The Svalbard Event

by StonePenguin

Setup instructions

Place the locations Bridge, Deck, Forehold, Aft hold, Cabins, Galley, Lifeboat and The Ocean in the play area.

Put aside the cards Ice Hammer, Aspect of Ithaqua, Ice Ghoul

Prepare the encounter deck with the following encounter sets:
Rats, Chilling Cold, Nightgaunts, Locked Doors, Striking Fear, Ghouls

Special rules: Enemies will never follow an investigator to The Ocean. If an enemy should spawn in The Ocean; Surge.

Introduction

Sunday, September 23. Somewhere between Barents Sea and the Norwegian sea.
Led by Professor Essiah Havelock from the Miskatonic University you are returning from a scientific expedition to the arctic Svalbard. Onboard the Norwegian registered ship “Pelikan” many of the indigenous chalcolithic artifacts which you uncovered fill the cargo holds. You are looking forward to returning home to claim the reward the Professor have promised. The Professor himself have locked himself away in the forehold to catalogue the items while you enjoy a peaceful cruise. This all changes, as when you are halfway to your supply harbor at Tromsø, a cold mist brings a chill unlike anything you ever felt. You gather on the Bridge on the orders of the ship's skipper, Annike Braaten.

Investigators start on the Bridge.

The Svalbard Event

Resolutions

Resolution - If all investigators were killed or defeated:
You awaken in your bed in Tromsø wracked with a horrible feeling of impending doom. You also feel colder than you ever have before and no amount of clothing seems to help. The expedition leaves for Svalbard tomorrow...maybe you still have time to get out of it?

All investigators suffer one mental trauma.

Resolution - If all or any investigators resigned:
You spend days in the lifeboat without supplies, suffering the freezing winds and revisiting the horrible experiences you had. You are finally rescued by a Norwegian fishing trawler who takes you back to Tromsø where you can recuperate and eventually make it back home.
Test Combat (3) or suffer one physical trauma. Only the value of the character card is used.
Test Willpower (3) or suffer one mental trauma. Only the value of the character card is used.

Resolution 1 (R1) - Break the spell - Save the Professor
The ancient tablet splinters into a thousand pieces and the worst pain you ever felt shoots up your arms. The Professor slumps to the floor and everything becomes blissfully quiet. After waking up Professor Havelock is thankful for your assistance. He claims that he tried to decipher the tablet when everything went black and that he remembers very little. When you finally make it back to solid land Havelock thanks you again and sends you on your way with his blessings. Your badly burnt hands will heal eventually but you will always bear the scars of this experience. You are offered a well deserved rest at the town's finest hotel before you embark on your next journey.

Rewards:
Investigators gain 1 experience point per victory point in the Victory display.
Investigators gain 2 additional experience points for resolving this option.

Resolution 2 (R2) - Kill the Aspect of Ithaqua
With a almost unsatisfying whooshing sound the remains of the creature collapses to the floor and all goes still. Slowly the cold recedes and you can for the first time in what feel like forever feel some warmth spreading to your fingers.

Tired and exhausted, you make it back to the port at Tromsø where the skipper asks to see you in private. ”I’m not sure if I know what happened out there and I’m not sure if I want to. Thanks for….well...everything. By the way, can we keep this to ourselves? I’ll never see a passenger again if people find out my boat is cursed. Here, I’ll even give you a little for your silence…”

Rewards:
Investigators starts the next game with one extra resource.
Investigators gain 1 experience point per victory point in the Victory display.