



Final Draft: Horror at Blackhollow Lodge

Table of Contents

- [Adventure Background](#)
- [Adventure Overview for Players](#)
- [Chapter 1: Introductions](#)
- [Optional: Journey to the Valley](#)
- [Chapter 2: The Valley of Blackhollow](#)
- [Chapter 4. Blackhollow Lodge](#)
- [Epilogue](#)

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Adventure Background for Gamemaster

Elder Kochoov has been an elder of the community of Nazibizaam for as long as anyone can remember. Not just an elder, but a respected warrior, community supporter, and hunter of the weird and wondrous. was also a self-proclaimed amateur zoologist.

Recently, Elder Kochoov an old diary and map. The diary referenced a secluded valley where the wild game has grown to giant sizes. No reference as to why, but it was something he couldn't resist hunting.

With the map in hand, his nephew Miiiginiya at his side, Elder Kochoov set off for the trading post near the valley entrance. There, he hired a few local guides and set off for the valley.

Once within the valley though, wildlife was not the only thing the party found. They discovered an old hunting lodge deep within the valley masking a tunnel entrance. A Tunnel that went deep into the mountain.

The tunnel was an old abandoned gallium and germanium mine. These rare earth minerals are essential in the solar panels and Niisi (communication devices). Also, deep within the mines was a mysterious laboratory. A laboratory that was apparently using the giant mutation of the creatures within the valley in humanoid creatures.

Attacked on site, only a few of the party escaped back through the lodge. Elder Kovhoov was trapped inside, presumed dead. Miiiginiya and the remaining party barely escaped back to their base camp. Hoping to regroup and formulate a plan to rescue Elder Kochoov.

But the party was followed and attacked by the creatures again. Miiginya was the only one to survive. He survived because an earthquake shook the ground causing the mutations to stumble and fall. But the earthquake also blocked the main path into the valley,

Terrified, Miiginya searched the valley walls for the way out. After days of searching, Miiiginya discovered another path, barely larger enough for a single person to fit out of the valley.

Free of the valley, Miiginya returned to the trading post and contact a friend of his uncle as well as a new party of individuals to return to the valley and rescue his

uncle. Or at least, retrieve his body so it can a proper burial ceremony can be performed.

Adventure Overview for Players

A community elder, Elder Kochoov, is missing and presumed dead. Disappeared during an ill-advised hunting expedition to the north. The survivor, one of Elder Kochoov's own family, his nephew Miiiginya.

Miiiginya was found scarred. frostbitten, and terrified by a group of trappers. Due to various head injuries, Miiiginya had trouble recalling the details of the trip into the valley. What he does remember is fragmented and vague. Basically, a fierce battle with something. Other humans maybe? No, not quit human. Or were they? An earthquake? Wandering. Lots of wandering looking for a way out of the valley. And animals. Large. Oddly large animals.

When Elder Kastiki learned of the disaster, he headed for the trappers village while assembling a rescue party. Once there, he joined Miiiginya. Together with the rest of the party, they set out again for the valley to discover what happened to Elder Kochoov.

Chapter 1: Introduction

Wosagic is a small trading outpost within the Masking. It was the last place Elder Kochoov's party met before heading to the Valley. Now, it's the place where rescue party gathers. The outpost, like most in the area, is a hodgepodge collection of traders, each looking to acquire goods and knowledge from those brave enough to explore the Masking.

You gather at the meeting hall located loosely within the center of the outpost. Well, the meeting hall, community center, tavern. There, Elder Kastiki welcomes everyone.

DM Note: Have the players introduce themselves. This is their chance to share about themselves and ask questions of the rest of the party.

Unbeknownst to the party, there are two individuals at a table, within earshot. They are members of the Keetoowagi Federation and are listening to learn what Miiiginya knows.

When the questions of the party comes to an end, they will get up and leave. Have the players perform a combined "Notice" check with a SN of 6.

- If they score at least 12 successes (3 x the number of players), they notice the two as they get up and leave. And think they might have been listening a bit too closely.

If the players choose to follow, eavesdroppers take off running and work to evade them. The players must perform 3 successful Agility or Athletics checks in a roll to catch up to the eavesdroppers.

Once they do, they can perform opposed Strength check to grapple the eave dropper.

DM Note: when the players are about to grapple the eavesdroppers, they release a drone that flies away.

If the players grapple one or both of the individuals, they can "interrogate" them. If they do, the eavesdroppers will attempt to dodge their questions.

Begin a Social Encounter (pg 295). Players must describe what they want to say in order to obtain an answer. The players will need to perform an Stat/Skill check in line with their question. The two individuals will contest the check using deception.

- **First success:** They admit listening in on the conversation. They are just interested in the valley and where it's located.
- **Second success:** They admit to recording the conversation. Just so they can listen back to it later.
- **Third success:** They will admit to uploading the recording to the drone. Only because they record everything for their wilderness "TrappersCast". Tips and tricks to survive in the wild. They thought it would be fun to explore with share their story.
- **Fourth success:** They will admit to being form the Keetoowagi Federation and were ordered to keep an ear out for talk of the valley. They recorded the conversation and sent the drone back to their tribe.

DM Note: Each time the players lose, they lose a mind point (temporarily). The mind points return at the end of the encounter. When they reach zero, they cannot question the two any further.

If the players look closely at the two individuals, they will also notice the tribal markings of the Keetoowagi Federation. A simple Knowledge check will uncover this.

Further pushing will not result in any additional answers. They really don't know more than that. Not even where the orders came from. Just an address to send the drone to within the Keetoowagi Federation.

Table 1A. Keetoowagi Federation Spies (2)

STR 2	INT 2	SPI 2	AGI 2	
PER 2	CHA 2	END 2	WIS 2	WLL 2

Derived Stats:

PD 4	MD 4	SD 4		
Body 6	Mind 6	Soul 6	Initiative: 6	

Skills: Melee Weapons 5, Charm: 4, Coercion: 6, Investigate: 7, Deception: 7, Skullduggery: 6, Tracking: 6

Equipment:

- War Ax (+3, Two Handed, Critical: Bleeding)
The Raiders act on Initiative Score 4, and 6. They target the last Character that attacked them, or whoever is closest.

Drone (1)

Controlled remotely by an unknown person.

STR 1 INT 0 SPI 0 AGI 3
PER 0 CHA 0 END 2 WIS 0 WLL 0

Derived Stats: PD 4 MD 0 SD 0
Body 6 Mind 0 Soul 0 Initiative: 6

Mag-Sling (+2, -1/+0/+2)

The Drone will act on Initiative Score 3. It will target the last Character that attacked them, or whoever is closest

Following that, the players will rest before heading out in the morning. They can choose to simply get some rest or wander the outpost.

- If they choose to gather gear, they will not find anything else that Elder Kastiki has not already obtained.
 - If they choose to question the traders, use the following table to guide their answers.
 - If they choose to do nothing, have an old lady approach them before they leave town. She will hand them the bag of "sacred medicine" and the birch bark match to help the Elder move on.
-

Table 1: Traders' Responses

The first answer will be

"I don't know anything about the valley. But if it's to recover your uncle's remains, you must take this "sacred medicine". It's a mixture of the tobacco, sage, sweet grass and cedar. Light it with this birch bark match where he died and it will ensure his spirit is able to rest." He gives it to the party freely.

If additional questions, they must use a Charisma, charm or other social skill, target is set at 4. Number of successes:

- 1: They just arrived from another outpost, but were not here when Miiginya entered the village so does not have any answers for the party.
- 2-3: They have known traders to enter the valley but they don't have any real details of the interior. Those that have entered tend to not stay long due to the aggressive nature of those that live within the valley.

4-5: Knows the two individuals who were in the meeting house. They are of the Keetoowagi Federation and usually cause trouble.

6+: Has hear rumors of tribe members from the Keetoowagi Federation coming and going through the outpost more. Kind of unusual since they don't normal come this far North.

[Optional] Journey to the Valley

This encounter can be used to add some extra mystery to the game or if they players don't capture the spies in the pervious encounter.

The next morning, the party load their gear on a Yutsu sled (Endurance: 4). The sled is equipped with rations and gear for a 2 week journey. Equipped, the party heads for the Valley. It will be a few days journey to the entrance Miiginya found. .

The trip is tedious due to the undergrowth and denseness of this area of the Masking. In all though, an uneventful few days day. If the party is actively looking for dangers, use the following table to determine if they notice people following them. .

Table 2A: Forrest Encounters (optional)

Perception or other visual skill, target is set at 4.

Number of successes:

- 1: Nothing, just random nature.
- 2-3: They do notice the tracks of other footprints cut deep into the ground.
- 4-5: The party hears sounds of tree limbs breaking. Not that that is abnormal in the forest remaining with animals, but the sounds seem to be longer limbs than elk or deer might break.
- 6+: They notice periodic flashes of sunlight off metal.

At the end of the day, Tatagis locates a clearing to set up camp for the night. While the party might want to continue, driving through the forest at night is not advised.

Table 2B: Nighttime Encounters (optional)

Perception or other visual skill, target is set at 4.

Number of successes:

- 1-2: Nothing, just random nature.
- 3-6: The party hears sounds of tree limbs breaking. Not that that is abnormal in the forest remaining with animals, but the sounds seem to be longer limbs than elk or deer might break.
- 6: Wolves attack. STR 4 INT 1 SPI 2 AGI 4 PER 4 CHA 1 END 4 WIS 1 WLL 2
Skills: Unarmed Combat 6, Intimidation 4, Stealth 5, Tracking 4
Abilities: Heightened Senses: -2 SN to Stealth

Checks when attempting to Surprise and Bite: +1 to Unarmed Combat attacks (reflected in Skill totals)

As the party camps or travels overnight, they are spied upon by members of the Keetoowagi Federation.

- If the players do not have a watch, they will be attacked, "surprised", and lose initiative.
- If they set a guard, roll an outcome for each guard, every two hours (3 times). After the third time, if not detected, the Keetoowagi Federation will attack with surprise.

Perception or other visual skill, target is set at 4.

Number of successes:

- 1-2: Nothing, just random nature.
- 3-6: The party hears sounds of tree limbs breaking. Not that that is abnormal in the forest remaining with animals, but the sounds seem to be longer limbs than elk or deer might break.
- 6-7: They notice flashes of light from within the woods. If they investigate the spot, they will find footprints in the ground.
- 8+: The bandits attack.

Table 2C. Keetoowagi Federation Stats (6)

STR 2	INT 2	SPI 2	AGI 2	
PER 2	CHA 2	END 2	WIS 2	WLL 2

Derived Stats:

PD 4	MD 4	SD 4	
Body 6	Mind 6	Soul 6	Initiative: 6

Skills: Melee Weapons 5, Charm: 4, Coercion: 6, Investigate: 7, Deception: 7, Skullduggery: 6, Tracking: 6

Equipment:

- War Ax (+3, Two Handed, Critical: Bleeding)
The Raiders act on Initiative Score 4, and 6.
They target the last Character that attacked them, or whoever is closest.

Drone (1)

Controlled remotely by an unknown person.

STR 1	INT 0	SPI 0	AGI 3	
PER 0	CHA 0	END 2	WIS 0	WLL 0

Derived Stats: PD 4 MD 0 SD 0
Body 6 Mind 0 Soul 0 Initiative: 6

Mag-Sling (+2, -1/+0/+2)

The Drone will act on Initiative Score 3. It will target the last Character that attacked them, or whoever is closest

The players can attempt to hack the drone (Target 6, at least 4 successes). If they succeed, they can access and use it. They will also see that it has been recording them since they left the outpost.

The bandits will fight until 2 of them are left alive. Those two will attempt to retreat. There is a 7th bandit about a mile away operating the drone. He will leave before being seen if the bandits are killed/captured. If any of the bandits are captured, they can be interrogated by the party. Use the following table to determine their response

Table 2D: Keetoowagi Federation Interrogation

A Coercion, Charm, or Charisma check with a target of 6 and the following successes:

- 1: They stubbornly refuse to respond
- 2-3: Vague response, basically they thought they would just attempt to steal from the newcomers
- 4: They speak of overhearing the the party talk and thought they would steal any maps and everything else from the party.
- 5-6: They will speak of being of the Keetoowagi Federation tribe and were order to kill the party.

Following the encounter, the rest of the travel to the valley is uneventful. Unless you are using the random generators.

Chapter 2: The Valley of Blackhollow

After squeezing through the crevice into the valley, you see the interior unfold in front of you. Due to the sheltered nature of the valley, the trees and shrubs are even denser than on the outside of the valley. There is an animal path leading down into the valley.

After squeezing through the crevice into the valley, you push through the thick underbrush. As you walk, your boots sink into the soft earth. The trees are so tall that their branches blocked out the sun, and the only light came from an occasional ray that filters through the leaves. The air is still and humid, and the only sound are the chirping of birds.

You walking for hours, looking for the original parties base camp. Then you see, in the distance, a clearing. And in the clearing, animals. Nothing like anything you have seen before. They are huge, with long necks and massive bodies. Elk from the appearance. They are grazing peacefully in the clearing, and don't seem to notice you. As you watch, you begin to hear something. Almost a whisper on the wind. "Miiiginya". It ends as suddenly and softly as it began.

It will take the players about 4 hours to reach the base camp. You can use the optional table below for random encounters.

(optional) Table 3A: Forrest Encounters

Perception with a target of 5, The number of successes:

- 1: Encounter a bear. One player rolls a wisdom check with a target of 5. 1-3 the bear moves off. 4-6, the bear attacks. If the players kill the bear, they will notice what appears to be a purplish type infection on the skin bear. Following this encounter, it can not be encountered again.
STR 6 INT 1 SPI 2 AGI 4 PER 4 CHA 1 END 4 WIS 1 WLL 2
Skills: Unarmed Combat 6, Intimidation 4, Stealth 5, Tracking 4
Abilities: Heightened Senses: -2 SN to Stealth Checks when attempting to Surprise and Bite: +1 to Unarmed Combat attacks (reflected in Skill totals)
- 2-4: Your parties hears voices in a whisper of a tone. As you listen, you hear "mmmmiiiiiiyyyyyaaaaa... . As you look back, Miigyna is suddenly white as a

sheet. Just as soon as you hear it, the sound goes away.

- 5: Encounter a wolf pack. Roll again. 1-3 the pack moves off. 4-6, the pack attacks. If the players kill the wolves, they will notice what appears to be a purplish type infection on the skin wolves. Following this encounter, it can not be encountered again.
STR 4 INT 1 SPI 2 AGI 4 PER 4 CHA 1 END 4 WIS 1 WLL 2
Skills: Unarmed Combat 6, Intimidation 4, Stealth 5, Tracking 4
Abilities: Heightened Senses: -2 SN to Stealth Checks when attempting to Surprise and Bite: +1 to Unarmed Combat attacks (reflected in Skill totals)
- 6: You discover a backpack, torn and shredded off to the side of the path. There are some papers in the back pack still, though barely legible. What you can make out, doesn't really make sense. The words "mutated", "tanks", and "toowa" are about all that you can read.

They players finally arrive at a the campsite.

After hiking for hours, you finally discover the basecamp. It looked like it had been abandoned for a while. The tents are torn and the campfire has long since extinguished. But what caught my eye is some purple goo that is everywhere. All over the tents, the campfire, and the ground.

If the players choose to investigate:

As you cautiously approached, trying not to step in the goo, you see some weapons and torn cloths. Some with the same purple goo on them. But you don't notice any bodies. If these belong to the previous party, where are the bodies?

Have the players roll a Perception check

- If they have a guard or someone watching for danger, the target is 4.
- If they do not have someone watching, the target is 8.

Failure means the party is surprised.

"From behind, you hear the sounds of something rustling through the woods. Well, more like stomping. As you and the party turn, you see the most hideous of creatures moving towards you. Upright on two legs, these creatures bear resemblance to people but are covered in a purple, puss-filled blight. The lumbering creatures rush toward you, claws outstretched."

The party is attacked by 3 Kayazan and a Kayazan Hulk.

Kayazan, The Purple Cancer (xx5) (pg. 398)

STR 3 INT 3 SPI 6 AGI 3
PER 3 CHA 2 END 3 WIS 24 WLL 7

Derived Stats:

PD 8 MD 7 SD 9
Body 7 Mind 10 Soul 15 Initiative: 8

Note: Kayazan Hulk has a Body of 12 and a STR of 4

Skills: Deception 6, Stealth 9, Unarmed Combat 6,
Tracking 9

Abilities:

- Malignant Resilience: As a Secondary Action, the Kayazan may spend 1 point of Soul to regain 2 points of Body, up to its maximum Body.
- Gleeful Slaughter: If any non-Kayazan creature within Medium Range of a Kayazan has lost a point of Body, the Kayazan becomes manic and frenzied. The Kayazan gains +2 to its Unarmed Combat Skill.
- Mindless: The Kayazan does not fall Unconscious when its Mind falls to zero and does not die from Mental Damage. Additionally, the Kayazan is immune to Poison, Sleep, and Panic Effects.
- Claws. The Kayazan can attack a single player twice with both hands or defend with one and attack with the others.

The Kayazan will fight until they are all defeated. While they don't have anything on them, the mutations on their skins is evident.

DM Note: *The battle, specifically the Kayazan, trigger Miiginya memory. Have the Miiginya player read the following:*

"These creatures. They are what attack us. In a cave? A Tunnel? Somewhere underground I think? I remember them."

If the players perform a Tracking skill check (can be a combined skill check), on a target of 6, they can follow the tracks of the Kayazan back to the Lodge.

Before they leave though, they again hear a voice on the wind, this time a little louder. "Miiginya".

DM Note: *You can use the random encounter generator for additional encounters on the way to the lodge.*

Chapter 3: Blackhollow Lodge

As you follow the tracks the Kayazan left, you are taken through the valley towards the outer edge. Following the tracks has proved pretty easy due to the purple ooze appearing ever now and then.

The track seem to head towards a structure. An old, broken hunting lodge is built into the side of a forest valley wall. It is a large, two-story structure with a steeply pitched roof. The exterior of the lodge is made of weathered wood, and the windows are boarded up. The front door is hanging off its hinges, and the steps leading up to it are crumbling. The trail leads up to the lodge and apparently through the doors.

If the players choose to enter:

The inside of the lodge is just as dilapidated as the outside. The walls are covered in cobwebs, and the floor is littered with debris. The furniture is old and broken, and the wallpaper is peeling. The only light comes from a few small windows, and the air is stale and dusty. The Kayazan trail through the dust leads right up to the back wall.

If they choose to search the outside:

Upon searching the grounds and outside of the lodge, there is nothing out of the ordinary. In addition, the only apparent entrance is the door in the front of the house.

If the players search, use a Perception check with a target of 6. Once successful:

Upon examination of the back walls, where the trail seems to lead, you uncover a set of double doors hidden into the wall.

If the players continue, use a Perception check with a target of 6. Once successful:

"As you continue to feel around the door, you uncover a button that can be depressed. As you do, you hear that horrific whisper again on the wind, Miiginya."

If they push it.

As you push, the double doors creaked open, and you peered down into the darkness. I could see a faint light lighting the way, powered by some unknown power source. It's too dark to see anything else.

If they enter

You take a deep breath and start down the tunnel. Narrow and steep, it has a slight downward incline. The air is cold and damp. I could hear the sound of dripping water, and I could smell the faint odor of mildew. The whisper reappears again, slightly louder than before, "Miiginya."

If the players continue:

"You stepped into a small, dimly lit carved room (A). The walls were made of rough-hewn stone, and the floor was covered in dirt and debris. Glow lights continue to line the walls, casting a faint light on the area. .

You looked around the room, but there was nothing else there. You do see that there is an opening in front of you to a new corridor and two more on the left and right."

Miiginya, shaken, says *"I remember this place. My uncle fought those purple monsters here. So that we could escape. He gave his life."*

If the players examine the area, on a successful Perception check (Target 6), they will find bits of blood in the middle. Plus, what appears to be drag marks though you can't make out which direction they head.

DM Note: *If the players tend to take too long search, use the whispering voice to encourage them to move through the mine to area H.*

DM Note: *To defeat the Windigo, the tobacco, sage, sweet grass and cedar must be burner here as an offering. Once it happens, the Windigo will disappear allowing Miiginya to bring his uncle home for a proper burial.*



B: Workspace. As you follow the hallway, there appears to be a large opening on the right. As you approach, the space appears to be some kind of officer or research area. A broken desk, chairs, file cabinets, and various other office type equipment. If the players search, they find that the office equipment is all in various states of disrepair. But, within the file cabinets, they find various ledgers, supply orders, inventory counts, all with information about the mining operations. Most importantly, they discover that they were mining for gallium and germanium. These are rare earth minerals that are essential in solar panels and Niisi (communication devices).

C: First Aid Station. Continuing down the hallway, it begins to turn to the right, branching off into two spaces. One, a simple hallway. The other contains chairs, tables, and cabinets. Upon inspection, the players discover various supplies that appear medical in nature. Bandages, syringes, vials, etc... Most have expired, but the bandages still seem to be in their original sealed containers.

A Notice check (8) will let the players hear what

appears like skittering from further down the tunnel.

D: Storage Area. As you enter this area, it opens into a curved, large cavern room with another opening on the far side. The room contains various cabinets and shelves, mostly empty. Upon examination, various small mining equipment can be found along with mining cloths, empty storage containers, and such.

E: Elevator Shaft: This cavern opens up in a large room. In the middle of the room is a large platform covering a deep, deep shaft. This appears to be an elevator platform to take the equipment and men down, deep into the mine.

Upon examination, the lift appears to be powered by hydraulics but the platform is jammed tight within the opening. A quake more than likely damages it causing it to be wedged in the opening.

The controls to the lift are also damaged. Everything could be repaired, but only with time and equipment the party does not have.

F: Small Mining Equipment Storage room. The room contains shelves with various mechanical and digging tools. Upon further examination, testing equipment and other small mining tools. All worn and rusted with age.

G: Power Generator Room. This room contains a large piece of equipment lying in the center of the room, it appears to be a power generator. Cracked, torn, and broken cables come out of it as well as hang down from the ceiling.

As the characters enter the room, they are attacked by 4 Lokotomig.

Lokotomig / Earth Spiders (pg 404)

STR 4 INT 1 SPI 2 AGI 4
PER 4 CHA 1 END 4 WIS 1 WLL 2

Derived Stats:

PD 4 MD 4 SD 4
Body 6 Mind 6 Soul 6 Initiative: 6

Note: Lokotomig Hulk has a Body of 10

Skills: Unarmed Combat 6, Intimidation 4, Stealth 5, Tracking 4

Abilities:

- Heightened Senses: -2 SN to Stealth Checks when attempting to Surprise
- • Bite: +1 to Unarmed Combat attacks (reflected in Skill totals). If hit, players need to roll an Endurance check (8) If they fail, they take additional points from damage from toxins daily as their flesh rots away (until treated).

Upon investigating the room, the spiders have been feeding on the various creatures chewing on the cables and the rest of the left over items with the mines.

H: Large Mining Equipment Storage room.

As you enter this chamber, you see the walls were lined with large, liquid-filled tubes. The tubes appear to be filled with a variety of different fluids, all of which were glowing with a strange, otherworldly light. Some of which have a purplish hue.

In the center of this cavern are large, metal tables. The tables was covered in a variety of medical instruments, all of which looked like they belonged in a science fiction movie. There was a scalpel, a saw, a drill, and a variety of other tools that I didn't recognize. They are covered in purplish stains.

If the players choose to look at the tubes up close:

In the tubes, the ones that aren't broken, float bodies. Naked and covered in strange scars and pits. The pits are all over the body, and they looked like they been caused when the skin ruptured.

At the base of the tubes, is a label. Transcendent Manufacturing, Tahlequah, Keetoowagi Federation.

The boddies have eyes that are staring blankly into space. But there was something else about one body that Miigini seems to recognize. It was something about the way that the body was positioned, or the way that the limbs were

arranged. It was like ... Miiginya shouts "It's my uncle!"

If the players choose to take the body and leave, the Wendigo attacks them on the way out of the room. Otherwise, the Wendigo will attack in the next room.

As they look at the body though, the players hear rather loudly "MMilliggiinnyya"

- I: Docks and Storage Area. As the players enter this cavern, they see what appears to be a loading dock leading out into an underground river. Probably how the miners got the minerals out without anyone knowing where the mine was located.

Off to the left though, you see what you think is 3 rows of those tubes. Broken with the fluids leached out of them. Bodies hang onto the ground. Other bodies lay strewn about he docs.

As the players look around, a shadow detaches from the wall saying, "MMilliggiinnyya" and attacks.

Wendigo

The Wendigo is a spirit created by the souls of those people experimented on. And those ultimately turned into the Kayazan. It became fully formed with the death of Elder Koochov and killed the scientist there. Those are the bodies by the doc. The Kayazan never returned after they destroy the party at the campsite.

Elder Koochov was still alive when Miiginya closed the doors, sealing him in with the Kayazan. He was trying to buy the party time to escape. It was his death that empowered the Wendigo to come to life. And it was the vision of Miiginya closing the door, locking him in that is burnt into the Wendigos mind.

Due to this, the Wendigo will target Miiginya first and foremost, attacking the other players only if they get in the way or attack it. The Wendigo is a spirit of vengeance and sees Miiginya and act of shutting the doors as the cause of it's creation. And it wants to return to the Spirit world but only after Miiginya death. Or the burning of the sacred medicines in the spot where Elder Koochov died.

Stats

Physical/Power	Strength: 5 Agility: 6	Endurance: 4
Mental/Finesse	Intelligence: 3 Wisdom: 2	Perception: 5
Spiritual/Reserves	Spirit: 5 Will: 6	Charisma: 5

Derived Stats

PD: 5 (8)	MD: 10	SD: 8
Body: 16	Mind: 14	Soul 12
Initiative: 10		

Skills (total Dice Pool):

Melee Weapons 6 Intimidate 7

Abilities

- Armored Skin: Adds +3 to Physical Defense
- Teleport: Every other round, as a Secondary Action, the Wendigo can teleport up to 100 yards.
- Project Visions: As a Secondary Action, the Wendigo may project two images of itself into the mind of another. The recipient must make a Will Reaction Roll, SN 9. Success indicates no effect. Failure indicates the Character is in Panic. If done while the target is asleep, the recipient loses 1 point of Will.
- Target of Fear. Each encounter, the person responsible for the appearance of the Wendigo will become it's target.
- Healing: Every point of damage the Wendigo inflicts on his target. it regenerates 1 point of PD instantly, up to its maximum Body.
- Mental Attack: The target of the Wendigo must make a Spirit check (SN6) or they can't move that round for fear.
- Blood of the Innocent (Weakness): If the Wendigo damages someone other than its target (Miiginya), the Wendigo must perform a Will Reaction Roll (SN 9). If he succeeds, no damage. If it fails, it takes damage equal to half the damage done. Anyone who attacks the Wendigo is no longer innocent.
- Claws. The Wendigo can make a melee attack with its claws (x2) each round. It can also choose to use one claw for attack and one for defense.

DM Note: Optional. During the battle, a series of quake hits. Periodically have the characters make an Agility

Reaction Roll (SN 8) check to see if they remain standing. The Wendigo always passes.

The Wendigo will fight until the sacred medicines are burned at the entrance, where the Elder died.

DM Note: If the players are unaware of the use of the sacred medicines, roll an Intelligence check each round (Target 6). If successful, they remember the use fo the sacred medicines and where it needs to be burned.

When that happens, the Wendigo vanishes. This process does cause a strong quake, collapsing the ceiling over the river.. The quakes will continue, getting stronger each time as the players stay in the mines. Eachtime, more of the mines collaps. Until the players leave and the entire thing collapses. Destroying any evidence of the Keetoowagi Federation and their creations.

Chapter 5: Epilogue

With the Windego destroyed and Elder Koochov's body found, you head back out the tunnel into the valley forrest. From there, back out of the Valley and to Wosagic. Along the way you discuss what you have learned. Mostly, that the Keetoowagi Federation seems to be behind the creation of these pupish, zombie like monsters. And that the Transcendent Manufacturing in Tahlequah, seems to be involved.

After arriving at Wosagic and before the party disbands, returning to their homes, Elder Kastiki asks everyone to wait.

"I have been in contact with some old friends in the Sutyata (Police Force). I wanted to let them know about what we have learned. About these hideous creations. They have consulted with the council and ask that we intervene on their behalf. They would like us to go into the Keetoowagi Federation. Specifically to Tahlequah and Transcendent Manufacturing.

There, enter Transcendent Manufacturing to see what we can learn. More importantly, to find evidence of what they are doing and why. Then, bring it back to the Sutyata in Cahokia. As a point of honor, I must go. I would like for you all to accompany me.

Of course, due to the current relations, if we get caught they will not have any knowledge of us. They will do nothing to help us. Once we enter the Keetoowagi Federation, we will be on our own."