is kept in the Locker. This is a large walk-in freezer that is made entirely out of stainless steel. Racks line the walls, and on the racks are packages wrapped in white butcher's paper, taped, and labeled. The labels are hand-written, and look like they contain the same information as the tags in the Curing Room, with the addition of how long the meat cured or aged, as well as the spice blend used. Doors from the Locker lead back to the Curing Room and to a set of stairs that rises to the Kitchen (18) on the Ground Floor. An industrial-grade padlock hangs unused on the Kitchen-side of the door.

The heavy steel door warns you of what's inside before you even open it. It's a meat locker. Several degrees colder than the Curing Room, this is where the Ramseys keep their food of choice until it's time to defrost and serve. The shelves here look sparse, and you can't help but wonder what the hell you ate last night or if you are going to be food for some other poor souls lured into the Ramseys' trap.

6. The Pit

Opening the door to the Pit triggers a standard Notice check. The stench in the Pit is almost overwhelming. Those who pass their check are required to make a Vigor check. Failure of that check means that the character gets sick from the stench and spends the next round throwing up. Character who pass the initial check can continue on without risk of vomiting, but the smell is still overpowering.

The stench of this room hits you like a freight train the second you open the door. Rotting blood and death assault your senses and send you reeling as if you were physically struck. The scent gets stronger the further down the rough carved tunnel you go.

The Pit is accessed through a long tunnel, and it appears to open up into a cave system with an underground stream running through it. It is essentially a hole in the top of the cave system, and it is lined with carnage. It is quite obviously where the Ramseys have been dumping the remnants of the bodies they harvest their meat from.

The cave system narrows to a point where it is impossible to leave through, and it appears to be prohibitively steep to get down the sheer, damp limestone walls. If the PCs try to get down the Pit, they will be stuck down there amid decades of discarded bones, tissues, and skin. The

Ramseys will be just as content to leave them down there as rescue them. The only way in or out of the Pit is through the door that exits to the Slaughter Room (3).

The Upper Levels

Once the characters are out of the basement, getting out of the house is not the problem; getting out and getting away through the storm is. If they leave the house, the Ramseys will try to hunt them down. If they make too much noise inside the house, someone will hear them and alert the others. If they do anything other than stay put, they will be hunted down. Conversely, if they stay put, they will end up like the torso on life support in the basement.

The entirety of the house is laid out below, sectioned off by floors. Inventory items per room are listed alongside the room description, and how (or if) the PCs use them is completely up to them. They are being hunted, but slowly; the Ramseys know the PCs have nowhere to go, and they are taking their time. They enjoy the hunt, but they also enjoy terrorizing the hell out of their guests; the bigger the challenge, the more they like it. Jake is the most sadistic, playing with the PCs like a cat with a wounded mouse.

Random Encounters

The family isn't flat-out hunting down the PCs, but they aren't ignoring them either, especially if Doc has told them that their guests are awake. Any room the players enter has a random chance that there will be one of the extended members of the Ramsey family inside. Some rooms will always have one of the family members inside, and they are listed. Those family members should never be considered to be wandering randomly; they prefer to have their prey hunt them. After that first contact, they will pursue the party and may seem to appear in random rooms, but really they are traveling to areas that they think the party will be going to.

Any room has a 10% chance of having one of the family members inside. If Doc Ramsey noticed that the players are awake, they will all be in

werewolf form. If not, they will wait to change until they feel threatened, someone raises the alarm, or they see an opportunity for an easy meal. Only the following family members are eligible to be wandering:

- Janet Ramsey
- Tricia Ramsey
- William Hohen
- Rebecca Hohen
- Hunter Hohen
- Additional Relatives

Eventually these members will be found somewhere in the house. They might be looking for things left behind by former prey, they might just be lounging around, they could even be playing “Hide and Eat” with the PCs. Rest assured, however, they will not be letting the PCs go gently if they manage to leave the house.

The following description is for the first time the players see one of the family members transform into a werewolf, probably Albert, unless the players have a random encounter.

He gives you a wicked smile and lets out a deep breath. As he relaxes, different parts of his body start convulsing and spasming, as if his muscles were trying to tear themselves off and escape what is happening to the rest of his body. You can't help but stare as hair breaks out all over his body and he tears his clothes with weirdly distending limbs and writhing muscles. When, despite the madness of his body, he throws his head back and roars with a laughter, you can't help taking a step back. Soon his laughter changes to guttural snarls as his teeth lengthen and his face twists and stretches into a muzzle. It feels like an eternity, but you know that only seconds have passed. Now his hungry, yellow eyes focus on you, and at last you know what you're up against. You're not just dealing with a family of psychopathic cannibals, but with a pack of real life werewolves.

Random Items

In addition to random family members, rooms might also have a random item hidden away by some previous victim of the Ramseys. Some of these items are more useful than others, and most will only be found if the PCs search the room. These items may be found in any room; while the house is kept very clean over all, there are still a few places where things have been hidden. If the PCs plan on escaping instead of killing everyone inside, then perhaps they will also leave something behind for the next poor souls that are caught by the Ramseys.

Each room has a 5% chance of having a random item in it. It should only be rolled if the players state that they are searching the room. If there is an item, it can be found on a successful Notice check. For the items that are weapons, please refer to the statistics for the item in the Savage Worlds Core Book. In order to determine what item is in the room to be found, roll percentile dice on the table below.

Random Items

01 – 05	Bowie Knife
06 – 10	Loaded 9mm magazine (15 shots)
11 – 15	9mm pistol, no bullets
16 – 20	4 men's silver rings
21 – 25	A silver table knife
26 – 30	A pair of handcuffs – police issue
31 – 35	A list of social security numbers and names
36 – 40	Two shotgun shells with silver buckshot
41 – 45	A large pair of winter gloves
46 – 50	A thick stocking cap
51 – 55	A knit wool scarf
56 – 60	A pack of cigarettes, some with messages written on the papers
61 – 65	A man's wallet
66 – 70	A woman's purse
71 – 75	A .38 caliber revolver with 3 shots
76 – 80	A large, silver candle stick
81 – 85	A long, heavy duty extension cord
86 – 90	A claw hammer
91 – 95	A pair of pliers
96 – 00	A set of car keys

The First Floor

The PCs discover the Ramseys' perverse diet in the Basement, but it's not until they explore this floor that they learn what kind of monsters they are really up against. Once they know, they should feel hunted, terrorized, and more than a little insecure as they pit their hospital gowns and improvised weapons against legendary beasts. The players' biggest advantage is that the Ramseys want sport as much as food, so they are willing to allow the PCs to wander around, scrounge, and even take down individual family members without attacking them in mass, trusting that the werewolf's regenerative powers will eventually bring them back around.

7. Main Foyer

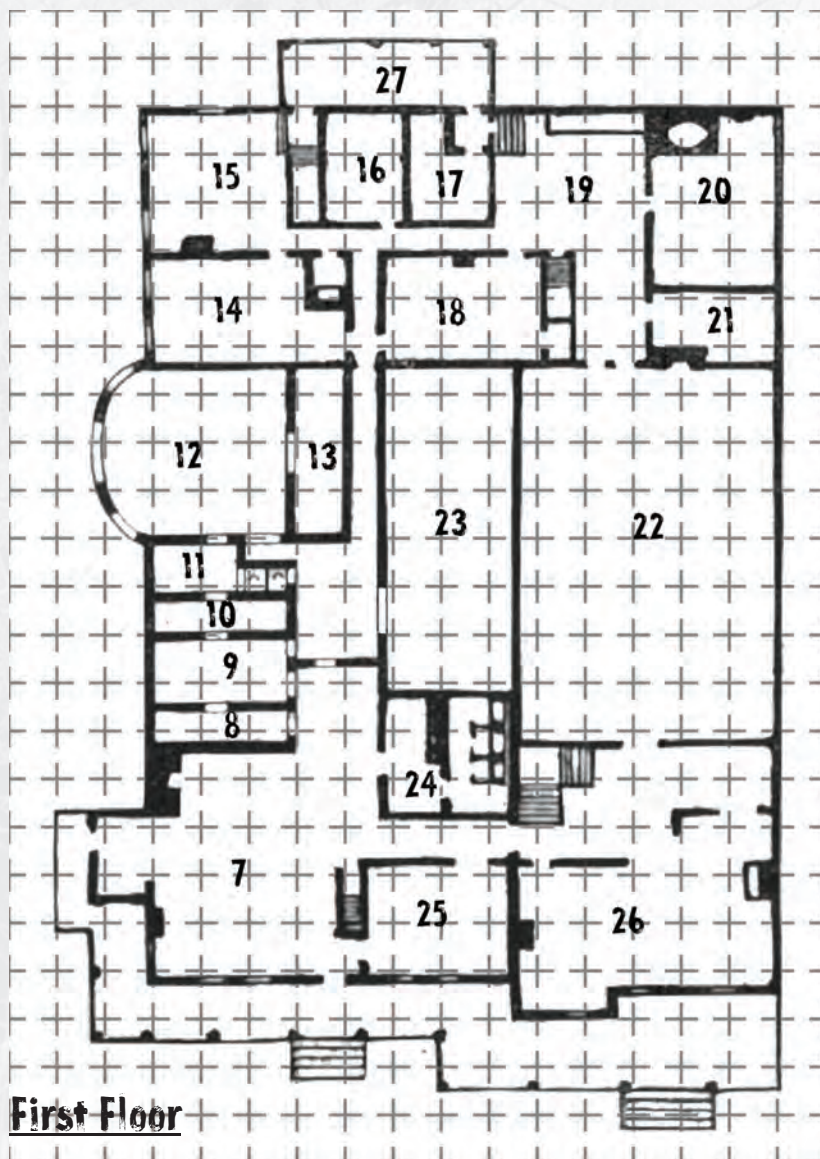
The Foyer leads to several areas of the house, and this is where the PCs were initially brought in through. The floors are all old walnut and in immaculate condition. Woven rugs cover the floors in the high traffic areas. There is an exit to the west side of the large front porch, a massive fireplace, what was once a sliding window into the Receptionist's desk (8) that has now been bricked up, a door way leading to the Office (9), an entry into the Powder Room/Water Closet (23), a set of stairs that goes up to the second floor next to the Parlor (24), and the room also has access to the Grand Parlor (25) and the Dining Room (21). A hook-lined stairway leads down to the Basement. and does double-duty as a coat closet, and several of the Ramseys coats hang here.

The scent of the meal still lingers in the air here; the same smell of pumpkin pie, fresh baked bread, and meat that once would have brought to mind memories of family, friends, and holidays. Now, the dark places of your mind have control, and the heady smells quicken your hearts and set every nerve on edge.

The doors to Reception, the Office, and the hall way leading to the back half of the house are all locked and are of normal difficulty to pick or smash in.

8. Reception

This simple room has a long, thin receptionist's desk right under where the old reception window has now been bricked over. A series of wooden filing cabinets line the rest of the wall on the other side of where the fireplace is. A door leads to the Office (9) and back to the Main Foyer (7). The room itself is almost Spartan



First Floor

in its furnishings; anything that could have been taken some place else, has been taken someplace else.

The file cabinets are empty, but the fronts have tags that say "Patient Records" and the six cabinets have markings for dividing the alphabet for ease of indexing. The doors to the Office and the Foyer are both locked when this room is found initially.

The tainted scent of the feast still lingers in this room, almost lost among the cobwebs and dust. The rest of the house is spotless; this room looks almost forgotten. It was once where the receptionist sat when the hospital was open. Now it is a haven for mice and spiders.

9. Office

The Office used to be where the doctors worked when not in the examination room. It has ample desk space, even World War I era brass electric lamps with green shades. This room is kept clean, almost as clean as the rest of the house, but not quiet; it looks like someone might still use the area on occasion instead of having the appearance of a museum. It has doors that lead to the Controller (10), the Main Foyer (7), Reception (8), as well as the back hallway through the first floor of the house.

Smelling of ink and the faint odor of Wite-Out, this room is an office, and one that is used often from the look of it. It is clean and organized, but it has the look of still having a purpose instead of being in a museum exhibit. The long hardwood desks and work spaces show the weight of years, but fresh ledgers and pens are out, ready to have another entry.

If the PCs poke around in this room they will find their coats hanging in a wardrobe near the door to Controller. Also, there is a file cabinet in the corner of the room, stashed under a desk;

not really hidden, but not in plain sight either. The file cabinet is unlocked and in it are folders; scores of folders that each have credit cards, IDs, business cards, social security cards, and other random bits of identification. Each folder is organized so each person has their own folder. Any cash or jewelry that the PCs were wearing (or past victims of the Ramseys) are not kept here. There are only folders in this cabinet for the current month.

The PCs can look and find their own folders and get their identification back. Depending on how they ended up in the basement in the first place, they may or may not need the ID to piece together who they are and why they are even here.

10. Controller

This small room has two desks, one in each end, and they appear to be for accounting purposes: large ledgers are on both desks and each desk has a large calendar and an antique brass lamp with a thick green glass shade over the bulb like those in the office. The Controller serves as a gateway between the Office (9) and Records (11) and there are no other entrances or exits from the room.

Twin desks in the room, set up with ledgers and green-glass shaded lamps says only one thing: accountants. There are signs of recent use in this room with pens being slightly out of place at the ledgers and the chair next to the east desk is not pushed close to the desk. Judging by the rest of the house, either someone was in a hurry, or someone is getting sloppy.

The ledgers are the books for the family. The one at the west desk shows utility bills, payments from patients, and other income and expenses. It has pages for the current year only, and the bills are high, but after what the PCs have seen in the basement, it's little wonder that this place uses electricity like a small city.

The other ledger goes back much further, dating back 20 years, and it lists things like "Gold Watches," "Cash," and other random assets that look like they are taken from travelers that the Ramseys have either found or out-right kidnapped. Some entries, like "'72 Galaxie" seem to be for cars, and to guess from the prices, they were going to chop shops, and others, like "3 for Boss G" suggest that the Ramseys run something of a body removal and disposal service. The PCs might notice that their entries are the last ones in the ledger and all of their personal belongings are listed with approximate values for each.

11. Records

This small room has a closet in one side and a bank of file cabinets in the other. The cabinets have records in them similar to those in the office; each of them holding IDs and other personal papers of past victims. The outside of the cabinets contains a tag that says "Clinic Records" and each of the drawers have a label spanning years. The years the tags span are getting less and less to the end, with the previous year being its own drawer and the current year spilling over into two drawers. The closet in the room opens to reveal a tall, thin safe. The safe is a combination lock and looks expensive. The Records room leads to the Controller (10) and the Main Floor Study (12).

The wear on the wood floor shows heavy use of this room; the file cabinet on the West wall and the closet door on the East practically have a path worn to them. It looks like most of the traffic came in one door and left through the other, and there is certain logic to the path; in one door, to the files, to the closet, out the other door. The closet door hangs open like the gaping maw of Hell itself, giving a shadowy look at a massive safe inside.

The safe is a Martin Iconoclast, and it is one of the best. It is an older safe and the ways to crack it are known by people in that line of work, but

it usually involves torches, drills, fiber optics, a stethoscope, and a lot of time and patience. To cap that off, the combination lock has numbers on the dial ranging from 0 to 99; there are 970,200 possible combinations. Everyone in the immediate Ramsey family knows the combination, and it can be tortured out of them if the proper leverage is applied.

Anyone can simply try the combination on the lock. The check is a Lock Picking check, but the difficulty of the safe requires 2 raises on the attempt. Because of the enormity of the number of combinations, subsequent attempts do not lower the difficulty at all unless the PCs are very methodically trying every combination. It takes 2 rounds to try a combination, so as a worst case scenario, without stopping, it would take just over 134 days to try every combination possible. Cracking the safe can be done in an hour with the right tools as listed above, but the difficulty to do so is a Lock Picking check at -4.

Inside the safe is the following:

- All of the cash and weapons that the PCs had on them.
- 4 9mm pistols, each with a clip of 15 silver bullets.
- A .30-06 rifle with 5 rounds
- Two shotguns, one with silver buckshot, one with slugs, each with five rounds
- An additional \$10,000 in cash
- An additional \$25,000 in random jewelry.
- A single custom .45 caliber Colt 1911, highly engraved, nickel plated with ebony scales on the grip. There are two clips of 9 shots for the .45, both of them with hollow point ammunition.

The Jake Ramsey will make regular sweeps of this area, knowing that the safe will serve as tempting bait for anyone caught in their house. He will always try to sneak in to look and will roll a stealth check as applicable. If Jake catches a character in there, he will attack and kill at will, but he knows when it's good to be quiet and will slay accordingly.

Moreover, Edward and Albert Ramsey are in the Main Floor Study (12) and if too much noise is made, they will hear it and prepare themselves for an attack, but will not go looking. If they see Doc or Jake, they will tell them what's going on.

12. Main Floor Study

This room is an old study. It was converted from the old examination room and completely reworked on the inside. New floors were laid, the walls were re-plastered, and new wood work was installed. That was all 60 years ago, but the house is kept in such great shape that it might as well have been done yesterday. This room leads out to the main hallway of the first floor, to the Humidor and Wet Bar (13), and to the Records room (11).

The main floor study will hold Edward and Albert Ramsey if they are present in the adventure. The two are not in werewolf form but will change in an instant if they catch the PCs. Edward is drinking some cognac while Albert is getting a fresh bottle from the Humidor and Wet Bar. The room itself is richly decorated, with floor-to-ceiling bookcases and heavy over-stuffed leather chairs in the center of the room, sitting on a rug. The floors are rich, dark hickory, and the windows are framed in thick velvet curtains. A fire crackles softly in the fire place, bathing the room in yellow light.

There are two possible outcomes for the description in this room:

Edward and Albert are unaware:

The room seems to exhale when the door is opened, and its breath is expensive liquor and even more expensive cigars, mixed with the rich scent of burning hickory. Inside the room you see two family members, Edward and Albert, sitting having a conversation, apparently completely oblivious to your entry. With what you know of them, it's almost nauseating that these beasts look human. Albert walks softly to an adjoining room, his footfalls barely audible. A fire crackles softly in the fireplace next to the bay windows, and weather tomes fill dark wood book cases that reach from the floor to the slightly vaulted ceiling.

Edward and Albert are aware:

The room seems to exhale with the door is opened, and its breath is expensive liquor and even more expensive cigars, mixed with the rich scent of freshly burned hickory. No light comes from inside, but the light from behind you catches a pair of eyes, making them flash green in the low light, and they appear to be huddled behind overturned furniture, pausing there for only an instant before setting upon their prey.

Once Edward and Albert are aware of the PCs, they will attack ferociously, diving over furniture and pursuing their targets with reckless abandon. Edward will change into his werewolf form immediately, if he has not already, but Albert enjoys pounding people to death the old-fashioned way and will wait to change until he sees the party as a real threat or challenge. The two will stay on one target. They will not run. They will not change targets, no matter what the other characters do to antagonize them. Once a target is down, they will move on to the next target that hurt them the most or the next closest target. Even if only Edward is present, he will still follow the same tactic.

The sound of the fight will draw the attention of all of the other werewolves in the house. Only Jake will come to investigate. He will be there four rounds after the combat has begun, and he will take a round to evaluate the situation before acting.

13. Humidor and Wet Bar

The Ramseys have expensive taste, and it shows in their booze selection. There isn't a bottle in the bar that's less than \$70 to buy, and most are over \$100. Cigar aficionados will notice the same in the humidor. The large wood and glass cabinet holds hundreds, if not thousands, of cigars, most of them look like various brands from Cuba, India, and who knows where else. The glasses look like they're crystal instead of glass, and the whole room just exudes style, elegance, and class.

The bar fills the closet; it is impossible to even guess accurately at what it might have been before the mahogany filled the closet and the bottles and cigars were put in. If the PCs need a drink, they can make any that they wish. If they want to make a Molotov cocktail they can do that quite nicely as well. There is also a small refrigerator built to look like one of the cabinets. It is stocked with snack food items, mostly sliced meat and olives. The meat has all appearances of being ham, but there are various smoked meats and some odd looking jerky as well. Whether the meat is human or animal is up to the GM.

The is a bounty of liquid courage before you is laid out so perfectly it would make a bartender weep. Liquor, booze, and even wine—all of it expensive—stands before you, held by masterfully crafted mahogany. What isn't holding booze appears to be holding cigars; a humidor stands guard over its precious cargo in one corner. Subtle labels from Cuba, India, and all corners of the earth stand out against the brown wrap of the expensive tobacco. The small room exudes style and class.

14. Folding Room

The folding room is another holdover from the days of the clinic and it looks like it has been left largely unmodified. Long tables covered in fresh linen line the room, except for the south wall where a great ironing machine still stands. It is coated in white appliance enamel, still looking as fresh as the day it was made, but small tell-tale signs show that it has been used recently. It is not hot. The rest of the room is dominated by the tables. There is not a single stitch of laundry in here to be folded. The whole are smells of fresh linen and the light scent of flowers.

There are no doors leading into this room, only doorways. One faces the Servant Dining Room (18), and the other leads into the Laundry (15).

The purity of the air in this room almost hits you like a punch to the gut. The change from the heavy scent of the meal is so sudden you almost think you've been transported out of the Ramsey house. This looks like laundry folding room; long tables covered in snow-white linen line the room, and a great ironing machine stands guard along the south wall, looking like a giant, smooth waffle iron.

15. Laundry

This once massive laundry room has been reduced to holding some soap, drier sheets, a table, some laundry baskets, and a commercial grade washer and drier. It is obvious from the wear on the tile floor that several sets of such machines used to be. Right now the machines are quiet and there is no laundry present to be done. The room has a doorway with no door to the main hallway through the ground floor, to the Folding Room (16) and to a small linen closet just adjacent to the Laundry. The linen closet holds dozens of sets of sheets and a few pillows.

The dizzying smell of perfumed soap is strong in this room, filling the air with a heavy scent. This room is used as a laundry room; two silver sentinels stand by, ready to be used for washing and drying. The huge machines are commercial grade, the last two remaining from what was once a whole room dedicated to them. Long tables and laundry baskets are in here as well, but the clothing is all gone. Boxes of powdered soap, Borax, and bottles of bleach line shelves near the washer. A small linen closet near the exit to the hall is packed deep with fresh linens and pillows.

16. Store Room

The store room serves as a large broom closet, holding vacuum cleaners, mops, brooms, assorted cleaning chemicals, and as a small accompaniment of tools useful for small-scale repairs in the house. The Store Room only has one exit, and that is to the main hallway that bends through the main floor.

This room is clearly the nerve center of the Ramseys' war on grime. Bottles of bleach, ammonia, and other cleaners wait in dutiful lines, and a line of mops, brooms, vacuums stands ready across from them. Even this room is painstakingly cleaned and organized, and the inventory chart on the wall practically reeks of obsessive compulsions toward cleanliness.

17. Cold Storage

The Cold Storage room is cut off from the house's central heating and is very noticeably cooler than the rest of the house. It once housed bulk storage items like butter, lard, and non-preserved fruits and vegetables, and other perishables. An ice-storage area in the room's ceiling kept it cold, but that was blocked up a generation ago when the Ramseys added the

Your breath clouds in front of you as you descend a few cold stone steps and open the thick wooden door to this room. Shelves line this room, and hooks for hanging meat dangle from a ponderous ceiling supported by heavy beams. You can see that once this room would have been stuffed full of butter, vegetables, and other perishables, it is now all but empty. A few odd and ends remain on the shelves, and a little snow blows in from a small, partially-open window. This room is clearly not on the Ramseys' meticulous cleaning regimen.

Back Porch. Currently, the Cold Storage room is almost empty, and what it once held is kept in smaller quantities in the refrigerators in the Kitchen.

The Cold Storage room has a small foyer in the corner that leads it to the Kitchen and to the Back Porch. It is the same level as the porch and is slightly elevated from the rest of the house. The only way into the room is through the foyer via either the Back Porch (26) or the Kitchen (18).

18. Servant Dining Room

When the house was fully staffed by maids and butlers, this small dining room served as their eating area. Today it is kept up and used for smaller meals when the whole family isn't present and when the formal dining room is not needed.

Walking into this room feels like taking a pay cut. A long wooden table fills much of the room, and a built in hutch sits across the room. It all looks well-built and well-preserved, but compared to the rest of the house, everything is plain, undecorated, and functional looking. A shag area rug hides much of the floor. It feels marvelously warm after so many cold wooden floors, but you can't help wondering where they hide the disco ball. A narrow closet door sits unobtrusively in the corner.

The Servant Dining Room exits to the hall and the Kitchen (19). Inside the dining room is a small closet that contains the linens for both the Servant Dining Room and the Formal Dining Room. Also in the Servant Dining Room is a china hutch that contains the silver flatware of the house and the formal china plates and serving sets.

19. Kitchen

The large Kitchen of the house is still used for small family meals and large gatherings. All

of the appliances are commercial grade and commercial sized, from the stainless steel blenders to the double four-burner gas range. Everything is oversized, and everything looks to be well used but well maintained. A dinner-sized portion of the amputee in the basement sits marinating in the refrigerator.

This room is shiny. The floor is dark tile, and the room has same beautiful woodwork that covers the rest of the house. The contrast only makes the metal stand out more. Polished, commercial grade stoves. A double-wide, stainless steel refrigerator. Rows of pans dangling from the ceiling. Knives hanging on magnetic strips on the walls. Everywhere you look, something gleams and catches the light. It's enough that it takes you a minute to notice the smell of last night's meat, at once enough to make you salivate and feel sick to your stomach.

The Kitchen has exits to the Cold Storage Room (17), the Servant Dining Room (18), the Bakery (20), the Pantry (21), and the Formal Dining Room (22). Only the door leading to the Foyer of the Cold Storage Room and to the Servant Dining Room actually shut and lock. All other doors swing freely and return to center via springs. It also has a staircase that leads down to the Locker (5) in the basement, and the door had a padlock on it that is not latched, making it next to impossible to come up from the basement but extremely easy to venture down into it.

20. Bakery

This offshoot of the Kitchen is used expressly for baking bread, pastries, and confections. A large brick oven, cool for now, sits in the northwest corner of the room, and butcher's block tables are throughout, most of them permanently whitened by flour dust that has been pounded, ground, and kneaded into them over the decades. The Bakery exits to the Kitchen (19)

The smells of baked bread and pastries tell you what this room is for and have your mouth watering before you're even through the doorway. A large brick oven squats in the corner, and whitened wooden tables fill most of the remaining space. A row of shelves line the walls filled with bakers' staples--flour, baking soda, sugar, and the like--and a couple loaves of dark bread sit rising on one of the tables.

21. Pantry

This pantry is still used to store durable goods. Canned food, bottles of preserved fruits, vegetables, and soup line the shelves, and there is even a stock of chocolate and baking goods in the room. The Pantry exits to the Kitchen (19)

This room feels like an itty bitty grocery store. Rows of canned goods, dry goods, jugs, and even bottled water fill this room almost floor to ceiling. The arrangement is meticulous and shows the same obsessive attention to detail that you've seen elsewhere in the house, with food sorted by type, size, and alphabetically. There must be enough food in here to stock a fallout shelter, and to judge from the packet-sized inventory list, the Ramseys mean to keep it that way.

22. Formal Dining Room

The Formal Dining Room is where the party first met the Ramsey Family. When they go back through, the dishes have been cleared from the table, and the room has been cleaned. The smell of the meal still lingers in the room, however, and the pungent smell of what appears to be, but was probably not, cooked pork is still thick in the air. The Formal Dining Room has exits that lead to the Kitchen (21) as well as the open area between it and the Grand Parlor (26).

This room was built to impress, and it definitely does that. Light filters in through stained-glass windows onto the massive dining table and crystal chandelier. A wooden-panel ceiling arches overhead, artfully carved and just managing to be elegant without seeming gaudy. Two giant fireplaces sit empty against the interior wall, and paintings and black and white pictures along the walls show the building, its doctors, and then the Ramsey clan over time. Other than the faint odor of almost-certainly-not-pork from last night, there is no sign of a meal here now.

23. Court

The court is a long, thin room. At one point in time it had a swimming pool in it, but that has been permanently covered and is currently set up as a shuffle board court. Sliding panels in the floor conceal anchors for stringing a net for other small court sports. The Court has only one exit, to the main hallway on the ground floor, across from the Office (9).

As you enter this room, you leave behind the polished, old-fashioned splendor of the manor and enter...gym class. The space is long and narrow, and to judge from the pattern on the flooring--hardwood on the outside, a ring of tiling, then more hardwood--it may once have been a swimming pool. Now the pool is gone, and the space has been renovated. Plastic laminate siding, the sort that can hold up to an enthusiastic game of handball, lines the wall, and a removable safety glass wall can divide the space for squash or other games. The space is currently set up for shuffleboard, with a half-finished game still on the floor.

24. Powder Room/Water Closet

The formal powder room and water closet from the house's original construction are still used. The plumbing has been updated, but it was done in a way that preserved the look of the old plumbing. The walls of the Powder Room are lined with mirrors and shallow vanities that contain empty basins for water. The Water Closet has a bank of 3 toilets, each in its own stall, and a sink in the south east corner of the room. The Powder Room/Water Closet is accessible from the Main Foyer (7) of the house.

An aged wooden sign on the door announces that this is the Powder Room. Much of the Ramsey house feels old fashioned and anachronistic. The Powder Room is so Victorian that it makes you feel anachronistic. There are pedestal sinks, complete with wash pitchers, shallow vanities, and a linen cabinet. The plumbing looks original, and even the wallpaper looks to be either original or in period style. They are hung with numerous nineteenth century portraits and pictures. A swinging vented door divides this room from a just-as-vintage water closet.

25. Parlor

The Parlor has been preserved for entertaining guests. The furniture in it shows some signs of wear, but it looks like it is vintage 1890's

This cozy room looks like a parlor. It holds a loveseat and several chairs, antique-looking but starting to look worn and the fabric shiny. The rest of the room also looks vintage, or at least like a passable imitation thereof, with fringed lamp shades, velvet curtains, and flowered wallpaper. A large fireplace dominates the room, and, upon second glance, you realize has been modernized to run on gas.

furniture and could very well be the original furniture of the house. The Parlor has exits to the Main Foyer (7) and to the hallway across from the Powder Room/Water Closet (24).

26. Grand Parlor

The Grand Parlor was for entertaining large groups of people. Its purpose now is more that of a family room. It has been haphazardly modernized: new chairs sit among the turn-of-the-century classics, original-looking wood floors look original are covered by new rugs, and a vintage 1920s radio stands in the corner beside a state-of-the-art television.

Across from the Grand Parlor is the main staircase for the house. It leads up to the second floor. The Grand Parlor exits to the open area between it and the Formal Dining Room (22).

Entertainment is the reason for this room, and it's clearly been used for that for a long, long time. The pastimes of a century stand around this room, from the antique baby grand piano to the 1920s-style radio to the new plasma screen TV. The furnishings are just as mixed, ranging from an old rocking chair to curved '60s chairs and a lava lamp to sharp-edged, modernist end tables. If you wanted to be polite, you could call it eclectic or kitchy, but if you have any sense of style, you'll just wince.

27. The Back Porch

The Back Porch is a three-season porch, and the door to it is locked with a standard lock. Both doors that lead from the house to the back porch require a key from either side, and a PC trying to pick it must roll a success on a Pick Locks check. The porch itself is not heated or insulated, so aside from breaking the wind and keeping the snow off the floors, it is the same as being outside. It may not be a comfortable temperature, but it would take hours for the effects of hypothermia or frostbite to set in. Half a dozen wooden deck chairs, a couple small

Walking out onto the back porch isn't quite like having ice water dumped over you, but it's close enough to make you wish you had some warmer clothes. The porch is good sized, but the clutter of wooden deck furniture and the howling wall of snow outside makes it feel close. The glass walls block the wind, but little of the cold, and your heart sinks to realize that you can see only feet into the raging storm outside.

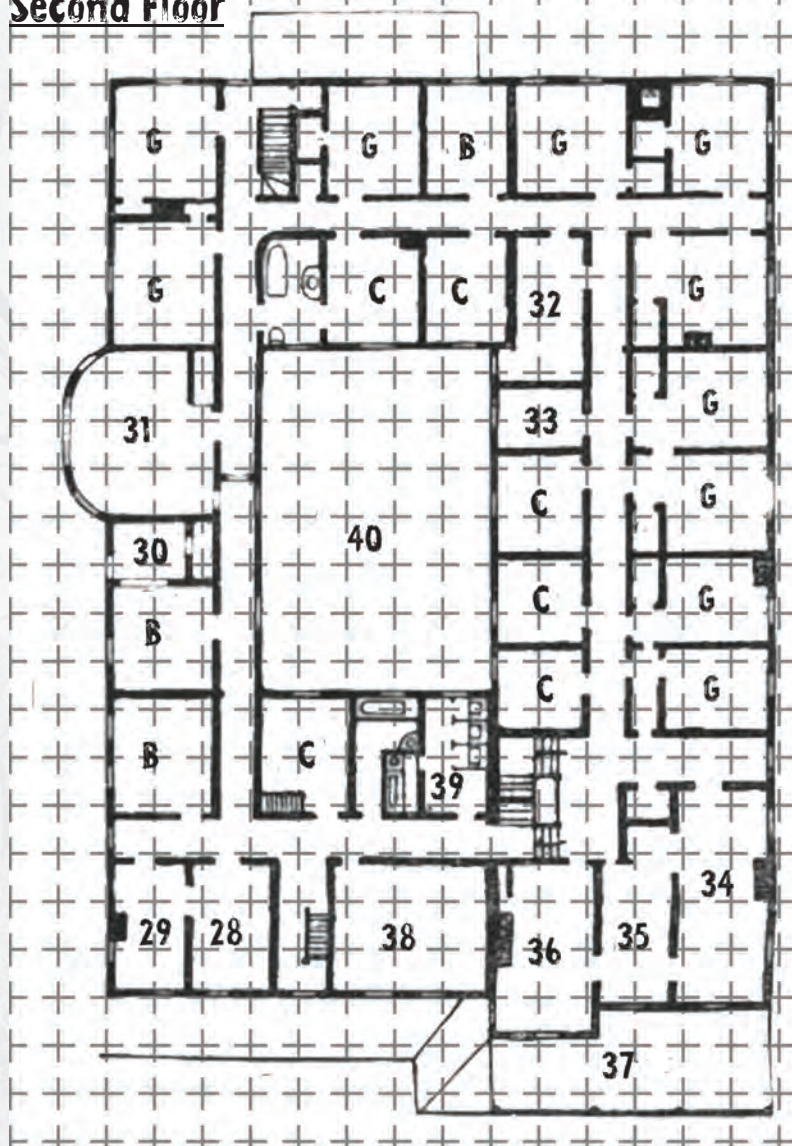
tables, and a porch swing take up much of the available space. The Back Porch has three exits. One goes outside, and it is literally impossible to see anything but snow being driven by the wind. Visibility is only a foot or two outside of the windows. The other two exits lead into the house, one to the entry vestibule in the Cold Storage room (17), and the other to a staircase that goes up to the Second Floor.

The Second Floor

After their encounters on the first floor, the PCs are likely to go to upstairs for one of two reasons. The first is that they've managed to get some equipment, turn the tables, and go on the hunt. The other is that they've decided even the blizzard is better than the Ramseys and are

You can't help starting and looking around nervously every time you walk up another gently creaking stair, but you remind yourself that the heroes always run upstairs in horror movies, and it always works out for them, right? Or maybe you had that backwards... Before you can finish that line of thought, you come out into the second floor hallway. Long, white hallways stretch away from you in both directions. Enough doors open into the hallway for a small hospital or hotel, and with the combination of old woodwork and geometric, '70s carpeting make it look like the haunted kind.

Second Floor



desperately looking for some heavy clothes. The werewolves know all of this and are happily setting up surprises of their own.

The Second story of the house is comprised mostly of bedrooms. When the house was still a functional hospital, these rooms were for patients who had to stay for longer than a simple office visit. Many of them share the same features and do not have individual descriptions. Instead, these rooms are lumped into three categories: Bedrooms, Court Rooms, and Guest Rooms. They are addressed first below and are marked on the map as BR, CR, and GR, respectively, and not with numbers. There are also two sets of Suites made up of rooms 28 and 29, as well as 52 and 53. Rooms on the second floor are just as likely to contain random items and encounters as

those on the first floor, and the PCs can also find their clothes, freshly laundered and folded, spread among the dressers in the unoccupied Guest Rooms. These dressers also contain a variety of other clothing either taken from victims or simply overflow from one of the family members' rooms. If the PCs are frantically looking for cold weather clothing, you can have some good comedy letting them discover bikinis and Holden's outgrown clothing before finding anything useful.

Bedrooms

There are three Bedrooms, all of which are marked with a "B" on the map. They all have the same furnishings and contain a simple bed, each with a quilt and white linen pillow cases. Each of them also has a nightstand and a small area rug on the floor next to the bed. All of them lead to the main hallway of the second floor, and none of them have closets. Guests that are staying overnight, if not put down in the basement, are generally put up in the Bedrooms.

Court Rooms

There are more Court Rooms than bedrooms, and the difference between the two is that the Court Rooms have access to the Upstairs Court where the bedrooms do not. Other than that, they are almost identical in appearance, each with a simple bed with a quilt and an area rug on the floor. Each of them also have a nightstand, and none of them have closets. There are six Court Rooms, all of which are marked with a "C" on the map.

Guest Rooms

The Guest rooms differ only slightly from the Bedrooms; aside from a slight size difference, the Guest Rooms also have closets. The Ramseys put up family members and other guests that are staying longer than a single night

in Guest Rooms. The number that are currently occupied depends on the number of Ramsey Family members present. If all of the rooms are filled with guests, they will begin to fill the Court Rooms as well. Keep in mind that Jake and Janet have their own, numbered rooms, and Edward will occupy the suite combination of 28 and 29 if he is there. The Ramseys have eleven Guest Rooms. They all share roughly the same descriptions, and the only thing that varies from room to room is the closet size and placement.

This is a small bedroom, with a simple quilted bed, a nightstand and a small area rug. A few pictures on the wall show farms from the area in decades past. Despite these, the room has the impersonal feel of a hotel or guest room.

In addition to the generic Bedroom description, each occupied Guest Room will have some personal effects of its current inhabitant.

- Albert has little in his room except for an old leather suitcase, his clothes, and an old-fashioned shaving kit with a straight razor.
- Tricia, if she is present, shares a room with Albert but keeps most of her things in the nearest empty bedroom. She's something of a clotheshorse and has substantially more luggage, extra shoes, and jewelry.
- William likes his gadgets and brings them with him. Left sitting in his room are an expensive alarm clock, a new tablet computer, a separate e-reader, and whatever the new "must-have" item is to hit the market.
- Rebecca's luggage is mundane except for a set of exercise bands and that she's been trying to learn to knit sweaters. She hasn't quite figured it out yet.
- Hunter has the latest portable video game system with him as well as an assortment of toys.

28 and 29. Edward's Suite

Edward's Suite may or may not be occupied depending on the number of PCs in the party. Regardless of whether Edward is present for this scenario, the PCs will feel like they just stepped into a high class bedroom suite from 50 years ago. The room is impeccable, and while it looks lived in, it is also very, very clean. Edward moved in from the Master Suite when his wife died 30 years ago, and Judith and Doc keep it exactly as he left it so that he can be comfortable when he visits. The two rooms of the suite have pocket doors between them, and they each have an exit to the main hallway of the second floor.

A small mantle clock chimes as you open the door to this room. Once you climb back in your skin, you start to take in the room. The whole place exudes luxury, but in a mid-20th century way instead of a Victorian one. Dark wood tables hold silver ashtrays, and rows of old books, many of them leather bound, line the walls. A fine leather couch sits in the middle of the room, and a painted screen decorates one wall, but multiple mirrors keep the room from feeling crowded. You can see a four-post bed in the other part of the suite, as well as landscape and nature paintings and a what looks like a Warhol mushroom cloud. The place feels lived-in but somehow manages to be even more spotless than even the kitchen.

30. Nursery

Back when the Ramsey House was a functioning hospital, they had the occasional birth to handle, and this small room was the main Nursery. It has been converted over into a small nursery for a single baby, but it doesn't look like it has been used in some time, and the décor indicates it hasn't been updated since the Ramsey children used it some 18 years ago. It also has a very small closet attached to it that is used to store extremely soft flannel blankets and bed sheets, all sized for cribs.

As you leave one bedroom behind, you step into another one, this one built for a smaller scale. The solid-wood crib looks like an expensive antique, but everything else, from the draping to the bright pillows to the collection of children's books, feels like it came out of a time capsule from the 1980s. Despite its dated appearance, this room must still receive periodic cleaning--it's dustier than the other rooms, but not by much.

31. Upstairs Study

The upstairs study is lavishly finished in mahogany and if the PCs have been through the Main Floor Study (11), they will notice that it is strikingly similar in build and furnishings. If the PCs didn't kill Doc Ramsey in the ICU (1) where they first saw him after coming out of their drug-induced coma or encounter him try while trying to open the safe in Records (10), this is the only other place they will find him in the house. The Upstairs Study does have its own mini-bar and humidor in small closet as well, but it is stocked only with the finest cigars, cognac, and scotch--Doc Ramsey's private stock.

32. Court Supplies

The Court Supplies room contains items for the games that are played in the Court. Shuffle board, badminton, pickle ball, and dodge ball equipment are all available in the small closet, as well as an indoor croquette set and sundry other equipment. Some outdoor sports equipment,

Whoever directs the cleaning for the rest of the house must not go into this room often. It is crammed full of equipment for just about any game that you could play inside, from basketball and dodge ball to pickle ball and badminton. After so many painstakingly organized rooms, the slapdash organization of this room is at once relieving and unnerving.

like baseball bats and golf clubs is also kept in the back of this room. The Court Supplies room has access to the hallway around the second floor as well as to the Upstairs Court (58)

33. Linens

This room serves as the linen closet for the upstairs, and it is also a towel room for those leaving the Upstairs Court to their rooms or to the Bathroom. It serves as another thoroughfare from the hallway around the second floor to the Upstairs Court (58).

The scent of laundry detergent tickles your nose as you open the door to this room. The space is a somewhat dim and narrow enough that you don't know whether to call it a room or a hallway. Shelves and cupboards line one wall, and the piles of towels and linens are clearly the source of the smell. The wall has a line of hooks, presumably for towels, and a bench alongside it. A couple pairs of athletic shoes sit under the bench, and there is a closed door on the far side of the room.

34 and 35. Master Suite

This is where Doc and Judith sleep, and it has a very cozy, lived-in appearance. Things aren't kept as neat here as the rest of the house, but it is still very clean. What it lacks is the sterility of the rest of the home. The two-room suite serves as their primary living space, with room 51 being a miniature living room/den and room 52 serving as their bedroom. The style is more modern in its décor, but it harkens back to the original style of the house with lots of dark woodwork and other trappings of the Victorian age.

This is the only place in the house that the PCs will find Judith. She's reading a book in a plush chair in Room 51, and will talk with the PCs as a mother scolding a child. She will not hesitate to lead the attack if they disrespect her in any way.

She will not stand for the PCs having killed her other family members (if they have), and to be honest, she's tired of the werewolf game. She will fight to the death if a fight does break out, but at the same time, she has a certain kind of death wish--what other kind of werewolf has a house stocked with silver?

The scent of lavender and the glow of a fire welcome you as you open the door to this bedroom. Inside you see a suite, and a well decorated one at that. It uses the colors and dark woods of the house, but the styles are clearly modern with clean lines and simple designs. The art also looks modern, but with classic themes or touches. While undeniably clean, the room looks comfortable and more lived-in than almost any other place you've seen. The inviting glow of a fireplace spills out of an open doorway at the far end of the room.

The doorways out of the room lead to the main hallway around the second floor. There is also a door that leads from the suite to Janet's Bedroom (53), but it is locked and not used.

When the players look into the next room, read the following text.

You look through the doorway and see into a cozy living room. Bookshelves filled with a mixture of old books and recent paperbacks and family pictures line the walls, as well as a large wall-mounted TV. The room has a comfortable looking couch and two plush chairs. A middle-aged woman in an oversized cardigan sits in one of them. She puts down her book when you notice her, and says, in a tone that reminds you of your mom when you spilled juice on the carpet as a kid, "Didn't anyone ever teach you to knock?"

36. Janet's Bedroom

Janet's Bedroom is a mixture of Victorian and modern themes. The original woodwork is intact, but the colors of the room have been updated. Instead of large paintings, band posters and memorabilia decorate the walls.

If Janet has not been encountered in any other room of the house, she will be found in her room, hiding in the closet and waiting for the best time to catch the PCs off guard. She loved playing hide and seek as a kid, and it isn't any different now. As the PCs try to run (if they try to run) she will taunt them with phrases like "Come out, come out where ever you are..."

Janet's Bedroom leads to the Veranda (54) as well as the main hallway that circles the second floor. There is a door that leads to her parents' suite, but it is locked.

Looking around this room, you think you've found the source for some of the clashing styles around the house. This room is a mishmash and must belong to a pack rat. The room has the original woodwork, including some ornate crowning that you've not seen elsewhere, but the walls have been repainted in pink and purple and are plastered with band posters, school memorabilia--from a high school graduation cap to what looks like preschool drawings, photographs, and small prints of modern art. In addition to the furnishings you've seen in other rooms, a modern-style glass and steel table sits in one corner of the room.

37. Veranda

The Veranda is, in warmer weather, a place to relax and enjoy the evening, above most of the bugs and the fog of the evening. During the winter months, it is a snowy shadow of its former self. Right now it is almost inaccessible

due to the snow piling up on top of it, and the furniture under the snow is unrecognizable, covered by piling and drifting powder.

You step out onto a veranda. It feels like the kind of place where you could really relax, have a drink, and enjoy watching the summer sunset. Today, however, you get to shiver as the snow hits you so hard that it hurts. The wind grabs at you and all but tears the warm air out of your lungs. Through the sheets of snow, you can just make out the railing and some mounds of snow that might or might not be deck furniture.

38. Jake's Bedroom

Jake's bedroom, much like his sister's, is a mixture of old and new styles. Jake's bedroom does have some more recent decoration, however: the remains of poor Alexis Monroe. It looks like she exploded when Jake killed her, and a successful Spirit roll is required to enter the room. Those who pass will notice that the room is still dripping with blood and carnage. Those who fail will prefer to wait in the hall way, trying to not throw up. The only door in or out of Jake's room is to the main hallway that leads around the second floor.

Characters who enter this room will have the stink of blood all over them, even if they don't touch anything. Werewolves will have an easy time tracking these characters, and the PCs will have a tough time sneaking past the werewolves. The Wolves receive a +2 bonus to Notice or Tracking checks used against the PCs unless they are downwind.

If the characters did not encounter him by the safe in Records (10), they will find Jake in his lupine shape here, sitting in the middle of the gore chewing on some tasty bits of Alexis. Unless the PCs act against him immediately,

Going Outside

Clever PCs might try to get outside and hide under the patio furniture covered in snow if they think it's out there. The storm is blowing hard enough that their tracks will be obscured and completely covered in a matter of minutes. The Werewolves might be able to track the scent of the PC to the door to the Veranda but they would lose it after that. Using the table as a makeshift igloo has its advantages, particularly if the PCs find or steal some warmer clothing and dress in layers before they go out. However, their big problem is going to be keeping an airway open and not asphyxiating before trying to escape later. If they keep the airway open, they risk getting caught, but if they don't, they will fall asleep as they suffocate in their own CO2.



his first action will be to stand to his full blood-drenched height, stretch his dripping maw to the ceiling, and give a howl to make your hair stand on end. Most people find themselves running away down the hall after this, which is just the way Jake likes to begin his hunts. If Jake is encountered in his room, he has a +2 bonus to any Intimidation checks he makes while still in there.

The sounds and smell of this room register before your eyes take in the horror of this room: the irregular drip of blood falling from the ceiling into the puddles of it on the floor and the stench of bile, blood, and bowels scattered across the room. The carcass that lies rent and broken upon the floor is nearly unrecognizable, but a few matted locks of orange hair and the remnants of a letter jacket indicate that this thing was once Alexis Monroe.

The faint odors of sweat and floor polish drift toward you as you gaze into this cavern of a room. It's dimly lit, but the gaping space can only be a gymnasium, a suspicion you quickly confirm by finding collapsible hoops and floor markings for basketball. The darkness feels ominous, but aside from yourselves, the place is empty. For the moment.

The Attic

The top level of the house is split between the North and South Attic. The Ramsey family uses both of them as a dumping ground for their bric-a-brac. The Attics run the entire length of the house and have low, slowly sloping ceilings that are the underside of the roofs. They peak at around 10' high and they almost meet the floor around the edges. In contrast to the obsessive cleanliness in the rest of the house, the Attic is

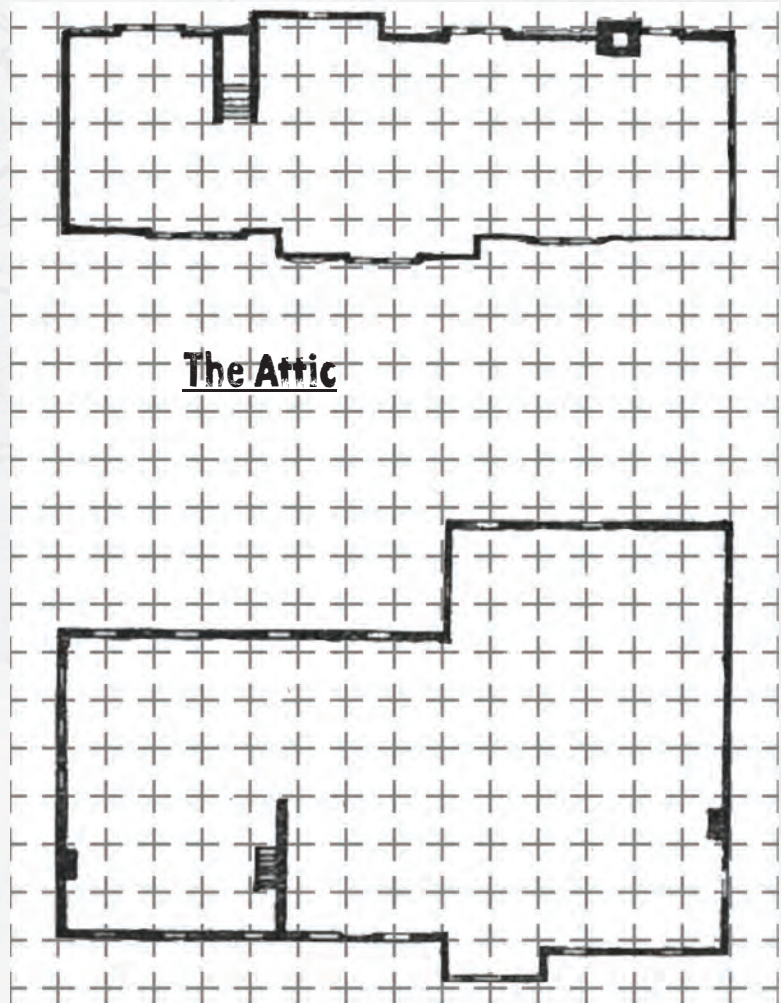
39. Bathroom / Water closet

Where it is visible, this duo of rooms is exactly as it would have been over a century ago. However, it has been completely modernized and is very functional. The floors are all tile, the sinks are all marble, and the toilets are glossy white porcelain.

40. Upstairs Court

The upstairs court is similar to the court on the main floor for purpose, but it is nearly twice the size. The hardwood floor has markings on it for small court sports like pickle ball, badminton, and shuffle board as well as larger court games like tennis and volleyball.

None of the werewolves will be encountered in the Upstairs Court. They are either hunting or in their respective rooms.



refreshingly dirty and cluttered. Plastic tubs of children's toys are stacked atop old wooden file boxes, and dusty furniture is piled with curious-looking, antique medical equipment. There is only a partial floor that creates an island near the stairs and access panels. Blow-in insulation covers the rest of the floor, and there are a few other small, covered areas that can be reached by hopping across rafters.

The Ramseys all played up here as children, and they made the other floored areas some of their old play spaces. Having been made for kids, they are often not sturdy enough for those over 80 lbs.; characters who step on them should make an Agility check to avoid losing their balance and falling through the ceiling of the room below. Janet especially loves it up here.

If the PCs are still trying to scrounge some gear, the Attic is the right place to do it. There are 1d10 Random Items stashed among the clutter or visible poking through the insulation, if the PCs have the time to look for them. It is also one of the more defensible positions in the house if none of the werewolves beat them here and they are able to block off the staircase in either half of the attic. It's still numbingly cold here, but not dangerously so, and characters who had not yet found suitable clothing before coming up have to worry about frostbite more than freezing to death. Characters that are wearing even a couple of layers will be fine as well.

You can see your breath and taste the dust as your eyes adjust to this dim cavern. What light comes in through chinks in the roof reveals a single long room. The area near you is stuffed with boxes, trunks, old furniture, piles of ragdolls, and knick-knacks of all shapes and sizes. Further away, you can see where the flooring stops at a sea of blow-in insulation balls. Anywhere but here, such a normal, cluttered attic would feel comforting. Here it just frees your imagination and makes you wonder what's watching you in the darkness.

Outside

Once the PCs are outside, whether early in the adventure or after a series of encounters inside the Ramsey estate, the hunt is really on. Unlike in the house, where hunting and killing is largely an individual pastime, hunting outside is a family sport, and all the more exciting with the blizzard. In order to escape, the players will somehow have to lose the werewolves and find somewhere to wait out the storm or make a stand. Either way, it will not be easy.

Stepping into the weather is like being bludgeoned with a gigantic snow cone. The blizzard is still rolling through, and the cold is so intense that unless the players were able to properly prepare themselves, their skin will start to freeze in minutes. Visibility is near zero, and the wind wipes away tracks almost immediately, making it extremely difficult to keep a steady course. In game terms, this means a -2 to all visual or auditory based skills while the character is in the blizzard.

If the PCs were able to sneak out of the house without alerting the Ramseys, they will have a good head start but are probably the most vulnerable to the cold. They will have about 10 minutes from the time they leave before Doc Ramsey notices that they are no longer in the basement and alerts the others. 5 minutes later, the Ramseys will have transformed and tracked the characters to the door of the house. They will then branch out and start looking for a fresh trail or a glimpse of the characters. The characters will not have time to escape completely, but they should have plenty of time to get to the Carriage House or Machine Shed.

Conversely, if the characters manage to really turn the tables on the Ramseys and hunt them down inside the house, the werewolves may try to lure the PCs out into the open where the terrain favors them more and they can work better as a pack.

The most likely reason for the PCs to come outside, however, is that they've explored the house to some extent, had some run-ins with the wolves, and gotten enough equipment to risk going out. Just like the Ramseys hoped.

You thought you were cold running through a meat locker in a hospital gown. Mother nature seems to think otherwise, and she's determined to show it to you. As you step outside and the wind hits you, you realize that it's so cold that it almost doesn't make you shiver; it skips that part and goes straight to hurting. The snow swirls around you and the gusts almost push you over as you stumble through knee-high snow and waist high drifts. Bad as that is, the feeling is worse. The feeling that somewhere out there, out beyond the few feet you can see through the snow, someone is watching you. Watching you and smiling.

In Their Element

Once the characters leave the Ramsey house, the full hunt is on, and whole Ramsey clan takes up a howling, gleeful pursuit.

The Ramseys play to win, but how aggressive they are depends on what they think of the PCs. If the family hasn't been impressed, they're perfectly happy to have good sport and stretch things out for miles, running in from nowhere to draw some blood and then disappearing again into the snow. In this case, they target the weakest and the wounded first, distracting the more powerful members of the party while part of the pack drags away the weakest or otherwise splits the group. If the players have managed to get some silver weapons and shown themselves to be capable, the Ramseys will be more businesslike. Rather than playing, they will start with the biggest threat--be it a character or a silver-loaded shotgun--and try to take it out. They will work as a pack to do this, with some making themselves (bad) targets while others sneak around to flank, harry, disarm, or hamstring their prey. They will also focus on taking down one or two characters at a time and will only break off to engage other characters that become more of a threat, for instance by pulling out a silver weapon, or once their original target is down.

The werewolves aren't as affected by the weather as the PCs are. Their coats protect them from the worst of the cold, so they only have to worry about freezing if they stay still for an extended time. They can only track the PCs when their trail is fresh, only about 5-10 minutes old, but their sharper eyes and sense of smell let them navigate the storm better than a human could. The werewolves are not penalized by the blizzard as the fleeing characters are.

It's unlikely that the PCs will be able to talk their way past the Ramseys, but if they're bristling with silver, there is a chance of it. Jake and Judith especially are itching for a fight, but Doc Ramsey and Edward are fond enough of living, and if they are convinced, they can hold the rest of the pack back. They players would have to be really convincing to accomplish this, and if they have actually killed any family members, Judith is unlikely to give allow them time to talk before attacking.

In addition to miles of the dense woodland, the Ramsey estate contains a few specific places that the players may find and investigate.

Carriage House

When the house was built, the Carriage House served as a sort of garage and stable. Today, it is just a garage, but it still has most of its original decor; carriage wheels, old oil lanterns, and bits of tack and harness adorn the walls. The Carriage House fits three cars, and right now Doc's SUV, Judith's late-model coup, and Jake's Jeep take the spaces. The SUV contains a basic winter survival gear and first aid kit, and Jake left his GPS sitting out in his Jeep. GPS doesn't like a blizzard any more than cell phones do. The rest of the family's cars are parked outside on the circle drive that connects the house to the road. Most are unlocked but still need to be started, and driving in this weather would be an act of idiocy. In addition to cars, the Carriage House has a side room containing basic automotive tools, a tow chain, and a car-battery charger, a coffee maker, and two pairs of coveralls. Three car-sized doors open into the parking spaces, and a Dutch door opens into the side room.

This whole place is like the well-oiled split door you came in: quaintly old-fashioned and impeccably maintained. Like the house, everything, even the tools and motor oil, is put away in its proper place. The building still has something of the feel of a stable. Wheels hang on the walls, and equipment for horses is on prominent display, but jacks, drip pans, and a creeper testify that the space is still functional. Even after the short time outside, you're not sure whether you're happier that this space is heated or that you can see more than a foot in front of your face.

Machine Shed

The Machine Shed lies behind the house and Carriage House, tucked away near the edge of the trees. It is a roughly 10' by 10' structure and looks like a recent, commercially-built addition. It houses most of the groundskeeping equipment: trimmers, rakes, a large riding lawnmower, clippers, an axe, and other lawn tools.

Since the chainsaw is not a cold-weather tool, the oil in it is pretty much tar right now. If the players can figure out some way to warm it up to something closer to room temperature, however, they will have found a fun new toy--so long as they keep running it every few minutes to keep the oil warm.

After all the beautiful Victorian woodwork that you've seen here, you're almost disappointed to see this generic, off-the-lot looking shed. You get over that the door opens and you see what is inside. Your eyes immediately go past the lawnmower, rakes, and yard tools to land on the pruning shears. Next they slide over to an axe, a pick-axe, a sledge hammer, and--can it be?--yes, a chainsaw!

Hunting Lodge.

Really more of a large hut than a lodge, this ramshackle structure used to be Edward's place to get away. He's neglected it for almost thirty years, and you can tell. The walls sag, the windows are broken, and the whole place feels empty and desolate. Almost anything useful here was taken out long ago or is useless after so much exposure to the elements.

You want to weep with relief as you step out of the wind and into this corpse of a building. The windows are broken or missing, leaving only rattling shutters. Drifts of snow almost conceal piles of duck decoys, old magazines, and bits of camouflage netting, and the moldering heads of taxidermied animals watch you from the wall. But it is out of the wind.

Aftermath

Assuming that at least some of the players manage to get away, there are a few likely ways this adventure will work out.

If the PCs were victorious and managed to kill or disable all of the Ramseys, someone will come to investigate the house, and the whole affair will break the news. The media will feast on a cultish-family of cannibals that seemed so much like the family next door. Inquiries will be launched into how they got away with it. A made-for-TV movie will immediately go into the works, and anything about werewolves will quickly be dismissed.

If the PCs escape but leave some of the Ramsey's behind them, either by giving them the slip or by taking them down with non-silver weapons, they may be out of the frying pan, but there's still plenty of fire to go around. Reporting the Ramsey's to the law won't go far. The PCs would need a search warrant to get any solid evidence, and with just their word against such an upstanding family, they won't get one. It doesn't help them that Doc Ramsey once

reattached a finger for the local sheriff and delivered the judge's babies. Also, the good doctor or his family will report the PCs to the police once the weather clears, saying that after the Ramsey's took them in from the storm, the drugged-up PCs attacked them. If they really got on the Ramseys' bad side, they might even start calling in favors from their underworld contacts.

Game Information

The Ramsey family is a special type of Werewolf. Through the generations, they have become more accustomed to the touch of silver, and like a person developing an immunity to poison, they can tolerate it much better than their non-Silver Acclimated kin.

All of the werewolves in this adventure use the same statistics, except for Doc Ramsey, Jake, and Judith who are Wild Cards.

Silver Acclimated Werewolves

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d10

Skills: Climb d8, Fighting d12+2, Guts d10, Intimidation d10, Notice d12, Swimming d10, Stealth d10, Tracking d10

Pace: 8; **Parry:** 9; **Toughness:** 7

Special Abilities:

- **Claws:** Str+d8
- **Bite:** Str+d6
- **Fear -2:** Werewolves chill the blood of all who see them.
- **Infection:** Anyone incapacitated by a werewolf has a 50% chance of rising as a werewolf themselves. The character involuntarily transforms every full moon. Resisting the change or forcing it when the Full Moon is not present requires a Spirit Check at a -4 penalty. Each year, this check difficulty reduces by 1 until it reaches 0. At that point, the infected character gains a +1 bonus for the next three years. After the third year of bonuses, the infected character can change at will.
- **Invulnerability:** Werewolves can only be

Shaken by weapons that are not silver, not wounded. Being twice shaken by non-silver weapons does not incur a wound.

- **Infravision:** Werewolves can see heat and halve penalties for bad lighting when attacking living targets.
- **Weakness:** Werewolves suffer normal damage from silver weapons but not from handling it. Silver Acclimated Werewolves often have silverware sitting around to throw off those who are suspicious.
- **Regeneration:** Werewolves regenerate one wound every two rounds
- **Death:** Silver Acclimated Werewolves can only be killed by a Silver Bullet to the heart or by decapitation with a silver weapon.

Wild Cards

The three Wild Cards have the same statistics as their family members, but they also have the following Edges:

- **Alertness:** They receive a +2 to all Notice checks.
- **Ambidexterity:** The Wild Card werewolves do not have an off hand.
- **Improved Frenzy:** The Wild Cards receive an extra attack each round at no penalty. This attack is always their bite.
- **Two Fisted:** The Silver Acclimated Werewolves do not suffer a Multiple Action Penalty when attacking with both hands.