

CANYON of the SNOW CAIRNS

by JC Connors

ABOUT THE ADVENTURE

Canyon of the Snow Cairns is an ice age era, pulp *Call of Cthulhu* adventures. It is set 30,000 years ago in the Blue River Valley, somewhere in Europe, long before the dawn of civilization. Weeks before winter sets in, the investigators witness their tribal leader captured by a mysterious, rival tribe. Fearful that their tribe will be doomed without his leadership, they set out to rescue their chief in the Forest of Howling Sorrows.

Canyon of the Snow Cairns can easily be adapted to other systems (a *GURPS* version is also available on www.1shotadventures.com).

Canyon of the Snow Cairns is suitable for four-to-six pulp investigators. The end of this adventure includes six pregenerated characters so you can get started right away – plus an extra character should one of the investigators meet a grisly fate before the adventure's conclusion!

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 investigators, notably the pregenerated characters from the end of this adventure.

ADVENTURE SUMMARY

CHIEF KUSIM-AHA has led the Clan of Three Claws for ten years. The young chief was adored, and his bold leadership was marked by warm winds and an endless supply of fat river fish. It was because of the chief's bold leadership that the Lion Tail Tribe was finally destroyed, after a generation of fierce rivalry for food and shelter.

As the Great Autumn Hunt concludes, Chief Kusim-Aha and his brother, war chief TANSUM-AHA are brutally ambushed by savage warriors from an unknown clan. Dressed in black wolf pelts, the attackers speared Kusim-Aha and then escaped with his body across the river and into the primeval Forest of Howling Sorrows.

Dying from his wounds, Tansum-Aha predicts that if his brother is not rescued and returned to the Clan of Three Claws, a terrible tragedy would be unleashed. Without Kusim-Aha, he fears that the tribe will be erased from the earth during the winter.

Tansum-Aha's prediction is not altogether untrue. His brother's captives, vengeful survivors of the Lion Tail Tribe, have turned to worshipping the dark god-spirit known as THE WALKER IN THE WIND. Their zealous and desperate

worship weakened the ancient boundaries between worlds, and they discovered a portal that allowed them to freely travel between the forest and the Walker in the Wind's frozen home world of Borea. However, each trip has eaten away at their very sanity.

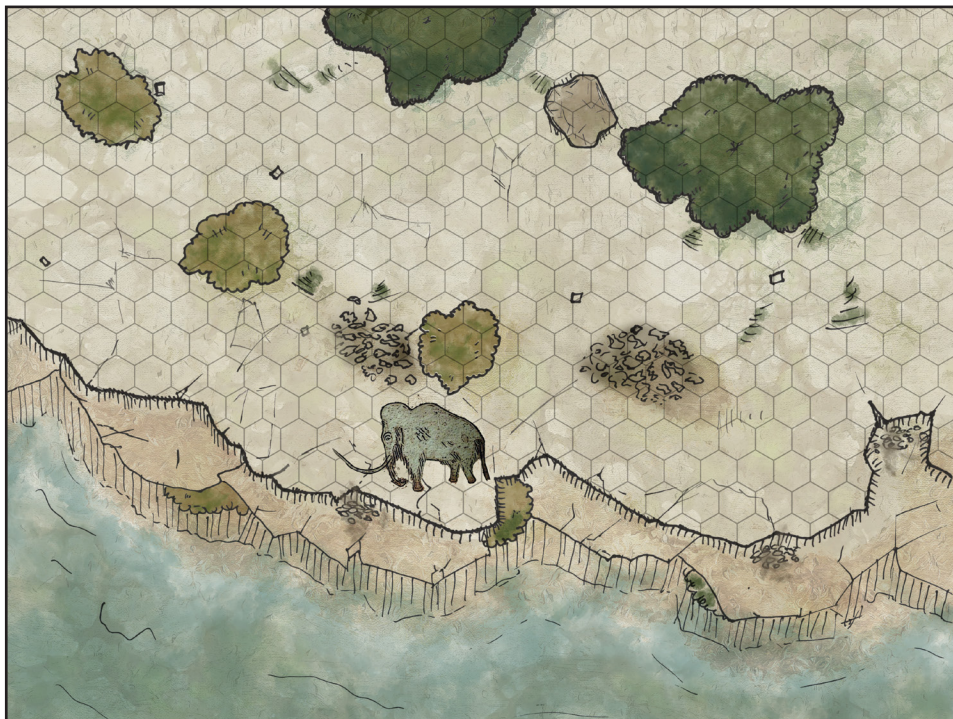
The Lion Tails carried the wounded Chief Kusim-Aha through the portal, so that they can sacrifice him to the Walker in the Wind himself. They hope this act will bring them favor with the Walker in the Wind, while utterly destroying their generational foes.

To save their tribe from doom, the investigators must venture into the Forest of Howling Sorrows, survive its dangers, discover the secrets of the ancient portal, and finally, claw back their leader from the primal ice world of Borea.

THE RECKLESS CLIFF SIDE HUNT

For six days, the Great Autumn Hunt has been underway, a rare time when both the black deer and mastodon herds migrate through the Blue River Valley. Seventeen black deer have fallen to the spears of the Clan of Three Claws, almost half them by the strong hands of young Chief Kusim-Aha and his war chief brother, Tansum-Aha.

Despite the early success, no tribesman has yet to take down



one of the great mastodons. This year, the massive beasts have been especially strong, fast, and aggressive, and two of the finest hunters of the clan were gored and killed by a great mastodon bull dubbed "STONETUSKS". The mastodon is recognizable by its one broken tusk (the other half of which was buried in the gut of one of the ill-fated hunters). Many hunters have sought to take Stonetusks down.

The adventure begins at dusk. The evening is chill and a light northerly breeze is marking the end of the season. Breath frosts in the air as a light drizzle rains down from the darkening sky.

The investigators are hot on the trail of Stonetusks, who has been spotted ambling along the high cliff edge that runs along the southern bank of the Blue River. The mastodon is alone and far away from his herd. The terrain here is rough and rocky and visibility is limited.

A pained shout comes from the trail ahead, followed by the fierce trumpet of a furious mastodon. Racing ahead, the investigators see Stonetusks mauling one of their reckless clan mates, stomping him aggressively with his huge feet. The dangerous mastodon, backed up against the cliff side, rears up and then glares at the investigators, challenging them.

The investigators recognize the man under the mastodon as MEELO, a young tribesman known for his carelessness during hunts. The man is still alive, though his leg is gruesomely crushed. If the investigators take a moment to assess the surroundings, they see no one else nearby. A SPOT HIDDEN roll spots the fallen tribesman's stone-tipped spear under some brush just a few yards away.

STONETUSKS

STR 220 DEX 60
CON 60 POW 60
SIZ 300 HP 46

Damage bonus: +3D6
Build: 7 (5 tons) Move: 10

Fighting (Slam) 60%, damage 1d6+DB

Armor: 4-point fur and hide

Mastodons typically attack by *slamming* their victim. This then knocks human-sized opponents unless they make a Hard Dex roll. If knocked over, victims are trampled for an additional 3D6 damage.



The great mastodon is angry and frightened. His first instinct is to scare the investigators away, by bellowing challenges, brandishing his tusks, and stomping his feet.

Saving Meelo

Rescuing Meelo is a dangerous affair while Stonetusks looms over him. If someone approaches Stonetusks, perhaps to pull Meelo away from him, make a POW for the mastodon. A clever plan that keeps the animal calm, or a investigators succeeding at a Hard ANIMAL HANDLING roll may influence his roll. If Stonetusks succeeds the roll, he stands his ground and threatens any approaching person with a tusk attack. If he fails, he bolts along the cliff side – slamming and trampling anyone who approached from that direction.

Challenging Stonetusks

If the investigators wait and do nothing, Stonetusks huffs and bellows. Meelo's moaning and cries for help eventually anger the beast, and he'll find the courage to charge at the investigators, trampling and likely killing poor Meelo in the process.

If the investigators startle, rush, or otherwise attack Stonetusks, make a Pow roll for the beast. If he succeeds, he trumpets a challenge and charges. If he fails, he bolts alongside the edge of the cliff, trying to get away. This Pow roll should be repeated when he is seriously wounded (below 10 hit points).

Anyone, including Stonetusks, who runs closely along the wet cliff side runs a risk of falling and plummeting 20 yards into the river below. A failed DEX roll indicates a slip and fall into the water below for 2d+1 cr damage (or 9d+1 for poor, massive Stonetusks). An investigator who makes a Hard SWIM roll takes no damage as he executes a perfect dive! An investigator must then make a SWIM roll to escape the river, else they begin to drown. Fortunately, fellow tribesmen are nearby to friends out if they struggle.

If Stonetusks is taken down, the cheers of their fellow tribesmen are heard below the cliff. The investigators have achieved a mighty task and the spirits will heap many rewards upon them this winter. Hauling the six ton carcass of the mastodon back to the tribe's camp is beyond the ability of a small group of men. They'll have to get help to do this, but their allies are quickly rushing up the cliff to help.

If Stonetusks falls into the river and is still conscious, make a DEX roll for the creature. If he succeeds, he manages to swim down the river and find his way back to his retreating herd. If he fails, he limped from the water too slowly, and was overtaken and killed by other tribesmen, who appreciate the investigators' assistance nonetheless.

THE SHAMAN'S REWARD

If the investigators killed Stonetusks and rescued Meelo, the shaman KOVA-KEEYA, declares that the broken tusk of the mastodon is theirs to keep. On the other hand, if Stonetusks was killed by the tribe after a fall in the river, the shaman's first inclination is to give the tusk to the other hunters that actually killed the beast. Kova-Keeya can be convinced otherwise with a satisfying story that plays up the investigators' participation (perhaps helped by some influence skills).

Either way, Kova-Keeya spends the night sawing the the ivory into several rough-hewn and heavy mastodon talismans, which can be hung from the neck.

The mastodon talismans contain the savage spirit of Stonetusks, and give the wearer a blessing. Treat this as a limited bless spell, but effective only when the investigators are in the cursed land of Borea. The blessing gives +10% to all skills and ends when the subject is in serious danger and fails some die roll (or a foe makes a good die roll). Then the talisman averts or reduces the danger and becomes a useless trinket.

Meelo will survive the cliff side encounter as long as he doesn't get trampled or gored by Stonetusks again. (Keepers preferring more detail can assume Meelo has only 2 hit points when first encountered.)

If Meelo is rescued, he gasps that he will be forever grateful to the investigators. He tells them that he believes Stonetusks possessed the fury of the fallen Lion Tail Tribe. This brave act earns a token from Meelo's uncle, the tribe's shaman, when the investigators return to their settlement (see text box).

FESTIVAL AT THE CAMP

A full moon shines on the Three Claws' camp of hide-tents and tall, sheltering rocks. Barking dogs welcome the investigators back to the camp, which is lit by three large fires in its middle. A large black deer already roasts above each fire, giving the camp a wonderful smell of oily smoke and crisping flesh. The mood is festive, with men and women dancing and singing around each fire.

Within minutes, the eldest huntsman TUMBA THE HAPPY shouts a merry welcome. He witnessed their encounter with Stonetusks from a distance, and tells them to prepare a great story to tell to Chief Kusim-Aha when he returns – no doubt bringing more deer for the tribe to cure for the winter.

As the investigators are pulled into the festivities, the shaman Kova-Keeya sings a celebratory song to the spirits. Soon, the tribe's women hang garlands of dried flowers about the hunter's necks. This is followed by the sacred tokens of the tribe – necklaces with three claws, that of a wolf, a lion, and a bear. These tokens are only given after a successful hunt or battle. Receiving them is the greatest honor among the clan.

Jealous Ugly Bearface

Tumba informs the investigators that the day's hunt has gone well for all the hunters. If they managed to take down Stonerutsks, Tumba proclaims them *bavaaks*, or "great and towering huntsman," second only in skill to Chief Kusim-Aha and his brother and war chief, Tansum-Aha. This title earns the investigators many embraces, slaps on the back, and smiles from the amorous clan members who do not have mates already (and some who do). Otherwise, always-happy Tumba will still celebrate any bravery and risk-taking in a public manner.

A hunter called UGLY BEARFACE is not thrilled by the investigators' adventure. Normally one of the clan's greatest hunters, Bearface has had a bad season. He brought down no black deer this year, and worse, scared the mastodon herd away when he had an angry outburst at a younger huntsman who made a joke at his expense. He received no flower garlands or clan tokens this year.

Bearface will hurl insults at the most likeable or capable investigator. He claims the investigators is taking too much credit, and by doing so, he is dishonoring the great chief. He then pushes and spits in an attempt to pick a fight. Bearface can be talked down with a successful social skill roll. If a brawl breaks out, other tribe members will pull Bearface away from his victim once first blood is drawn. Either way, Bearface angrily leaves the camp and disappears into the night.

Keeper's Note: Ugly Bearface soon ends up witnessing the kidnapping of Chief Kusim-Aha and shows up later in the adventure. The end of the adventure includes Ugly Bearface as a replacement character, in the event one of the investigators dies before the adventure is over.

The Search for Chief Kusim-Aha

Hours after nightfall, Tumba quietly expresses his concern to the investigators that Chief Kusim-Aha and his brother Tansum-Aha have not returned to camp yet. It is unusual for any hunter to not return before nightfall. Tumba asks that the investigators lead a search party, and reminds them that the brothers were last seen a several miles west of the settlement, along the bend in the Blue River where the black deer graze. With the night's full moon, he assures them, they should be able to find the brothers.

UGLY BEARFACE

STR 70 DEX 55 INT 45
CON 60 APP 40 POW 50
SIZ 50 SAN 50 HP 11

Damage bonus: +0

Build: 0

Move: 9

Fighting (Brawl) 70%, 1D3

Fighting (Club) 70%, damage 1D6 (he will not use this in a brawl)

Skills: Dodge 27%, Intimidate 40%, Stealth 55%, Track 50%

Personality: Unlucky, jealous Bearface always lashes out after poor hunts. Once he was appreciated for being an effective warrior during the war with the Lion Tails. Now, he is largely disliked by the tribe for being impulsive and bad tempered, which combine into a real liability during group hunts,



A Hard REGIONAL KNOWLEDGE roll (due to the rain and the dark) recalls a shortcut to the bend in the river. A failure means it takes the typical couple of hours or so to reach it.

Blood at the Blue River Bend

As the investigators approach the bend in the Blue River, they hear the distressed screams of the tribe's war-chief, Tansum-Aha. He is shouting his brother's name into the night, his voice filled with anguish and defeat.

As the investigators come closer, they see Tansum-Aha lying on the ground, a broken spear wickedly piercing his side. He is surrounded by a perfect circle of dead black deer, which twitch and spasm in weird unison in their death throes. This unnatural sight calls for a SANITY ROLL (1/D3)! As soon as the investigators step over the circle of deer, the deer instantly cease their movement and fall dead. Additionally, the air inside the circle is heavy and freezing cold.

There is no sign of Chief Kusim-Aha. Tansum-Aha is severely wounded, a bone spear shaft buried deep into his side. Wracked with pain, he sobs out his story.

"My brother and I were hunting the black deer, here, in this place. When the deer circled around us, dancing and tossing their antlers, we thought the spirits were smiling. But when my brother loosed his arrow we were attacked by savage, wolf-headed men whose eyes held the light of the setting sun. They hurled many spears all at once and all the deer fell, together in this circle. Brother was also pierced by spears and I was afraid for him. I could not move, the fear felt like a winter cold. I tried to crawl to him, but the wolf-men with black nails dragged him away to the river. I was helpless to chase them."

An Extreme FIRST AID roll safely removes the spear from Tansum-Aha. Otherwise, he dies from his injury, pleading for the PCs to find his brother immediately. The spirits have told him that his brother still lives but is in mortal danger:

“My nightmares have become living things. I know that our clan will be erased from memory if Kusim-Aha is not returned to us. Without him, we will not survive the winter, I am sure.”

If investigators examines the broken spear, they see that it is made from particularly dense bone. It is unknown what animal it is from; a NATURAL WORLD roll confirms the bone comes from a creature as big as a mastodon, but also that it is not from any known animal from these parts. An OCCULTISM roll surmises the bone comes from a large spirit-creature. *Keeper’s Note: The spear is made from the bone of the dragon-like shantak, which the Lion Tail survivors killed months ago.*

There is a second, still-intact bone spear lodged into the low-hanging branches of a nearby tree, which only a SPOT HIDDEN roll will find. Treat this as a bone spear, doing 1d8 + 1/2 DB damage, but only breaking on a roll of 97%+.

Examining the deer carcasses, the investigators find no wounds or sign of obvious external injury. Unusually, their bodies are stiff and cold already. A SURVIVAL or NATURAL WORLD roll identifies marks of frostbite on the creatures. Despite what Tansum said, these deer were not likely killed by spears. *Keeper’s Note: They were killed by the freezing powers of the bear-like Gnoph-keh, an otherworldly beast who accompanied the wolf-clad Lion Tails in their ambush.*

A successful TRACKING (Hard, at night) roll finds a trail of bare footprints leading away from the clearing and towards the river. It looks like at least a dozen men made the tracks. If the investigators study the area around the tracks carefully, they also find large bear-tracks nearby. Otherwise, the investigators will have to wait until light to find any tracks.

A Sign of Canoes

The prints lead about a half-mile to the riverbank, where there are obvious signs of canoes. Deep slide marks in the mud show where at least three canoes landed and then took off again.

If the investigators made good time and followed the tracks at night, they see faint torches on the other side of the river, soon vanishing into the dense woods of the Forest of Howling Sorrows. If the tracks are found during the day, they see abandoned canoes on the other side of the river.

A REGIONAL KNOWLEDGE roll knows the name of the forest as well that it is a dangerous wild place avoided for its fierce, stalking predators – wolves and lions. No one has heard of another tribe living in the woods there, though there are rumors that some survivors of the Lion Tail tribe fled into those woods last year.

Distress at the Settlement

If the investigators return to camp, they find their home under great distress and anguish. The loss of their chief has already spread through the camp. The shaman Kova-Keeya declares the tragedy the worst of all omens, and shares his belief that the tribe will lose many children this winter without the chief’s wisdom and guidance.

In the unlikely event that Tansum-Aha survived his wound, he is declared the new chief of the Three Claws. However, Tansum-Aha makes it clear he has no desire for such a position, especially since he believes his brother still lives and must be recovered.

After much debate, the clan decides that the chief’s attackers must be survivors of the Lion Tail tribe, who were defeated in a bloody war almost a year ago.

“Like the treacherous pouncing lions they pray to,” announces Kova-Keeya, “the cowardly Lion Tails hid in the tall grass and the shadows to attack us by surprise!”

Whether it is Kova-Keeya or Tansum-Aha, the tribe begs the investigators to mount a rescue mission for their chief. They are too fearful to send more than a handful of tribesmen on the mission, because they believe that the Lion Tails may be trying to lure away the hunters and warriors of the clan so that they can attack its precious food supplies before winter.


Crossing the Blue River

Swimming across the 150 yards of cold river water takes a few minutes, requires a successful SWIM roll (-2 per level of encumbrance), and costs 1 FP. A failure costs 1 hit point of damage and requires another SWIM roll. This continues until the swimmer either gets across the river or drowns!

The clan also possesses a disused wood and hide canoe. The vessel was built by a deceased tribesman named KOMSA, who liked to spear the fat silver fish from the middle of the river. Unfortunately, he drowned in the spring, and his boat has been unused ever since. It is big enough to hold two people. Navigating the strong river with Komsa’s canoe only requires a BOATING roll (a failure indicates overshooting the other bank, costing hours of lost time).

THE FOREST OF HOWLING SORROWS



 A **SPOT HIDDEN** roll identifies that the canoe needs to be patched up before leaving the shore. Otherwise, it will begin to sink halfway across the river! Patching the boat requires replacing a torn hide and a **REPAIR/DEVISE** roll.

THE FOREST OF HOWLING SORROWS

Three hastily-constructed canoes lie abandoned on the north side of the Blue River. One of them has an ample amount of blood inside it, likely from the wounded chief. A **TRACKING** roll finds a blood trail that leads into the dense forest (at night, this will be Hard). If the investigators study the tracks carefully, the tracker can identify the prints of eleven men, several of whom were carrying something heavy, as indicated by their deeper footprints in the mud.

There are two paths that visibly lead into the forest. The first path is narrow and shows signs of recent, human usage (this is also the one that the blood trail leads down). This path leads towards the abandoned settlement (#1, detailed below). The second path is wider, and from many obvious hoof marks, looks like a path deer use to get water from the river. This path leads near Neelia's Grotto (#2, detailed below).

Regardless of which path the investigators choose, as soon as they enter the forest, the temperature drops noticeably and unseasonable flurries begin. A **NATURAL WORLD** roll confirms that it is unusually early for snow in this area.

Navigating the Forest

The primeval forest is wet, dense, and features rapid elevation changes and rough ground. An icy wind blows through the old trees, making an unusual whining sound. Punctuat-

ing the wind gusts are warbling howls that are impossible to identify to any known creature. An OCCULTISM roll recalls that this forest is said to be the home of evil wolf spirits who cannot leave the forest, and are therefore eternally hungry for the flesh of men.

Keepers can assume the wary investigators can travel approximately 1.5 miles per hour, or 3 hexes on the map above. Reduce this 1 mile per hour, or 2 hexes, if traveling at night. Traveling at night may attract the attention of the pack of three-eyed Borean black wolves that roam the forest (see the Lair of the Three-Eyed Wolves below for more details).

#1 - The Abandoned Lion Tail Settlement

As the investigators travel on the trail through this area, they may spot an abandoned settlement. A SPOT HIDDEN roll sees a few makeshift, hide tents in a nearby clearing, just a few minutes off the trail.

This clearing contains twenty or so tents. Several more are overturned. There is no sign of life in the settlement, nor any signs of recent activity. What was once a fire pit in the middle of the settlement is nothing but trodden remnants and ash. It is obvious the pit has not been used in a while (a SURVIVAL roll more specifically reveals that it has not been used in *months*).

A quick search of the abandoned settlement discovers two interesting findings:

- A blue-black wolf pelt, matching the description of Kusim-Aha's attackers, can be found hanging inside one of the tents. A SURVIVAL or NATURAL WORLD roll identifies it from a dire wolf, though the blue-black color is extremely unusual.
- The largest tent holds a large, mammoth-sized skull. Sharp incisors in the skull clearly mark it as that of a predator. The species of the skull is unrecognizable, although a SURVIVAL or NATURAL WORLD roll identifies it as similar in shape to the skulls of the wild horses that graze the plains to the south. A successful OCCULTISM roll recalls stories of massive birds with scales like snakes that were once seen generations ago. 🧑 An investigator with the Second Sight ability may suddenly have a vivid recollection of *shantaks* – terrifying dragon-like creatures who would appear during the fiercest winter storms, tear down shelters, devour men and babes, and fly off with the women of the tribe.
- There is an unusual number of sharp skinning stones, used to scrape flesh from animal pelts scattered everywhere in the camp.

If a SPOT HIDDEN roll is successful, the investigators find signs of digging just outside the perimeter of the settlement. If the

SURVIVAL IN THE FOREST

The Forest of Howling Sorrows is an old-growth forest. Large trees and standing dead trees are everywhere. While the high canopy gives the forest a sense of dimness, occasional shafts of cold light cut through to the forest floor. The ground is littered with coarse, woody debris and occasional stones, making it not too difficult to craft primitive wood or stone weapons, if needed.

Because of the presence of the Walker in the Wind and his minion, the Gnoph-keh, the forest is chillier than it would normally be in autumn. Typically, it is around 45° (7° C), but the temperature drops below freezing as the investigators get closer to the Gnoph-keh and the Altar of White Stones.

The investigators should make a SURVIVAL roll for each full day they spend in the woods. On a failure, they suffer 1D3 damage from twisted ankles, cold nights, and other wilderness maladies. Additionally, each day, the investigators can forage as they travel with a successful SURVIVAL or NATURAL WORLD roll. Additionally, a character with Bow skill can make a roll to bag a rabbit.

Sleeping in the forest is difficult, with harsh owl screeches, strange movements, wolf howls, creaking boughs, and the faraway screams of the Gnoph-keh.

investigators dig in that area, they soon uncover a hole with a dozen, rotted lion tails buried there. Investigators recognize these as the tails that the Lion Tail Tribe wore in their hair as tokens of victory in hunting or war.

If an INT roll is successful, the investigators can scrounge a handful of useful tools scattered around the camp, including stone knives, a stone axe, and several spear and arrowheads.

Keeper's Note: This settlement was once the home of survivors from the defeated Lion Tail Tribe. However, once they began worshipping Ithaqua, they ceremonially buried their lion tails and left this place to spend most of their time in Borea.

#2 - Neelias' Grotto

The rough ground in this area is marked by a sheer granite cliff that cuts through the forest. Only a five or six yards high, the cliff is easily climbed (a CLIMB roll can scale it).

About halfway up the cliff side is a grotto. It is impossible to see inside the grotto from the ground, though it looks big enough to shelter a few people.

If the investigators make their way up to the grotto with a CLIMB roll, they see that the cramped cave has become someone's home. Remains of a small fire are inside; a SURVIVAL roll reveals that the fire was used within the last day or two. Deer hide bedding is neatly laid out in the back of the cave and a nearby carved wooden bowl holds fresh water. Three fire-hardened arrowheads can also be found in the cave, along with a pointed stone knapping tool designed to chip them into sharpness.

Paintings of animals decorate the rear cave wall. One of the paintings depicts a large flying creature (see [Handout A](#)). This is a painting of a monstrous shantak, who was killed by the Lion Tails and whose huge skull is found in their settlement. Compared to the other animals depicted on the wall, this creature is *huge*. (The Keeper may allow an ART roll to identify that this is not a scale error... or can let the players debate amongst themselves exactly how big this creature was in life!)



The grotto is the home of NEELIA, a capable Lion Tail huntress. She survived the war with the Clan of Three Claws and fled into the forest with the rest of her kin. However, when they began feverishly worshipping the Walker in the Wind, she left the tribe to survive on her own.

As the investigators search Neelia's grotto, she returns from hunting. Recognizing the investigators as members of the Clan of Three Claws, she thinks them to be a war party keen on murdering her. She stealthily approaches, aims with her bow, and then angrily looses an arrow or two at the nearest investigator from about a dozen yards away. She then bolts into the woods to avoid capture.

A Hard SPOT HIDDEN roll followed by a REGIONAL KNOWLEDGE roll recognizes Neelia as a member of the Lion Tails and a skilled huntress. She is known for her feat of killing a saber-tooth by shooting it in the eye from fifty yards away.

If the investigators give chase, the Keeper can just hand wave the outcome, or use the chase rules from *Call of Chulhu*. If using the chase rules:

NEELIA

STR 60 DEX 60 INT 60
CON 60 APP 65 POW 50
SIZ 40 SAN 60 HP 10

Damage bonus: +0

Build: 0

Move: 9



Ranged Weapon (Bow) 60%, damage 1d6

Skills: Dodge 50%, Fighting (Brawl) 50%, Fighting (Spear) 50%, Natural World 45%, Navigate 65%, Occultism 10%, Survival 75%, Ranged Weapon (Bow) 60%, Swim 50%, Throw 50%, Tracking 55%

Personality: Stubborn, cat-like Neelia did more than her fair share to keep the Lion Tails alive during the harsh winter. When her former tribe turned to worshipping the Walker in the Wind, she grew suspicious of the spirits and left to live on her own.

- The chase starts at short range (for investigators on the ground near the cliff), or longer range for anyone up in the grotto.
- Because of the dense foliage, any ranged attacks are Hard unless the investigators are very close to Neelia.
- If the investigators manage to grapple or tackle Neelia – and she looks outnumbered – she screams and immediately surrenders, hoping for an opportunity to escape later. She will also surrender if wounded.
- Once Neelia is at long range, she will try to hide, using her STEALTH skill. If she wins against the investigators, she escapes and vanishes into the brush.
- Once at close range, the investigators can attempt a REGIONAL KNOWLEDGE roll again to identify her again.

If Neelia escapes, she returns a few hours later (ideally at dusk) to try another shot from the distance, or set a trap for her prey. She enjoys the hunt!

Once subdued or captured, Neelia surrenders and demands to know why the Clan of Three Claws ventured into the forest. *“Was murdering most of our tribe not enough? Do you seek to destroy every last one of who survives?”*

However, if treated reasonably, Neelia explains more of her situation. She tells the investigators that after her tribe was defeated in battle last winter, she and a couple dozen others fled into the forest.

“The Lion Tail tribe had little food that winter, and we were afraid to emerge from the forest to fish along the river, for fear that your tribe would kill us. So we stayed in the trees and survived with what little we could find.”

“One day, Creel the Stalker, the eldest of our survivors, took us to a round pile of unusual white stones he found in the forest. He told us that his dreams demanded we worship the Walker in the Wind that lived in this forest. If we did, we would be saved, and the Walker would give us our vengeance. Every night we went to the white stones, and some nights we would hear the distant, indescribable voice of the Walker in the Wind. The winter grew harsher, but still we lived.

“One night, as we returned from the stones, we heard a terrible noise from behind us. A razor-toothed, mammoth-with-wings fell upon our tribe, accompanied by wolves-with-three-eyes! The horrible things killed many of our tribe before we slew them with our spears and arrows.

“Creel the Stalker said our prayers had been heard, and that this was the sign that we had atoned for our defeat at the hands of your tribe, and that the Walker in the Wind had accepted us. The winged creature had culled our tribe of those weak and unworthy. Creel insisted that we furiously strip the things of their hides and return to the ring of stones, where he said we would receive our reward. But my gut felt that this was not right. We were like a herd of young deer to the Walker in the Wind, and I feared any ‘reward’ he would give us.

“Creel called me a great betrayer and tried to crush my skull, so I fled deep into the woods. As I ran through the night, more hungry black wolves chased after me, but I escaped with my life.

“I do not know what became of my tribe after that. A week or two later, I snuck back to the camp to try to convince my sisters to come with me. But the camp was abandoned, and there was no sign of my former tribe. I stand before you as the last of the Lion Tails.”

If asked about Chief Kusim-Aha whereabouts, she does not know much. If given any description of his ambush, she suspects that Creel the Stalker led a war party to capture the chief. She saw signs that her tribe had stripped the skins from the black wolves and the mammoth-with-wings (the shantak) and were wearing them in favor of the old lion hides. She also explains that her tribe buried their once-sacred lion tail tokens once they started worshipping the Walker in the Wind.

On a favorable reaction, Neelia warns that a dangerous “howling white bear” has appeared in the woods, and to be cautious. She says that the air freezes when the howling bear is nearby, and that he often lurks near the circle of white stones.

Neelia can also be convinced to give the investigators directions to the areas in the forest she knows well, such as the Lion Tail settlement, the Altar of White Stones, and the area where she glimpsed the howling bear (the Lair of the Gnoph-keh).

If the investigators manage to befriend Neelia (perhaps with a PERSUADE roll), Neelia may offer to accompany the investigators, hoping that their search for Kusim-Aha will also yield the discovery of her lost sisters. Otherwise, assuming the investigators release Neelia, she will vanish back into the forest.

#3 - The Altar of White Stones

In an icy clearing, the investigators see an altar made from piled white stones. The altar is huge, at least seventy feet in diameter, and stacked as tall as a man. A circle of soft, wispy snow surrounds the altar, marked by a perimeter of hard ice. Human footprints have sullied the perfect snow, trampling it down in most of its area.

Anyone making a SPOT HIDDEN roll spots a three-clawed necklace half-buried in the snow near the altar. While it is impossible to be certain who it belonged to, it is clearly one of the necklaces that marked the bravest members of the Clan of Three Claws, and likely belonging to Chief Kusim-Aha himself. A TRACK roll reveals that about a dozen different men were moving rapidly in the area, perhaps dancing.

The altar stones themselves are unusual, and look to be more like heavy frosted glass than rock. Each one is pitted with thousands of tiny cracks and imperfections. Anyone touching the stones of the altar receives a painful electric shock and takes 1 point of damage. To the primitive ice age characters in this adventure, this shock will also cause a SANITY ROLL (0/1)! Once a stone is removed from the altar, however, the stone ceases to have any unusual electrical properties.

Disassembling the altar would take days of work from many men. Furthermore, if the investigators remove too many stones from the Altar, they will attract the attention of the Gnoph-keh, which will crash through the bushes and attack the desecrators of the Walker in the Wind’s sacred site.

An investigator suspecting that the altar is a place of power may make an OCCULTISM roll to recall that such places are said to be an ancient door between the real world and the spirit world. In the stories, a special totem is usually required to cross between worlds.

If an investigator touches the altar while wearing the hide of a Borean creature (i.e., a Borean Wolf Pelt or the hide of the Gnoph-keh), he is instantly hurled to the distant dimension of Borea – a cruel land carved from endless sheets of ice. See Borea (p.13) for details.

The Dead Body

If the investigators search the area, and make a successful SPOT HIDDEN roll, they will find blood sprayed and frozen on a nearby tree. Searching in the area finds a chunk of sev-

ered, human torso, a razor-sharp tooth embedded in a piece of its rib cage. This was a victim of the Gnoph-keh, who devoured one of the weaker Lion Tail survivors at the height of their last ritual.

#4 - Lair of the Gnoph-keh

A six-limbed, coarse-haired, carnivorous Gnoph-keh lives in this area of the forest. The monstrosity is the size of a polar bear, emanates an unnatural cold from its body, and feeds on the weakest members of the Lion Tribe as well as the any Voormi-Men that wanders into the woods.

As the investigators approach the Gnoph-keh's territory, the temperature drops sharply and snow flurries come down.

The creature is not stealthy, and ambles loudly around the woods, walking in weird patterns that only its primeval race understands. If the investigators are purposely trying to track the Gnoph-keh, the snow and the creature's six legs make it is fairly easy to find – a TRACK roll picks up a trail in its territory.

The Gnoph-keh is intelligent, though alien. Its motivation is to prepare the forest for the arrival of the Walker in the Wind, by physically dropping the temperature in the forest, and kindling the fervor of the Lion Tail worshippers, who worship it as a dangerous deity. Only Creel the Stalker is unafraid of the creature (and delusionally believes he is kin to him).

The Gnoph-keh is extremely aggressive, but also has difficulty telling humans apart. If the investigators enter into its territory, it first assumes that they are members of the Lion Tail Tribe, who often try to lure the creature towards the altar to participate in their frenzied dancing before they enter the portal (a festivity that usually ends with him devouring one of the Lion Tails). The Gnoph-keh will become confused and suspicious if the investigators seem to be surprised to see it, do not subjugate themselves in its worship, or otherwise act differently than the Lion Tails. When the Gnoph-keh realizes the investigators are not Lion Tails it will wildly try to kill them.

Along with its intelligence, the Gnoph-keh has a keen sense of self-preservation. If badly wounded, it will create a blizzard to cover its escape into the woods. Then, it will try to use its ability to create freezing temperatures to try to kill the investigators in their sleep.



YOUNG GNOPH-KEH

STR 135 DEX 70 INT 50
CON 110 APP - POW 105
SIZ 155 SAN - HP 24

Damage bonus: +2D6

Build: 4

Move: 9

Magic Points: 21

Attacks per round: 4 (only 1 Horn Gore per round)

Fighting (Claws) 45%, damage 1d6+DB

Fighting (Horn Gore) 55%, damage 1d10+DB

Skills: Dodge 45%

Armor: 4 points of gristle, fur, and hide

Sanity Loss: 0/1D10

The Cold of Borea: The area around a Gnoph-keh is always noticeably colder than the ambient temperature. For each 1 MP spent, the temperature goes down by 20°F for an hour in a 100-yard radius.

Blizzard: The gnoph-keh can summon a small blizzard about itself, restricting visibility to 3 yards. This costs the creature 1 MP per hour and yields a blizzard with a radius of 100 yards. That radius may be increased by 100 more yards for every extra MP expended. The blizzard will always be centered on the gnoph-keh. Every 15 minutes that an investigator spends within such a blizzard, the player must make a CON roll or have his or her investigator lose 1 hit point to freezing damage (if not properly protected against the ice and wind). Note that no recovery of hit points may take place while exposed to the blizzard.

#5 - The Cairns of Borea

A round glade lies in this part of the woods. Unusually, it is covered with several feet of snow – the same kind of perfect, wispy snow that surrounds the Altar of White Stones. Three mounds are visible in the snow.

Investigating the mounds finds the snow and ice there *gauzy* – it can be peeled away like fine silken bandages. Within a minute of peeling the ice away, the investigators realize that there is a near-naked male body buried within each mound.

The skinny bodies are blue-faced and frozen, their faces burned from frostbite. A REGIONAL AFFAIRS roll identifies them as members of the Lion Tail tribe. They bear no signs of injury on their bodies, and they have no valuables or weapons on them.

The survivors are Lion Tail tribe members who entered the portal at the Altar of White Stones, visited the distant dimension of the Walker in the Wind, and then returned to find more servants for him. Unfortunately, their exposure to the Walker in the Wind broke their minds, and they only seek to return to his cold embrace.

However, within minutes of being exhumed, the three frozen bodies miraculously gasp back to life! They tremble, spasm, and emit horrible sounds from their defrosting lungs. This terrible sight triggers a SANITY ROLL (1/D3) for witnesses!

The survivors are desperate and insane, but not violent... unless attacked. They pull at their hair and moan and whimper and immediately try to rebury themselves in the snow. They shout strange things like, “Return us!” and “I am worthy of your blessings!” and “I will bring you stronger women, I swear!”

The entombed survivors ignore any questions or statements from the investigators. The only thing they will react to is if they are asked about the whereabouts of Chief Kusim-Aha. Then, one of the men will cackle and shake and joyously exclaim, “Creel is gifting Kusim-Aha to the Walker in the Wind! And then he will lead your clan into Borea, and your men will be his warriors and your women his wives!”

If left to their own devices, the survivors rebury themselves in the snow, and within an hour, die from exposure. If the investigators physically interfere with them or attack them, the survivors fight back (though they make pitiful foes).

#6 - The Three-Eyed Wolf Lair

The weird, warbling howls of the three-eyed Borean wolves are what gives the Forest of Howling Sorrows its name. The huge wolves are more easily able to pass through the veil be-

THE ICE ENTOMBED


STR 60	DEX 40	INT 40
CON 30	APP 20	POW 60
SIZ 30	SAN -	HP 6

Damage bonus: +0
Build: 0 Move: 6

Fighting (Brawl) 40%, damage 1d4

Skills: Dodge 20%. The entombed also retain some of the other skills they knew in ordinary life, though they struggle to summon the calm to use them.

Tactics: The entombed men only desire to return to the cold and ice of Borea. They will fight as berserkers, attacking with fury against any who prevent them an ice death.



tween Earth and Borea, and at any given point at least two packs of these creatures roam in the forest, especially at night. The first time an investigator sees a three-eyed wolf, he will unnerved by its milky third eye and must make a SANITY ROLL (0/1).

The wolves are less intelligent and behave differently from ordinary wolves. They have not yet developed pack tactics, they fight more easily amongst themselves, and they are highly sensitive to the mood of the nearby Gnoph-keh, who they can communicate with mentally.

Keepers can use the wolves as background ambience, random encounters, or as dangerous obstacles that add time pressure to any situation. See p.14 for their statistics.

The Lair

The large-pawed wolves can be tracked to their lair (with a TRACKI roll), a small cave set into a cliff wall on the west side of the forest. The cave was inhabited a thousand years ago by a small cult of the Walker in the Wind. Now, it is filled with old bones of elk, deer, bears, and the primitive Voormi-Men. A successful SPOT HIDDEN roll can find some useful items, such as arrow and spearheads.

On the cave wall is a cave painting of the Altar of White Stones, as well as a large creature emerging from it (see [Handout B](#)). An ARTS roll identifies that the technique of painting is very, very old. An OCCULTISM roll identifies this illustration as a sacred location that spirits use to cross into the real world, and perhaps implying that either a totem or a wolf pelt is needed to perform the ritual.

STALKERS IN THE DARK

Once the investigators have visited a few of the forest locations, night begins to fall, and darkness rapidly overtakes the forest. The temperature drops below freezing, and the investigators must find or build shelter to avoid freezing. Without refuge, a CON roll is required every 30 minutes to avoid taking 1 damage. This will be worse if the investigators are in the vicinity of the Gnoph-keh; if he is aware of the investigators, he will use his powers to drop the temperature further, hoping to kill them in the middle of the night.

Sometime during the night, the investigators hear rustling sounds not too far from their camp. A LISTEN roll identifies the sounds of ten or more men walking through the woods, just a few dozen yards from camp.

If the investigators get closer, they see ten savages – hunched, muscular men with sharp teeth and shaggy hair. They wear dirty hides and carry heavy clubs. If the investigators make a SPOT HIDDEN roll, they shockingly see that the men have misshapen feet with three over-sized toes, which causes a SANITY ROLL (0/1). An OCCULTISM roll identifies these men as VOORMI-MEN, a degenerate race of humanoids that has not been seen in generations, is said to live deep underground, practice cannibalism, and worship evil spirits.

The Voormi-Men do not seem to talk – they hoot and gesture to each other in a primitive form of communication. If watched from cover, the Voormi-Men stalk through the woods, sniffing the air, and occasionally pointing to tracks on the ground. An INSIGHT roll gives the sense that the Voormi-Men are hunting a large creature, as their tactics are similar to what men might do if stalking a dangerous predator like a sabertooth tiger.

Eventually, the Voormi-Men scatter into the woods. If followed (which requires a few STEALTH rolls to go unnoticed), they head towards the Lair of the Gnoph-keh, as that monster is their target. They plan on killing it as a sacrifice to their god, Zhothaquah, who hates the Walker in the Wind.

The Gnoph-keh is far smarter than the Voormi-Men, and will outwit them for quite some time, perhaps picking them off one at a time so that the investigators hear screams in the dark that night. Generous Keepers may allow the Voormi-Men to wound the creature – reducing its hit points by 1D8.

If the investigators are seen by the Voormi-Men, they attempt to intimidate the investigators with their dog-like howls. Although savage, they bear no instinctive hatred towards the Cro-Magnons (and actually try to welcome Neanderthals as they would their own). They struggle to communicate, but do

VOORMI-MEN

STR 65 DEX 50 INT 35
CON 40 APP 20 POW 40
SIZ 40 SAN - HP 8

Damage bonus: +0

Build: 0

Move: 7

Fighting (Knobbed Club) 65%, damage 1d6

Skills: Dodge 25%, Intimidate 40%, Occultism 20%, Survival 65%, Swim 30%, Tracking 60%

Personality: The primitive, three-toed Voormi-Men are bad tempered, mute, and utterly obedient to their sleeping god, Zhothaquah. They are subterranean and avoid daylight. Their night vision is exemplary, and they hunt in loud, noisome packs to bring down prey. They feel kinship with Neanderthals (who are afraid of them) but think Cro-Magnon man makes for a delicious meal.



their best to gesture that they are hunting a bear-like creature to take its pelt, and that the investigators should stay out of their way or be killed.

If the investigators attempt to gesture and communicate, make an INSIGHT roll to understand a little more:

- **Success:** The Voormi-Men are more primitive than Cro-Magnons and Neanderthals; they do not seem to use tools or fire. This band is not native to this forest, but live deep underground in the hills located many miles north of the forest. They are specifically hunting a six-legged bear creature to strip it of its pelt.
- **Hard Success:** Their frog-god ordered them to come to this forest to hunt the bear-creature, which they hate with a violent fury. Once they strip it of its pelt, they will seek a glorious death in the “land of ice.”
- **Extreme Success:** The Voormi-Men are cannibals. They ask the men to give them their weakest Cro-Magnon friend for tomorrow’s dinner.

Even though the Voormi-Men can communicate, they are still dangerous and ill-tempered. Any perceived threat is met with brutal violence. Similarly, if the investigators look weak, the cannibalistic Voormi-Men will clumsily seek to lure them close and then club their skulls in.

The Return of Ugly Bearface

As the investigators watch the Voormi-Men, a Hard SPOT HIDDEN roll (due to the night’s darkness) spots a silhouette spying from the branches of a nearby tree. The figure clutches a spear, but looks to make no move towards the investigators or the Voormi-Men. A closer look recognizes that it is Ugly Bearface, the tribesman who angrily stormed off from the settlement of the Clan of Three Claws.

If the investigators fail their SPOT HIDDEN rolls, Ugly Bearface is the one who spots them. He whistles to them from his perch, using one of the tribe's hunting signals, that anyone of the Clan of Three Claws will recognize with an INT roll. Once they see him, he gestures into the forest, signalling to meet with him elsewhere.

Keeper's Note: In the event a fight with the Voormi-Men ensues, brave Ugly Bearface will rush to his clan folks' defense.

Once the investigators rendezvous with Ugly Bearface, he seems to have forgotten his past grudges, and is eager to share his story. After angrily storming off from the village, he walked along the Blue River, trying to think of some sort of scheme he could deploy on his rivals. But then he heard loud wolf howls and what sounded like a nearby skirmish, so he rushed ahead. In the moonlight he saw three boats crossing the Blue River. Worse, he heard the shouts of Tansum-Aha, and knew that the boats bore his brother, Chief Kusim-Aha. Desperate to rescue his chief, Bearface swam across the river and tracked the kidnappers into the forest. From the familiar voices he heard, he knew that he was following survivors from the hated Lion Tail tribe.

"I tracked the Lion Tail survivors as best I could. Ahead of me, I heard chanting and dancing and feared they were going to sacrifice Kusim-Aha to their ugly lion spirits. But when I reached the site where I thought them to be, all I saw was a circle of white stones. The air was still and smelled of burning – though there was no smoke – and there was no sign at all of the men I was tracking.

"Soon, the air grew colder and colder and through the trees I glimpsed a fierce and unnatural bear-creature stalking me with hungry black eyes. I fled for my life, escaped, but was lost for the entire day. Then tonight, I heard voices again and thought that I had found the Lion Tails. But instead, I found the primitive three-toed men you just saw. They are savages and only speak in the tongues of dogs. I do not know what they hunt, but they are no friends of the Three Claws."

Ugly Bearface is talkative and pliable – unless he is treated extremely poorly. He is willing to guide the investigators to the Altar of White Stones, but is also willing to return to the clan's settlement to deliver a message or get reinforcements.

OPENING THE PORTAL

Eventually, the investigators will discover that the Altar of White Stones is a portal to Borea, a cruel land carved from endless sheets of ice. While the veil between worlds is fading, the portal can only be entered while someone is wearing the

skins or pelts of a Borean creature. There are several ways for the investigators to learn this information:

- Neelia's story tells the investigators that Creel forces the Lion Tail Survivors to "furiously strip the creatures of their hides and return to the portal." There are also many sharp skinning stones in the Lion Tail settlement.
- The Voormi-Men communicate that they want to strip the Gnoph-keh of its hide and seek a glorious death in a land of ice.
- An investigator who studies the altar and makes an OCCULTISM roll can recall that such places are often doors between worlds, and a special totem is needed to activate the portal.
- The cave painting in the Borean wolf lair shows a man communing with the Walker in the Wind while holding a wolfskin.

While Creel and the Lion Tail survivors perform an elaborate dancing ritual before opening the portal, it is unnecessary. One must only wear a substantial pelt of a Borean creature and then climb atop the altar of stones to cross between worlds.

The investigators need to kill the Gnoph-keh and skin it in order to access the portal. The pelts of the three-eyed Borean wolves can also be used.

BOREA

When the investigators enter the portal wearing the skin of a native Borean creature, they feel their blood freeze, their eyes turn to stone, and their limbs stiffen like tree branches. Suddenly, they find themselves near a similar altar of stones in the frozen, icy landscape of Borea. However, instead of being surrounded by a dense forest, they find themselves in a towering canyon, staring up at twisted stone formations and impossibly high peaks. The sky is a shimmering haze of green and pink colors. Faraway, the sharp cracking of heavy ice intertwines with the echoes of a dissonant song.

The dimensional trip into Borea requires an immediate Sanity Roll (1D4/1D8)! The investigators know that their ancestors have not walked in this place. They feel disconnected from the familiar. The infinite, bone-chilling sky of Borea overwhelms them. The icy winds seize at their souls, trying to hold them here and claim them for all time.

Borea is utterly freezing at all times (-60° with cold gusts of winds)! Investigators should make a Hard CON roll every 10 minutes. A failure cost 1 damage.



A Solo Trip?

In the unusual event that one of the investigators makes the trip to Borea alone (for example, using the extra wolf pelt that is found in the abandoned Lion Tail settlement), they find themselves surrounded by a dense, freezing fog. In the distance, they hear chanting. Suddenly, emerging from the fog are many Borean wolves, intent on ripping intruders apart!

If the investigator dashes back to the altar stones, he can avoid the wolves' attack and return to the real world. Returning through the portal requires another SANITY ROLL (1/1D6).

Creel's Cold Revenge

Through the swirling fog, a hundred yards away, the investigators see a few glimpses of torchlight. A SPOT HIDDEN roll makes out about a dozen men, fervently dancing and singing on the windswept plain. The black wolves dance among men and sometimes their legs bend grotesquely as they stand upright and lurch with the chanting.

As the investigators approach, they see the Lion Tail survivors, dressed in their wolf pelts, spasm-dancing furiously, waving their spears, and chanting and screaming "ITHAQUA!" into the winds. There are only men here, no sign of any women, who were handed over months ago to Ithaqua's dark purposes. All of the men look pale and sickly, little like the athletic warriors they were during the war with the Clan of Three Claws. In the center of the circle is Chief Kusim-Aha, prone and hor-


rifically impaled to the ground with two bone spears. He is surrounded by a pool of frozen blood, and he writhes and moans, barely conscious.


A REGIONAL AFFAIRS identifies Creel the Stalker, the leader of the Lion Tails. If Fels is one of the investigators, or if Neelia is with the investigators, or described him to them, he will be easily spotted. Not only does Creel wear the blue-black wolf pelts, but he also wears a tunic of a strange, scaly material that shimmers blue in the cold light of this strange place.

Although there is slim cover in this world, the Lion Tails are distracted. If the investigators sneak up, a STEALTH roll is required, although the Lion Tails are distracted.

The moment the investigators are spotted, Creel silences his men to a low whisper ("Ithaqua... Ithaqua...") and demands to know who the investigators are. Soon enough, through action or recognition, he will figure out that they are his most hated rivals, the Clan of Three Claws. The mad Creel is energetic and eager to mock the doom of his foes:

"You thought us all dead! Little did you know that the Walker in the Wind found us in the forest, taught us his mysteries, and chose us to be his honored warriors. We are destined to walk with Ithaqua into our world, bearing his heir, and trampling the Clan of Three Claws under our feet."

 If Fels is one of the investigators, Creel offers him the chance to return to his tribe. *"Fels! I never believed what they said about you slaying our chief Grumgorr! I knew that was just a lie, and that Grumgorr was too weak to survive the battle on his own. You were too clever to join our foes, and I believe you now led them here, to me, for our combined glory. Join the Walker in the Wind, my brother, and all will be well again."*

 If Jowda-Aha is one of the investigators, Creel is *delighted* to see him. With Kusim-Aha dying and about to be sacrificed to Ithaqua, and Tansum-Aha dead (at least to Creel's knowledge), he commands his men to capture Jowda alive, so that he too can be speared the ground and sacrificed to the Walker in the Wind. *"I am thrilled to know that you will die beside your uncle, frozen in your own blood, and that the Clan of Three Claws dies with your last gasps."*

The investigators can engage the Lion Tails in a final battle – destroying Creel and the Lion Tails forever. Although the Lion Tails outnumber the investigators considerably, not all of them will fight at once. If a melee breaks out, Creel orders some of his followers to continue the chanting.

The investigators might also devise some clever plan to distract the Lion Tails so that they can free Kusim-Aha and drag him back to the portal. It's also possible for the investigators to scare off several worshippers (the more sane ones) through uses of INTIMIDATE, or other influence skills. Reminders that their tribe was already decimated by the Clan of Three Claws are particularly effective.

While the Keeper can tune the final battle to the group's abilities, it is suggested to pit no more than two opponents per investigator, plus Creel himself.

The Walker in the Wind

At some dramatic moment before Kusim-Aha is freed, a tremendous sound thunders through the wilderness of Borea. A mixture of a thousand howls, a thousand shrieking owls, and an earth-shattering avalanche reverberates in everyone's skulls. This horrifying sound does 1d3 damage to everyone nearby and requires a SANITY ROLL (1/D6). Though he is not yet visible through the fog... Ithaqua has come.

The Keeper should give the investigators a few precious moments to try to make their frantic escape before the Walker in the Wind emerges from the fog, melts their minds, and hurls their bodies across the landscape with tremendous windstorms. Just seeing an elder god like Ithaqua in person is sanity-shredding and requires a SANITY ROLL (1D10/1D100)! Once he gets closer, he uses his great powers to pull his worshippers from danger, and then pummels his foes with hur-

CREEL THE STALKER

STR 70 DEX 60 INT 65
CON 60 APP 70 POW 70
SIZ 40 SAN 15 HP 10

Damage bonus: +0

Build: 0

Move: 9

Fighting (Knife) 60%, damage 1d4, or
Fighting (Bone Spear) 75%, damage 1d8

Armor: 2-point shantak hide

Skills: Dodge 45%, Natural World 50%, Occultism-70%, Survival 60%, Swim 40%, Throw 70%

Personality: Once a middling hunter, Creel abandoned the war with the Three Claws to flee into the forest. Now, months after discovering the Walker in the Wind, he is delusional, believes himself a native of Borea, and ready to bind his soul with Ithaqua's.



LION TAIL CULTISTS

STR 55 DEX 50 INT 45
CON 40 APP 40 POW 40
SIZ 40 SAN - HP 9

Damage bonus: +0

Build: 0

Move: 9

Fighting (Brawl) 40%, damage 1d3, or
Fighting (Bone Spear) 40%, damage 1d8

Skills: Dodge 25%, Survival 60%, Swim 40%, Throw 55%

Personality: Deluded to think they are the chosen ones of the Walker in the Wind, the cultists are only interested in worshipping him and his representative, Creel the Stalker.



THREE-EYED WOLVES

STR 60 DEX 60
CON 70 POW 60
SIZ 70 HP 14

Damage bonus: +1d4

Build: 1 (180 lbs) Move: 10

Fighting (Bite) 70%; damage 1d4+DB

Armor: 1-point fur

Skills: Dodge 40%, Listen 70%, Scent Prey 80%.

Traits: As large as dire wolves but crueler and more savage. Their third eye gives them fantastic night vision.



ricane-force winds. Once this starts happening, it is unlikely any of the investigators will survive the rest of this adventure.

Returning through the Portal

Once the investigators reach the altar again, they are transported away from Borea and back into reality. They do not need Borean hides to return to Earth, but this helps with the reality bending aspect of interdimensional travel.

Returning through the portal requires another SANITY ROLL (1/1D6, or 1D4/1D8) if not wearing a Borean hide. Furthermore, any quirks or delusions gained from a return from Borea will compel characters to love ice and snow, or deeply desire to return to Borea, even at their own mortal peril.

Despite his injuries, Chief Kusim-Aha is remarkably tough and hardy. To see if he survives his injuries, make a CON roll versus Kusim-Aha's CON 65. The Keeper should also make two SANITY ROLLS for him versus his SAN 33 to see if he returns with his mind intact! The investigators will have a difficult decision to make if Kusim-Aha is rescued but only craves a return to Borea to worship at the feet of Ithaqua!

If the investigators wish to destroy the portal, an OCCULTISM roll reveals that it can be destroyed by disassembling it by hand, one stone at a time, and scattering the stones throughout the forest. Given the size of the altar, this work is time-consuming, and takes days of time with the tribe. But it will prevent Ithaqua and other creatures of Borea from emerging, for now.

CONCLUSION

Whether the investigators rescue Kusim-Aha, or flee from Borea with their minds barely intact, the adventure is concluded.

For completing the adventure, the investigators receive 1D6 SAN points for success, good roleplaying, and excellent performance (i.e., defeating Creel or rescuing Kusim-Aha).

Rescuing Kusim-Aha earns the investigators a patron or great reputation. If befriended, Neelia and Ugly Bearface may become Contacts or Allies. Finally, anyone who survived the trip to Borea finds themselves with an unusual amount of temperature tolerance, as their bodies and minds are permanently changed by that cold and distant world.

KUSIM-AHA

STR 65 DEX 70 INT 60
CON 65 APP 60 POW 60
SIZ 45 SAN 33 HP 2/11

Damage bonus: +0

Build: 0

Move: 9



Skills: Dodge 35%, Fighting (Brawl) 70%, Fighting (Spear) 70%, Navigate 50%, Persuade 50%, Survival 60%, Swim 40%, Throw 55%

Personality: Charismatic, fearless, and overconfident. Kusim-Aha has a fierce sense of loyalty to both his clan and his family. After being dragged into the alien world of Borea, he is not himself, and only rambles incoherently about the black wolves, a devouring wind, and the leering face of Creel. Whether he recovers from his madness depends on his Fright Checks returning from Borea and the esoteric medicines of his shaman, Kuva-Keeya.

SPECIAL THANKS

Special thanks to Barry Swedlow for editing and additional writing. Special thanks hafizaprilio on Fiverr.com for his drawing of the fierce Gnoph-keh. Thanks also to thisperson-doesnotexist.com for helping create illustrations of the various human characters.

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. Send a note to @SageThalcos on Twitter or post on 1shotadventures.com.

Change Log

- v1.0 - Original release.
- v1.1 - Stat adjustment to some NPCs.
- v1.2 - Fixes to pregenerated PCs.
- v1.3 - Editing and bookmarks.
- v1.4 - Neelia added as a backup PC.

HANDOUTS



Handout A - Painting in the grotto of the dragon-like shantak



Handout B - Painting in the Borean wolf cave

HANDOUTS - PLAYER SAFE MAP



Ice Age Investigator

Name Ten Men

Player _____

Occupation Neanderthal caretaker

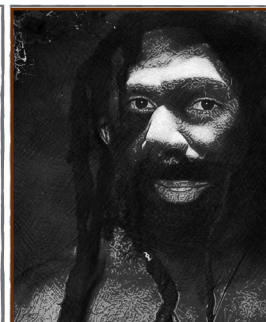
Age 26 Sex Male

Residence Blue River Valley

Birthplace Unknown

CHARACTERISTICS

STR	90	45	18	DEX	55	27	11	INT	45	22	9
CON	60	30	12	APP	40	20	8	POW	65	32	13
SIZ	40	20	8	EDU	30	15	6	Move Rate	9		



Major Wound	<u>M20HP</u>	Temp. Insanity		Index Insanity		St	<u>65</u>	Max		Insane	01	02	03	04	05	06	07															
HIT POINTS	Dying	00	01	02	CALL OF CTHULHU	Out of Luck	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30			
	Unconscious	03	04	05			31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53			
	06	07	08	09			10	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76		
	11	12	13	14			15	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99		
	16	17	18	19			20																									
LUCK		08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	MAGIC POINTS	00	01	02	03	04		
		31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53		05	06	07	08	09		
		54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76		10	11	12	13	14		
		77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99		15	16	17	18	19		
																														20	21	22

SKILLS

<input type="checkbox"/> Animal Handling (15%)	<input type="checkbox"/> Insight (05%)	<input type="checkbox"/> Other Language (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/>	Status (00%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Jump (25%)	<input type="checkbox"/>	
<input type="checkbox"/> Sewing	<input type="checkbox"/> Law (10%)	<input type="checkbox"/> Own Language (EDU)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> Persuade (15%)	<input type="checkbox"/> Survival (15%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Pilot Boat (01%)	<input type="checkbox"/> Swim (25%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/>	<input type="checkbox"/> Prophecy (00%)	<input type="checkbox"/> Throw (25%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/>	<input type="checkbox"/> Ranged Weapons	<input type="checkbox"/> Traps (05%)
<input type="checkbox"/> Cthulhu Mythos (00%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/>	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/>	<input type="checkbox"/> Regional Knowledge (half INT)	
<input type="checkbox"/> Fighting (Axe) (15%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Repair/Devise (20%)	
<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/>	
<input type="checkbox"/> Fighting (Spear) (20%)	<input type="checkbox"/>	<input type="checkbox"/> Second Sight (00%)	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Sleight of Hand (25%)	
<input type="checkbox"/> First Aid (05%)	<input type="checkbox"/>		

ARMOR

Type	Value
Type	dmg/armor
	/
	/

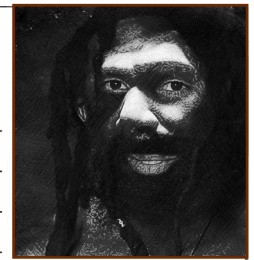
WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Stone knife	25	12	5	1d4 + db	-	1	-	95+
Stone spear	35	17	7	1d8 + 1/2db	18y	1	-	95+
Stone axe	35	17	7	1d8+2+ db	18y	1	-	95+

COMBAT

Damage Bonus	+1d4
Build	1
Dodge	47

BACKSTORY



Personal Description _____
 Gentle Neanderthal respected by the tribe for his fierce love of the tribe's children

Traits _____
 Can be gullible
 Fearful that he will let down his friends

Ideology/Beliefs _____
 Deeply spiritual - feels a duty to ritual
 Never takes bold action without a short prayer

Life Events _____
 Helped fight in the war against the Lion Tail Tribe

Significant People _____
 Chief Kusim-Aha, the great leader of the Clan of Three Claws
 Loves tribe's children, enjoys teaching them, fiercely protective

Phobias & Manias _____
 Refers to himself in third person (because he knows others like it)

Meaningful Locations _____

Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

Leather foot wrappings _____
 Hide bag _____
 Fine bow tool _____
 Bone awl _____

ASSETS

Spending Level _____
Cash _____
Assets _____

QUICK REFERENCE

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

Ten years ago, you found a boat washed ashore the Great River. The rest of your tribe shunned it and said they would burn it in the next flower festival. But the boat awakened your curiosity. One morning you pushed it into the river. For four days you traveled the Great River, moving faster than the herds of elk and deer that you saw on the banks. On the fifth day, you spied a young man about to get pounced on by a lion! You quickly swam to shore and strangled the creature to save him. He said his name was Kusim-Aha, and he welcomed you to join his clan.

Ice Age Investigator

Name Ynglis the Keen-Eyed
 Player _____
 Occupation Skilled huntress
 Age 17 Sex Female
 Residence Blue River Valley
 Birthplace Clan of Three Claws

CHARACTERISTICS

STR 55 27 DEX 70 35 INT 55 27
 Idea 11
 CON 60 30 APP 60 30 POW 50 25
 12 12
 SIZ 35 17 EDU 40 20 Move 9
 8 8 Rate 9



Major Wound 18 HP

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

Temp. Insanity 50 Max 50 Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

LUCK

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Magic MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

SKILLS

<input type="checkbox"/> Animal Handling (15%)	<input type="checkbox"/> Insight (05%)	<input type="checkbox"/> Other Language (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/>	Status (00%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Jump (25%)	<input type="checkbox"/>	
<u>Bowmaking</u> 40 20 8	<input type="checkbox"/> Law (10%)	<input type="checkbox"/> Own Language (EDU)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> Persuade (15%)	<input type="checkbox"/> Survival (15%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Pilot Boat (01%)	<input type="checkbox"/> Swim (25%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/>	<input type="checkbox"/> Prophecy (00%)	<input type="checkbox"/> Throw (25%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/>	<input type="checkbox"/> Ranged Weapons	<input type="checkbox"/> Traps (05%)
<u>Cthulhu Mythos (00%)</u>	<input type="checkbox"/> Medicine (01%)	<u>Bow</u> 70 35 14	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/>	
<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/>	<input type="checkbox"/> Regional Knowledge (half INT)	
<input type="checkbox"/> Fighting (Axe) (15%)	<input type="checkbox"/> Navigate (10%)	<u>40</u> 20 8	
<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Repair/Devise (20%)	
<input type="checkbox"/> Fighting (Spear) (20%)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Second Sight (00%)	
<input type="checkbox"/> First Aid (05%)	<input type="checkbox"/>	<input type="checkbox"/> Sleight of Hand (25%)	

ARMOR

Type	Value
<u>Heavy furs</u>	<u>1</u>
Type	dmg/armor
	/
	/

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	50	25	5	1d3 + db	-	1	-	-
Stone knife	50	25	5	1d4 + db	-	1	-	95+
Stone spear	60	30	12	1d8 + 1/2db	12y	1	-	95+
Bow	70	35	14	1d6 + 1/2db	30y	1	-	97+

COMBAT

Damage Bonus	+0
Build	0
Dodge	35 17 8

BACKSTORY



Personal Description _____

Having bested the young men at hunting, Ynglis looks to establishing her own tribe

Ideology/Beliefs _____

Sense of duty to companions

Believes her skill comes from the stars

Believes it's her destiny to start a new tribe

Significant People _____

Meaningful Locations _____

Treasured Possessions _____

Traits _____

Impulsive

Loves feasts and festivals about all else

Life Events _____

Fought in the war against the Lion Tail Tribe

Phobias & Manias _____

Awful at cooking - burns everything

Dresses in heavy furs to make herself look bigger

Afraid of snakes

Spells & Artifacts _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

Leather foot wrappings

Hide bag

Fiber string (8')

Flint

Dried fish

ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

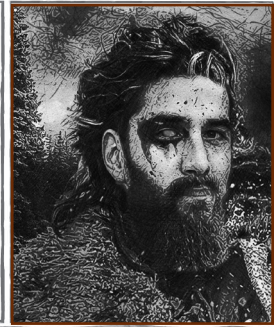
The only thing you love more than a hunt is the feast afterwards! It feels like glory made crisped flesh and bubbling fat! And the feeling is even better knowing that the strong male hunters of the tribe bring down less game each year than your arrows. This is why you have conviction it is your destiny to select a few, worthy clanmates, and lead them north to start a new tribe - the Clan of the White Arrows, named after the white cedar that makes such fine arrows. This new tribe will grow and be the greatest in the land, with you as their chief

Ice Age Investigator

Name Jowda-Alha
 Player _____
 Occupation Warchief's son
 Age 19 Sex Male
 Residence Blue River Valley
 Birthplace Clan of Three Claws

CHARACTERISTICS

STR 55 27 DEX 60 30 INT 60 30
 CON 65 32 APP 60 30 POW 60 30
 SIZ 45 22 EDU 45 15 Move 9
 Rate 9



Major Wound M22HP
 HIT POINTS
 Dying 00 01 02
 Unconscious 03 04 05
 06 07 08 09 10
 11 12 13 14 15
 16 17 18 19 20

Temp. Insanity _____ Index Insanity _____
 St 60 Max _____ Insane 01 02 03 04 05 06 07
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

SANITY

CALL of CTHULHU

LUCK
 Out of Luck 01 02 03 04 05 06 07
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Md 2MP
 MAGIC POINTS
 00 01 02 03 04
 05 06 07 08 09
 10 11 12 13 14
 15 16 17 18 19
 20 21 22 23 24

SKILLS

<input type="checkbox"/> Animal Handling (15%)	<input type="checkbox"/> Insight (05%)	<input type="checkbox"/> Other Language (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> _____	Status (00%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Jump (25%)	<input type="checkbox"/> _____	<u>60</u> <u>30</u>
<input type="checkbox"/> _____	<input type="checkbox"/> Law (10%)	<input type="checkbox"/> Own Language (EDU)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> _____	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> Persuade (15%)	<input type="checkbox"/> Survival (15%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> _____	<input type="checkbox"/> Pilot Boat (01%)	<input type="checkbox"/> Swim (25%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> _____	<input type="checkbox"/> Prophecy (00%)	<input type="checkbox"/> Throw (25%)
Cthulhu Mythos (00%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Ranged Weapons	<input type="checkbox"/> Traps (05%)
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Natural World (20%)	<u>Bow</u>	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> _____	<input type="checkbox"/> Regional Knowledge (half INT)	<input type="checkbox"/> _____
<input type="checkbox"/> Fighting (Axe) (15%)	<input type="checkbox"/> Navigate (10%)	<u>55</u> <u>27</u>	<input type="checkbox"/> _____
<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Repair/Devise (20%)	<input type="checkbox"/> _____
<input type="checkbox"/> Fighting (Spear) (20%)	<input type="checkbox"/> _____	<input type="checkbox"/> Second Sight (00%)	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> Sleight of Hand (25%)	<input type="checkbox"/> _____
<input type="checkbox"/> First Aid (05%)	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____

ARMOR

Type _____ Value _____
 Type _____ dmg/armor _____
 Type _____ / _____

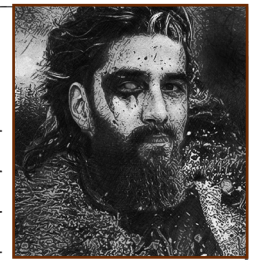
WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	50	25	5	1d3 + db	-	1	-	-
Stone knife	50	25	5	1d4 + db	-	1	-	95+
Stone spear	40	20	8	1d8 + 1/2db	11y	1	-	95+
Bow	35	17	7	1d6 + 1/2db	30y	1	-	97+
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

COMBAT

Damage Bonus +0
 Build 0
 Dodge 30 15
6

BACKSTORY



Personal Description

The eldest son of the warchief, eager to bring glory to the clan

Traits

Great sense of direction

Stubborn and overconfident

Ideology/Beliefs

Fiercely loyal to his family

Eats raw animal hearts to build his strength

Life Events

Lost an eye in the war against the Lion Tail Tribe - still complains that

he misses the war

Significant People

His father, warchief Tansum-Aha

His uncle, Chief Kusim-Aha

His cousin, Kina-Aha, who he affectionately calls "Dogrunner"

Phobias & Manias

Superstitious - believes the spirits are always watching him

Believes he's destined for greatness

Mildly claustrophobic

Meaningful Locations

Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Leather foot wrappings

Hide bag

Flint

Three-claw necklace

ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

You are the eldest son of Tansum-Aha, the warchief of the Clan of the Three Claws. When your aunt was abducted and killed by the Lion Tail Tribe, you begged your father and his brother - the great chief Kusim-Aha - to go to war with them. They listened, and you perfectly planned and led many glorious skirmishes. The day of the final battle you sought to slay Creel, one of the Lion Tail's greatest hunters, when he loosed an arrow at you. The arrow missed you but shattered off a nearby boulder, spraying sharp debris into your eye. Still, the war was won and your father presented you with the honorary Three-Claw Necklace afterwards.

Ice Age Investigator

Name Bear-Spotter

Player _____

Occupation Unclear

Age 24 Sex Female

Residence Blue River Valley

Birthplace Clan of Three Claws

CHARACTERISTICS

STR 50 25/10 DEX 55 27/11 INT 55 27/11

CON 60 30/12 APP 50 25/10 POW 70 35/14

SIZ 40 20/8 EDU 50 25/10 Move Rate 9



Major Wound M20HP Temp. Insanity _____ Index Insanity _____ Str 70 Max _____ Insane 01 02 03 04 05 06 07

HIT POINTS

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

LUCK

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

CALL OF CTHULHU

Out of Luck 01 02 03 04 05 06 07

MAGIC POINTS

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

SKILLS

<input type="checkbox"/> Animal Handling (15%)	<input type="checkbox"/> Insight (05%)	<input type="checkbox"/> Other Language (01%)	<input type="checkbox"/> Spot Hidden (25%) <u>40</u> <u>20</u> / <u>8</u>
<input type="checkbox"/> Appraise (05%) <u>40</u> <u>20</u> / <u>8</u>	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> _____	Status (00%) Close to spirits
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Jump (25%)	<input type="checkbox"/> _____	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> _____	<input type="checkbox"/> Law (10%)	<input type="checkbox"/> Own Language (EDU)	<input type="checkbox"/> Survival (15%) <u>50</u> <u>25</u> / <u>10</u>
<input type="checkbox"/> _____	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> Persuade (15%) <u>35</u> <u>17</u> / <u>7</u>	<input type="checkbox"/> Swim (25%) <u>40</u> <u>20</u> / <u>8</u>
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> _____	<input type="checkbox"/> Pilot Boat (01%) <u>20</u> <u>10</u> / <u>4</u>	<input type="checkbox"/> Throw (25%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> _____	<input type="checkbox"/> Prophecy (00%) <u>60</u> <u>30</u> / <u>12</u>	<input type="checkbox"/> Traps (05%)
Cthulhu Myths (00%)	<input type="checkbox"/> _____	<input type="checkbox"/> Ranged Weapons	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Dodge (half DEX) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Natural World (20%) <u>60</u> <u>30</u> / <u>12</u>	<input type="checkbox"/> _____	
<input type="checkbox"/> Fighting (Axe) (15%)	<input type="checkbox"/> _____	<input type="checkbox"/> Regional Knowledge (half INT) <u>32</u> <u>16</u> / <u>5</u>	
<input type="checkbox"/> Fighting (Brawl) (25%) <u>45</u> <u>22</u> / <u>9</u>	<input type="checkbox"/> Navigate (10%) <u>30</u> <u>15</u> / <u>6</u>	<input type="checkbox"/> Repair/Devise (20%)	
<input type="checkbox"/> Fighting (Spear) (20%)	<input type="checkbox"/> Occult (05%) <u>70</u> <u>35</u> / <u>14</u>	<input type="checkbox"/> _____	
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> Second Sight (00%) <u>10</u> <u>5</u> / <u>2</u>	
<input type="checkbox"/> First Aid (05%) <u>50</u> <u>25</u> / <u>10</u>	<input type="checkbox"/> _____	<input type="checkbox"/> Sleight of Hand (25%)	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	45	22	9	1d3 + db	-	1	-	-
Light staff	45	22	9	1d6 + db	-	1	-	-
Stone knife	45	22	9	1d4 + db	-	1	-	95+

COMBAT

Damage Bonus +0

Build 0

Dodge 50 25/10

BACKSTORY



Personal Description

"The Eyes of the Clan," exuberant Bear-Spotter is said to be closest to the spirit world
Has a distinctive laugh, everyone knows it

Ideology/Beliefs

Likes sleeping close to fire, listening to its voice

Significant People

Meaningful Locations

Treasured Possessions

Traits

Fearless
Confused by mundane matters
Loves bartering for trinkets

Life Events

Consulted the spirits during the war with the Lion Tail tribe

Phobias & Manias

Fascinated by birds
Talks aloud to the spirits around her

Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

Leather foot wrappings
Hide bag
Flint
Dried berries
Bear-teeth rattle
Blue-ish charcoal
Raven feathers

ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

When you were a girl, you saw the moon turn blue and you felt your spirit pulled into a faraway place - a land filled with dark, icy forests and mounds of thick and perfect snow. When the spirits returned you, you felt blessed by the ghosts of that faraway land. Your blessing brought your tribe great luck on hunts, helping the hunters find great herds of fat elk. When the wars with the Lion Tails started, the spirits told the chief to look for help from an enemy and it was his trust in a Lion Tail traitor that brought the war to its end. Since the war's end, however, nightmares have crept into your dreams, and you fear the next time the spirits pull you into their land.

Ice Age Investigator

Name Fels - the Stabbing Squirrel
 Player _____
 Occupation Traitorous hunter
 Age 22 Sex Male
 Residence Blue River Valley
 Birthplace Lion Tail Tribe

CHARACTERISTICS

STR 50 25/10 DEX 60 30/12 INT 60 30/12
 CON 55 27/11 APP 55 27/11 POW 55 27/11
 SIZ 40 20/8 EDU 40 20/8 Move Rate 9



Major Wound

M18 HP

Temp. Insanity

Indef. Insanity

St60

Max

Insane 01 02 03 04 05 06 07

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
	06	07	08	09
	10	11	12	13
	14	15	16	17
	18	19	20	

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

SANITY

CALL OF CTHULHU

LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Out of Luck 01 02 03 04 05 06 07

M13 MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

SKILLS

<input type="checkbox"/> Animal Handling (15%) <input type="checkbox"/> Appraise (05%) <input type="checkbox"/> Art / Craft (05%) <u>Painting</u> <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> Charm (15%) <input type="checkbox"/> Climb (20%) Cthulhu Myths (00%) <input type="checkbox"/> Dodge (half DEX) <input type="checkbox"/> Fast Talk (05%) <input type="checkbox"/> Fighting (Axe) (15%) <input type="checkbox"/> Fighting (Brawl) (25%) <input type="checkbox"/> Fighting (Spear) (20%) <input type="checkbox"/> _____ <input type="checkbox"/> First Aid (05%)	<input type="checkbox"/> Insight (05%) <input type="checkbox"/> Intimidate (15%) <input type="checkbox"/> Jump (25%) <input type="checkbox"/> Law (10%) <input type="checkbox"/> Listen (25%) <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> Medicine (01%) <input type="checkbox"/> Natural World (20%) <input type="checkbox"/> _____ <input type="checkbox"/> Navigate (10%) <input type="checkbox"/> Occult (05%) <input type="checkbox"/> _____ <input type="checkbox"/> _____	<input type="checkbox"/> Other Language (01%) <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> Own Language (EDU) <input type="checkbox"/> Persuade (15%) <input type="checkbox"/> Pilot Boat (01%) <input type="checkbox"/> Prophecy (00%) <input type="checkbox"/> Ranged Weapons <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> Regional Knowledge (half INT) <input type="checkbox"/> Repair/Devise (20%) <input type="checkbox"/> _____ <input type="checkbox"/> Second Sight (00%) <input type="checkbox"/> Sleight of Hand (25%)	<input type="checkbox"/> Spot Hidden (25%) Status (00%) <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> Stealth (20%) <input type="checkbox"/> Survival (15%) <input type="checkbox"/> Swim (25%) <input type="checkbox"/> Throw (25%) <input type="checkbox"/> Traps (05%) <input type="checkbox"/> Track (10%) <input type="checkbox"/> _____
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ARMOR

Type _____ Value _____
 Type _____ dmg/armor _____
 Type _____ / _____

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	50	25	5	1d3 + db	-	1	-	-
Stone knife	50	25	5	1d4 + db	-	1	-	95+
Sling	50	25	5	1d6 + 1/2db	20y	1	-	-

COMBAT

Damage Bonus +0
 Build 0
 Dodge 35 17/8

BACKSTORY



Personal Description

Devious, ambitious, and unpredictable - known for betraying his last tribe, the Lion Tails

Missing a finger on his left hand

Ideology/Beliefs

Likes waking up before everyone else

Significant People

Does not mourn the Lion Tails, his original tribe

Meaningful Locations

Treasured Possessions

Traits

Charismatic and smooth

Impulsive - takes extraordinary risks

Flirts a lot

Life Events

Betrayed the Lion Tail tribe when he knew they could not win against the Clan of Three Claws

Phobias & Manias

Thinks in trees (and tells people he was born in one)

Does not believe lions can hurt him

Ambitious, somehow believes the chief will name him his successor

Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

Leather foot wrappings

Hide bag

Flint

Handful of river stones

Dried squirrel meat

Grass-woven string

Bone fishing hook

ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

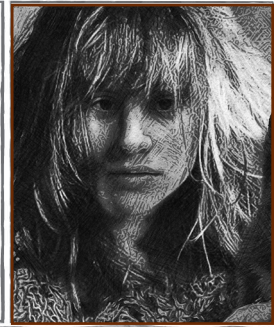
You knew that the Lion Tail Tribe was doomed. Chief Grumgorr was was old and incompetent. His son was a half-wit who believed himself invulnerable to injury. His daughter had rejected you too many times. After the first Battle of the Blue River was lost, you knew your tribe had lost its faith in his leader. You snuck over to the Clan of the Three Claws and made an arrangement with Chief Kusim-Aha. The next week, as Grumgorr and his son charged into battle, your throwing stick found his skull. He fell over dead, and the Lion Tails were routed and forever annihilated. And you were welcomed to the Clan of the Three Claws as a hero and lost son.

Ice Age Investigator

Name Kina-Aha, Dogrunner
 Player _____
 Occupation Dog wrangler
 Age 16 Sex Female
 Residence Blue River Valley
 Birthplace Clan of Three Claws

CHARACTERISTICS

STR 55 27 DEX 60 30 INT 50 25
 CON 70 35 APP 50 25 POW 60 30
 SIZ 40 20 EDU 35 17 Move Rate 9



Major Wound M22HP Temp. Insanity _____ Index Insanity _____ SIZ 60 Max _____ Insane 01 02 03 04 05 06 07

HIT POINTS

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Md2MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

LUCK

MAGIC POINTS

SKILLS

<input type="checkbox"/> Animal Handling (15%) <u>70</u> <u>35</u>	<input type="checkbox"/> Insight (05%)	<input type="checkbox"/> Other Language (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/>	Status (00%) <u>Niece of the chief</u> <u>20</u> <u>10</u>
<input type="checkbox"/> Art / Craft (05%) <u>Stoneknapping</u> <u>50</u> <u>25</u>	<input type="checkbox"/> Jump (25%) <u>35</u> <u>17</u>	<input type="checkbox"/>	<input type="checkbox"/> Stealth (20%) <u>50</u> <u>25</u>
<input type="checkbox"/>	<input type="checkbox"/> Law (10%)	<input type="checkbox"/> Own Language (EDU)	<input type="checkbox"/> Survival (15%) <u>40</u> <u>20</u>
<input type="checkbox"/>	<input type="checkbox"/> Listen (25%) <u>60</u> <u>30</u>	<input type="checkbox"/> Persuade (15%)	<input type="checkbox"/> Swim (25%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/>	<input type="checkbox"/> Pilot Boat (01%)	<input type="checkbox"/> Throw (25%) <u>60</u> <u>30</u>
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/>	<input type="checkbox"/> Prophecy (00%) <u>10</u> <u>5</u>	<input type="checkbox"/> Traps (05%)
<input type="checkbox"/> Cthulhu Mythos (00%)	<input type="checkbox"/>	<input type="checkbox"/> Ranged Weapons	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Natural World (20%) <u>40</u> <u>20</u>	<input type="checkbox"/> Regional Knowledge (half INT) <u>50</u> <u>25</u>	
<input type="checkbox"/> Fighting (Axe) (15%) <u>20</u> <u>10</u>	<input type="checkbox"/>	<input type="checkbox"/> Repair/Devise (20%)	
<input type="checkbox"/> Fighting (Brawl) (25%) <u>60</u> <u>30</u>	<input type="checkbox"/> Navigate (10%) <u>30</u> <u>15</u>	<input type="checkbox"/>	
<input type="checkbox"/> Fighting (Spear) (20%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Second Sight (00%)	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Sleight of Hand (25%)	
<input type="checkbox"/> First Aid (05%) <u>25</u> <u>12</u>	<input type="checkbox"/>		

ARMOR

Type	Value
Type	dmg/armor

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	60	30	6	1d3 + db	-	1	-	-
Fine stone knife	60	30	6	1d4 + 1 + db	-	1	-	97+
Throwing stick	60	30	6	1d6 + 1/2db	10y	1	-	-

COMBAT

Damage Bonus +0

Build 0

Dodge 30 15

BACKSTORY



Personal Description

Strong-willed and fearless scout, dog handler, and vengeance bringer
Made up own "language" - uses it with other women sometimes

Ideology/Beliefs

Cares little for tribe politics
Only hunts small game
Obedient to her elders

Significant People

Her mother, Keena-Aha, killed by the Lion Tails
Her uncles, Chief Kusim-Aha and his warchief, Tansum-Aha
Sense of Duty to her tribe's dogs

Meaningful Locations

Treasured Possessions

Her wolf-dog, Snarl

Traits

Severely shy
Shows bloodlust in battle
Enjoys keeping secrets

Life Events

Her mother's abduction triggered the war with the Lion Tails
Discovered the secret of making fine, ground stone knives

Phobias & Manias

Believes her dog is the spirit of her grandfather

Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

Leather foot wrappings
Hide bag
Dried deer meat
Bone awl
Stone hammer
Grass-woven string

ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

You were the only daughter of Keena-Aha, the sister of Chief Kusim-Aha. You witnessed your mother abducted by the Lion Tail Tribe. You would have been taken too, if it weren't for your long legs easily able to outpace the clumsy Creel of the Lion Tails. Unfortunately, when your uncle returned with the warriors, your mother was dead in a field near the Blue River. You swore an oath to the elders that you would avenge her death. That night, you saw a vision of your grandmother take the form of a dog by your side. All the next two seasons you helped hunt the Lion Tails.

Ice Age Investigator

Name Ugly Bearface
 Player _____
 Occupation Unlucky hunter
 Age 21 Sex Male
 Residence Blue River Valley
 Birthplace Clan of Three Claws

CHARACTERISTICS

STR	70	35 14	DEX	55	27 11	INT	45	22 9
CON	60	30 12	APP	40	20 8	POW	50	25 10
SIZ	50	25 10	EDU	35	17 7	Move Rate	9	



Major Wound	<u>M22IP</u>	Temp. Insanity		Index Insanity		Sto	<u>50</u>	Max		Insane	01 02 03 04 05 06 07
HIT POINTS	Dying	00	01	02						SANITY	
	Unconscious	03	04	05							
	06	07	08	09	10						
	11	12	13	14	15						
	16	17	18	19	20						
	08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30						CALL OF CTHULHU	MAG 10MP	MAGIC POINTS		
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53											
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76											
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99											
00 01 02 03 04											
05 06 07 08 09											
LUCK	08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30						Out of Luck	01 02 03 04 05 06 07	10 11 12 13 14		
	31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53									20 21 22 23 24	
	54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76										
	77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99										
	15 16 17 18 19										
	20 21 22 23 24										

SKILLS

<input type="checkbox"/> Animal Handling (15%)	<input type="checkbox"/> Insight (05%)	<input type="checkbox"/> Other Language (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/>	<input type="checkbox"/> Status (00%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Jump (25%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> Law (10%)	<input type="checkbox"/> Own Language (EDU)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> Persuade (15%)	<input type="checkbox"/> Survival (15%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/>	<input type="checkbox"/> Pilot Boat (01%)	<input type="checkbox"/> Swim (25%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/>	<input type="checkbox"/> Prophecy (00%)	<input type="checkbox"/> Throw (25%)
<input type="checkbox"/> Cthulhu Mythos (00%)	<input type="checkbox"/>	<input type="checkbox"/> Ranged Weapons	<input type="checkbox"/> Traps (05%)
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/>	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Fighting (Axe) (15%)	<input type="checkbox"/>	<input type="checkbox"/> Regional Knowledge (half INT)	
<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Repair/Devise (20%)	
<input type="checkbox"/> Fighting (Spear) (20%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Second Sight (00%)	
<input type="checkbox"/> First Aid (05%)	<input type="checkbox"/>	<input type="checkbox"/> Sleight of Hand (25%)	

ARMOR

Type	Value
Type	dmg/armor

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	70	35	14	1d3 + db	-	1	-	-
Stone knife	70	35	14	1d4 + db	-	1	-	95+
Stone spear	45	22	9	1d8 + 1/2db	14y	1	-	95+
Knobbed club	70	35	14	1d8 + db	-	1	-	-

COMBAT

Damage Bonus	+0
Build	0
Dodge	27 13 5

BACKSTORY



Personal Description _____

A capable hunter, but disliked by most because of his bad moods and foul

Ideology/Beliefs _____

Often wanders off alone

Significant People _____

Meaningful Locations _____

Treasured Possessions _____

Father's knobbed club

Traits _____

A tough survivor

Ill-tempered and jealous

Stumbles over larger words

Life Events _____

Phobias & Manias _____

Picks fights after unlucky hunts

Obsessed with actually hunting and killing a bear

Thinks he is more athletic than he really is

Spells & Artifacts _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

Leather foot wrappings

Hide bag

Wolf fur blanket

Beartooth necklace

ASSETS

Spending Level _____

Cash

Assets

QUICK REFERENCE

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

Your father never liked you. He was the one who began calling you "Ugly Bearface" when you were but a young boy. Then he was killed when the wind blew the fire into his tent. You did not mourn his death, though you recovered his club, still singed by the flames. Soon, you became a great hunter and a greater warrior during the wars with the Lion Tail Tribe. Chief Kusim-Aha called you "Ugly Bearface the Brave" and it is a name you are proud to wear.

Ten-Men

Curious Neanderthal

SPOT HIDDEN 45% - LISTEN 25%



Ynglis the keen-eYed

Skilled Huntress

SPOT HIDDEN 50% - LISTEN 25%



Jowda-Aha

Son of the Warchief



SPOT HIDDEN 25% - LISTEN 50%

Bear-Spotter

The Spirit Touched



SPOT HIDDEN 40% - LISTEN 25%

Fels

The Stabbing Squirrel

SPOT HIDDEN 60% - LISTEN 25%



Kina-Aha

The Dogrunner

SPOT HIDDEN 25% - LISTEN 60%



Ugly Bearface

The Unlucky Hunter



SPOT HIDDEN 55% - LISTEN 25%

Neelia

Lion Tail Huntress



SPOT HIDDEN 60% - LISTEN 50%

Ice Age Investigator

Name Neelia

Player _____

Occupation Lion Tail Huntress

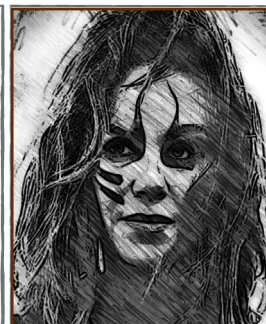
Age 17 Sex Female

Residence Blue River Valley

Birthplace Lion Tail Tribe

CHARACTERISTICS

STR 50 25/10 DEX 80 40/16 INT 70 35/14
CON 60 30/12 APP 60 30/12 POW 50 25/10
SIZ 40 20/8 EDU 35 17/7 Move Rate 9



Major Wound M22IP Temp. Insanity _____ Index Insanity _____ Sto50 Max Insane 01 02 03 04 05 06 07

HIT POINTS

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

LUCK

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

CALL OF CTHULHU

Out of Luck 01 02 03 04 05 06 07

SANITY

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Magic Points

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

SKILLS

<input type="checkbox"/> Animal Handling (15%)	<input type="checkbox"/> Insight (05%)	<input type="checkbox"/> Other Language (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> _____	<input type="checkbox"/> Status (00%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Jump (25%)	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> Law (10%)	<input type="checkbox"/> Own Language (EDU)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> _____	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> Persuade (15%)	<input type="checkbox"/> Survival (15%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> _____	<input type="checkbox"/> Pilot Boat (01%)	<input type="checkbox"/> Swim (25%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> _____	<input type="checkbox"/> Prophecy (00%)	<input type="checkbox"/> Throw (25%)
<input type="checkbox"/> Cthulhu Mythos (00%)	<input type="checkbox"/> _____	<input type="checkbox"/> Ranged Weapons <u>Bow</u>	<input type="checkbox"/> Traps (05%)
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> _____	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Fighting (Axe) (15%)	<input type="checkbox"/> _____	<input type="checkbox"/> Regional Knowledge (half INT)	
<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Repair/Devise (20%)	
<input type="checkbox"/> Fighting (Spear) (20%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> _____	
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> Second Sight (00%)	
<input type="checkbox"/> First Aid (05%)	<input type="checkbox"/> _____	<input type="checkbox"/> Sleight of Hand (25%)	

ARMOR

Type	Value
_____	_____
Type	dmg/armor
_____	_____/____

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	40	20	8	1d3 + db	-	1	-	-
Stone knife	70	35	14	1d6	-	1	-	95+
Short bow	45	22	9	1d8 + 1/2db	15y	1	-	95+
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

COMBAT

Damage Bonus +0

Build 0

Dodge 40 20/8

BACKSTORY



Personal Description _____

One of the most revered huntresses of the unlucky Lion Tail tribe

Ideology/Beliefs _____

Distrusts Neanderthals

Not especially superstitious

Significant People _____

Meaningful Locations _____

Treasured Possessions _____

Traits _____

Fit and determined

Cruel sense of humor

Sure-footed

Life Events _____

Fled into the forests when her clan was destroyed by the Clan of

Three Claws

Phobias & Manias _____

Terrified of swimming

Spells & Artifacts _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

Leather foot wrappings

Hide quiver

Short bow

Stone knife

ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

You became the last of the true Lion Tails when you told Creel the Stalker that he was wrong. The Lion Tails' way is not to kiss the feet of the Walker in the Wind - it is to stand proud, hunt the mammoths and the bears - and to fend off the other tribes who try to steal your hunting grounds. It is wrong to hide in the forest and worship at the demand of a cruel leader. You only wish that your sisters had heard your pleas and fled with you, rather than bowing their heads to Creel.