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WARRENS beneath the GLACIER



Ice Age Horror by J.C. Connors

ABOUT THE ADVENTURE

Warrens Beneath the Glacier is a *GURPS Ice Age* adventure with Lovecraftian horror undertones. It can easily be adapted to other systems (a *Call of Cthulhu* version is also available on www.1shotadventures.com).

The adventure is set over 30,000 years ago in the Blue River Valley, somewhere in Europe, long before the dawn of civilization. The adventure is a loose sequel to *Canyon of the Snow Cairns*, but takes place decades later. Players do not have to have experienced *Canyon of the Snow Cairns* to enjoy this adventure!

In this adventure, the Clan of Three Claws is facing the harshest winter known in generations. Food is scarce and the rivers are frozen. The tribe is desperate and needs to find shelter, so it sends several groups of scouts to the nearby hills to search for warm caves so that their people can survive. These hills, however, are ancient and inhabited by the degenerate Voormi-Men, a people who worship the Black Thing Beneath the Glacier. As these two groups collide, the PCs stumble into the Voormi-Men's plan to use sacrifices to awaken their horrifying slumbering god.

The adventure is suitable for four-to-six 100-150 point characters. The end of this adventure includes six pregenerated characters so you can get started right away.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in SMALL-CAPS. Sections marked with a map icon are side-quests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with a person icon are opportunities for specific PCs, notably the pregenerated characters from the end of this adventure.

ADVENTURE SUMMARY

A thousand years ago, the savage, three-toed Voormi-Men lived in the deep caves under the mountains of prehistoric Europe. These primitives kidnapped both Cro-Magnons and Neanderthals alike and dragged them deep under the earth, to sacrifice them to their foul frog gods, hoping that one day they would awaken Zhothaqquah, the Black Thing Beneath the Glaciers.

Eventually, the Neanderthals found several of the deep shafts that led into the Voormi-Men's home and sealed them with heavy stones. For generations, the Voormi-Men's attacks stopped, and they were rarely seen.

COLD WEATHER ROLLS

Temperatures routinely plunge well below freezing in the hills, and the bitter winds make travel especially dangerous. Travelers face frostbite, hypothermia, and exhaustion. *GURPS* typically requires a roll every 15 minutes in such conditions, but that's too onerous for most games!

Instead, for every half-day of travel, each PC makes one HT-based SURVIVAL (ARCTIC) roll, or another SURVIVAL roll at -3. On a failure, the PC arrives exhausted (drops to 1 FP) and suffers 1d damage from cold weather maladies. On a success, the PC still loses 2d FP.

Note that these rolls assume the PC is wearing typical cold weather clothing (light furs), otherwise the roll would be at -5! If a PC holds a **black marble**, an Ember of N'kai (p. 5), they roll at +3.

Becoming exhausted requires PCs to stop, build a fire and wind shelter, and rest for at least a few hours. While in real-life, the cold might still kill you, this will be enough to allow PCs to recover lost FP and then continue their journey.

Recently, however, one of the stone seals broke. Dozens of Voormi-Men crept out from their tunnels. Their sacrifices began again, and with them came the harshest winter in a generation.

Now, game has vanished, the rivers have frozen, and nearly thirty clan members from the Blue River Valley's largest tribe, the Clan of Three Claws, have died from the cold.

With little hope of surviving the winter, Chief Usam-Aha sends the PCs north into the Hills of Sleeping Bones, where a visiting stranger, a rare Neanderthal named Twig-Eater has offered shelter among his people.

The PCs must cross a frozen river and traverse the cold hills, only to discover that the Neanderthal settlement has been attacked and its inhabitants abducted. The survivors, two young Cro-Magnon children, whisper of savage, three-toed men and a terrifying creature known as "The Many-Eyed Hunger", whose unnatural roars paralyzed the villagers.

As the PCs search for the missing Neanderthals, they uncover clues scattered throughout the hills: a frozen, unnatural worm beneath a lake, strange black marbles carried by the Voormi-Men, and ancient cave paintings depicting the hidden passages beneath the mountains. Their journey eventually leads them through the sealed caverns and into N'kai itself

– a cosmic subterranean realm – where they must confront the insidious Voormi-Men and rescue the surviving captives from the sleeping form of the elder god, Zhothaqquah.

To survive, the PCs must decide how far they are willing to venture, and whether the secrets buried beneath the Hills of Sleeping Bones should ever have been disturbed.

A FRIEND IN THE NIGHT

The Clan of Three Claws has barely survived the winter. The clan has lost almost thirty people to the cold temperatures, including many children. Game has disappeared and the rivers are frozen and barely supply fish anymore. Their hide tents do little to keep out the night cold.

Young Chief Usam-Aha and his wisest elders believe that the cold will continue for at least two more months. They do not believe their clan will survive for that long.

A dozen miles to the north, however, are ragged hills that the nomadic tribe has not explored. They have been dubbed the Hills of Sleeping Bones after a girl had a nightmare about them several weeks ago. She died two nights later, frost covering her fair features.

As the PCs lie shivering in their hide shelters, a few dogs bark a warning. A lone Neanderthal, his shaggy hair covered in frost, lopez into the camp and collapses by the fire. The tribe is surprised – Neanderthals have not been seen in a generation!

GM's Note: Decades ago, a respected neanderthal named Ten-Men lived with the tribe. The oldest tribe members may vaguely remember him from all those years ago.

After treating the Neanderthal, he wakes and thanks the tribe. He cannot speak their language, but he seems bright and communicates effectively with gestures. His name seems to be TWIG-EATER and he comes from the Hills of Sleeping Bones, where a small tribe of Neanderthals live. His tribe saw the clan's fires and knew that they would be freezing in the cold. The Neanderthals have shelter in the caves, and offer it to the tribe.

Through gestures, the PCs can learn more. Twig-Eater's tribe is only about

thirty strong. There is a thermal spring in the hills that keeps the ground soft enough to dig up tubers and roots for sustenance. Occasionally they get lucky and can find an ibex to hunt. There are other animals too, like lions and bears, but they have not seen any since the winter began.

The tribe debates what to do. The elders deem it too risky to lead hundreds into the hills – an area they've rarely explored – without knowing what shelter awaits them. But they trusts Twig-Eater, recalling the old stories of Ten-Men, and soon Chief Usam-Aha calls for volunteers to cross the river and scout the hills and return quickly with news.

With the heavy snow on the ground, it's a cold, eight hour journey to the frozen river.

The Frozen River

The unnamed river lies buried beneath a sheet of blue-gray ice and scattered snow. Occasionally, the PCs hear a deep groan of shifting ice come from the river. In spots, PCs can see the flow of dark water under the ice.

A SURVIVAL (ARCTIC) or any other SURVIVAL roll at -3 knows that after weeks of freezing weather, the river is solid enough to hold a mammoth! Without this knowledge, the PCs will likely cross terrified that the ice will give way (and GMs can terrorize them further with the sounds of cracks as they cross!).



In the middle of the river is a small island. Unusually, in the middle of the island is a sigil of thawed ground. Even though it is lightly snowing, any snow that lands in the muddy part of the sigil instantly melts away. The temperature around the sigil is slightly above freezing, too.



A closer investigation discovers that the mud is wet and soupy, filled with wriggling worms, and smells foul like offal. An OCCULTISM roll recalls stories of nature spirits that live deep underground. Perhaps a spirit's heat is strong enough to melt the snow?

GM's Note: While the PCs won't know this yet, this spot is the beginning of a new portal to the dark realm of N'kai.

The PCs can rest near the warm sigil, and stay warm enough to get a good night's sleep. However, any PC that sleeps near the warm ground will become *Known to Zhothaqquah*, the Black Thing Beneath the Glacier. The immediate effect is that every day one of their teeth will turn black and fall out of their mouth. Further possible effects described later in the adventure.

Beyond the river, the PCs see white slopes rise beneath a pale winter sky, broken here and there by scattered trees, dark cliffs, and wind-scoured rock. Twig-Eater will point to a hill to the northwest that he says marks the home of his people.



WOOLY RHINO

ST	40	HP: 40
DX	10	Will: 10
IQ	4	Per: 12
HT	10	FP: 10



Basic Speed: 5	SM: +3 (1.5 tons)
Move: 6 (12)	Horn: 4d+5 imp, Reach 2
Dodge: 8	Bite: 4d cr DR: 3

Traits: Acute Taste/Smell 2; Damage Resistance 3; Discriminatory Smell; Enhanced Move 1 (Ground); Night Vision 4; Parabolic Hearing 2; Peripheral Vision; Striker (Horn, Cannot Parry); Temperature Tolerance 2 (Cold); Ultrahearing; Bad Sight 6; Quadruped; Wild Animal.

Skills: Intimidation-10; Survival-12.

Ambush

The PCs then hear the sound of **crunching snow and moving brush**. Suddenly, exploding out of the nearby brush is an angry woolly rhinoceros. The rhinoceros charges Twig-Eater, knocking him into the air and into a nearby tree.

Woolly rhinos are territorial and extremely dangerous. After knocking Twig-Eater away, it pauses to lower its head and swing its massive horn from side to side. This is a threat display to get anyone else to stay clear.

 *The pregenerated character Old Wolfpaw has encountered this particular rhino before – it was the same one that gored his shoulder a month ago, and left it infected!*

If the PCs don't back off, slowly, it will charge again, and then repeat its behavior. It will only fight if the PCs engage it, and even then, it will run away once it takes real injury (half of its hit points).

If the PCs actually kill the rhino, its hide can be turned into precious, warm fur cloaks! A typical tanning process would take a minimum of five days, but an untanned hide, while heavy (20-lbs), stiff, and unpleasant still provides +2 to cold weather-related HT rolls. A LEATHERWORKING roll will create enough fur cloaks for everyone. For each point by which the roll is failed, reduce the amount of usable fur cloaks by one.

After the rhino is dealt with, the PCs will find Twig-Eater severely injured and dying. He hands the PCs a pouch of dried flowers and weakly points in the direction of his people. Then he expires. The herbs can be used as a poultice (+1 to one First Aid roll).

THROUGH THE HILLS

The PCs have a vague idea where Twig-Eater's cave village lies, but it is many hours walk in the icy hills to get there. Getting to the village requires a NAVIGATION roll to efficiently find a path through the hills, which takes a half-day.

Failure results in a long trip which dead ends at a steep scree slope. PCs must either turn around (and a second cold weather roll) or risk climbing up. This requires a CLIMBING roll, else the PC slides down the rocky slope for 1d-1 cut damage and must try again.

Either way, as the PCs travel into the hills, snow flurries seem to follow them. As they climb into the hills, the narrow paths offer little room for error. The trails skirt sheer cliffs and heavy curtains of pale blue icicles hang above and below them.

The Stone Petal Totem

Halfway to the Neanderthal village, the PCs find a tall pile of rocks. Each rock sits atop a larger rock, and the structure is easily ten-feet tall. Irregular geometry is scratched into each rock in simple patterns. Some of the rocks also have crude drawings of flowers on them. This totem was built by the Neanderthals to mark where a rare patch of medicinal flowers grows, but PCs will not know that unless they make an ARTIST (SCULPTURE)-2 or HISTORY-2 roll.

A Spy From Above

As the PCs near the Neanderthals' home, a PERCEPTION (VISION)-2 roll spots a silhouetted figure far up on a cliffside watching them from inside a cliff cave. The figure is hairy and stooped, and when he detects that he is being watched, he ducks back inside the cave.

GM's Note: The PCs will not know this, but this is a Voormi-Man scout, watching for survivors from their recent attack on the Neanderthals.

If the PCs are brave enough to scale the steep cliffside, they must make two CLIMBING rolls: one to get started and another to reach the cave from 10 yards up. A fall from here results in 3d cr damage!

The cave is small and cramped, its rough stone walls slick with moisture and its floor littered with loose rocks and old ibis bones. An old **stone knife** and handful of **blunt arrows** are mixed in with the bones.

In one corner lie several scraps of strange, thin leather, pale and rubbery to the touch, with an unpleasant, musky odor. A successful NATURALIST roll strangely identifies them as frog hide, though the scraps are far larger than any such creature should possess. There is no sign of the scout. A narrow crack in the rear wall, barely wide enough for a child to squeeze through, appears to be the only other exit.

THE NEANDERTHALS' HOME

Halfway up a tall hill, the PCs find the Neanderthal's settlement. The settlement clings to the hillside, half sheltered within a broad shallow cave and half in a cluster of crude huts made from animal hides stretched over frozen branches. The hide huts sag beneath the snow, and cold fire pits and simple, broken tools litter the ground. The village appears to have once sheltered two dozen or so people, but there is no sign of its inhabitants or where they might have gone.

The Exterior Huts

Ten or so hide huts are on the outside of the large shallow cave. Some of them look like the neanderthals tried packing snow around and on top to better insulate them.

The interior huts are sparse and only contain some bedding, a few baskets of tubers, and an occasional basket of dried flowers or herbs. A thorough search can find a useful tool or two, but these are limited to stone knives, simple stone hammers, some fishing line, or a spear.

The Ladder

A short ladder of branches – barely sturdy enough to hold an adult – climbs ten feet up a rocky wall to a snowy slope that curves around the mountain toward a stand of trees below. Deep grooves in the snow suggest that sleds have frequently traveled this route.

The Shallow Shelter Cave

There are more belongings in this cave than in the huts: hide cloaks and bedding, necklaces of animal teeth, stone knives and scrapers, and bundles of dried ibis meat. Animal bones, antlers, and flint flakes lie scattered around a small fire pit, and several pieces of red ochre rest beside a flat stone used for grinding pigment.

LITTLE MOUSE

ST 7 HP: 7
DX 11 Will: 9
IQ 9 Per: 10
HT 11 FP: 11

Basic Speed: 5.5 SM: -1
Move: 5 Punch: 1d-4 cr
Dodge: 8

Traits: Acute Hearing 1; Fearfulness 1; Sense of Duty (Her Tribe, but especially her brother Jel and her mother Kon-Non).

Skills: Cooking-9; Knife-11; Stealth-10; Survival (Mountain)-8; Throwing-10.

Gear: Small stone knife (1d-4 imp, Reach C, Parry 7).



The northern cave wall is beautifully decorated with **painted geometric patterns**. They resemble the stones of the Petal Totem found along the path to the settlement, but are far more mesmerizing. Anyone staring at the cave painting for more than a few moments finds themselves lost in its strange geometry, their eyes following one pattern into the next. The longer they stare, the more the patterns seem to intertwine, forming shapes that the mind cannot quite fathom.

The cavern is well-protected from the freezing winds, and is spacious enough for at least a hundred people. It looks like the Neanderthals moved most of their population into this cavern when the weather got colder.

If the PCs carefully search the cave, they find some suspicious items. Several of the hide **blankets are covered in blood** that looks days old. There are also a **few broken spears** in the corners of the cave, their tips shattered when they impacted the wall.

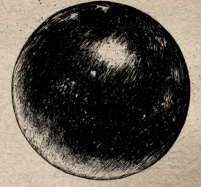
A TRACKING-3 roll finds some odd three-toed prints among the more normal footprints of the Neanderthals. An OCCULTISM roll recalls old tales of primitive, cannibalistic subhumans who had only three toes.

In the far end of the cave is a crack in the wall, barely big enough for a man to squeeze through. A PERCEPTION (HEARING) roll at this crack hears something moving inside it.

Only people who are Skinny, Double-Jointed, or have ST 10 or less can squeeze through the crack. After a few yards, it opens up into a dim chamber. Here, hiding in the chamber is LITTLE MOUSE, a 10-year old Cro-Magnon girl. She's

EMBERS OF N'KAI

Scattered in the deep underground are mysterious black marbles known as to modern scholars as the Embers of N'kai. They are warm to the touch and help people survive the coldest temperatures (see Cold Weather rolls, p. 1). The Voormi-Men, used to the warmer temperatures of their caves, carry them to keep warm on long, outdoor journeys.



The embers also allow entrance into black portals that connect the Earth to distant dimensions and times. In this adventure, the embers allow the PCs entry into the Great Citadel of Ta-Shon, located on an island ten thousand years ago. The island was the original home to the Voormi-Men, before they began worshipping Zhothaquaah and abandoned their island for the eternal darkness of N'kai, where they devolved and became the savage subhumans they are today.

terrified at first as she's approached, but when she sees that the PCs are not hungry cave lions or more Voormi-Men, she embraces them and weeps uncontrollably for a while.

Little Mouse

Little Mouse speaks in a strange dialect. While she is difficult to initially understand, if she speaks slowly the PCs can get the gist of what she is saying.

 *The pregenerated Bone Mender recognizes the girl's dialect from a neighboring tribe he once traded with. He can understand her perfectly.*

- *If asked who she is...* Little Mouse gives her name and explains that she and her brother has lived with the Neanderthals for two years, since her parents died while traversing the hills, killed by a cave lion.
- *If asked about why she's hiding...* she explains that several nights ago, **hunched figures** crept into the settlement at night. The men were silent, hairy, and terrifying, and had hook-shaped nails. They attacked with twisted black clubs, and began gathering the Neanderthals up. She says that the Neanderthals tried to fight back but were not good at it. Soon, she heard a horrible scream, "worse than a cave lion," and all the Neanderthals fell to the ground in spasms. She squeezed into the crack to hide, and she saw her teenage brother JEL climbing up the ladder. "He is a fast sled boy and probably sled down the hill to escape."

- *Where are the Neanderthals?* She does not know what happened to the Neanderthals. They were all gone by the time she peeked from her hiding spot. She is hugely upset by their disappearance, as they were her only family.
- *If asked about Twig Eater...* she knows him well and saw him as an older brother. She was the one who asked him to find more Cro-Magnons like herself to join them in the camp. If she learns of his death, she breaks down into sobs.
- *If asked about other Neanderthals...* she mentions a Neanderthal woman named **Kon-Non**, who acted as her mother since her parents died.
- *If asked about the mesmerizing cave painting...* she says it was painted by the Neanderthals' elderly spiritual leader. She does not know his name, he was just known as the Bearded One. He was old and disappeared a year ago.
- *If asked about the leader of the Neanderthals...* she says they don't really have one, as far as she can tell.

Finally, Little Mouse gives the PCs a round, inky **black marble** covered in scratch marks that are somehow blacker than the stone itself. It is warm to the touch (see *Embers of N'kai*, p. 5). She says the stone rolled into the crack in her cave when she was hiding. She saw a strange shaggy man reach in to find it with his hook-claw nails, but he was unable to retrieve it and left. She doesn't know what it is.

She asks that the PCs to find her brother and "mother," but she is not much help. Fresh snow has covered most of the Voormi-Men's tracks.

The Northern Slope

Little Mouse's brother Jel escaped the attack by climbing the ladder out of the settlement and sledding down the hill. Even though snow has covered most of the Voormi-Men tracks, there are deep enough grooves in the snow on the hill to show that it was used for sledding.

Nearby the ladder, half-buried in the snow is a second sled. A PERCEPTION (VISION)-2 or SEARCH roll will find it. The sled is crudely constructed, no more than two wooden runners lashed together with rawhide thongs. A leather strap is attached to pull it across the snow. It's big enough for two.

Little Mouse explains that the Neanderthals built sleds to carry game up the mountain in the winter, but her brother loved to race down the mountain in one, something that only Twig-Eater found entertaining.

Sledding down the hill safely requires a SPORTS (SLED-DING)+2 roll, which the PCs are unlikely to have; they can also roll DX-3. Otherwise, they crash and tumble at some point, taking 1d-1 cr damage. The sled must make a HT 10

THE MANY-EYED HUNGER

The Many-Eyed Hunger was a cave lion who was twisted by the energy of the Black Thing Beneath the Glacier. The horrible thing has grown several additional eyes in a random pattern across its forehead, its nose has lengthened into a disgusting proboscis, and its front paws have become three-clawed talons. It must eat a sentient being at least once every few days, or it dissolves into a pile of disgusting ichor.

While it is by no means domesticated, it avoids attacking Voormi-Men since they feed it with one of their own, or one of their captives, regularly. When the Voormi-Man scout saw the PCs, he summoned the Hunger to follow them.

If the PCs spend the night at the Neanderthal settlement, they awaken to the Hunger's unnatural roars. Recognizing the sound from the attack, Little Mouse rushes to hide in the back of the cave. The Hunger continues bellowing for at least an hour, but attacks only if it can catch one or two PCs separated from the group. Eventually, it stalks away, returning the following night. By then, its hunger is insatiable, and it will attack the PCs regardless of their numbers.

The Hunger prioritizes prey who are not *Known to Zho-thaqquah*. After downing a foe, it will drag the body into the hills to devour.

THE HUNGER

ST	17	HP: 17
DX	13	Will: 10
IQ	4	Per: 12
HT	10	FP: 8

Basic Speed: 6.25	SM: +1
Move: 12	Bite: 1d+4 (0.5) cut
Dodge: 10	Claw: 2d cut
Fright Check: -3	DR: 1



Traits: Acute Hearing 2; Born Biter 2; Catfall; Combat Reflexes; Discriminatory Smell; DR 1 (tough skin); Night Vision 6; Parabolic Hearing; Perfect Balance; Quadruped; Sharp Claws; Ultrahearing; Unhealing (Only in Ta-Shon); Wild Animal.

Skills: Brawling-15; Intimidation-10; Stealth-14; Survival-12; Wrestling-14.

Note: Inside the belly of the Hunger are three Embers of N'kai!

roll or else be broken. Without the sled, the slope is treacherous and requires caution. A successful CLIMBING+2 roll lets a PC get down safely. Otherwise, they also take a fall for 1d-3 cr damage.

BEHIND THE BACK HILL

To find Little Mouse's brother, Jel, the PCs must travel north of the Neanderthals' settlement.

A - The Slope Ends

After about five hundred yards, the sledding slope ends in a valley between two larger hills. Thick snow has gathered here, making it slow-going. A PERCEPTION (VISION) roll spots Jel's sled hidden in some thorny brush nearby. However, no tracks are visible due to recent snowfall.

Little Mouse tells the PCs that Jel liked to sled down this hill and then either visit a high point, which overlooked the mountains, fish in the lake near to the west, or explore an old cave to the north. She knows the game trails in the area reasonably well, but struggles in the deep snow. One of the PCs will have to carry the girl if they want to take her with them.

B - The Fallen Tree

A massive dead tree is here, cutting across the path. A corpse is crushed underneath. Investigating the corpse shows that it

is a Voormi-Man, a stocky and shaggy primitive man, with three toes and sharp teeth. His bones are shattered, and there are signs that the tree was toppled on to him.

The man carries no belongings, but in his left hand is another inky black marble, identical to the one the PCs may have been given by Little Mouse. His palm looks slightly injured by the marble, a strange pattern burned into his flesh.

Nearby is a wicked club with lion fangs pushed through parts of it. The man's been dead for at least a couple of days.

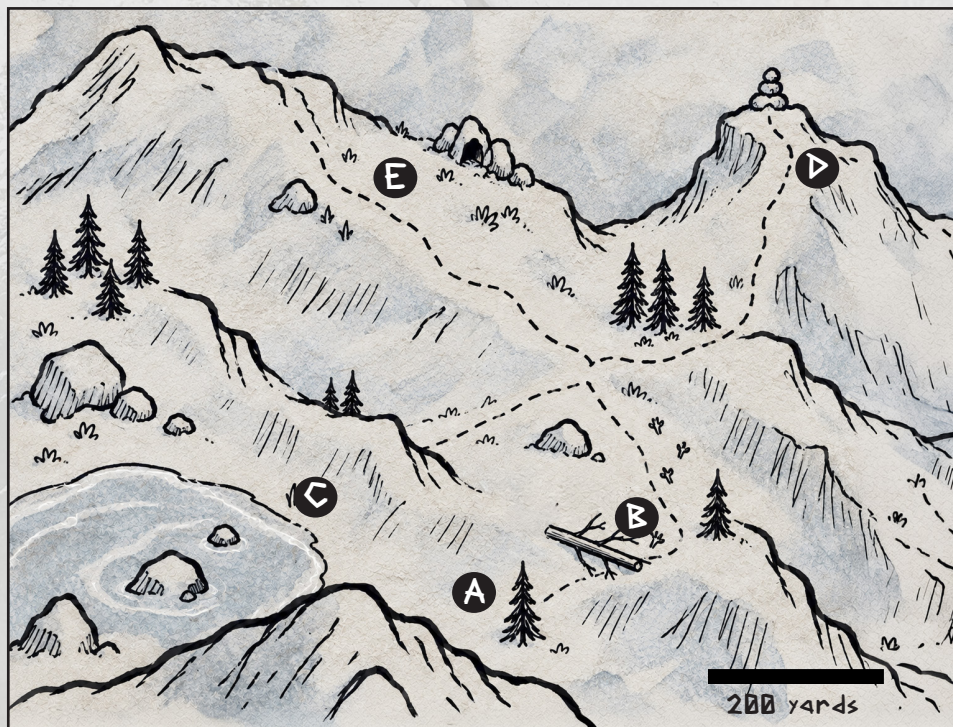
C - The Ice Lake

This lake has been a prime fishing spot for the Neanderthals for many years. Now, it is frozen solid, its ice thick enough for a man to walk across.

In the middle of the ice lies a snow-covered mound, vaguely shaped like an S. Investigating it reveals a massive, rotting worm, easily as long as three men, buried beneath the frost. Its pale, bloated body is frozen solid and appears to have been there for some time. Stranger still, its flesh is covered in unnatural ridges, with what appear to be several small, half-formed mouths along its length. This discovery warrants a FRIGHT CHECK!

An examination of the worm and a NATURALIST or similar roll reveals that the worm is somehow still alive! However, until it thaws, it will not move again.

MAP OF THE BACK HILL BEHIND THE SETTLEMENT



GM's Note: The ice lake makes a good spot for the Many-Eyed Hunger to attack. The slippery ice is difficult to traverse (move at half speed) and gives a -2 to attacks and -1 to active defenses. The Hunger does not suffer these penalties, thanks to its sharp claws.

D - The High Point

Climbing up this steep slope ends at a breathtaking vista of the snow-covered hills. If it's daytime, Jel will be hiding among the boulders here, fearful that any strangers are more Voormi-Men come to seize him. He stays hidden until he's discovered, then he throws rocks at the PCs to scare them away.

If Little Mouse is with the PCs, he'll be immediately comforted to see her and will trust them. Otherwise, they'll have to use good roleplaying or social skills to lure him out. Much like his sister, he talks in a strange dialect, but he's also adept at using gestures.

Jel's version of the night of the attack is similar to Little Mouse's. He counted over a dozen Voormi-Men attacking the Neanderthals. He escaped up the ladder and sled down the hill. He took shelter in the nearby bear cave (#5) but last night heard something moving in the cave with him, so he fled here and has been debating what to do.

- *If asked about the dead man under the tree...* Jel admits that he killed the man. After he sled down the hill, the Voormi-Man stalked after him. Jel knew the large tree was unstable, and pushed it over on top of him when he passed by.
- *If asked about the black marbles...* he does not understand them, though as he escaped the settlement he saw many of the Voormi-Men carrying them.
- *If asked where the Voormi-Men took the Neanderthals...* he isn't totally sure. However, he spied a party of Voormi-Men from the high point moving deeper into the hills two days ago, but they were too far and he couldn't tell where they were going.
- *If asked about the worm on the lake...* he shudders, and says that it appeared a week ago, bursting from a hole in the lake. It twitched, died, and froze over. The Neanderthals took it as a bad omen, but were too afraid to go near it.

During this conversation, the PCs will hear the unnatural roar of the Many-Eyed Hunger bounce off the hills. Jel shudders and says that he caught a glimpse of the creature the morning after he escaped. It was carrying the half-eaten torso of a "giant nosed Voormi-Man". He is terrified of the predator.

E - Grumble-Jaw's Cave

A generation ago a ferocious cave bear, Grumble-Jaw, lived in this cave, but he was cleared out by Neanderthals who scared him with torches and pushed him off a cliff. But they

named the cave in his honor, and use it for sacred ceremonies, storage, and warmth for the young and the sick, as it is significantly warmer than their larger, shallow cave back at the settlement.

The cave entrance is hidden behind hastily piled, frost-covered branches. It is easy to spot if actively searching, but a casual passerby might miss it.

The entrance is large but quickly narrows into a tunnel that requires stooping. After a few dozen yards, it opens into a spacious chamber divided into smaller areas by natural stone pillars. Damp baskets lie scattered about, and a hide on the floor marks where Jel slept for a few nights.

Several cave walls are painted with reddish paint – mostly the same geometric patterns preferred by Neanderthals, as well as some primitive men and animals.

Sewn leopard skins cover a second chamber in the southern part of the cave. If asked, Jel or Little Mouse explain that it's a sacred chamber that they do not enter. Furthermore, Jel explains that section of the cave is where he heard the noises at night that caused him to flee the cave.

The sacred room has a large 5-foot oval stone on the floor. The stone is 1' thick, and weighs 3,500 lbs. It bears marks of being chipped and rounded by stone hammers. Carved on to it are more geometric runes, as well as a sigil that is identical to the one the PCs found in the river.

A HEARING roll hears a faint, persistent scratching beneath the stone, as if something trapped below is desperately trying to claw its way out. Occasionally, the scratching is interrupted by a louder sound, as if something hit the bottom with a stone hammer.

GM's Note: While it is nearly impossible for the PCs to lift away, the stone covers a black portal that leads to the great Cavern of N'kai, a dimension that is home to indescribable horrors.

A red-painted wall depicts a **primitive panorama** of the valley, with several recognizable hills and landmarks. A strange sigil marks the location of Grumble-Jaw's Cave. Another appears on a mountain to the northeast, near where Jel spied a band of Voormi-Men traveling. See [Handout A](#).

In the corner of the room is an old bear hide. It covers the skeleton of a Neanderthal. A **necklace of fishbones** is around his neck. Jel and Little Mouse recognize it as a necklace that belonged to Bearded One, the elder that worked on the cave painting back at their home.

THE VOORMI-MEN

The Voormi-Men are a primitive race of shaggy sub-humans that dwell in the lightless caves beneath the mountains. They walk hunched over on three-toed feet, their long arms ending in sharp, hooked claws with which they dig their burrows through the earth.

They are said to inhabit the deepest caverns, where they feast upon human flesh and worship forgotten gods that slumber far beneath the earth. Few have witnessed their shamanistic rites and lived to tell of them, but those who have speak of vile ceremonies and sacrifices that continue long into the night.

Disliking the bright light, the Voormi-Men typically emerge from the caves after dark to stalk their prey and defend their territory. Occasionally they have been known to barter with humans, as they seem to be incapable of making their own tools or fire.

Voormi-Men have no spoken language, communicating instead through guttural hoots, low growls, and crude gestures. Their strange cries echo through the mountain caves, some-

times seeming to come from depths far greater than any known passage could reach...

VOORMI-MAN

ST	12	HP: 12
DX	11	Will: 9
IQ	8	Per: 10
HT	11	FP: 12

Basic Speed: 5.5	SM: 0
Move: 5	Claws: 1d cut
Dodge: 8	Club: 1d+3 cr, Reach 1, Parry 9

Traits: Acute Taste/Smell 2; Appearance (Ugly); Bad Temper; Cannot Speak; Dark Vision; Fearlessness 2; Light Sleeper; Sense of Duty (the Sleeper God, Zhothaquah); Sharp Claws; Temperature Tolerance 1 (Cold).

Skills: Axe/Mace-12; Brawling-13; Climbing-12; Gesture-13; Naturalist-10; Spear-10; Stealth-11; Survival-11; Throwing-11; Tracking-12; Two-handed Axe/Mace-12.

Gear: Most carry knobbed clubs (1d+3 cr, Reach 1, Parry 9; if used two-handed, 1d+4 cr, Parry 9U). Ones traveling outdoors often carry black marbles.



TREK TO THE VOORMI CAVE

Once the PCs have been to Grumble-Jaw's cave, they should deduce, with Jel's help, that the Voormi-Men took the Neanderthals to another cave to the northeast. A NAVIGATION roll estimates the trek to take another day of travel, which will require another two Cold Weather rolls.

While snow has covered a lot of the tracks, before long PCs who make a TRACKING roll find evidence of the Voormi-Men: discarded fish bones stolen from the Neanderthal camp, a dropped hide, and even a handful of matted, shorn hair stuck to some brush.

The Fallen Wolves

Before long, the PCs find a small wolf pack that the Voormi-Men fought with on their journey back. Lying in the snow are several wolf corpses, as well as a dead Neanderthal (identified as KUTTER, one of the best fishermen from the settlement) and a dead Voormi-Man. Their throats were torn out by the wolves.

A PERCEPTION (HEARING) roll hears the sad whimpering of a wolf pup hidden in the brush. Barely six weeks old, the pup

was abandoned when its pack fled from the Voormi-Men. Its gray fur is matted with snow, and it shivers from hunger. Though frightened, the pup is curious and will cautiously approach anyone offering food. An ANIMAL HANDLING (DOGS) roll helps it to trust the PCs, after which it will follow closely. It is easily startled by loud noises, however, and will quickly run and hide.

More Sigils

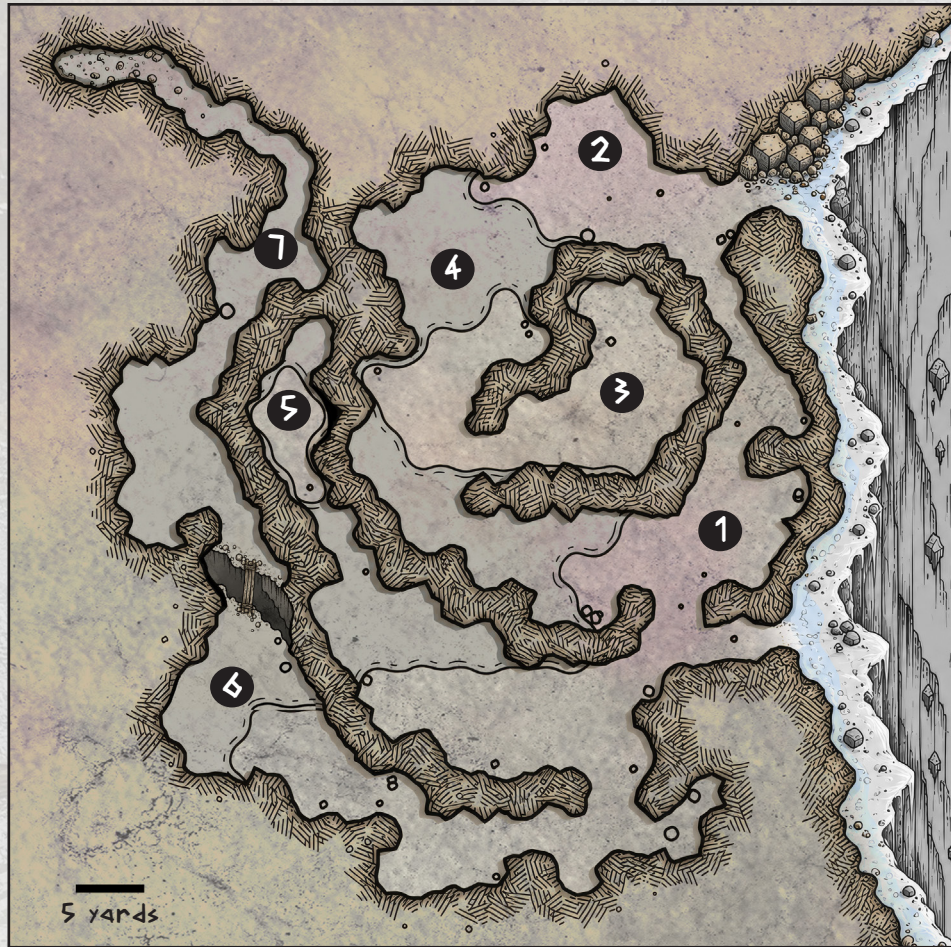
As the PCs climb higher and near the second cave, they find several more sigils, similar to the one near the river. Again the snow is melted and the exposed soil is warm and wriggling with worms.

The Trail of Frozen Waterfalls

Winding up the hill to the Voormi's cave, the PCs find a massive, frozen waterfall spilling over the trail. Great sheets of blue-white ice cling to the cliffside, forming a treacherous, uneven slope that drops hundreds of feet into the frozen valley below.

The trail has all but vanished beneath the ice, leaving only a narrow, slippery ledge along the cliff face. Jagged icicles hang overhead, while deep cracks in the frozen waterfall suggest that the entire formation could break loose without warning.

THE VOORMI-MEN WARRENS MAP



Two cave entrances are visible on the great ice ledge. The first is 20 yards away, the second another 20 yards to the north of the first. Far below them is the crumpled and frozen corpse of a Neanderthal, who clearly slipped as he was forced across the icy ridge.

Traversing the icy path is dangerous. PCs must make a DX roll every ten yards to carefully move across the ice.

- If a PC is slowly walking, a failed DX roll indicates a hard fall on to the ice (1d-2 cr damage to a random hit location). Using a sturdy spear or similar tool adds +1 to the DX roll.
- If a PC is crawling or moving on their bellies, roll at DX+2. However, a failure results in a spin towards cliff-side, and a second DX roll to prevent a *catastrophic fall*.
- If a PC is smart enough to fashion crude ice grips out of branches or bone, that adds +2 to the roll.
- A catastrophic fall down the ice waterfall does 3d cr damage as they slam into a ledge below, and leaves the PC in a very difficult position. Climbing up the icy slope requires rope or a CLIMBING-5 roll!

Halfway to the first cave entrance, the PCs feel a vibration coming from the mountain. The PCs have moments to act. Suddenly, a disgusting man-sized worm bursts from the frozen icicles above them, sails out into the air, and then splatters to its death below. PCs who hugged the inner wall for cover are safe, but PCs who didn't have sharp ice shards rain down on them. Treat this like shrapnel, rolling against an effective skill of 15. For every 3 points of success, a PC is hit by a sharp fragment (1d-3 cut).

THE VOORMI-MEN WARRENS

At the top of the icy hill is a large cave entrance. In the snow that has blown in the cave, it is easy to see both the three-toed footprints of the Voormi-Men, as well as at least a dozen of their Neanderthal captives.

A foul stench wafts from the cave – rank, swampy, and sick with the odor of rotting flesh. The cave is also dark past the first few rooms (assume a -7 darkness penalty, since some light glints on the ice). The PCs should bring torches, reducing the light penalty to -3 from two to six yards away.

#1 - Sleeping Voormi-Men

On the cold floor in this part of the cave are five Voormi-Men. They sleep sprawled upon filthy hides. They make strange, wet wheezing sounds as they rest, occasionally twitching or scratching at themselves in their sleep.

In the middle of them lie bloody chunks of raw meat and splintered bones. A closer look reveals something horrifying: the butchered remains of a Neanderthal. Most of the limbs are gone, and the torso has been torn open and gnawed down to the ribs. This realization causes a FRIGHT CHECK!

The Voormi-Men are light sleepers. To sneak past them PCs must make a STEALTH roll vs. the Voormi-Men's Perception-5. If the PCs awaken the Voormi-Men, they will attack ferociously, trying to force the PCs back on to the icy ledge to push them to their doom.

Note that these Voormi-Men have black marbles in their possession, as they use them to stay warm near the entrance.

#2 - Hanging Food

There are two hanging forms in this room, upside-down, their feet frozen into the high cave ceiling, at least four yards above the floor. Both are difficult to see in the gloom.

The first is a Neanderthal, BRIGHT FLOWER. He is unconscious and in poor shape. He is missing several fingers from his hands and is suffering from severe hypothermia. Freeing him and providing him warmth will wake him up after about 20 minutes.

Bright Flower cannot speak the same language as the PCs, but can gesture well enough to explain a few things:

- *If asked about the other Neanderthals...* he will point deeper into the cavern, and mime that they are sleeping and cold.
- *If asked about his missing fingers...* he will say that the Voormi-Men severed them and ate them.
- *If asked about any dangers...* he will point to the chamber to the south and signal that several Voormi-Men guard the cave from there.
- *If asked about the other figure hanging in the cave...* he looks uncomfortable and nervous, and says he does not know.

While Bright Flower is too injured to materially help the investigators without excellent roleplaying, he is willing to provide light assistance, such as keeping watch or guiding them to the deeper caves where the Neanderthals are held (area #7).

The second hanging figure is a unique specimen! At first glance, it looks a lot like a Neanderthal, but a closer examina-

GNOPHKEH SURVIVOR

ST	13	HP: 13 (5)
DX	11	Will: 11
IQ	8	Per: 10
HT	12	FP: 11

Basic Speed: 5.75 SM: 0
Move: 5 Punch: 1d cr
Dodge: 8 DR: 1

Traits: Acute Hearing 2; Acute Taste and Smell 2; Appearance (Monstrous); Bad Temper; Bestial; Cannot Speak; DR 1 (tough skin); Fearlessness 2; Night Vision 2; Reduced Consumption 1; Temperature Tolerance 2 (Cold).

Skills: Axe/Mace-12; Brawling-13; Climbing-12; Intimidation-11; Spear-12; Survival (Arctic)-13; Tracking-12.

Gear: None, but he will try to get a weapon quickly!



tion finds differences. Its hair is thicker and matted, its ears are large and flapping, its arms are longer, and its eyes bulge weirdly. Most prominent is its long, fleshy nose.

An OCCULTISM roll identifies the thing as a Gnophkeh, a mythical degenerate human race from a faraway dimension of cold and ice. They worship a deity named Rhan-Tegoth, an enormous insect.

GM's Note: The Gnophkehs are a race of degenerates that hate the Voormi-Men. This is the last survivor of a group that attacked the caves a week ago. They are not to be confused with the Gnoph-keh, six-limbed, one-horned monstrosities that are intelligent and ferocious (and one appears in Canyon of the Snow Cairns adventure).

The Gnophkeh can be freed in the same way as the Neanderthal. Because he is hardier, he will recover much faster. He will grunt savagely and grab for the PCs weapons, determined to get revenge on his Voormi-Men attackers. If he is not given a weapon, he will scream savagely (likely awakening the Voormi-Men in area #1), and then will attack the PCs until he can seize one.

If the PCs are able to calm the Gnophkeh with good roleplaying, gesturing, and social skill use, he'll agree to accompany the PCs. However, the Gnophkeh is still cruel, savage, and untrustworthy, and cares little for his new "friends."

The Gnophkeh knows the secret of the black marbles, the "Embers of N'kai". He will gesture to the PCs to give him one so that he can use it to travel through the black portals that are present in the caves. If the PCs refuse to give him one, he'll immediately seek out Voormi-Men to steal theirs.

#3 - The Insect in the Ice

The floor in this chamber consists of remarkably clear blue ice. However, something enormous is visible underneath the ice it, perhaps five yards away from the surface. Only blurry fragments can be made out – a jointed limb, a pincer-like mouth, and a cluster of dark circular shapes that might be eyes. The creature underneath is monstrous and huge. Worse, the thing isn't frozen in the ice, it seems to be peering at the PCs from the other side. Occasionally one of the dark shapes moves slightly, following whoever is standing nearest to it. Witnessing the size of the monstrosity causes a FRIGHT CHECK-3!

This entity is an incarnation of Rhan-Tegoth, if not the thing himself, an insect-like cosmic elder god. If the Gnophkeh is with the PCs, he immediately rushes forward and prostrates himself before the peering mass. He encourages any others to do the same.

However, within minutes, the ice surrounding the creature begins to melt. The Gnophkeh (and anyone else foolish enough to mimic him) sinks slowly into it, until his ecstatic cries turn to horrific screams as he finally meets his god.

#4 - The Breathing Chamber

Accessing this area of the cave requires climbing down a short, 2-yard wall. This requires a CLIMBING+4 roll, or jumping down, which simply requires a DX or ACROBATICS roll. A failure results in 1d-1 cr damage.

As soon as the PCs set foot in the lower area, they'll notice the floor and walls are unusually smooth. The temperature is noticeably warmer. And then, every few seconds, the entire lower chamber seems to expand, followed by the faint sound of escaping air. The cave area here seems to be breathing!

Anyone *Known to Zhothaqua* will find it difficult to leave this place. They must make a WILL roll or become overwhelmingly drowsy, wanting nothing more than to lie upon the floor and sleep. As they drift off, their breathing falls strangely in sync with the slow movements of the walls. Resting here has no direct ill effects, but leaves the sleeper vulnerable to discovery by the Voormi-Men or the Hunger.

If anyone cuts into the stone in this room, they'll find after a few inches of ordinary rock, a layer of black, fibrous, fleshy material. Damaging it causes slumbering Zhothaqua, far away in N'kai, to awaken a bit more (see p. 14).

#5 - The Many-Eyed Hunger's Den

This alcove is where the Many-Eyed Hunger (p. 6) sleeps. The floor is littered with broken bones, cracked skulls, and scraps of hide torn to pieces. Deep claw marks score the walls, some reaching higher than any man could comfortably reach.

On the eastern wall is a perfectly round **patch of black stone**, perhaps three feet across. At first glance it resembles an enormous ink stain, but closer inspection reveals something more unnatural. There is no seam, carving, or change in the texture of the rock. The stone simply becomes black, swallowing the light that falls upon it. Staring into it for too long creates an uncomfortable impression of depth, followed by nausea.

This round area is a portal to the ruined citadel in Ta-Shon, a realm of darkness. The Many-Eyed Hunger can pass freely into the realm thanks to the black marbles in its belly.

Anyone carrying a black marble can pass through the portal into the distant past, emerging beside a gray obelisk in the Great Citadel of Ta-Shon (p. 15).

If the PCs haven't deal with the Hunger yet, there's a good chance it will be here. But if it has been badly wounded, it will be resting in Ta-Shon, and will only emerge if the PCs are noisy, or linger long enough in its den for their smell to waft through the portal.

#6 - The Black Crevasse

A deep pit blocks this passage. Peering into its depths produces the same dizzying nausea as staring into the portal in the Many-Eyed Hunger's den.

Anyone carrying a black marble who falls into the abyss passes instead into the Great Citadel of Ta-Shon (p. 15). Without one, they simply plunge hundreds of feet to their death.

The Voormi-Men have constructed a small bridge (1 yard wide, 4 yards across) over the crevasse, made from a few fallen logs hastily lashed together with strips of hide. Anyone with ST 13+ can push the bridge into the abyss. If the Voormi-Men ever fall back to this cave, they'll cross the bridge, destroy it, and then throw rocks at the PCs to keep them out of their deeper warrens.

#7 - The Ice Slide

The passage here slopes steeply downward into a tight passage. Its floor is slick with ice, formed by water dripping steadily from the stalactites above and freezing on the stone. The entrance was once sealed by a large, runed stone slab, similar to the one the PCs encountered in Grumble-Jaw's Cave. It has since been shattered, and its broken pieces lie scattered around the mouth of the passage.

Anyone stepping onto the slope must make a DX roll to keep their balance. On a failure, they lose their footing and go slaloming helplessly down the passage into the depths below. If the roll is successful, the PC can slowly make their way down.



Similarly, climbing *up* this slide is even trickier, and requires three CLIMBING rolls to navigate. A good tool like a spear or hatchet can give +1 to the roll.

THE DARK OF N'KAI

Sliding down the icy tunnel is terrifying. The PCs have the sensation of falling through limitless blackness, beneath stars they have never seen.

The passage twists and plunges through the darkness, carrying the PCs faster and faster. Torches sputter and extinguish. A rhythmic and distant howling fills the tunnel.

Moments later, they tumble violently onto cold stone. They have emerged into N'kai, an impossibly vast subterranean realm whose ceiling is lost in darkness. Strange basalt idols rise from the gloom, some crudely carved, others unnervingly smooth and ancient. Everywhere are images of the squat, frog-like Zhothaquah, staring outward with heavy-lidded eyes and a grotesque smile.

At the center of the cavern is something immense. It is a mountainous heap of black, leathery flesh, squatting motionless in the darkness. Its general shape is disturbingly reminiscent of the idols of Zhothaquah – bloated, toad-like, and impossibly ancient. Its body seems half-formed, as though

it has grown into the cavern itself. Great folds of flesh spill across the stone, while an enormous head hangs above them, its multiple mouths huge and sagging and filled with irregular teeth.

A dozen Neanderthals lie beneath the Thing Beneath the Glacier, scattered across the cavern floor in grotesque positions. Some are curled tightly upon themselves; others lie spread-eagled or twisted backward, their faces frozen in expressions of terror. Their skin has turned waxy and blue. Among them is KON-NON, Little Mouse's adoptive mother.

From beneath the creature's folds emerge long, fleshy tubes, enormous intestinal worms similar to the ones the PCs have seen before. One is fastened to each captive, its puckered mouth sealed against the chest, throat, or belly.

With every slow contraction, warmth seems to flow visibly through the translucent flesh toward the monstrosity. Frost creeps outward across the victim's body as it is drained of heat.

Several Voormi-Men shuffle among the bodies in a trance, apparently oblivious to the horror towering above them. They periodically stoop to poke, shake, or sniff one of the captives. When a Neanderthal no longer responds, the Voormi tears the feeding tube free and drags the frozen corpse aside.

This horrific tableau causes a FRIGHT CHECK-6! Anyone wearing the Neanderthal elder's necklace of fishbones (from Grumble-Jaw's Cave) halves the penalty, as the ancestral spirits of wise shamans help steel the mind against such vile things.

The Voormi-Men Defenders

If the PCs tumbled uncontrollably down the ice slide, there is a good chance they are immediately spotted. Make a PERCEPTION roll for a Voormi-Man (Per 10) for each PC that tumbled uncontrollably down the side.

If the Voormi-Men spot the PCs, they rush forward to defend their great god from the invaders. Assume that there are three Voormi-Men per PC, although the third will not show up until 2d turns into battle, as they rush out of some nearby tunnels.

Note that these Voormi-Men do not carry Embers of N'kai on them. They only use the marbles to stay warm when they travel far from N'kai. However, they do mine the marbles from this realm, and PCs who look for a spare Ember may allow a PERCEPTION (VISION)-5 roll to spot one or two of them somewhere nearby.

The Tendrils

If a PC ever falls unconscious here, a worm-like tendril will come from the monstrosity and attach to the PC, slowly draining them of their body heat over the next days and weeks.

The tendrils can be removed with a ST roll vs. their ST 12, or destroyed with an attack; assume they have DR 2 and HP 5. Most Neanderthals will wake up after their tendrils are detached. Most will likely be too weak to help much in the fight. A LEADERSHIP roll might help to inspire some of the stronger ones, but they will be in a hurry to escape with the PCs.

The Black Thing Beneath the Glacier

The Black Thing is half-asleep, enjoying the warmth generated by the Neanderthals. He barely notices the humanoids underneath its great mass. He is a cosmic elder god, or perhaps a great servant of one, and cannot be injured by primitive spears and axes.

However, if anyone gets too near the thing (including the Voormi-Men) and draw too much attention to themselves, the Thing will lazily sweep a massive clawed hand at them to pick them up. Treat him as having a DX 9, but he will grow more alert if the PCs have freed all of his Neanderthal sacrifices, or have stabbed at his flesh in the Breathing Chamber (Area #4), in which case he'll grab with more vigor (DX 11)!

VHOORMAG

ST	22	HP: 22
DX	10	Will: 10
IQ	3	Per: 10
HT	13	FP: 13

Basic Speed: 5.75	SM: +1
Move: 5	Bite: 3d-5 cut
Dodge: 8	DR: 0



Traits: Dark Vision; High Pain Threshold; Injury Tolerance (No Brain, No Neck, No Vitals); Sharp Teeth; Unfazeable; Vermiform; Weak Bite.

Skills: Bowling-11; Stealth-10; Wrestling-11.

Notes: The Vhoormag worm is covered in puckered seams lined with sharp teeth. Anyone grappling it takes 1d-1 cut damage per turn!

If someone is grabbed, the Thing holds them for a turn or two, carefully considering them (treat him as ST 50 for purposes of escaping). Then, he'll casually push the victim into its sharp-toothed mouth to swallow them whole.

1d turns later, the Black Thing spits what's left of its victim out. However, the belly of the Black Thing has transformed them into a Vhoormag, one of the great, mindless man-sized worms that burrow in the ice. The Vhoormag lands with a *splurch* on the ground and begins to attack anything near its maws.

The Maw Idol

One of the large idols near the Black Thing has an enormous maw on it. The inside of the toothy mouth is pitch black, similar to what the PCs may have encountered in the Many-Eyed Hunger's Den. This is another portal to the citadel of Ta-Shon, if a PC possesses a black marble.

Escape!

With some luck, the PCs can free several of the Neanderthals and flee N'kai. There are three ways to escape:

Fleeing up the ice slide requires three CLIMBING rolls; each failure sends the character sliding back down. Worse, the hook-clawed Voormi-Men can scramble after them with ease (treat them as having an effective Climbing skill of 14). Even if the PCs killed those in the chamber, they soon hear more emerging from the warrens of N'kai, closing in behind them.

If the PCs have gathered enough Embers of N'kai, they can escape through the portal in the Maw Idol. Each person who wishes to travel through the portal must carry at least one

THE FRAGMENT OF TA-SHON

The black portals in N'kai can transport someone to the Great Citadel on the island of Ta-Shon, as it existed over ten thousand years ago.

Eons ago, this was one of the many homes of the Voormi-Men, before they devolved and became degenerate worshippers of Zhothaquah, and followed him into darkness. Then, their citadels all fell into ruins, and eventually their island sunk beneath the waves. But visiting it through a portal places travelers just weeks after the Voormis left for N'kai.

The Great Citadel overlooks the Cinar-trel Sea. It is a vast, walled structure of black stone, squat and heavy, walls curving at impossible angles. There are no windows, and the great arched entrances look built for shorter beings. Everywhere there are the heavy-lidded idols of Zhothaquah, some small, others immense. A gentle and warm rain comes from dark and cloudy skies above.

The citadel is lifeless except for occasional fauna, especially odd three-winged birds flitting about. However, if the PCs have wounded the Hunger, it may have retreated here to rest and heal, and it will defend its territory! Also, Voormi-Men may follow the PCs into this time, al-

though it is rare they will send more than a few at a time. They no longer recognize Ta-Shon as their past home, and instead find this place haunting and uncomfortable.

Wandering the citadel reveals takes many hours and discovers several more black portals to N'kai, each set within the gaping maw of a monstrous, toad-like idol of Zhothaquah. Like the other portals, the PCs need a

black marble to enter. Passing through one casts the

traveler back into lightless N'kai, most

likely back to the chamber of the

Black Thing, or perhaps deeper

within the forgotten war-

rens of the Voormi-Men.

Those who enter blindly

are unlikely to emerge

anywhere survivable...

and less likely still to

find their way back.

There is also a tall, ba-

salt obelisk in the citadel's

largest courtyard. In the

obelisk is another black portal.

Around it are the paw prints of the

Hunger. This one portal leads travelers

back to the Hunger's Den in the caves (Area #5 in the caves).



Ember. This instantly transports them into a chamber somewhere in the Great Citadel of Ta-Shon, a fragment of time from 10,000 years in the past... which may prove a faster way of returning home, as there are portals that lead back to the ice caves.

Desperate PCs might flee into the side tunnels of the great cavern, where they face a dark labyrinth of endless corridors, bottomless shafts, and unimaginable creatures. The passages twist and descend into the depths of N'kai, where inhuman cries echo everywhere, threatening madness for those who wander for too long. Soon, the tunnels seem to shift, making it nearly impossible to retrace their steps. Eventually, wanderers may stumble upon another maw idol containing a portal

to Ta-Shon, but GMs can roll 1d to determine what horrors they encounter along the way!

Roll	Encounter
1-2	A pack of 1d Voormi-Men.
3-4	A writhing Vhoormag worm.
5-6	A formless spawn. These black, shapeless horror pour from the darkness, flowing over stone like living tar. Spears sink uselessly into its flesh and wounds close at once. This is not a thing the PCs can kill, and must outrun. This is not a thing they can kill, only something they can hope to outrun. Unfortunately, it is much faster than humans...

CONCLUSION

If the PCs survive N'kai, then they have done well. While the Voormi-Men are undoubtedly still underneath the hills, they are not seen again for generations. Perhaps they were punished by the Black Thing, devoured, or disallowed to ever return to the world of light.

With the hills clear of danger, the Clan of Three Claws can venture to the Neanderthals' cave and shelter with them. The combined clan survives the freezing winter, and multiplies rapidly across the Blue River Valley for many generations to come.

For completing the adventure, surviving PCs should receive 2 character points. They should receive an additional 1-2 character points for good roleplaying or excellent performance (i.e., rescuing over half of the Neanderthals, defeating the Many-Eyed Hunger, etc.).

Finally, anyone who survived the trip to N'kai may gain one level of Night Vision, as their eyes seem especially suited to the darkness after such a trip into a subterranean dimension.

SPECIAL THANKS

Thanks to Darkwings on Fiverr.com for his excellent hand-drawn character illustrations. Maps were created with watabou's map making generators (<https://watabou.itch.io/>)

If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. You can also check out my [YouTube channel](#) to see overviews of adventures like this. Post a note on www.1shotadventures.com or give a shoutout to @1shotjc.bsky.social on Bluesky.

Rules Notes

This adventure uses the "Knowing Your Own Strength" rules from Pyramid 3/83. Also, while stone weapons in GURPS usually give a (0.5) armor modifier, it's suggested you don't use that rule here where *everything* is made of stone in a TL0 world. Otherwise, a stone tipped spear is less useful than a blunt one! Optionally, you can adapt the Blunt Trauma and Edged Weapons rule (*Low-Tech*, p. 102). In this case, if damage cannot penetrate twice the target's DR, the weapon is instead treated as crushing.

NEANDERTHAL

ST	12	HP: 12 (5)
DX	11	Will: 11
IQ	10	Per: 10
HT	12	FP: 12

Basic Speed: 5.75	SM: 0
Move: 5	Punch: 1d-1 cr
Dodge: 8	DR: 0

Traits: Fit.

Skills: Area Knowledge-11; Axe/Mace-11; Knife-11; Navigation-10; Survival (Mountain)-10; Spear-11; Thrown Weapon (Spear)-12; Weather Sense-10.

Gear: None, but they will arm themselves as best as they can, or find improvised stone knives (1d-1 cut or 1d-1 imp, Reach C, Parry 8).



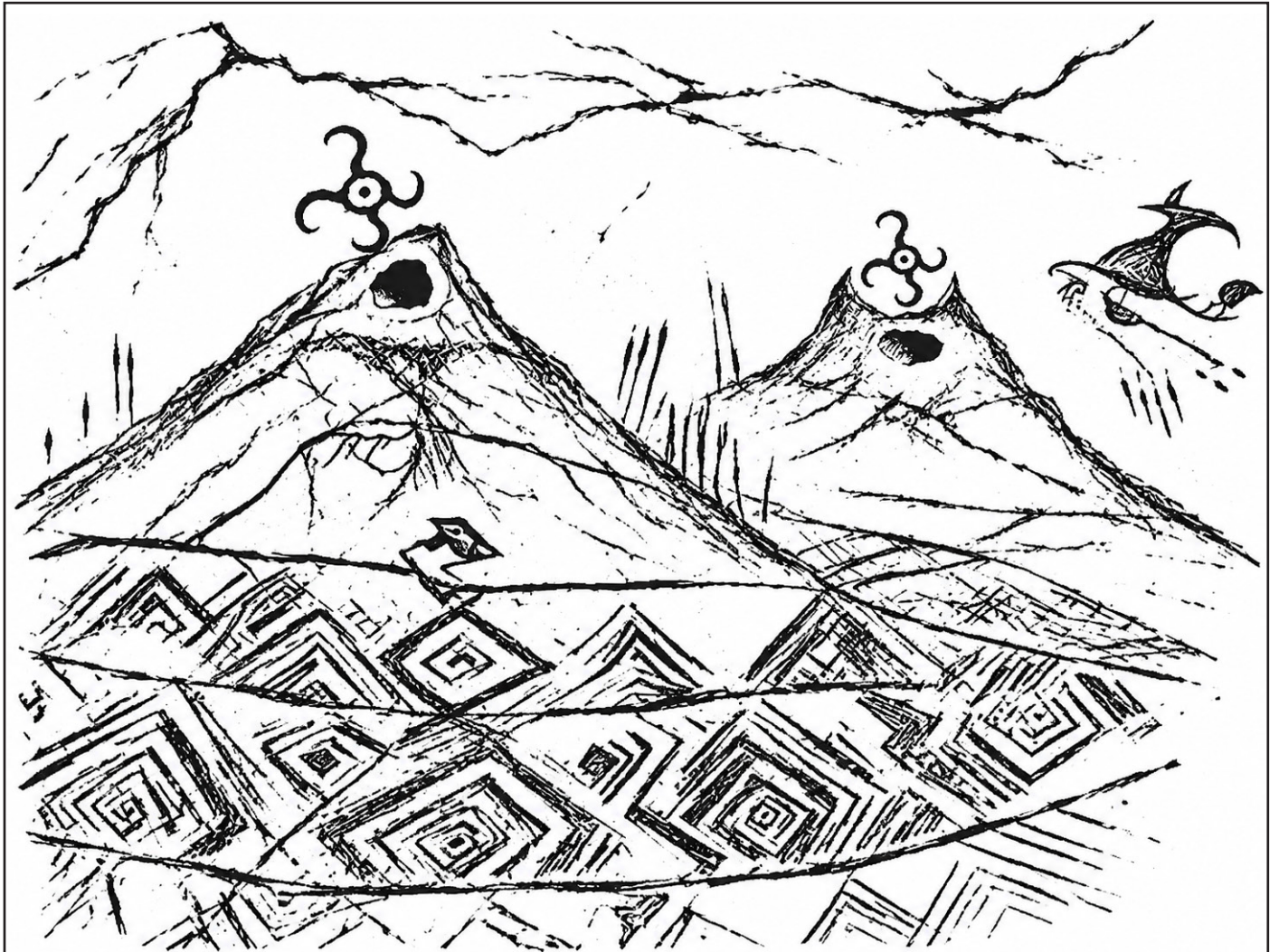
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Change Log

- v1.0 - Original release (October 2026)

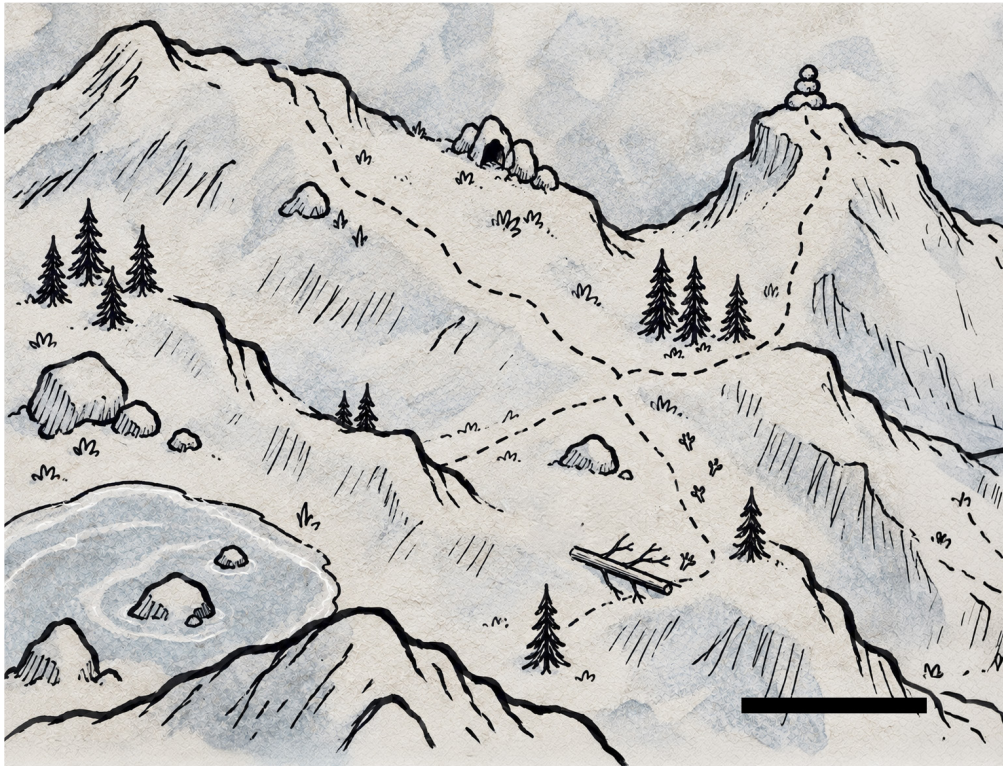
HANDOUTS



Handout A - Neanderthal's Painting in Grumble-Jaw's Cavern



HANDOUTS – PLAYER SAFE MAPS



GURPS®

CHARACTER SHEET



Name Chief Usam-Aha Player _____ Point Total 125
Ht 5'10" Wt 170 lbs Size Modifier 0 Age 21 Unspent Pts _____
Appearance Young but resolute leader, he carries the legacy of the great chiefs of the Three-Claws

ST 12 [20]

DX 11 [20]

IQ 12 [40]

HT 11 [10]

CURRENT

HP 12 [0]

Will 12 [0]

Per 12 [0]

FP 11 [0]

MOVE

5

DR

0/1
(hides)

PORTRAIT / NOTES



BASIC LIFT (ST × ST)/5 32 lbs DAMAGE Thr 1d Sw 1d+2
BASIC SPEED 5.5 [0] BASIC MOVE 5 [0]

ENCUMBRANCE

None (0) = BL 32 lbs
Light (1) = 2 × BL 64 lbs
Medium (2) = 3 × BL 96 lbs
Heavy (3) = 6 × BL 192 lbs
X-Heavy (4) = 10 × BL 320 lbs

ACTIVE DEFENSES

Dodge

9

(w/shield)

Parry

10

(spear+shield)

Block

10

(w/shield)

REACTION MODIFIERS

Appearance +0
Status +2
Other _____

ADVANTAGES & PERKS

Empathy (Sensitive) (roll IQ-3 to get a sense of people) [5]
Fit (+1 to all HT rolls) [5]
Intuition (when faced with choices, GM can roll IQ) [15]
Status 2 (Chief) [10]

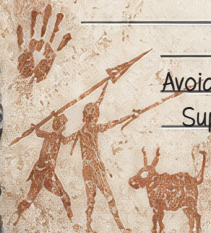
SKILLS

Name	Level
<u>Area Knowledge (Blue River Valley)</u>	<u>12</u> [1]
<u>Armoury (Melee Weapons)</u>	<u>12</u> [2]
<u>Body Language</u>	<u>12</u> [2]
<u>Climbing</u>	<u>11</u> [2]
<u>Diplomacy</u>	<u>12</u> [4]
<u>Knife</u>	<u>12</u> [2]
<u>Jewelry-making (Hobby skill)</u>	<u>11</u> [1]
<u>Leadership</u>	<u>13</u> [4]
<u>Leatherworking</u>	<u>12</u> [2]
<u>Public Speaking</u>	<u>11</u> [1]
<u>Spear</u>	<u>12</u> [4]
<u>Survival (Plains)</u>	<u>12</u> [2]
<u>Tanning (Professional skill)</u>	<u>12</u> [1]
<u>Shield</u>	<u>12</u> [2]
<u>Swimming</u>	<u>11</u> [1]
<u>Thrown Weapon (Spear)</u>	<u>13</u> [4]

DISADVANTAGES & QUIRKS

Cro-Magnon (Short Lifespan) [-10]
Guilt Complex [-5]
Sense of Duty (Your Clan) [-10]
Stubbornness [-5]

Avoids sick people [-1]
Superstitious - believes spirits are watching [-1]
Loses himself in thought [-1]
Easily dislocates his shoulder [-1]
Always carries salt with him [-1]



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CHARACTER SHEET

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-1 cr	C	8	DX 11	-	-
Stone-tipped spear	1d+2 imp 1d+3 imp	1	9	Spear-13; balanced, cheap two-handed	-	4 lbs.
Small stone knife	1d-1 cut 1d-1 imp	C, 1 C	8	Skill 12, cheap	-	0.5 lbs.

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Notes	Cost	Weight
Stone-tipped spear	1d+3 imp	2	12/18	1	T	9	-6	Spear Throwing-14	-	-

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

POSSESSIONS

Item	Location	Cost	Weight
Three-claw necklace	Neck	-	-
Small hide bag	Torso	-	0.5
Flint	Bag	-	-
Salt Lick	Bag	-	-
Foot wrappings	Feet	-	2 lbs.
Winter hides (DR 1 vs. cut)	Not head	-	5 lbs.
Small hide shield (DB+1, cover DR 5)	Arm	-	3 lbs.

SKINS

CHARACTER NOTES

You are young to carry the chief's spear, but the blood of great chiefs runs in you. Before he drowned, your father led the Three-Claws, and his father before him. Now the worst winter anyone remembers has killed more than two dozen of your people, and every death feels like your failure. You know what must be done. You listen. You think. You choose. If only the others would trust you long enough to see that you are right. The Three-Claws are your people, and you will see them live... even if they curse your name while you save them.

Totals:

\$ 15 Lbs.

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CHARACTER SHEET



Name Kadda La Player _____ Point Total 125
Ht 5'2" Wt 115 lbs Size Modifier 0 Age 16 Unspent Pts _____
Appearance Charismatic and clever herd-tracker and hunter

ST 11 [10]

DX 12 [40]

IQ 12 [40]

HT 12 [20]

CURRENT

HP 10 [-2]

Will 12 [0]

Per 12 [0]

FP 12 [0]

MOVE

6

DR

0/1
(hides)

PORTRAIT / NOTES



BASIC LIFT (ST × ST)/5 25 lbs DAMAGE Thr 1d-1 Sw 1d+1
BASIC SPEED 6.0 [0] BASIC MOVE 6 [0]

ENCUMBRANCE

None (0) = BL 25 lbs
Light (1) = 2 × BL 50 lbs
Medium (2) = 3 × BL 75 lbs
Heavy (3) = 6 × BL 150 lbs
X-Heavy (4) = 10 × BL 250 lbs

ACTIVE DEFENSES

Dodge

9

Parry

8
(knife)

Block

-

REACTION MODIFIERS

Appearance +0
Status -1 from Social Stigma
Other +1 from nature lovers
+1 from Charisma

ADVANTAGES & PERKS

Acute Vision I [2]
Charisma I [5]
Fit (+1 to all HT rolls) [5]
Talent (Outdoorsman) I [10]

SKILLS

Name	Level
Area Knowledge (Blue River Valley)	<u>12</u> [<u>1</u>]
Armoury (Missile Weapons)	<u>11</u> [<u>1</u>]
Bow	<u>13</u> [<u>4</u>]
Carousing	<u>12</u> [<u>1</u>]
Climbing	<u>12</u> [<u>2</u>]
Fast-Draw (Arrow)	<u>12</u> [<u>1</u>]
Knife	<u>12</u> [<u>1</u>]
Navigation (Land)*	<u>12</u> [<u>1</u>]
Spear	<u>11</u> [<u>1</u>]
Stealth	<u>12</u> [<u>2</u>]
Survival (Plains)*	<u>13</u> [<u>2</u>]
Swimming	<u>12</u> [<u>1</u>]
Thrown Weapon (Spear)	<u>12</u> [<u>1</u>]
Tracking*	<u>12</u> [<u>1</u>]
_____	_____ [<u> </u>]
_____	_____ [<u> </u>]
_____	_____ [<u> </u>]
_____	_____ [<u> </u>]

Includes +1 from Outdoorsman talent

DISADVANTAGES & QUIRKS

Cro-Magnon (Short Lifespan) [-10]
Chummy (-1 to IQ-based skills when alone) [-5]
Social Stigma (Minor) [-5]

Dislikes fish [-1]
Fearless around heights [-1]
Overly careful when hunting [-1]
Suffers from mild toothaches [-1]
Acts immature when stressed [-1]

GURPS[®]

CHARACTER SHEET

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-2 cr	C	9	DX 12	-	-
Small stone knife	1d-2 cut	C, 1	8	Knife-12, cheap	-	0.5 lbs.
	1d-2 imp					

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Notes	Cost	Weight
Short bow	1d-1 imp	1	165/220	1	1 (2)	7	-6	Bow-13	-	1.5 lbs.
Quiver w/ 10 arrows									-	2 lbs.

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

SKINS

POSSESSIONS

Item	Location	Cost	Weight
Foot wrappings	Feet	-	2 lbs.
Small hide bag		-	1 lb.
Flint	Bag	-	-
Three-claw necklace	Neck	-	-
Winter hides (DR 1 vs. cut)	Not head	-	5 lbs.
Mammoth-fur cloak	Back	-	6 lbs.
+2 to cold weather rolls			

CHARACTER NOTES

You were the youngest hunter ever to help bring down a mammoth! That was last winter, when your brother still laughed beside the fire. This winter took him, along with more than two dozen others of the Three-Claws. Since then, you hate being alone. You run farther than anyone, climb higher, laugh louder, and never show fear... but you always want another hunter at your side. There are things in the winter darkness worse than wolves, and silence reminds you too much of the dead.

Totals:

\$ 18 Lbs.

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CHARACTER SHEET



Name Bone Mender Player _____ Point Total 125
Ht 5'8" Wt 155 lbs Size Modifier 0 Age 30 Unspent Pts _____
Appearance Far-walking bone mender who lost his original tribe

ST 13 [30]

DX 11 [20]

IQ 12 [40]

HT 11 [10]

CURRENT

HP 13 [0]

Will 12 [0]

Per 12 [0]

FP 11 [0]

MOVE

5

DR

0/1
(hides)

PORTRAIT / NOTES



BASIC LIFT (ST × ST)/5 40 lbs DAMAGE Thr 1d+1 Sw 2d-1
BASIC SPEED 5.5 [0] BASIC MOVE 5 [0]

ENCUMBRANCE

None (0) = BL 40 lbs
Light (1) = 2 × BL 80 lbs
Medium (2) = 3 × BL 120 lbs
Heavy (3) = 6 × BL 240 lbs
X-Heavy (4) = 10 × BL 400 lbs

ACTIVE DEFENSES

Dodge

8

Parry

9u
(Dull Axe)

Block

-

REACTION MODIFIERS

Appearance _____
Status _____
Other _____

ADVANTAGES & PERKS

High Pain Threshold (ignore shock, +3 vs. knockdown/stun) [10]
Talent (Healer) I [10]

SKILLS

Name	Level
Animal Handling (Dogs)	11 [1]
Axe/Mace	12 [4]
Climbing	11 [2]
Cooking	11 [1]
Esoteric Medicine*	13 [4]
First Aid* (heals 1d-4 HP)	14 [1]
Fishing	12 [1]
Hiking	10 [1]
Knife	11 [1]
Mimicry (Bird Calls)	11 [2]
Naturalist	12 [4]
Occultism	12 [2]
Poisons	10 [1]
Singing	12 [2]
Spear	10 [1]
Surgery* (usually roll at -9 at TL!!)	10 [1]
Survival (Plains + Woodlands)	11 [2]
Thrown Weapon (Axe/Mace + Spear)	11 [0]

* Includes +1 from Healer talent

DISADVANTAGES & QUIRKS

Cro-Magnon (Short Lifespan) [-10]
Compulsive Generosity [-5]
Unluckiness [-10]
Believes he owes the spirits a favor [-1]
Hard on himself [-1]
Scolds folks when they are not careful [-1]
Tells stories of old (gruesome) injuries [-1]
Hides that his bones ache a lot [-1]

[illegible]

\$ 19 Lbs.

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CHARACTER SHEET



Name Old Wolfpaw Player _____ Point Total 125

Ht 5'7" Wt 150 lbs Size Modifier 0 Age 34 Unspent Pts _____

Appearance Once the clan's greatest game hunters... but a recent shoulder injury has left him in pain

ST 12 [20]

DX 12 [40]

IQ 10 [0]

HT 12 [20]

CURRENT

HP 12 [0]

Will 10 [0]

Per 12 [10]

FP 12 [0]

MOVE

6

DR

0/1
(hides)

PORTRAIT / NOTES



BASIC LIFT (ST × ST)/5 32 lbs DAMAGE Thr 1d Sw 1d+2

BASIC SPEED 6.0 [0] BASIC MOVE 6 [0]

ENCUMBRANCE

None (0) = BL 32 lbs
Light (1) = 2 × BL 64 lbs
Medium (2) = 3 × BL 96 lbs
Heavy (3) = 6 × BL 192 lbs
X-Heavy (4) = 10 × BL 320 lbs

ACTIVE DEFENSES

Dodge

10

Parry

11
(Spear)

Block

—

REACTION MODIFIERS

Appearance +1

Status _____

Other _____

+2 young folks / -2 experienced folks

ADVANTAGES & PERKS

Appearance (Attractive) [4]
Combat Reflexes [15]
(+6 to recover from stun/surprise, +2 to Fright Checks) []
Fearlessness 2 (+1 to Fright Checks) [2]
Fit (+1 to all HT rolls) [5]
Night Vision I [1]
Rapid Healing (+5 to HT rolls to recover HP) [5]
____ []
____ []
____ []

SKILLS

Name	Level
Area Knowledge (Blue River Valley)	10 [1]
Armoury (Melee Weapons)	9 [1]
Boating (Unpowered)	11 [1]
Brawling	13 [2]
Carousing	12 [1]
Climbing	11 [1]
Knife	13 [2]
Leadership	9 [1]
Navigation (Land)	9 [1]
Spear	14 [8]
Stealth	13 [4]
Survival (Plains)	11 [1]
Tactics	9 [2]
Teaching	9 [1]
Thrown Weapon (Spear)	14 [4]
Tracking	12 [2]

DISADVANTAGES & QUIRKS

Cro-Magnon (Short Lifespan) [-10]
Chronic Pain (9 or less, -2 DX, IQ for 2 hours, then roll again) [-5]
Overconfidence [-5]
Sense of Duty (Friends & Companions) [-5]
____ []
____ []
Proud of his beard [+1]
Complains about hunting small game [-1]
Protective of the clan's women [-1]
Dislikes bathing [-1]
Always sharpening his spear tips [-1]



[illegible]

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-1 cr	C	9	Brawling-13	-	-
Stone-tipped spear	1d+2 imp	I	11	Spear-14, cheap	-	4 lbs.
Two-handed	1d+3 imp	I-2				
Stone-tipped javelin	1d+1 imp	I	11	Spear-14, cheap	-	2 lbs.
Small stone knife x2	1d-1 imp	C	9	Knife-13, cheap	-	0.5 lbs.

[illegible]

Item	Location	Cost	Weight
Foot wrappings	Feet	-	2 lbs.
Small hide bag		-	1 lb.
Flint	Bag	-	-
Dried meat meal x6	Bag	-	3 lbs.
Winter hides (DR 1 vs. cut)	Not head	-	5 lbs.
Mammoth-hide cap (DR 3)	Head	-	4 lbs.
Three-claw necklace	Neck	-	-
Sharpening stone	Bag	-	-

\$ 17 Lbs.

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CHARACTER SHEET



Name Mikkani Player _____ Point Total 125

Ht 5'3" Wt 120 lbs Size Modifier 0 Age 25 Unspent Pts _____

Appearance Sharp-eyed and fiercely protective clan mother... willing to defy the spirits themselves

ST 10 [0]

DX 11 [20]

IQ 13 [60]

HT 12 [20]

CURRENT

HP 10 [0]

Will 13 [0]

Per 13 [0]

FP 12 [0]

MOVE

6

DR

0/1
(hides)

PORTRAIT / NOTES



BASIC LIFT (ST × ST)/5 20 lbs DAMAGE Thr 1d-2 Sw 1d
BASIC SPEED 6.0 [5] BASIC MOVE 6 [0]

ENCUMBRANCE

None (0) = BL 20 lbs
Light (1) = 2 × BL 40 lbs
Medium (2) = 3 × BL 60 lbs
Heavy (3) = 6 × BL 120 lbs
X-Heavy (4) = 10 × BL 200 lbs

ACTIVE DEFENSES

Dodge

9

Parry

8
(Hatchet)

Block

-

REACTION MODIFIERS

Appearance _____

Status _____

Other _____



ADVANTAGES & PERKS

Ambidexterity [5]
Jack of All Trades (+1 to skill default rolls) [10]

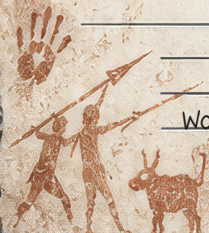
SKILLS

Name	Level
Animal Handling (Dogs)	<u>12</u> [1]
Axe/Mace	<u>11</u> [2]
Body Language	<u>12</u> [1]
Camouflage	<u>13</u> [1]
Carpentry	<u>13</u> [1]
Climbing	<u>12</u> [4]
Diplomacy	<u>13</u> [4]
First Aid (heals 1d-4 HP)	<u>13</u> [1]
Gesture	<u>13</u> [1]
Knot-Tying	<u>12</u> [2]
Naturalist	<u>12</u> [2]
Observation	<u>12</u> [1]
Pharmacy (Herbal)	<u>11</u> [1]
Sewing	<u>12</u> [2]
Spear	<u>10</u> [1]
Survival (Plains)	<u>13</u> [2]
Thrown Weapon (Spear)	<u>11</u> [1]
Weather Sense	<u>13</u> [1]

DISADVANTAGES & QUIRKS

Cro-Magnon (Short Lifespan) [-10]
Curious [-5]
Pacifism (Cannot Harm Innocents) [-10]
Sense of Duty (Friends & Companions) [-5]

Always braiding something [-1]
Wonders about distant lands [-1]
Rarely complains [-1]
Thinks about shelter designs a lot [-1]
Prays to the sky spirits every night [-1]



GURPS[®]

CHARACTER SHEET

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-3 cr	C	8	DX II	-	-
Stone-tipped javelin	1d-1 imp	I	8	Spear-10, cheap	-	2 lbs.
Stone hatchet	1d cut	I	8	Axe/Mace-II, cheap	-	2 lbs.

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Notes	Cost	Weight
Javelin	1d-1 imp	4	15/17	I	Thrown	6	-4	Spear Throwing-II	-	-

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

POSSESSIONS

Item	Location	Cost	Weight
Foot wrappings	Feet	-	2 lbs.
Small hide bag		-	1 lb.
Flint	Bag	-	-
Dried meat meal x6	Bag	-	3 lbs.
Winter hides (DR I vs. cut)	Not head	-	5 lbs.
Hide cap (DR 2)	Head	-	4 lbs.
Moss bandages xl	Bag	-	2 lbs.

SKINS

CHARACTER NOTES

You have three children, and every night you listen to them breathe. Your husband OMIN has been dead for four seasons. Worse, more than two dozen Three-Claws have died this winter. You will not let your children join them. You know roots, hides, seasons, animals, fire, and the old stories better than most hunters know their spears... and something about this winter is wrong. Cold comes and cold goes. This cold stays. You fear some spirit has been angered. Whatever it wants, you will find out.

Totals:

\$ 19 Lbs.

GURPS®

CHARACTER SHEET



Name Strong Sah-Zoo Player _____ Point Total 125
Ht 5'11" Wt 220 lbs. Size Modifier 0 Age 34 Unspent Pts _____
Appearance The clan's builder, sculptor, and artist - strong, but a little touched in the head

ST 13 [30]

DX 11 [20]

IQ 11 [20]

HT 12 [20]

CURRENT

HP 13 [0]

Will 11 [0]

Per 11 [0]

FP 12 [0]

MOVE

5

DR

0/1
(hides)

PORTRAIT / NOTES



BASIC LIFT (ST × ST)/5 40 lbs. DAMAGE Thr 1d+1 Sw 2d-1
BASIC SPEED 5.75 [5] BASIC MOVE 5 [0]

ENCUMBRANCE

None (0) = BL 40 lbs.
Light (1) = 2 × BL 80 lbs.
Medium (2) = 3 × BL 120 lbs.
Heavy (3) = 6 × BL 240 lbs.
X-Heavy (4) = 10 × BL 400 lbs.

ACTIVE DEFENSES

Dodge

8

Parry

9u
(Maul)

Block

-

REACTION MODIFIERS

Appearance _____
Status _____
Other +2 from viewers of your art



ADVANTAGES & PERKS

Arm ST +1 [5]
Fearlessness I [2]
Fit (+1 to all HT rolls) [5]
Luck (once per hour, reroll two more times) [15]
Talent (Gifted Artist) 2 [10]

SKILLS

Name	Level
<u>Area Knowledge (Blue River Valley)</u>	<u>11</u> [1]
<u>Armoury (Missile + Melee Weapons)</u>	<u>11</u> [4]
<u>Artist (Painting + Sculpting)*</u>	<u>12</u> [2]
<u>Bow</u>	<u>11</u> [1]
<u>Carpentry</u>	<u>12</u> [2]
<u>Climbing</u>	<u>12</u> [4]
<u>Dancing</u>	<u>11</u> [2]
<u>Fast-Talk</u>	<u>11</u> [2]
<u>Knife</u>	<u>11</u> [1]
<u>Knot-Tying</u>	<u>11</u> [1]
<u>Leatherworking*</u>	<u>13</u> [1]
<u>Lifting</u>	<u>12</u> [2]
<u>Machinist (i.e., Tool-making)</u>	<u>10</u> [1]
<u>Survival (Mountains)</u>	<u>11</u> [2]
<u>Survival (Plains)</u>	<u>10</u> [1]
<u>Two-handed Axe/Mace</u>	<u>12</u> [4]

* Includes +2 from Gifted Artist

DISADVANTAGES & QUIRKS

Cro-Magnon (Short Lifespan) [-10]
Absent-Mindedness (-5 to IQ when focusing) [-15]
Curious [-5]
Workaholic [-5]
Laughs at inopportune times [-1]
Believes his luck comes from his lucky geode [-1]
Distractible [-1]
Dreams of building tall monuments [-1]
Careful never to anger a nature spirit [-1]



[illegible]

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d cr	C	8	DX II	-	-
Stone maul	2d+4 cr	1-2	9U	Spear-10, cheap. 2H	-	12 lbs.
				Unreadies after attack		
Small stone knife	2d-4 cut	C,1	7	Knife-II	-	0.5 lbs.
	1d imp	C				

[illegible]

For complete table, see p. 550.

Speed Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

SKINS

Item	Location	Cost	Weight
Foot wrappings	Feet	-	2 lbs.
Wicker basket (1-gallon)		-	1.5 lbs.
Obsidian scalpel	Basket	-	-
Lucky geode	Basket	-	-
Winter hides (DR I vs. cut)	Not head	-	5 lbs.
Small hand drum	Basket	-	-
Three-Claw Necklace	Neck	-	-

Stone speaks to you. Most people cannot hear it. At night the spirits show you shapes that must be cut, stacked, and raised beneath the sky. You make blades from black obsidian sharper than teeth, and the Three-Claws praise your hands... but also curse your wandering mind. You forget work. You lose tools. You begin one thing and dream of another. Now more dozens are dead from the terrible winter, and the spirits whisper louder every night. You want, just once, to finish what they ask of you...

Totals:

\$ 24 Lbs.

Usam-Aha

The Chieftain



PER 12

Kadda-La

The Herd-Tracker



PER 12

Bone Mender

Far-walking Healer



PER 12 • UNLUCKINESS

Mikkani

Sharp-eyed Gatherer



PER 13

Old Wolfpaw

Great Hunter



PER 12 • CHRONIC PAIN (9-)

Sah-Zoo

The Stone Builder



PER 11