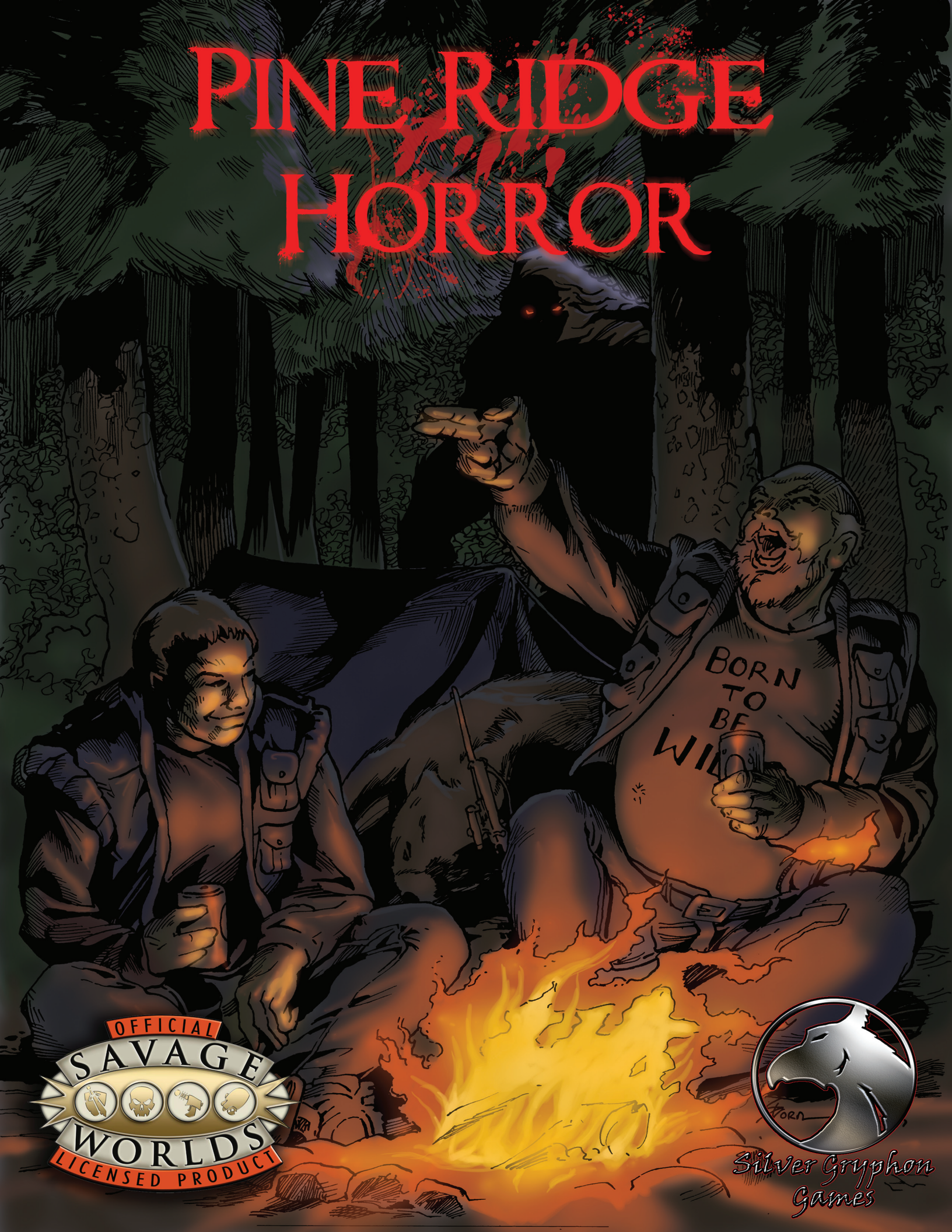


PINE RIDGE HORROR



Silver Gryphon
Games

THE PINE RIDGE HORROR

WRITTEN BY: DAVE BAYMILLER
LAYOUT BY: KEVIN ROHAN
LINE ART BY: STORN COOK
COLORS BY: BEN OVERMYER

This adventure requires the Savage Worlds Core Book in order to use.

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THE PINE RIDGE HORROR

If you go out in the woods today,
You'd better not go alone.
It's lovely out in the woods today,
But safer to stay at home.

For every bear that ever there was
Will gather there for certain, because
Today's the day the teddy bears have their picnic
... John Walter Bratton & Jimmy Kennedy

WELCOME TO PINE RIDGE NATIONAL FOREST

The Pine Ridge Region is a large territory of heavily forested ridges, buttes, and canyons, stretching across northwest Nebraska and into South Dakota. On the South Dakota land is the Pine Ridge Indian Reservation, home to the Oglala Sioux Nation.

The Pine Ridge is densely covered in pine trees, with cottonwoods and other deciduous trees in the canyon bottoms. The buttes and canyons are quite rocky and the trails can have treacherous footing. A person can, and hikers often do, get lost on these trails, sometimes for days before stumbling across other campers or the park rangers. Along with smaller animals such as rabbit, squirrel, and chipmunk, the area is also home to larger game such as bighorn sheep, elk, mule deer, and wild turkey. A few prairie rattlesnakes also make their home here.

THE SUMMER OF 1975

It's only been a couple of months since the fall of Saigon and the official end of the Vietnam war for the U.S. of A., and America is changing for better or worse. It's a lazy summer of Coca Colas, camping and cookouts, jean shorts, the Eagles and Doobie Brothers playing on the radio, and All in the Family, The Jeffersons, and Barney Miller airing on millions of TV's across the country.

Two boys, hiking deep in the Pine Ridge Forest, stumble upon a ravaged camp and make a gruesome discovery. The remains of five campers, ripped limb from limb, partially eaten, and scattered about the area; turned into a feast for the flies, insects, and larger scavengers. Hearing a "roaring" from the nearby hills, the boys quickly fled the camp and made their way to the nearest Ranger station, nearly a half a day's hike.

This scenario can be played in any time period in America. The simple plot hook of the rabid bear and hunting it down could easily fit in the Colonial era, the Civil War, the Pulp Thirties, heck, even in 2010. The author simply chose the 1970's because of its charm and being the decade of such gritty, gore movies as The Hills Have Eyes, I Spit on Your Grave, The Texas Chainsaw Massacre, and other splatter horror films which have influenced the author and quite possibly warped his brain over the years. Another big bonus is the simple fact that annoying cell phones aren't around at this time. You're cut off from the outside world, knee deep in mud and blood. Deal with it. No one is coming; you have to save yourself with your brains, resourcefulness, and brutality. Isn't nature fun?

A group of Rangers and volunteers found the camp the next day. What was left of the bodies was carried out on mules. A hunter in the party found a few partial tracks and tentatively identified them as bear tracks. Large bear tracks. Large man-eating, bear tracks.

A state of emergency has been declared. Trying to avoid a panic, and more deaths, Rangers have been sent out to round up hikers and campers, bringing them back to the safety of the Ranger headquarters at the National Recreation Area.

A hunting party has been organized, led by two of the best hunters in the Rangers. Local volunteers, all experienced hunters, have been accepted and the hunt is on.

THE REST OF THE HUNTING PARTY

Mitchell Gifford and Rafael Mendez are the two best hunters in the Ranger Service. They are both in their early thirties and are a bit cocky. They

WHO ARE THE PC'S IN THIS STORY?

The Players can be involved with this story in a number of ways.

The most traditional way of placing the PC's in this adventure is to have them joining the hunting party for the reward. They may be experienced hunters, members of the Rangers, or any number of other occupations to let them start as members of the heavily armed hunting party heading into danger. This default mode of play works just fine, as many players may be more comfortable with this "ready to take on anything" style of play and party dynamic, and it increases their chance of survival. Player's like having advantages and do not generally enjoy starting an adventure in extremely vulnerable positions. This was kept in mind and is the reason the adventure is laid out with the assumption that the PC's are in the hunting party.

The second, and I feel the most appropriate way for introducing the characters into the splatter horror genre, is that of the innocent group of campers. Twenty-ish kids out for a weekend of fun, beer, and sex. This represents the average character in such films. Fairly clueless stereotypes thrown together for no really apparent reason other than to be mercilessly killed. Really, think about it. Why would the Jock and the Cheerleader go camping the Nerd, the Hippy, and the Renegade in Leather Jacket? Doesn't make a lot of sense to have that group dynamic, but why not? If it's good enough for dozens of cheap gory horror flicks throughout the seventies and eighties, it's good enough for our purposes. How many of us, as teens, ended up watching these bad horror movies on cable TV or renting them on VHS? It's okay, raise your hand. I'm one of those millions of teens. I just happen to currently inhabit a 37 year old body. Hey, it's all cool with the glut of successful classic horror movie re-makes to fondly remember these guilty pleasures of our youth. Our favorite genre is hip again. We're just "retro." Go with it.

With this option for PC's, you can skip the intro and start them in the woods discovering the strange and sinister clues before attacking them, later that night, at camp. Throw in the hunting party led by the Rangers, and chaos and mayhem ensue as laid out. Also, this option starts them out with less firepower: let the kids only have a handgun or one rifle. It's a genre staple, usually the Renegade in Leather Jacket has it to show how cool he is as he puffs away on his dozen cigarettes. They other have no reason to bring actual rifles camping. They're far more concerned with beer and libidos to think that far ahead about their own safety in the wilderness.

Either way is works fine and is fun; it all depends on which style your players enjoy playing. They can even be combined if PC's start getting killed. Have the hunters encounter the clueless partying teens and watch them complicate each others lives and try to survive the Horror at the same time. Sit back, relax, let them take the story into places we never thought it would go. They'll probably even supply you with fascinating new ways to mutilate their character that you and I didn't even consider.

fully expect to bag the bear within a day or two and head back in to a nice promotion and local celebrity. Gifford carries a PRC-25 backpack radio. On top of a high ridge they are (supposedly) able to transmit up to 18 miles.

Tom Scarboro, Willie Tollivar, Liam Winters, John Rice are local hunters who have volunteered to help hunt the bear. Each man is an experienced hunter and outdoorsman. Scarboro and Tollivar could be trouble on this trip. Please see the Personality Profiles and Stats at the end of the adventure for a bit more on the NPC's.

THE HUNT

The first half of the adventure is a series of suggested encounters set during the hike to the slaughtered camp and during the events which follow. Each encounter is left open to the GM to place where and when he wishes to use them over the course of the adventure, leading up to the stand at the cabin. The GM can place them closely together or spread them out over the course of the first and second day to add tension for the players. Keep them guessing and paranoid. They never know when death may spring from the dark woods to claim them.

THE FIRST DAY

5:30 am. Ranger Station One

The hunting party has been assembled at the Ranger station at the Pine Ridge National Recreation Area, a large tourist and camp site located in the heart of the National Forest.

The PC's have been introduced to the local hunters, and soon all setting around in the pre-dawn gloom, smoking cigarettes and shooting the breeze, before they are ushered into the station.

Soon the hunters find themselves sitting in an air conditioned office, sipping Cokes, as Jimmi Hendrix's 'Hey Joe' plays softly over the radio, and two young Ranger Sgt's, Gifford and Mendez, explain to the PC's and the other hunters what the situation is.

DIALOGUE

"Gentlemen, my name is Ranger Rafael Mendez and this is Sgt. Mitchell Gifford. As you know we suspect we have a rabid bear up north in the rough country. Sgt. Gifford and I will lead you into the area where a small group of campers were killed by the bear. Once there we will pick up the trail and hunt him down."

"We will have at least half a day's hike north to the camp sight the boys found. We will be making radio reports every four hours of daylight via a PRC-25 field radio that Sgt. Gifford will be in charge of. Once we've killed the bear, we will immediately make camp, call in your location, and wait for two more Rangers escort a veterinarian and a mule to remove the bear's head, haul it back out of the forest, and to a lab to test the brain, confirming the rabies diagnosis. Once we're out of there, you'll be paid \$500 for your trouble, and you ought to be prepared for a photo shoot for the newspapers and television stations. Any questions?"

HIKING INTO THE INTERIOR

Mendez takes point, traveling along the worn trail twenty yards or so ahead of the rest of the hunters. Gifford is next in line, carrying the PRC-25 field radio and extra batteries to keep in contact with the station. The rest of the men are spread out, smoking cigarettes, and swapping stories. Soon they are swallowed up in the rocky hills and stands of pine trees and brush.

Unheard by the Rangers, Tollivar and Scarboro are making all sorts of quiet racial jokes and comments about Mendez behind his back. If this is brought to his attention, he will get right in their faces, threatening to send them back and cutting them off from the reward. There will be a few tense moments before the red-necks relent, but they will remember this later, if they survive long enough to get petty revenge.

After a three hours of hiking, they take a break, sipping water and eating a few sandwiches that Mendez brought along for the initial hike. Once back on the trail, their experience shows as they all become very serious, putting out their smokes

and, gripping their rifles, paying attention to the forest around them, anxious for the real hunt to begin.

1. THE CORPSE IN THE TREE

On a thick trail leading down a hill, a PC must roll an Agility check. If he fails he stumbles over a tangle of roots and falls downhill, coming to rest in a thicket of undergrowth, and landing face-to-face with a bloody mutilated corpse. It was a hiker, and the face, eyes, and tongue have been chewed off.

Make a Fear check. When the hunters come up on the scene make a Fear check for them as well.

2. RABBIT SCARE

The bushes off the trail from a PC begin to shake as something moves within.

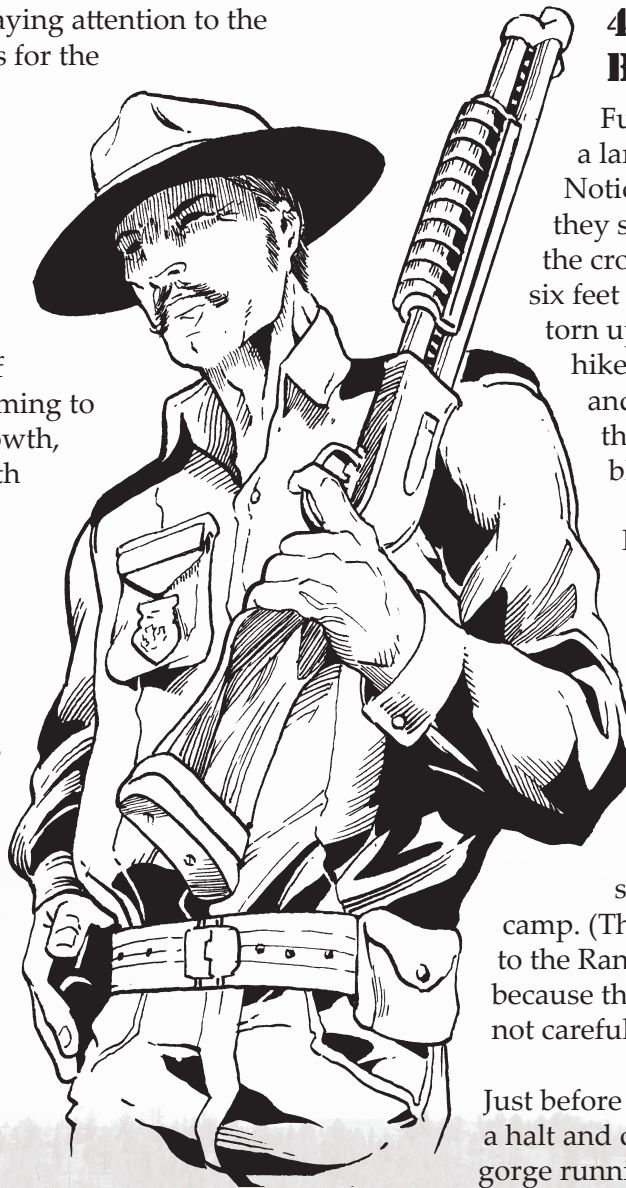
Make a Fear check for the NPC's. If they fail, they are spooked and fire off a few rounds past the PC's into the brush. A cute little rabbit speeds out and hops down the trail.

If challenged about the shooting, the hunter's are embarrassed and surly, and a fight may erupt.

3. THE CRY

As the hunters trudge on, they hear a loud cry followed by a roar in the hills to the north. It echoes through the park for miles, making it impossible to pinpoint its location, other than being from the north.

Every bird and insect stops making noise for several seconds following the roar.



4. THE SECOND BODY

Further down the trail, in a large gulley, the PC's roll a Notice check. With a success they see something bright red in the crotch of a large tree, about six feet off the ground. It is the torn up body of a young female hiker. The corpse is torn-up and chewed on so badly that they can barely make out her blonde hair amidst the gore.

Make a Fear check. When the hunters come up on the scene make a Fear check for them as well.

5. CAMP AND A SURPRISE

After nearly twelve hours of hiking they are still short of the slaughter camp. (The boys made the time back to the Ranger station much faster because they were in a panicked run, not carefully hiking in.)

Just before dark, the Rangers call a halt and camp is made in a small gorge running east to west. They choose a small clearing, surrounded by heavy trees and some brush, near a small stream. If anything comes towards the camp that night, they should hear it approaching through the foliage.

Before long they have a fire going and beans, bacon, and coffee cooking up for supper.

Suddenly Tollivar begins to holler for the rest of the hunting party.

Over the next hill, Tollivar is hastily pointing up at a tree as he fumbles to zip his pants and grab his rifle, leaning on a nearby tree trunk.

Fifteen feet up in the crotch of a large cottonwood tree is the body of a full grown Grizzly bear.

It has been severely mauled, with patches of fur missing and rib bones showing, and hasn't been dead for very long, as the blood is thickly clotted and sticky, but not completely dry.

Any tracks in the dried needles and debris around the tree are so churned up and covered in blood that they are not discernable. The best that can be determined from a Tracking check, is that there are signs something, or somethings, came from the north.

Unknown to them, but probably speculated on, this was the cry and the roar that they heard echoing across the park a few hours earlier.

DARKNESS FALLS

The hunters are all tired, edgy, and feeling extremely trigger-happy at this point. No one will be sleeping well, and the abundance of caffeine in the coffee to stay alert will only make them even more jittery.

Call for Vigor checks, including the NPC's; those that fail suffer one level of Fatigue. This will remain in effect until they receive at least four hours of solid sleep.

Coyotes begin howling in the hills as nightbirds and insects begin to come out to hunt.

THE FIRST NIGHT

If they weren't spooked enough by the day's events, it is going to be long and twitchy night.

1. HOWLING

An hour after dusk a howling roar erupts from the northwest, echoing across the forest and hills. The coyotes and other animals immediately shut up. There is an ominous silence only broken by the crackle of the camp fire.

Several minutes later, another roar comes from the west of the camp as something crashes through the undergrowth, heading towards camp. Brush shakes and twigs snap loudly as a large animal approaches.

2. THE VISITOR

A young Grizzly bursts into the perimeter of the camp. He is scared and on the run from something, and will not seek combat, unless he is shot; then he will attack whomever shot him.

The NPC's must all make a Fear Check, with the normal consequences.

YOUNG GRIZZLY

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Guts d6, Notice d6, Swim d6

Pace: 8; **Parry:** 6; **Toughness:** 8

Special Abilities

- **Bear Hug:** If the grizzly hits with a raise he has pinned his foe. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.
- **Claws:** Str+d6.
- **Size +1:** The young bear stands 7' tall and weigh over 800 pounds.

3. THE HORROR

Several minutes after dealing with the young Grizzly, Ranger Gifford is standing next to the treeline when something dark and hairy reaches down out of the brush into the circle of firelight, grabs him by his hair and draws him screaming into the brush. There is a loud crunch of bones and a tearing sound as Gifford's screams are cut off in squeal.

HEAD'S UP

Gifford's head is savagely thrown at a random party member (use the Sasquatch's Throwing skill, damage is Str+1d3 nonlethal,) possibly rendering the victim unconscious. Gifford's blood showers the entire party as the head flies end over end towards the victim. The blood is still warm.

THE PANIC

This calls for Fear checks all around. The NPC's, if they fail their check, blast away wildly with their rifles in every direction, shredding the trees and leafy brush around the camp.

Use the Innocent Bystanders rule: if any panicked shooter rolls a natural 1, a random adjacent party member is hit.

THE TARGET

The party may make opposed Notice checks (with a -2 to the party's check for Darkness beyond the cabin's circle of light and possible further modifiers to rolls based on PC and NPC actions: see the Stealth skill entry for Stealth modifiers in the core book) vs. the Sasquatch Stealth.

If they actually win the opposed check, they see a large, dark, man-like form leaping and running away. The penalties for shooting at this rapidly retreating from are -2 for darkness, -2 for partial cover from the trees in the forest, and appropriate range penalties.

GIFFORD'S BODY

With proper illumination, they can discern that Gifford's body is missing (for a midnight snack). Tracking shows a massive blood trail that tapers off to a few drops within thirty yards of the camp.

If they are brave enough to try the radio at night: The nearest high terrain feature for radio contact is a large rocky hill, at least 100 feet tall hill, forming the north wall of the small gorge, is almost fifty yards from their camp, beyond the trees surrounding the clearing. At the base of the hill, they must climb up a narrow rock and dirt trail to the top.

Halfway up the treacherous trail, they will be attacked from above by the Sasquatch, who will try to pick them off one at a time by throwing large rocks at them (Str+1d6); if hit a character must make an Agility check or roll down the trail, causing a slide of rocks and doing 1d6 damage to the character. Any characters on the trail below the fallen character must make an Agility check or be knocked off their feet and suffer the same fate. Those tumbling down the trail must make a Str check or lose whatever they were carrying (most likely a rifle and flashlight) on the hill. The characters slide to a stop 1d6" from their starting position.

The Sasquatch will disappear from the top of the hill. He is feeling the effects of the rabies, but still has enough mind to know that the men's rifles can kill him. He drags himself off to a nearby cave to rest and feast on Gifford's remains.

THE SECOND DAY

The surviving hunters are wiped out after a tense night and no sleep. If they don't get any rest by nightfall, they must roll a Vigor check after sunset. Failure means they are now at the Exhausted level of Fatigue.

Rice is put in charge of the radio by Menendez, who quickly organizes the party into a retreat towards the Ranger station. However, the Sasquatch has other plans.

1. THE TRAPPED TRAIL

Heading south they enter a section of severely overgrown forest. It also contains several old bear traps, put there years ago by the inhabitants of the cabin (see below.)

The trap density of this area is 1-2 on a d10. Roll for each character. A 1 or 2 indicates a trap has indeed been encountered by an unlucky character. If someone does step on a Rusty bear trap, another roll is called for: the rusty traps fail to close on a 1-2 on a d6.

RUSTY BEAR TRAPS

2d6 damage. If at least one wound remains after soaking, etc., Pace is reduced to 1/2..

After the first trap has gone off or is discovered, they can be spotted with an Notice check at -2.

2. THE BLOODY BONES

About a mile done trail, they round a corner of thick brush on the low trail and see a horrific sight:

Less than ten yards ahead of the, tied upright to a clump of thick brush by strips of rags identifiable as remnants of a Ranger uniform, is a bloody, headless skeleton, held together with raw tendons and strips of still bloody meat hanging from it.

Large flies and insects buzz around the feast.

A Notice check shows there are chew marks on the meat and the fresh bone. Gifford's name patch is on one of the bloody strips of fabric.

As the party gawks at the skeleton, the Sasquatch, hiding 60 feet (10") off of the trail in a clump of trees and rocks, springs forth and sprints towards the party to attack!

The party must make a Notice check or be surprised by the massive and fast creature. The Sasquatch has -2 cover while leaping through the thick tangle of trees and rocks.

He is a terrible sight to behold, almost nine feet of muscle and tangled, bloody black fur leaping fallen logs and rocks as fast as he can go. His eyes are bright with madness, and bloody foam flecks from his yellow fangs and drooping lips. His claws are stained black with blood and gore. Roll for Terror checks.

His first targets are Rice and Scarboro. With every successful wound, the Sasquatch tears off hunks of bloody flesh, spills bowels and organs, or splinters bones. If he kills Rice, the radio is destroyed as well, ripped open and reduced to a smashed, shredded pile of smoking wire and metal. The berserk Sasquatch will not quit until the party is dead, they manage to retreat, or he is killed.

If the party does manage to kill the beast: The Sasquatch vomits a huge amount of bloody foam and fresh meat, before he gives off a long, echoing howl as he slumps down to the Forest floor.

Just as the party begins to catch their breath, two answering howls erupt, one from the north, and one from the south. The one from the north sounds very close, and they hear the sound of something big crashing through trees a ways off in that direction.

3. CROWKILLER

Heading through the forest, the party

spots what appears to be a gray haired Indian on the ridge above them. He is waving a rifle and hollering at the party, telling them their is a pathway up the ridge just down the trail from where they are. They find the rocky path, not fifty feet down the twisting trail. The path leads up to a large butte, covered in rocky outcroppings and more thick pine trees.

If they are being pursued, he will cover them with his rifle.

Any pursuing Sasquatch will break off and hide in the trees, carefully watching the characters scramble up the trail to the top of the ridge.

Once they make it up the trail and join the gray haired Indian on the ridge, he is covering their retreat with his rifle.

He speaks tensely to the surviving party members:

"I am Crowkiller. Come, we must go. The Wendigo will follow. There is an old cabin not far from here; we can hole up there and recover our strength."

QUESTIONS FOR CROWKILLER

Crowkiller is an intense man of Oglala Sioux descent. He does not say much, but he will answer a few questions.

Who is he? He is a native of the Pine Ridge Reservation, far to the North. He is Oglala Sioux.

Why is he Here? He is tracking the "Wendigo." Nearly a month ago, they attacked his cabin and killed his wife, Jody Lee, of nearly forty years. He has tracked the Wendigo south for weeks.

What does he know of them? He does not know if they are spirits or not, but they can be killed. He managed to kill one several days ago. They look as if they are sick, possibly rabid.

Where is this cabin? About two miles to the northwest. Crowkiller saw it while trailing the Wendigo. It sits on a large hill, and appeared to be abandoned, but sturdy. It would make good cover and shelter.

NPCS REACTIONS TO CROWKILLER

Ranger Mendez is a quivering, trigger-happy wreck. He does not question orders from Crowkiller or the PC's. He is effectively a follower at this point. The same goes for any survivor except for Tollivar, who may become a very big problem.

Tollivar is freaking out and convincing himself Crowkiller is responsible for the "Wendigo" going berserk and killing people, especially if they find out that Crowkiller actually killed one a few days back. Throw in a little racism on his part, and Tollivar can be a big inconvenience at the wrong time. This is a great opportunity for the GM to complicate things for the PC's, especially if Tollivar loses it in a fight and opens fire on Crowkiller and his "friends."

Roll with it. This adventure isn't supposed to be easy, and the "freaked out, hillbilly traitor/menace" is a classic staple of this genre.

Don't be afraid to have outbursts of maniacal rage and nakedly irrational, stupid, racist fear at the Indian and anyone who does not see Tollivar's point of view. Any attempt to calm Tollivar may result in a rifle barrel in someone's face and an enraged Tollivar ordering them to "back off."

4. THE CABIN ON THE HILL

It takes about an hour to reach the hill on which the cabin sets. The forest grows thicker as they get closer.

The hill itself is heavily forested with pine trees, and is easily a hundred feet tall, oval shaped, and over a half a mile around at its base, tapering to the top. The top is a 100' diameter, relatively clear of trees. The cabin is set on the edge of the clearing, overlooking a sheer drop off of 100' where the northern face of the hill long ago washed away into the forests below, leaving a mess of rocks and old, splintered trees at the bottom.

The trail to the cabin is heavily draped by pine trees, layered with dead pine needles and grass, twisting all the way to the top of the hill. It terminates at the top of the hill, in the clearing, not more than 20' from the cabin's front porch.

THE PRC-25 RADIO

If the radio survived, the characters can try to use it to call out. Unfortunately a storm is building and they can hear vague voices from the radio station. They cannot be sure their transmissions are being received, but they can try none-the-less.

MORE TRAPS

The entire top half of the hill, and the hilltop clearing, is heavily trapped by it's former occupants, just as the Trapped Trail was:

The trap density of this area is 1-2 on a d10, just as it was above.

Unless the player's are specifically looking for traps up here, they will not receive a Notice check to spot the overgrown traps. If they are looking, give them a Notice check at -2.

After the first trap has gone off or is discovered, they can be spotted with an Notice check at -2.

Roll for each character. If they encounter a trap, roll another 1d6, a 1 indicates it is a pit trap, 2 indicates a punji stake trap, and 3-6 indicates more rusty old bear traps.

PIT TRAP

3" deep and filled with old sharp stakes. 4d6 dmg, Agility test -2 to grab edge and keep from falling into the pit.

PUNJI STAKE TRAP

A two foot deep pit lined at the bottom, and on the sides with old sharp wooden stakes. 2d4 damage. If at least one wound remains after soaking, etc., Pace is reduced to 1/2..

RUSTY BEAR TRAPS

2d6 damage. If at least one wound remains after soaking, etc., Pace is reduced to 1/2..

If someone does step on a Rusty bear trap, another roll is called for: the rusty traps fail to close on a 1-2 on a d6.

THE CABIN

The old cabin is made of sturdy pine logs. Several gaps in between the logs are evident, as mud has fallen out of walls over the years. (Toughness: 12, Cover Armor: 5)

A sagging front porch, with a swaying old porch swing, faces the clearing. Dozens of rusty old beer cans litter the porch. Two rusty, worn oil lanterns, long dried out, hang by nails on the wall on either side of the porch swing.

The front doors appear to be old but sturdy, as are the window shutters. (Toughness: 10/12 reinforced with boards, Cover Armor: 5) There is no back door.

The roof looks solid, and has been patched with rusty metal in places. (Toughness: 12, Cover Armor: 5)

An old, rusty stovepipe sticks out of one corner of the roof, and a large fireplace chimney of natural rock is on the other side. The chimney is very well put together (Toughness: 24, Cover Armor: 12)

INTERIOR OF CABIN

The cabin appears to have been abandoned some time ago: it is quite dusty and moldy in some places, especially the sagging furniture. The ceilings are about ten feet high and raftered with heavy beams.

There is no electricity, but there is running water via an old rusty water pump in the kitchen.

ROOM 1

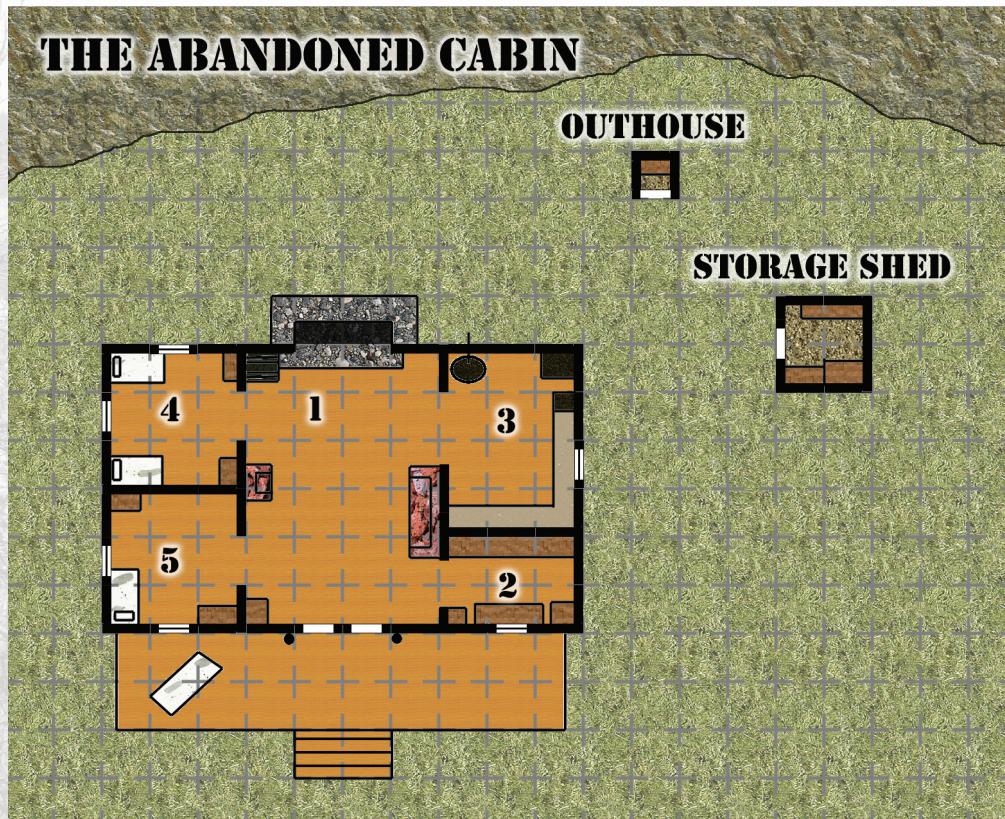
This is a large living room, and is the heart of the cabin. A massive stone fireplace dominates the north wall and a wooden box of firewood sits next to the left of the hearth. There is a box of old matches and an oil lantern sitting on the mantle.

A large moth-eaten couch sits on the east wall, between the open doorways to the kitchen in the north and the supply room in the south.

A ragged lounge chair sits on the opposite wall to the couch, between the open doorways of the northern and southern bedroom. An ancient, ratty bearskin rug lies on the wooden planks between the chair and couch.

An old 1930's dry-battery powered radio sits on a rickety table on the west side of the double doors. It has long ago ran out of power, but if the character's have retained the PRC-25, or what's left of it, they can use the batteries for the radio with a Repair check. They can't transmit but they can hear what's going on around them and may lift their spirits.

(Give the PC's an extra Bennie for their trouble, it's okay to be nice to them every now and then.)



ROOM 2

This is a storage room, and it's filled with all kinds of goodies or the hunting party.

On the north wall is an unlocked gun cabinet with the following behind it's dingy windows:

Two double barrel shotguns, with 23 shells: 10 slugs (2d10) and 13 buckshot (1-3d6, +2 to Shooting.)

One old buffalo rifle (2d10, AP 2) with six shells. Two Colt .45 revolvers (2d6+1, AP 1) with 28 shells in an old double holster leather belt.

There are no hunting rifles or shells. These apparently went with the owners of the cabin to their final fate.

Stacked on the south wall are the following goodies:

- Three small barrels of lantern oil
- Two extra oil lanterns
- Five boxes of canned beans and vegetables
- Two small barrels of alcohol
- Several boxes of old tobacco
- A box of soap bars
- Two old tarps lie folded on the boxes, as does an old 40' coil of rope.

There are no windows in this room.

ROOM 3

The decrepit kitchen. A moldy and dirty countertop and cabinets run the length of the southern wall. Stained plates, rusty cups, and rusty utensils are packed into the cabinets. A rusty but useable can opener is here in a drawer. There are several butchers and kitchen knives here.

The east wall has a another length of dirty countertop, connected to the south counter. A rusty old sink is imbedded in the northern end of this length of countertop. Beyond that is an old wood burning stove in the corner, its battered pipe running into the raftered ceiling. A shuttered, dingy window sits above this countertop.

In the northeast corner of the room sits an old rusty tub, at least three feet across, apparently for bathing. Over the tub is a rusty water pump,

attached through the wall to a large set of water pipes leading down into the hillside. The pipes are buried only a few feet down, and run over the edge of western hillside, connecting to a small stream hidden at the bottom of the hill.

ROOM 4

This is the northern bedroom. The twin beds and pillows here are covered in moldy sheets and blankets. There are a few empty, rusty beer cans sitting on the dressers. Inside are a few old shirts, pants, and socks. All are too moth-eaten to be of any use.

There are two shuttered windows in this room.

ROOM 5

The southern bedroom. This one is in as bad a state of decay as the northern room. The only interesting thing in this room is a half empty bottle of whiskey and glass in the dresser.

There are two shuttered windows in this room.

THE STORAGE SHED

Rickety and only kept shut by a rusty chain and a pair of nails, the shed contains a gold mine of useful items for the characters.

- Two wood axes (Str+d6)
- Three shovels (Str+d4) lean in corner
- Piled on the floor, and under shelves, are is a large amount of wooden planks, chicken wire, and old metal piping.
- Four bear traps with anchor chains and rings hang on the walls. They are not as rusty as the ones in the forest, and will operate normally.

On the rickety shelves are a variety of tools::

- Three claw hammers
- Rusty cans of nails
- Two wood-saws
- Several basic tools in a rusty toolbox
- A medium sized flat box, carefully wrapped in tarp and string.

When unwrapped, the characters discover that this wooden box is stuffed with cotton and three sticks of dynamite, already capped and with fuses, sweating nitroglycerine for years.

(Anyone handling these sticks who rolls a natural 1, ignoring the wild die, on any physical Trait test sets these things off. They are dangerous in this state. Dmg: 2d6 per stick, Medium Blast Template, +1 damage/+1' radius with each additional stick.)

OUTHOUSE

Full of dried up nastiness. If worse comes to worse, a character could hide in the hole under the outhouse.

NIGHT TWO

The PC's have until nightfall to barricade themselves into the cabin and make other defenses.

Once night comes, the group of three surviving Sasquatch make their way up the hillside to attack the cabin.

Roll traps for the Sasquatch normally.

If one of the Sasquatch ends up wounded, it will make such a roaring, howling fit that the party in the cabin will have plenty of warning ahead of time. They will at least know the killer man-apes are nearby.

Regardless of warning noises or not, those in the cabin, even if peering intently into the dark, have a very poor chance of spotting the Sasquatch due to darkness and the Sasquatch Stealth in the forest.

The party may make opposed Notice checks (with a -2 to the party's check for Darkness beyond the cabin's circle of light and possible further modifiers to rolls based on PC and NPC actions: see the Stealth skill entry for Stealth modifiers in the core book) vs. the Sasquatch Stealth.

If they win the opposed check, they see at least two large, dark, man-like form moving from tree to tree on the forest floor. The penalties for shooting at the Sasquatch are -2 for darkness, -2 for partial cover from the trees in the forest, and appropriate range penalties.

THE FINAL FIGHT

The Sasquatch tactics are simple: Get close to the cabin and batter it to pieces while trying to get to the defenders. They also have a nasty surprise: The Players probably think there are only two more man-apes after them, based on the two howls during the Bloody Bones encounter, but there are actually three fresh Sasquatch.

Two will attack the front of the cabin, trying knock down the door and knock open the shutters, grabbing anyone they can.

See the Sidebar for how this can work to your advantage as a GM.

In the meantime, the third one has climbed up the cliff (give Notice check vs. Stealth with appropriate modifiers if the party explicitly states someone is watching the back of the cabin.) Once near the cabin, the cliff-climber will start battering at the back kitchen wall to get in.

TEARING THE CABIN APART

Given the high strength of the berserker Sasquatch they are going to eventually rip doors or shutters off the cabin, and quite possibly tear large holes in the roof or entire logs from the cabin walls.

This gives the opportunity for fun, dirty, and scary Sasquatch grab attacks.

PC's should have enough firepower to repel direct attacks, but use the Stealth and modifiers to the man-apes' advantage. When they are unaware that a Sasquatch is crouching in the dark outside, have a massive hairy arm reach through and grab a character by a body part, yanking them into and through an opening in the wall. This will give the Sasquatch cover from the firearms, do very horrible bloody things to whoever gets unlucky enough to get their head or arm pulled through the hole, and set the survivors on paranoid overtime waiting for something nasty to grab them out of the dark. If they protest too much, give them Grapple checks. Throw on a Terror check for good measure.



Once they begin taking damage from the PC's weapons and preparations, the Sasquatch will leap to the roof of the cabin and try to tear their way through from above. They are lost to their berserk frenzy from the rabies at this point, so their tactics will remain simple: tear a hole, drop

in or pull someone out. Rip them apart. Repeat on next victim. If they take damage through the roof they will drop down, using the walls for cover until they can make a hole, grab a rifle sticking out, etc.

END GAME

At this point the only way to get out alive is to kill all of the Sasquatch.

If the cabin is about to be over run by the rabid man-apes, Crowkiller will grab any remaining dynamite, light it, and charge out to meet the "Wendigo." If there is no dynamite left, he will charge out trying to kill as many as he can with whatever weapons he has left.

The other surviving NPC's are completely shell-shocked, maddened, and to the breaking point. If Tollivar is still alive, this is a great place to have him come unglued and go out in a pyrrhic blaze of hatred and terror.

Others may do irrational acts such as setting fire to the cabin or running for the woods to try to outrun the man-apes. Some may try to kill themselves to avoid being eaten alive.

Once they kill the Sasquatch, the game is effectively over and they are free to head back to civilization to restart their lives, if they can.

The survivors are never the same again. They can collect the reward, but there are going to be a lot of questions to answer to the police, the Rangers, the media, and anyone else who wants to know what happened in the woods. Any evidence, for example a Sasquatch head, is immediately seized by the Rangers and quietly lost in the miles of red tape surrounding the investigation of what happened. In the end they will be just another strange media story, a cover up of the facts, that fades into the pages of history.

Nobody seriously believes in Sasquatch, right?

THE PINE RIDGE HORROR NPC'S

PARK RANGERS

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Driving d6, Fighting d6,

Knowledge (Pine Ridge) d8, Notice d8+2, Riding d6, Shooting d8, Stealth d6, Survival d8, Tracking d8

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Cautious

Edges: Alertness, Giant Killer, Marksman

Mitchell Gifford, 32, and Rafael Mendez, 31

Gifford and Mendez are considered the best hunters posted at the Pine Ridge.

Mitchell Gifford

Gifford is Caucasian, blonde, and sports a moustache. Born and raised in South Dakota, he is a Vietnam veteran, US Infantry, and is trained in the use of the PRC-25 radio. He is a tough, confident man who is also a very competent hunter and tracker. He is a good guy; laid back and cool, he will put up with a lot before he loses his temper, but once he does lose it he can be a tough customer. He has been friends with Ranger Rafael Mendez for two years now.

Skills: Know (Language - Vietnamese) d6

Gear: Hunting Rifle (2d8, AP 2), 30 cartridges, Knife (Str+d4), Canteen, Camping Gear, PRC-25 backpack radio unit, 4 flares.

Rafael Mendez

Mendez is of Cuban heritage, and also sports a mustache. He hails from Florida, but transferred to Pine Ridge after seeing another Ranger killed by an alligator in the Everglades National Park. This trauma has left him a bit shaky around big animals, and the thought of encountering a bear, especially a rabid one, has left him on edge. He is in every other way a highly skilled and professional Ranger, determined to get the job done so that no one else gets killed. He made fast friends with Gifford when Mendez transferred to Pine Ridge two years ago.

Skills: Know (Language - Spanish) d8

Hindrances: Habit (Minor - Smokes to handle stress.)

Gear: Pump Shotgun, 20 slug shells (2d10), 20 buckshot shells (1-3d6 & +2 Shooting),

Knife (Str+d4), Canteen, Camping Gear, two packs of Cigarettes, Zippo lighter, 4 flares..

LOCAL HUNTERS

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d6, Driving d6, Fighting d6, Knowledge (Pine Ridge) d6, Notice d6, Shooting d8, Stealth d6, Survival d6, Tracking d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Giant Killer, Marksman

Gear: Hunting Rifle (2d8, AP 2), 20 cartridges, Knife (Str+d4), Canteen, Camping Gear, Cigarettes, Lighter, Beer.

Four other hunters round out the hunting party. They are all local characters who, despite their flaws, are excellent hunters and outdoorsman.

Tom Scarboro, 38

Scarboro is a hillbilly to the bone; a walking stereotype. Large, hairy, beer-bellied, and spitting tobacco. He is gruff and always has a squinty, contemptuous look on his grimy face. He hates anyone different from himself, which is pretty much everyone. He is dressed in dirty, worn clothing dominated by his torn denim overalls and a ragged, wide-brimmed hat.

Charisma: -2; **Pace:** 5 (d4 running die); **Toughness:** 6

Hindrances: Mean, Obese

Willie Tollivar, 43

Friends with Scarboro, Tollivar is the polar opposite in appearance. He is a tall, lean scarecrow of a figure dressed in worn, but clean, hunting clothing and baseball cap. He is a bigot and a racist; if it wasn't for the reward money, he would never follow Ranger Mendez. His views come out at the worst time, and as the adventure gets more deadly and difficult, he becomes less cooperative, more vocal, and prone to violent verbal outbursts at Mendez, Crowkiller, and possibly the PC's.

Charisma: -2

Hindrances: Big Mouth, Greedy (Minor), Mean

Liam Winters, 40

Winters is a quiet, reserved man. He has a large family whom and is joining the hunt to help feed his family. He dislikes Scarboro and Tollivar intensely, but keeps his thoughts to himself unless they pertain directly to the hunt. When things get hairy, he will be more vocal, especially to keep the party together and increase their chances of survival. If Tollivar and Scarboro become a threat to the party's survival, Winters will fall on the side of the Rangers, and the PC' if they haven't done something to alienate him.

Jim Rice, 26

Rice is the kid of the group, but he has grown up hunting in these woods all of his life. Rice spent one tour in Vietnam, serving in the Army when he was 19, then came back to a job at one of the local car washes. He is a bit insecure and intimidated by the older hunters in the party. Despite this, he is a dependable young man, eager to get the hunt underway.

CROW KILLER, 56 (WILD CARD)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d8, Fighting d8, Knowledge (Pine Ridge) d8, Notice d8+2, Shooting d8, Stealth d8+2, Swimming d8, Survival d8+2, Tracking d8+2

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Code of Honor, Death Wish, Outsider

Edges: Alertness, Block, Marksman, Woodsman

Gear: Hunting Rifle (2d8, AP 2), 20 cartridges, .357 Magnum Pistol (2d6+1, AP 1), 20 cartridges, Hunting Knife (Str+d4), Canteen, Hunting Kit.

Crowkiller is an Oglala Sioux from the Pine Ridge Reservation, a Korean War vet, and obsessed with destroying the "Wendigo." Nicknamed Crowkiller as a child, he lived for years with his wife, Jody Lee, in their small home on the Pine

Ridge Reservation. The managed to stay out of the sometimes violent political divisions on the reservation at this time, living a quiet but happy life together.

Four weeks prior to the start of this adventure, their cabin was attacked by the band of rabid Sasquatch. Crowkiller drove them off with gunfire but Jody Lee died from their attack. Singing his own death song, he burned the cabin with Jody Lee's remains and set out to pursue the "Wendigo." He trailed them south into the Pine Ridge Forest, managing to trap and kill one less than four days ago.

Crowkiller is quiet, intense, and totally focused on the destruction of the Sasquatch band. He will do what is necessary to carry out his mission, taking seemingly insane risks with little regard for his own life. If he is alive at the end, and the Sasquatch are all dead, he will then sit down to die.

RABID SASQUATCH (WILD CARD)

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+4, Vigor d12

Skills: Climbing d8, Fighting d8+2, Guts d10, Intimidation d12, Notice d8, Stealth d8+2, Swim d6

Pace: 8; **Parry:** 5; **Toughness:** 10

Special Abilities

- **Berserk:** The Sasquatch is suffering from Rabies, but is not in the stage where he loses all control. When stalking the party, he remains in control and can retreat to a hideout to heal and rest. However, if he engages in one on one combat with the party and is wounded, he will become Berserk, unable to calm down until he or a party member is dead.. The traits above include all modifiers. As a Wild card, he suffers no wound penalties.
- **Bite/Claws:** Str+d6.
- **Camouflage:** The Sasquatch adds +2 to Stealth rolls in woodland terrain because of his natural affinity for the woodlands and his dark fur. The Stealth skill above includes this modifier.
- **Fleet-Footed:** The Sasquatch rolls d10s instead

of d6s when running.

- **Frenzy:** The Sasquatch can make two Fighting attacks each round at -2 penalty.
- **Leap:** The Sasquatch can leap 2" horizontally, or 4" from a running start. Each success and raise on a Strength roll grants one additional inch.
- **Disease (-2):** A character Shaken or wounded by a bite attack must make a Vigor roll at -2. On a failure, the victim has contracted rabies. He suffers a level of Fatigue each day until Death. A successful Healing roll can treat the disease, but it must be made within 24 hours and the healer must have access to a large amount of vaccine.
- **Fearless:** Immune to Fear and Intimidation (see Weakness below).
- **Size +2:** The Sasquatch stands 8' tall and weighs over 800 pounds.
- **Weakness (Water):** One symptom of rabies is hydrophobia. He suffers -2 to all trait rolls when there is a body of water larger than a drinking trough within 5".

Rabies: from the Horror Bestiary Toolkit. Go buy it!

APPENDIX: A

A Quick Timeline of Major Events

FOUR WEEKS AGO:

- Crowkiller's wife, Jody Lee, is killed in an attack on their cabin on the Pine Ridge Reservation. He sets off to kill the "Wendigo", following them south into the Pine Ridge Forest.

FOUR DAYS AGO:

- Crowkiller manages to trap and kill one of the rabid Sasquatch.

TWO DAYS AGO:

- Two boys stumble upon the remains of a destroyed camp. They flee for the Ranger Station after seeing mutilated corpses and hearing a "roaring" noise.

YESTERDAY:

- A group of Rangers and volunteers find the camp and carry the bodies out. Bear tracks are tentatively identified and the theory of a rabid bear is suggested. A reward is posted and a hunting party led by two Rangers is organized to find and kill the bear.

DAY ONE (START OF THE ADVENTURE)

- In the early morning, the hunting party is briefed on their task and set out to find and kill the rabid bear.
- After several hours of hiking, they stumble on a mutilated human corpse in a tree.
- While hiking, they hear the echoing cry of an animal followed by a loud roar, somewhere to the north.
- Near dusk, they make camp for the evening.
- Tollivar discovers a torn up bear corpse in a tree near camp.

NIGHT ONE:

- Another roar comes from the northwest of the camp.
- A frightened young bear charges through camp, causing chaos.
- Ranger Gifford is pulled into the forest. His head is torn off and thrown into the camp circle.
- Chaos ensues.

DAY TWO:

- The party begins to head back south to the Ranger station.
- The mutilated remains of Ranger Gifford is discovered on the trail. The party is ambushed by a rabid Sasquatch.
- More howls are heard in the forest, indicating more Sasquatch.
- Crowkiller encounters the party and leads them to the cabin.
- They party has all afternoon to prepare for the night.

NIGHT TWO:

- The cabin is under siege by a pack of rabid

Sasquatch. The survivors of the hunting party must fight for their lives.

APPENDIX: B

Music is important to me in my games. It can really set the tone. While writing this I listened to quite a selection of Seventies Rock that I found appropriate and very mood-setting for this style of gaming. Here is a small, and in no way complete, list of artists I would suggest listening to while playing this adventure, especially if left in the summer of '75.

- Led Zeppelin
- The Doors
- Black Sabbath
- Allman Brothers
- Rolling Stones
- The Who
- Jimi Hendrix
- Creedance Clearwater Revival
- The Eagles
- Blue Oyster Cult
- Cream
- Eric Clapton
- Jefferson Airplane
- Jethro Tull
- Marshal Tucker Band
- Animals
- Peter Frampton
- The Band
- Traffic
- War

If your personal music collection is not as varied as the list above, I strongly recommend checking into one of several on-line music services that either allow you to make your own playlists or that specialize in Seventies Rock.