

THE THUT BROTHERS PRESENT

BEYOND THE VEIL

SILENT NIGHTMARE

TABLETOP ROLEPLAYING GAME MODULE

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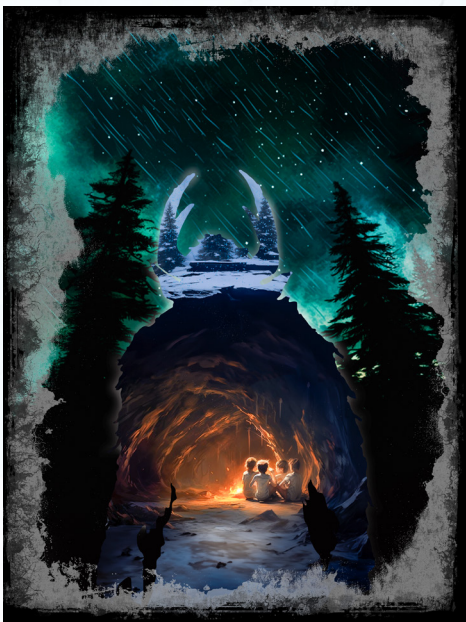
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This Book is dedicated to our Dad,
Stephen Charles Thut



Cover image:

"Belly of the beast"

By Paul Thut

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Preparation

Before pitting your group of brave investigators against the terror of the Krampus, it is advisable to read through the entire Introduction section of this booklet. It will provide you, the Game Master, with the relevant background information as well as a few tips and tricks to get your players invested in the challenge ahead of them. Taking the time to familiarise yourself with the story overview at the end of this booklet will also help you guide the group with confidence.

This one shot is designed to be a single-session play-through that should be used in conjunction with the **Starter Kit rules**. It is intended for 2-5 players (including the GM) and contains four pre-generated characters set at an appropriate level for the challenge that faces them.

What you will need

Other than the material distributed as part of this starter kit, you need very little to run a game of Beyond the Veil:

- A set of polyhedral dice, or a digital equivalent will be sufficient. However, for more streamlined play you may want to have a set per person.
- This one shot is designed to be run with a group of four investigators, although up to six can be accommodated. Less than four is also fine but will affect the difficulty.
- While play can be undertaken with access to a PDF version of the pre-generated character sheets it may be advisable to print them off for your player's convenience.
- An imagination and a flair for storytelling are also useful but not mandatory.

Before a Session

It is advisable to download and read through the rules booklet provided as part of our **Starter Kit** to ensure you are comfortable with the basic mechanics ahead of any questions you may get. Allow your players to choose a character, whether as part of a group decision or via a random allocation. Let them familiarise themselves with the fields on their sheet and ask questions, this can be a great jumping-off point for explaining some of the core mechanics of the system as explained in the **Rules booklet**.

Setting the scene

Beyond the Veil is designed for those who enjoy the tense anticipation of a jump scare, the thrill of uncertainty, or simply the shared experience of crafting an immersive and engaging world with friends.

To assist with the atmosphere, try playing the game with dimmed lights, using the sound-scapes made available through the Wrenegade Studios website, or employing costumes and props to draw your players into the world you are creating. Where possible this one shot will provide descriptive text that can be read aloud, or paraphrased as needed, to help draw your players in.

Not all players will be comfortable with entirely in-character role-playing but try to encourage it wherever possible to enhance immersion into the game further.

Establishing boundaries

When playing with a new group for the first time it is always good practice to set out the expectations and limitations that will make the overall gaming experience a pleasant one for everybody involved. After all, tabletop role-playing is only a success when everyone is enjoying themselves.

Key themes to discuss are as follows:

1. Game system and rules: Discuss the chosen game system and its basic rules.
2. Setting and genre: Define the time period and overall genre theming of the game as provided in the introduction of this module.
3. Player expectations: Encourage open communication among the players to understand their expectations. Discuss their desired level of in-character interaction and the balance between serious and light-hearted moments.
4. Group dynamics: Foster discussion about how the player characters know each other and their reasons for investigating together.
5. Safety and comfort: Establish a safe and inclusive environment by discussing any sensitive topics or themes that may arise and establishing boundaries. Don't forget to highlight the fact that anyone can pause play at any point to take a brief break or discuss something that may be affecting their full enjoyment.
6. Have fun, it is a game after all.

Introduction

The investigation takes place in modern times, in early December on a remote mountain slope high in the Alps. The investigators have been sent to this area in response to reports of children going missing from the local town over the past few nights. The authorities have focused their efforts on the town proper but the evidence has been confusing at best; claw marks the size of a bear, yet there are no signs of struggle.. With the missing persons all being children, a curfew is in place and the town is on lock-down as the police perform a grid search and door-to-door investigation of their own.

The Supernatural and Paranormal Society (SPS) suspect that the culprit is not human, however, and has sent a group of up-and-coming investigators to the scene to discover what they can. Time is of the essence and on the advice of a society diviner, the group find themselves on the approach to a ski lodge some miles outside of town.

Read the following to help set the scene:

**'Twas a cold night in December, on a high mountain slope.
A creature was stirring, it's victims lost hope.
The snow fell heavily, a blanket so white,
In the middle of nowhere on a chilling, dark night.**

**The investigators came, with courage so bold,
To rescue lost children from a danger unknown.
A blizzard did fall, cutting them off from the town,
It was them versus creature, who would take the crown?**

**In an abandoned ski lodge, they find their first clue,
But now the problem becomes 'what should they do?'.
Hoof-prints in the snow, claw marks on the door,
A legend come calling, rotten to the core.**

**Remember this story, when faced with a fright,
As a warning to all, on a cold, dark, night.
'Twas a night of adventure, or so we are told,
Festive good times to all, and to all, be bold!**

The weather has become increasingly worse as a blizzard begins to move in, the roads quickly becoming impassable. As a result of the storm the ski lodge's phone lines are down and there is also limited mobile phone coverage in the area.

Background

SPS (Supernatural & Paranormal Society).

The semi-secret collective of researchers dedicated to uncovering the unknown. They have chapter houses around the World and often work together to resolve encounters with otherworldly entities.

Overview

Following a spate of abductions in a small town located not far from the Swiss/Italian border, the SPS has arranged for the investigators to travel to the area to investigate the kidnappings. The Society has reason to believe that the culprit is not human although their efforts to establish the exact nature of the threat have been in vain.

Utilising a network of psychic diviners specialising in the location and identification of otherworldly threats they have been able to point the group in the direction of a remote ski lodge on the slopes of the Matterhorn.

From the police reports the group know that five children between the ages of 8 and 12 have been reported as missing within the past week. So far there are no persons of interest listed and no evidence left at any of the scenes beyond open windows and strange claw marks on nearby trees or window sills. Early theories of animal attacks have been discounted due to there being no signs of a struggle within the children's rooms, it's as if they have simply vanished.

The investigators left the nearby town before dusk when the curfew came into play. Travelling into the mountains along snow-covered roads in a rented four-wheel drive vehicle they make their way to a remote ski lodge that is currently unoccupied. The weather becomes increasingly inclement with heavy snowfalls heralding the onset of a blizzard. By the time they drive into the yard outside the lodge, the roads behind them are impassable and the mains power and telephone lines are down.

External Area Map



External area

Read or paraphrase the following to set the scene for the beginning of the investigation:

Darkness has fallen by the time your jeep pulls into the yard outside the ski lodge. Heavy snowflakes descend in sheets making visibility difficult and quickly covering the yard and road behind you with a layer of thick snow.

Just visible at the top of the yard is the lodge itself, a traditional wood cabin facade with stone foundations. To one side stands a small shed filled with logs ready for the lodge's inhabitants. On the other side of the yard is a double garage.

In the background looms the edge of a pine forest, barely visible in the deepening darkness and snowfall. Beyond that the Alps themselves dominate the horizon.

The lodge is located along the tree line of a pine forest located high in the Alps near the Matterhorn. Miles from the nearest town along a remote mountain road, the cabin was built at a break in the forest that allows access to the slopes beyond. Most of the year the lodge is rented out to holidaymakers but as deep winter descends it currently stands empty. A small central yard of snow-covered gravel provides an easy way to park and unload for visitors.

External area: General features

Lighting. The group arrives shortly after nightfall. The sky is fully overcast but the crisp white snow reflects enough ambient light to see the general outline of major features by.

Visibility. The blizzard makes visibility beyond the immediate area near impossible, the falling sheets of snow also muffle sound. Vision and hearing checks outside are downgraded.

Temperature. The average reading this high is -10° (14°). Spending prolonged periods of time outside without appropriate clothing results in **10 vitality damage** per investigation round exposed.

*Access to all areas of the lodge and surrounding outbuildings is via a set of keys given to the group by their local **SPS** contact when they landed in Switzerland.*

(1) Ski Lodge

The lodge is a traditional alpine cabin, a 2-storey log construction with a stone base. Small windows face the yard with the majority of the scenic focus being out back towards the forest and mountains beyond. A low deck runs along one side of the building to the main entrance, continuing back to where a large sliding door provides panoramic views. Standing on the deck at the back is a covered hot tub and a set of chairs surrounding a table with a built-in propane space heater in the centre of it. Both entrances are locked but the keys are on the set given to the investigators. On the opposite side of the building from the main entrance, there is a small open-sided lean-to containing a diesel generator. There is enough fuel available to run the generator for three hours.

(2) Storage shed

A small metal shed clad externally in wood to match the aesthetic of the main lodge. The door is locked, accessible by one of the keys the group has in their possession. Inside there is enough wood to keep the wood-burners of the lodge lit for several days. Hanging on a loop by the door is an axe.

(3) Garage

The garage is a stone building with a pair of large roller doors at the front that are operated via buttons within the garage itself. On one side of the building is a metal door that is locked but open-able using one of the keys on the group's set of keys.

In addition to a large, and well-equipped, workbench the garage also contains a pair of covered snowmobiles (these currently have no fuel in them but are diesel-powered) on one side. The other side is empty and has enough room for the investigators' vehicle should they wish to park in the shelter. In a large, locked metal cupboard are cans containing diesel that can be used for either the snowmobiles or the generator (each can provide enough fuel for one vehicle or two hours for the generator). Nestled in the rafters of the garage there are sets of skis, snowshoes, and even a sledge that can accommodate two people easily.

At the GM's discretion the garage contains enough materials for the group to craft several types of trap should they wish to go that route. There are also several tools that could be used as weapons if needed. **See Appendix: Items and traps.**

(4) Mountain road

The road from town is rapidly covered by the heavy snowfall. Attempting to go that way is **near impossible** by car, using the snowmobiles is possible but effectively ends the investigation.

*Travelling outdoors and overland by foot is dangerous in winter, especially during the blizzard. Characters automatically gain the **hindered** condition and without adequate precautions follow the rule for environmental damage as outlined in the **External area: General features** section.*

(5) Foothills

A mile of hilly terrain separates the ski lodge from the surrounding pine forest and mountain slopes beyond. It takes an hour to traverse the hills on foot due to the thick snow but the snow does provide enough coverage that the snow mobiles have no issues.

*Travelling outdoors and overland by foot is dangerous in winter and especially during the blizzard. Characters automatically gain the **hindered** condition and without adequate precautions follow the rule for environmental damage as outlined in the **External area: General features** section.*

(6) Pine forest

A 300 foot wide band of tightly packed pine trees form a barrier between the hills and steep mountain slopes that contain the ski runs. A break in the tree line provides direct access to the slopes and follows the same rules as per the **Foothills** and **Mountain road** areas. The trees do provide shelter from the storm and if the investigators choose to travel on foot they can do so with relative ease within the confines of the forest itself.

A soft carpet of fallen pine needles provides a muffling effect and can mask the approach of the investigators or entity alike but following tracks becomes **Hard**.

*Travelling outdoors and overland by foot is dangerous in winter and especially during the blizzard. Characters automatically gain the **hindered** condition and without adequate*

*precautions follow the rule for environmental damage as outlined in the **External area: General features** section.*

(7) Cave entrance

Not far from the break in the trees and at the foot of the mountain proper there is a cleft in the cliff face hidden by a scree of loose rock. The entrance is 15 feet tall and 5 feet wide and from most angles appears to just be a break in the stone surface. When viewed up close there is a short passage followed by a sharp turn before heading deeper into the mountain side.

See **Mountain cave** for full details.



Alpine Lodge

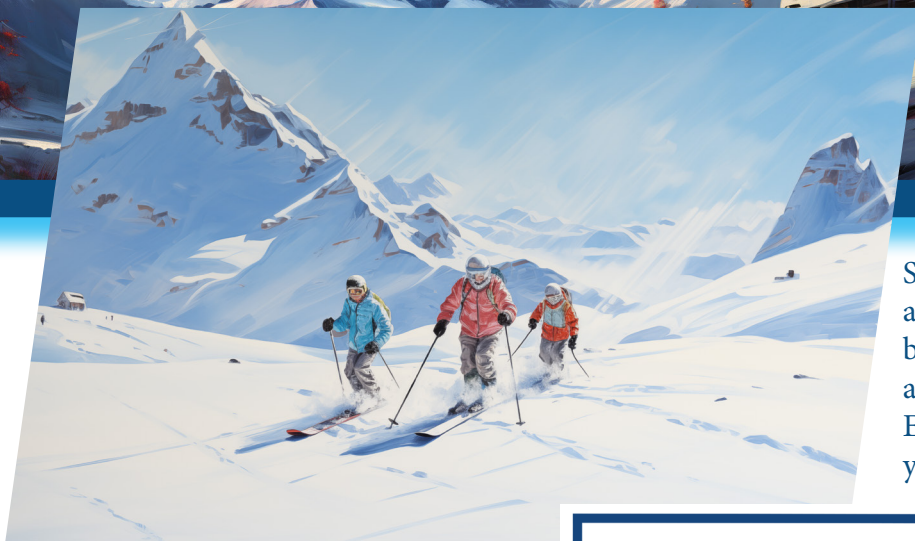
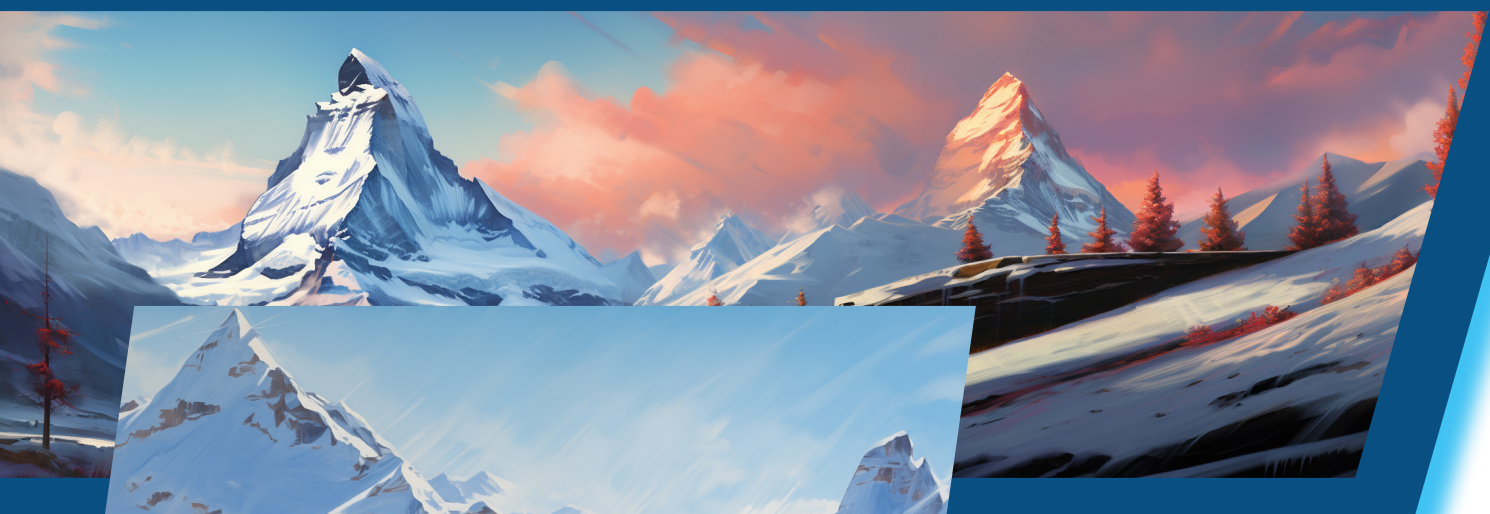


Welcome to Alpine Lodge, your snug retreat at the Alps' base near Zermatt, Switzerland! Picture crackling fires, pine-scented air, and friendly faces.

From thrilling slopes to serene trails, skiing adventures await all levels. Beginners, our instructors await! After the day, gather by the fire, sharing tales with new friends.

Cosy common areas foster camaraderie, ideal for solo or group travellers. Indulge in hearty mountain cuisine to replenish your energy. Alpine Lodge isn't just a stay; it's an experience. Gear up, embrace the snowy peaks, and let the Alps be your playground.

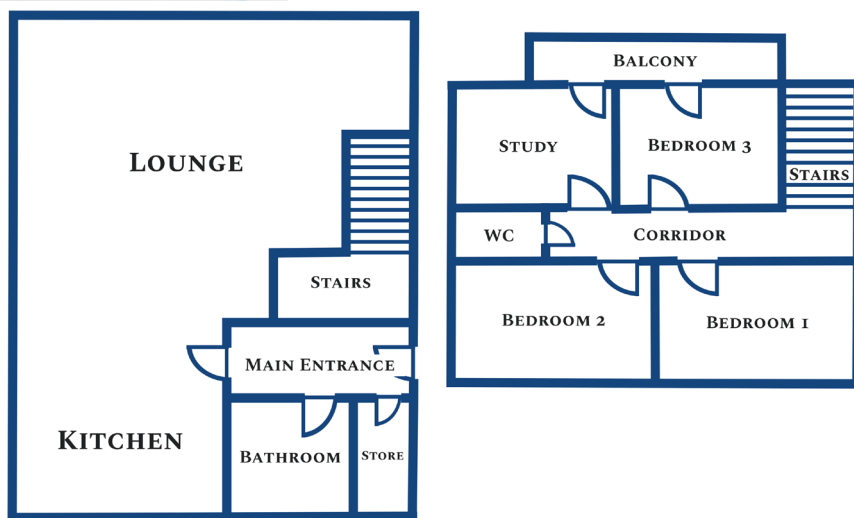
See you on the slopes!



Skiing at Alpine Lodge means doorstep access to thrilling slopes. Open trails beckon, offering the perfect canvas for adventure amidst the majestic Alps. Embrace the exhilaration right outside your door!

Alpine Lodge,

A haven in the heart of the Alps. The kitchen tempts with mountain scents, the lounge welcomes with crackling fires. Three bedrooms offer snug retreats, each with alpine views. The study provides a quiet corner for reflection, surrounded by snow-covered peaks. Your perfect blend of comfort and mountain charm awaits.



After a day of snowy adventures, return to Alpine Lodge's embrace. The crackling fire in the cosy lounge invites you to unwind. Sink into plush furnishings, relishing the warmth as you swap tales with fellow adventurers. Alpine Lodge, your haven of comfort amid the alpine magic.

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Ski lodge

The lodge stands dark as the group arrives, the storm has knocked out any potential access to the power grid.

Read or paraphrase the following:

No lights shine from any of the lodge windows as you approach, and snow quickly piles up on the low decking that leads around to the main entrance to the side of the building.

Large flakes of snow obscure vision, masking the darkness beyond the immediate area with a sheet of white and creating the sense of being in a bubble, like a life-sized snow globe.

The external doors of the lodge are locked but the investigators have the keys available to them. The interior of the building is clean and tidy and the owners have decorated it ready for the festive season, complete with fairy lights and a tree covered with ornaments.

Ski lodge: General features

Lighting. The electric lights can be used if the generator is activated otherwise the lodge is in complete darkness.

Architecture. The exterior walls are constructed out of full logs, interior walls are wood-panelled to complete the rustic aesthetic. The ceilings are 8 feet high and the doorways are standard.

Temperature. The average reading without any heating is 5°C (41°F). With the generator running or a fire burning the temperature will rapidly increase to a comfortable level.

Main entrance

The main door is half glass panelled providing a view to the short corridor beyond. Three other doors open off the area which doubles as a cloakroom. To one side is a short bench under which there are cubicles for shoes or boots. The wall behind is lined with hooks for coats and currently holds several thick ski jackets the owners have left for general use. By the door, there is also an umbrella stand that has some ski and hiking poles in it.

Store

This small room contains all of the day-to-day cleaning items required for the general maintenance of the property. There are also several useful tools for maintaining the external surroundings as well.

*At the GM's discretion, the store contains materials suitable for the crafting of **low-complexity traps**. Some items could be used as improvised weapons, such as a rake. **See Appendix: Items and traps.***

Bathroom

A modest bathroom containing a combined bath and shower, toilet, and a vanity unit with a sink. The window is frosted for privacy and faces towards the main yard. A simple lock can be activated from the inside but would not hold up to a determined attempt at entry.

Kitchen

The front half of the open plan ground floor is the kitchen, a well-appointed and modern setup complete with a central island for additional storage and work surface. The owners ensure that the fridge and cupboards are kept stocked with essentials, enough for any residents to use as **refreshments** several times during their stay. There is also a large **first aid kit** with enough contents for 3 uses.

*Investigators can choose to spend time enjoying refreshments to reduce their **fear** and prevent **fear** increase for that investigation round. Some items could be used as improvised weapons, such as knives. **See Appendix: Items and traps.***

Lounge

The majority of the ground floor is given over to a lounge and dining area. Centrally, there is a large fireplace facing towards a plush horseshoe-shaped couch. A glass coffee table is set in the middle of the space, a stack of magazines piled to one side on it. In the far corner of the room, there is a 7-foot-tall pine tree fully decorated for the festive season, complete with brightly wrapped parcels underneath it.

The back of the room has a large set of sliding glass doors that open onto the rear deck. A heavy, thick set of curtains covers the doorway when the group first enters. Along one side of the room, a wooden staircase ascends towards the first floor, turning to the right at the halfway point. Nestled in the corner created by the staircase is a dining table with enough chairs for eight people.

Hidden beneath the dining table is a small child, He is terrified and won't announce his presence. When noticed he can be encouraged out and if reassured will converse with the group. His primary language is German but he can also speak basic French and English.

The child is **Tomas**, an 11-year-old boy from a nearby town wearing dirty pyjamas. He has the following information to share once he is comfortable enough with the group to do so:

- *He was sleeping in his room when he was awoken by the sound of tinkling bells and clanking of chains*
- *His window was open and the room was cold, he even thinks it was lightly snowing inside at the time*
- *A large shadow suddenly loomed over the bed and he remembers being grabbed and stuffed into a box or basket*
- *After being bounced around for several minutes, one of the seams gave way and he fell into a snow drift*
- *By the time his eyes adjusted to the dim light of a cloudless night the figure was too far away to identify but he recalls a hulking creature with horns or antlers*
- *After running through the snow for ages he found this lodge and hid under the table*

Tomas is wary and won't let anyone near him and finishes any interaction by declaring that he is certain that the creature will be back for him once it realises he has escaped.

GM note: Tomas is the spirit of a child kidnapped by the Krampus 25 years ago. He escaped but never made it to safety. Now he is trapped in a physical, visual, and audible manifestation and should be used as a narrative device to prepare the group for when the Krampus first arrives on the scene.

The group may choose to use paranormal detection equipment as part of their approach, Tomas will influence the readings accordingly and should count towards any final evidence recorded.



A wooden staircase leads up to the first floor, wrapping around a corner of the lounge. The treads are solid and well maintained but being solid wood they are difficult to traverse without making a noise that can be heard throughout the lodge.

Corridor

The landing is a short corridor with several doors leading off it. The first floor is built into the roof's peak, giving each room sloped ceilings and exposed rafters.

Bedroom 1

A simply furnished room containing a set of twin beds with side tables, a large wardrobe, and a chest of drawers. A window overlooks the roof over the bathroom downstairs and the yard beyond.

The wardrobe contains four ski suits and helmets.

Bedroom 2

A simply furnished room containing a set of twin beds with side tables, a large wardrobe, and a chest of drawers. A window overlooks the roof over the kitchen downstairs and the yard beyond.

Bedroom 3

The master bedroom contains a large double bed, a pair of side tables, and a chest of drawers. A wardrobe stands beside a glass door that leads to the balcony.

Study

The study is well-appointed and comfortable despite being decorated for the rental market. A leather-topped desk dominates the room with a full wall bookcase behind it. The shelves are covered with books from a variety of genres and topics in addition to several decorative knick-knacks with an alpine theme and a large collection of snow-globes. In one corner of the room, there is a tall metal cabinet locked with a padlock. The key to this lock is not on the ring of keys given to the group but can be broken off with an appropriate skill check with a **medium** reality check difficulty. A glass door leads to the balcony.

*The cabinet contains a long-barrelled **shotgun** and a hunting **rifle** as well as ammunition for both.*

WC

A small room containing a toilet and sink. The medicine cabinet contains enough items that could be used to provide a single-use of a **first aid kit**.

Balcony

The balcony spans the rear of the first floor, accessible from the master bedroom (**Bedroom 3**) and **Study**.

Playing Tomas

As a scared child, Tomas will be generally reluctant to engage more than necessary. He should be used as a way to highlight the key elements of the story and guide the group when there are pauses in the action.

He doesn't know much about the threat they face but can attest to the fact that it is a physically present being. Given his belief that the creature will return that night to try and recapture him, the group may choose to lie in wait in order to set traps or repel the entity with weapons.

The GM may choose to have the lodge already prepared and littered with small prank-like traps such as crushed-up festive ornaments under windows or across the threshold of doors.

Tomas' powers as a paranormal entity are limited and he has little to no control over them. He should be played as if he were a real child unless the group discover his current spirit state of being at which point he should become confused and not fully understand the situation.

Threat level	Always 0
Evidence available	Sensory (A,V) ★★
Movement type	At will
Resolution options	Survive the night

Mountain cave

At the foot of a large cliff not far from the break in the trees that provides access to the ski slopes there is a cave entrance hidden by a scree of rocks. The entrance is difficult to see unless viewed from a specific angle at which point a tunnel is visible that winds deeper into the mountainside.

Read or paraphrase the following:

As you approach the break in the stone an eerie, mournful-sounding, wind seems to emanate from the narrow entrance. A tumble of rocks from the cliff above long ago obscured this cave from the main trails and ski runs in this area but from this angle, there is no doubt that a cave complex extends into the mountain itself. Snow continues to fall in thick sheets, drifting to either side and several feet into the cave's entrance.

Whether the group have actively tracked Krampus to this point or not, they should find evidence that something has passed this way recently. This could be tracks in the snow, claw marks in the stone itself, or maybe even a fleeting shadow glimpsed within the cave itself.

Mountain cave: General features

Lighting. The entrance of the cave is dark and foreboding, both inner chambers have fire pits in them that are well-stocked and lit at the point the group arrives. This provides enough light to navigate and see by but may also create deceptively dancing shadows in the flickering light of the flames.

Atmosphere. Sound echoes within the stone walls of the cave complex and a crack in the main chamber wall is the source of an air current that, in the current storm, creates the constant moaning wind. Stalagmites and stalactites complete the aesthetic as well as provide options for cover and hiding places.

Temperature. The internal temperature of the cave systems is a relatively constant 4°C (39°F).



(1) Entrance

The cave entrance is a crack in the side of the mountain 15 feet tall and 5 feet wide. Snow drifts pile on either side of the entrance and a thick sheet covers the ground outside and the fallen rocks that mask the cave from view.

Once within the cave itself, the walls widen out to more than 10 feet across although the ceiling drops down to a similar amount. A slight incline prevents snow and ice from penetrating too deeply into the cave but small rock formations on the floor and ceiling make some areas difficult to navigate without taking care.

The tunnel travels for 20 feet before turning to the left where it runs for a further 20 feet, opening out further with each step to 15 feet in width.

(2) Main chamber

A large grotto forms the main chamber of the cave complex. The stone floor levels out for the majority of the space before dipping slightly towards the back where a small pool of water has formed over time. Above the pool, a narrow crack creates a natural chimney that is the source of the constant moaning wind that blows through this section of the cave. The ceiling is obscured by hundreds of stalactites, lowering the height of the cave from its full 30 feet to less than 10 in some areas.

The floor is littered with stalagmites, the ones at the side of the chamber almost joining up with the rock formations above them. A large central area has been cleared of the larger piles of mineral deposits to create an open area although some small mounds have begun to form since that was done. In the very centre of the area, rocks have been piled to form a fire pit in which a large fire currently burns, the dancing flames casting distorted shadows among the rock formations.

An area near to the pool has been cleared further and houses a neat stack of firewood next to a large pile of pine needles and furs that have been gathered into a mattress of sorts.

If the group have followed Krampus to the cave this area will be the location for the final showdown. The space is large enough to cover both close and near-range increments and the rock formations closer to the walls can provide cover for the investigators.

(3) Side chamber

Through a narrow passage off to the side of the main chamber there is a smaller cave. A smaller but equally well-stocked fire burns in a pit, the smoke gathering at the ceiling before being sucked down the passage into the main chamber on the constant air current. The chamber is bisected by ancient-looking iron bars set into the floor and ceiling. There is no visible door or opening and, although the bars are old and rusting, they are solid. Huddled at the bars, as near as possible to the fire, are five terrified children. They are all dressed in pyjamas but appear to have furs that have been given to them for additional warmth. The children have been fed and have been supplied with fresh water during their incarceration, as such they are in good health despite the cold and ever-present terror of their current situation.

*Krampus uses brute strength to create an opening in the bars, given the age this would require a **Hard Athleticism** reality check, although this can be downgraded to **Medium** if the group employs tools to aid with the effort or makes a successful **Medium** reality check to assess the structural integrity of the bars to identify weak points.*



Story Overview

This section provides a suggested play-through guide. The narrative for your group may, and probably *should*, vary from this outline but if in doubt this breakdown can be used to get things back on track.

Begin by outlining the investigation using the **Introduction, Background, and Overview** found at the beginning of this booklet. Give the group as much information as needed to immerse them into the setting and environment, and focus on setting the scene in accordance with the group's character decisions in order to enhance their buy-in.

If playing with a group comfortable with role-playing, allow them to have the final stages of the journey to the ski lodge to interact with one another. Upon arrival, the weather will worsen to the point where the roads become impassible and the power and phone lines go down. For effect you may want to have the lodge have some lights on internally as the group arrives only to have them all suddenly go out as they watch.

Allow the players to make their assumptions about the investigation, they may choose to take a paranormal approach which could make their interactions with Tomas problematic. If they discover that he is a spirit it doesn't stop the rest of the investigation from taking place but they may also choose to collect paranormal evidence in addition to anything supernatural.

Once the group have gained access to the ski lodge and surrounding outbuildings, they should take some time to assess what materials are available to them. Remember to track time using investigation rounds to gauge the rise in fear as the anticipation of the unknown builds. Once they discover and begin interacting with Tomas the emphasis should shift towards preparing for an invasion. Ensure the players are aware of the **Traps** rules available in the appendix section of this booklet.

When you are ready, whether the players are or not, have Krampus make an appearance. As a legendary entity, it is deliberately overpowered by a group of third-level investigators. This initial interaction should be used to highlight that danger without ending the investigation early. Krampus' initial objective is to gain entry to the lodge and recapture Tomas who is classed as a piece of unfinished business.

Krampus knows that Tomas is a spirit but is determined to finally consume the life-essence that ties Tomas to this side of the veil. Entry will usually be gained by utilising **Telekinesis** to manipulate locks and latches but physical force will be used if needed.

Whether Tomas is captured or not depends on the group's ability to repel Krampus. They may also choose to flee in which case the entity will actively pursue utilising its **Translocation** power to head them off and keep up the assault. Regardless of the outcome, Krampus will return to its mountain cave lair if reduced to less than 75% vitality. As an ancient being it isn't going to stick around when faced with an actual threat to its existence.

If the group decides to pursue it immediately they should be able to follow the tracks with relative ease, especially if they use the ski mobile to get there quicker. Travelling overland is slower and any tracks will quickly get lost to the storm, have them make a series of reality checks to find the cave complex. These checks should be even harder if the group have decided to take some time to rest and recover before pursuing. In this case, the Krampus will also have had time to restore its vitality and power points fully.

When the group enters the main chamber of the cave Krampus will be lying in wait using its **Sensory overload** power. It should wait until all of the investigators are in the main chamber before emerging from its hiding place to confront them. This is the final showdown and Krampus will only relent if reduced to less than 25% vitality at which point it will run away. Once Krampus is defeated all that is left is for the investigators to find and release the kidnapped children and get them back to the lodge until the storm clears. If Tomas is still with them it is at this point that the spirit will thank the group before walking out into the storm and fading from view.

Don't forget to increase the character's fear levels at the end of each investigation round, and test against it whenever an interaction occurs*.

**Depending on the entity encountered*

Resolutions

Use the following information to help understand the motivations of each entity. This will indicate how they might act, or react, to any given situation.

Tomas

A spirit is a sentient entity that is aware of its surroundings. Their consciousness is often diminished or fractured following extreme trauma or simply the passage of time. Resolution usually comes in the form of unfinished business or by putting earthly remains to rest. Tomas is a lost spirit who has repeatedly failed to survive the night, he manifests whenever Krampus is awake and each time he is recaptured his remaining life-essence is used to fuel its next hibernation. Each time this happens Tomas' consciousness and awareness of his situation has diminished to the point where the spirit believes it is still alive. To pass beyond the veil Tomas needs to survive the night at which point the spirit will finally be at rest.

Krampus

As a legendary entity there is no real resolution available for Krampus. It is an entity driven by a need to gather enough sustenance to last through the next period of hibernation. Without sufficient life-essence Krampus will only be able to sleep for a reduced period but the children of the region will at least be safe for now. Offering Krampus fruit will trigger its need to eat, share, and converse, however, this effect is broken by hostile action.



Stat blocks

An entity's stat block details all of the relevant information needed to portray that being during an investigation.

The entities listed in this investigation are specific versions of those that will be found in the full-release **Entity Compendium**. As such some of the information that follows may not be fully representative of the default version presented in the official core rulebooks.

Key

Description. A general description of the entity in its default state. May also contain some context that can help decide how the entity acts.

Level. Defaults to 1 for standard entries, this module contains levelled versions and will specify their level accordingly.

Size. The approximate size of an entity in its default state.

Temperament. The general attitude of a typical example of an entity. They can be benevolent, ambivalent, or malevolent.

Location information. Where an entity is likely to be found. In the entity compendium this will be global, in a module it will indicate where in the immediate area they occupy.

Abilities. As with player characters, entities have a dice pool of abilities that can be used to perform actions or contest rolls.

Detection RC. The difficulty value assigned to detecting an entity using that method. May vary due to circumstance and power usage.

Skills. When an entity has bonuses to specific skills they will be reflected here.

Powers. A list of powers available to the entity.

Talents. A list of talents available to the entity.

Languages. What languages the entity can speak or understand.

Equipment. Whether or not an entity can use equipment and any default load-outs they have access to.

Triggers. Details of specific places or actions that can increase threat.

Tags. Entity stat blocks contain several icons to represent some of the default states of the more general aspects. There will also be a text list of these included to aid with accessibility via page readers.



Legendary

Krampus

Size - Large



Temperament - Malevolent

Description

Krampus is depicted as a horned, anthropomorphic figure with a menacing appearance. Typically portrayed with cloven hooves, long horns, and a lolling tongue, Krampus carries chains and a bundle of birch branches known as a rute to swat naughty children. According to some legends Krampus has a basket upon its back in which it carries children away to eat.

Bio

Originating from Germanic folklore, Krampus is a mythical creature associated with the festive season. Often described as demonic, Krampus is rumoured to punish misbehaving children but is also often associated with reports of missing children during its periods of activity. In actuality Krampus' waking cycle merely coincides with the festive period and kidnappings are performed in order to feed its need for life-essence to sustain the next extended period of hibernation.

Triggers

Krampus is always a threat but will focus on taking children alive whenever possible. If gifted with fruit Krampus is compelled to sit and eat it, offering to share and engaging those present in polite conversation.

Fear check

Every interaction with Krampus requires a fear check, failure increases fear by 10.

Power affinity

Kinetic

Physical	d20+d8	Radiation	H
Mental	d6	Thermal	M
Social	d4	Electrical	H
Technical	d4	Sensory (AVO)	E,E,M
Psychic	d20	Kinetic	VE
Senses	d20+d6	Psychic	M



Skills

Accuracy (3) Hearing (5)
 Athleticism (5) Intimidating (5)
 Channelling (2) Smell (5)
 Fighting (3) Vision (5)

Powers - Max Power Points

60

Absorb essence Psychic lash
 Aura of fear Sensory overload
 Elemental whip Telekinesis
 Guilt trip Translocation
 Inflict curse Wall walk
 Locate target
 Manipulate weather

Talents

Hybrid entity Regeneration
 Incredible strength Terrifying
 Night vision Tireless
 Rapid recovery

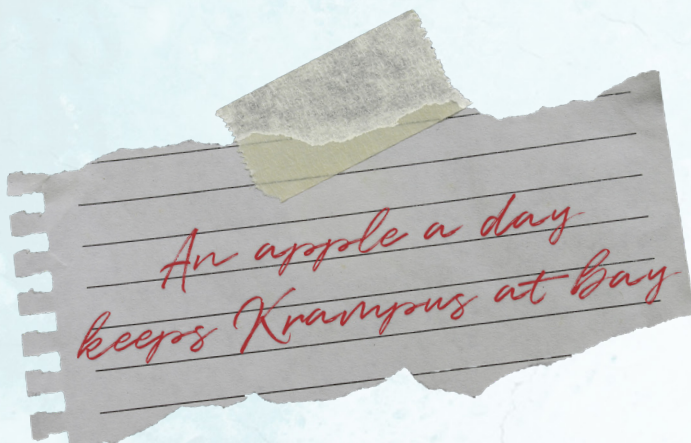
Languages

Can speak and understand all languages.

Equipment

Able to handle and manipulate object. Conscience Rute, Krampus' Basket.

Tags - Cold environments, corporeal, supernatural, paranormal, legendary





Level 1

Tomas

Size - Small



Temperament - Benevolent

Description

A spirit is a sentient entity who often act as they did in life. In many cases they may not even be aware that they have passed although the passage of time can create a fractured realisation regarding their condition. Communication with a spirit can often be difficult as this awareness can come and go during an interaction.

Bio

Tomas is the spirit of an 11-year-old boy who once escaped from Krampus during a previous period of waking. He is unaware of his current state of unrest and acts as though this is the same night on which he first fled out into the blizzard to find help for the other trapped children and free them from Krampus.

Triggers

Tomas has no paranormal triggers, his threat level is always 0.

Whenever Krampus is present he will flee and hide, if cornered he will cower and accept his fate without a fight.

Fear check

No fear checks are required when encountering this entity.

Power affinity

Thermal

Physical	d4	Radiation	VH
Mental	d6	Thermal	H
Social	d6	Electrical	M
Technical	d8	Sensory (AVO)	E,E,N/A
Psychic	d10	Kinetic	VE
Senses	d12	Psychic	M



Skills

Bravery (1)
Diplomatic (4)
Speed (2)

Vision (2)

Powers

Max Power Points

10

Aura of bravery
Feign life
Manifest
Slippery

Talents

Forced manifestation
Friendly countenance

Languages

As known in life

Equipment

Able to handle and manipulate objects when physically manifested.

Tags

All environments, corporeal, paranormal

*The boy doesn't know
he has passed. treat
him carefully.
he will help you.*

Characters

Meet the brave investigators who have been gathered by the SPS to locate the missing children and identify the culprit.

Jacques Laurent. Sent by the French SPS due to his work within the field of parapsychology and linguistics, Jacques was raised in the historic and haunted streets of Paris. He inherited a fascination for the occult, and subsequently ancient languages, from his family's centuries-old library. Fluent in forgotten tongues and attuned to the subtle energies of the paranormal, Jacques was recruited as one of the SPS's researchers into the veil, and beyond.

Lina Schmidt. A world champion biathlon athlete, Lina is known as a sharpshooter and ballistics expert within the European chapters of the SPS. Born in the shadow of the Austrian Alps, she has spent more time on skis than she has on any other form of transport. Her athletic training in traditional marksmanship and overland travel saved her life when she encountered a mysterious mountain dweller one morning. Fending off a Yeti and living to tell the tale immediately caught the attention of the SPS.

Antonio Moretti. Known as "Il Cacciatore" among his peers at the SPS, Antonio is an up-and-coming operative within the Italian chapter houses. Born into a family with a legacy of hunting supernatural beings, Moretti was trained from an early age in the art of survival and tracking. Taught to use his keen intellect as well as his physical prowess, Antonio is well-versed in a variety of mythologies and folklore. Grandfathered into the SPS, Antonio still needs to earn his credibility, volunteering for this mission should go a long way to ensuring that.

Friedrich Hoffman. With an ingenuity focused on the development and modification of specialised gadgets and devices designed to detect, counter, and, when necessary, capture paranormal entities Friedrich was always destined to be added to the SPS roster. He first came to their attention after building a crude but operational 'spirit trap'. The patent for his prototype was intercepted by an SPS representative and he was recruited shortly afterwards. Now a fully-fledged field agent operating out of Germany and with a bright future he was a natural choice for this assignment.



BEYOND THE VEIL

Character Name:

Jacques Laurent

Pronouns:

He/Him

Occupation:

Scientist

Specialisation:

Intuitive

Abilities:

☐ Physical

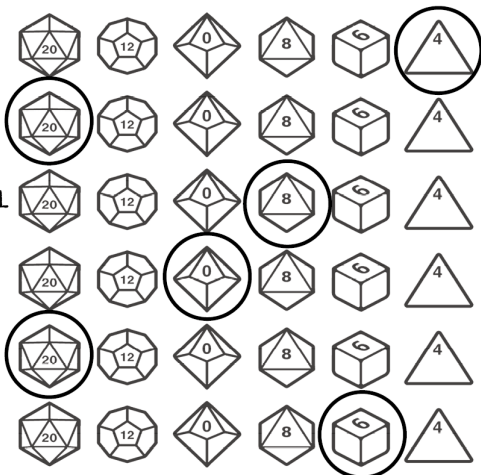
☒ Mental

☐ Technical

☐ Social

☐ Psychic

☐ Senses



Age:

54

Fear Threshold:

80

Reputation:

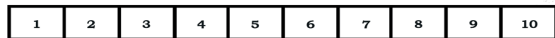
Level:

3



Belief

10

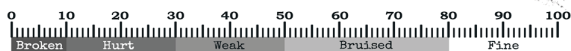


Skeptic

Undecided

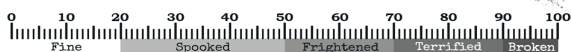
Believer

Vitality



Fear

Possession



Fear Effects

Features & Talents

Sensory Deprivation - Psychic powers action cost reduced by 1 to a minimum of 1.

Precognition - Reduce the reality check difficulty for 3 checks per investigation.

Skill

	Ph	Me	Te	So	Ps	Se	Ranks
Accuracy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Analysis	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	1
Athleticism	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Attuned	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Bravery	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Channeling	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	2
Computers	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Convincing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Deceptive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Diplomatic	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Driving	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Engineering	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Equipment Use	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	1
Fighting	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Focus	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Hearing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Inspiring	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Intimidating	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Knowledge	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	1
Languages	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	2
Modding	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Occultism	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	2
Parkour	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Personality	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Power	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Presence	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Smell	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Speed	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Vision	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Will Power	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

Powers

C= Close N= Near F= Far P= Personal

Power Points

20

Name	x Mod	Range	Description
Calm	2	C N F P	1 Action. A single target within range reduces their fear by 5. 2 Actions. All allies within range reduce their fear by 5.
		C N F P	3 Actions. As per 2 action effect but with a range of near and the reduction effect increases to 10.
Remote Viewing	2	C N F P	3 actions. The investigator can choose a location within range and view it as if they are there.
		C N F P	

Carried Equipment

Psychic focus

Money

N/A

BEYOND THE VEIL

Character Name:

Antonio Moretti

Pronouns:

He/Him

Occupation:

Law Enforcement

Specialisation:

Expert

Abilities:

☒ Physical

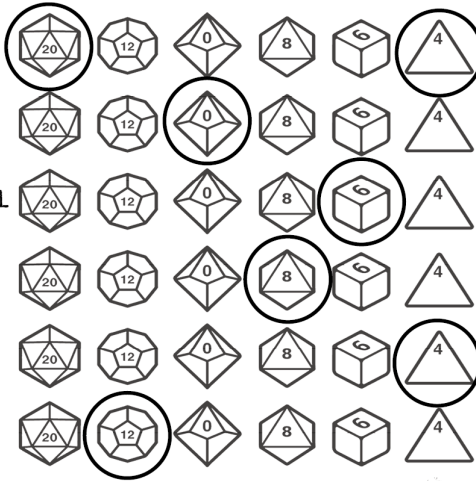
☐ Mental

☐ Technical

☐ Social

☐ Psychic

☐ Senses



Age:

33

Fear Threshold:

81

Reputation:

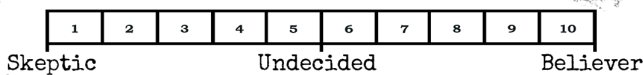
Level:

3



Belief

10

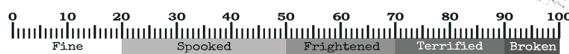


Vitality



Fear

Snakes



Fear Effects

Features & Talents

Eye for Detail - +2 ranks in vision.
Bloodhound - Skill checks made to track are upgraded.

Skill

	Ph	Me	Te	So	Ps	Se	Ranks
Accuracy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	1
Analysis	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	1
Athleticism	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	1
Attuned	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	1
Bravery	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	1
Channeling	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Computers	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Convincing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Deceptive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Diplomatic	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Driving	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Engineering	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Equipment Use	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Fighting	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	2
Focus	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Hearing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Inspiring	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Intimidating	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	1
Knowledge	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	1
Languages	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Modding	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Occultism	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	1
Parkour	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Personality	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Power	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Presence	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Smell	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Speed	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	1
Vision	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	2+2
Will Power	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

Powers

C= Close N= Near F= Far P= Personal

Power Points

24

Name	x Mod	Range	Description
Burst of Adrenaline	2	C N F P	1 Action. Upgrade the next melee attack roll made.
Find the path	1	C N F P	3 actions. When tracking an entity and the trail has gone cold make a medium reality check to find the trail again.
		C N F P	
		C N F P	

Carried Equipment

Hunting Knife

Money

N/A

BEYOND THE VEIL

Character Name:

Friedrich Hoffman

Pronouns:

He/Him

Occupation:

Engineer

Specialisation:

Technician

Abilities:

<input type="radio"/> Physical						
<input type="radio"/> Mental						
<input checked="" type="radio"/> Technical						
<input type="radio"/> Social						
<input type="radio"/> Psychic						
<input type="radio"/> Senses						

Age:

42

Fear Threshold:

85

Reputation:

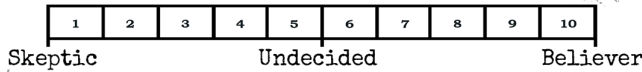
Level:

3

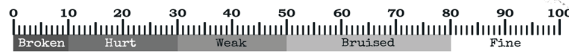


Belief

8

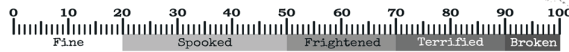


Vitality



Fear

Failure



Fear Effects

Features & Talents

Technical Wizard - Can use mundane items to increase the durability track of an item by one step (to a maximum of standard), the condition reverts at the end of the investigation or if additional damage is sustained.

Mechanical Engineer - Placing static equipment checks are upgraded.

Skill

	Ph	Me	Te	So	Ps	Se	Ranks
Accuracy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Analysis	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	2
Athleticism	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Attuned	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Bravery	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Channeling	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Computers	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Convincing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Deceptive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Diplomatic	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Driving	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Engineering	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	2+1
Equipment Use	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	2+1
Fighting	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Focus	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Hearing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Inspiring	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Intimidating	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Knowledge	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Languages	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Modding	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	1
Occultism	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Parkour	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Personality	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Power	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	
Presence	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Smell	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Speed	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Vision	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Will Power	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

Powers

C= Close N= Near F= Far P= Personal

Power Points

24

Name	x Mod	Range	Description
Testing	2	CNFP	1 Action. Perform an upgraded equipment use.
Monitoring	1	CNFP	1 Action. Perform an analysis reality check to monitor static detection
		CNFP	
		CNFP	

Carried Equipment

Experimental psychic disrupter

Money

N/A

Appendix

Powers

Like investigators, Non-Player Characters (NPCs) and Entities can also have powers that they can use to thwart or aid, the group in their efforts. NPCs and Entities spend and recover power points in the same fashion as player characters as detailed in the **Starter kit rules**.

Entities have their list of powers that are broken down into the paranormal, supernatural, and extraterrestrial, as well as some universal options. Although some more powerful beings may be able to access powers from across the spectrum or even have their unique powers. These powers are further broken down by 'type' which provides guidance for power affinities.

Affinity in a particular power type reduces the cost of using that power by 1 step, to a minimum of 1 power point.

Powers, as used by entities, have a level between one and three that limits access to stronger powers. Full information on how entity levelling and power scaling works will be available in the **Core rulebooks**, this investigation has already applied the rules for these restrictions.

Power name Group/type | Multiplier | Level | Range

Description. A brief example of what the power does or looks like when used.

Action effect. A breakdown of the effect of what the power does.

[Multiple action effect] A breakdown of when a power has a varied or increased effect if multiple actions are consumed.

*C (Close), N (Near), F (Far), P (Personal)

Absorb essence (P) Radioactive | x3 | 2 | C

The entity begins to syphon off the vital essence of a **restrained** target to heal and recharge.

2 Actions. A single target with the **restrained** condition must make a successful psychic **resistance** check or take **vitality** damage equal to the entity's psychic ability roll. The value of damage dealt in this way can be turned into **vitality** or **power points**, split however the entity wants.

Aura of bravery (P) Psychic | x3 | 1 | C+

The entity can emit an aura that induces an increased feeling of bravery in those around them.

1 Action. A single target within range gains 3 temporary ranks in **bravery** until the beginning of the next investigation round.

2 Actions. The entity grants all allies within range 3 temporary ranks in **bravery** until the beginning of the next investigation round.

3 Actions. As per 2 action effect but with a range of near.

Aura of fear (U) Psychic | x3 | 1 | C

The entity emits an unsettling aura that causes fear in those around them.

1 Action. A single target within range increases their **fear** by 10 then must immediately make a fear check.

2 Actions. The entity increases **fear** by 5 for all targets within range.

3 Actions. The entity increases **fear** by 10 for all targets within range who must immediately make a fear check.

Alert (PC) Senses | x2 | 1 | P

The investigator is always ready for anything.

Reaction. When an interaction begins that was not initiated by the investigator or their allies, take an **action**.

Empowered. Repeat the initial cost up to two more times to take additional **actions** before the initiator has their turn.

Burst of adrenaline (PC) Physical | x1 | 1 | P

With a powerful surge of energy the investigator can put extra power into an attack or shake off even the heaviest of blows.

1 Action. Upgrade the next melee attack roll made.

Reaction. Upgrade the investigator's **physical** dice pool for a physical **resistance** check.

Calm (PC) Social | x2 | 1 | C+

The calming presence of some people is capable of alleviating fear in those around them.

1 Action. A single target within range reduces their **fear** by 5.

2 Actions. All allies within range reduce their **fear** by 5.

3 Actions. As per 2 action effect but with a range of near and the reduction effect increases to 10.

Crackshot (PC) Senses | x3 | 1 | P
Skilled with ranged weapons, the investigator can rapidly cluster shots with impressive accuracy.
1 Action. Iterative ranged attacks made this round are not subject to the downgrade effect.

Elemental whip (S) Thermal | x2 | 2 | P
Some entities are capable of manipulating elemental energy, even focusing it into whip-like tendrils to wield as a weapon.
2 Actions. A whip made of elemental energy forms in the entity's hand. This acts as a **low-complexity** weapon for the entity but is capable of inflicting conditions based on the element chosen:
Earth. Hindered until the end of their next turn.
Fire. Burning (5).
Lightning. Deafened until the end of their next turn.
Ice. Freezing (5).
Sustained effect. By spending an additional 2 power points at the start of each round the entity can choose to sustain the whip without needing to reactivate the power.

Find the path (PC) Senses | x1 | 1 | N
Trained trackers are always able to find a trail to follow, even in the most difficult of terrains.
3 actions. When tracking an entity and the trail has gone cold make a **medium** reality check to find the trail again.

Feign life (P) Thermal | x2 | 1 | P
When an entity **manifests** visually and physically it can almost appear alive if it weren't for the chill of the veil that it emanates.
Reaction. When **manifested** physically thermo-active entities can infuse their 'body' with enough warmth to pass casual inspection and appear alive. *This effect lasts for an entire interaction or a single investigation round.*

Guilt trip (U) Psychic | x2 | 3 | C
The entity can read the surface thoughts of nearby targets, using their emotions against them to instil fear and uncertainty in them.
1+ actions. A single target within range must succeed on a psychic **resistance** check or their fear increases by 10 for each action spent.
If the target and entity don't share a language the check gains a +10 bonus.

Inflict curse (S) Radioactive | x3 | 3 | C
Particularly powerful entities are capable of inflicting powerful curses on their unfortunate victims.
3 Actions. The target gains the **cursed** condition until the end of the current interaction or investigation round.
Empowered. For every 9 power points spent increase the duration by an additional action phase or investigation round.

Locate target (PC) Senses | x2 | 2 | F
Using heightened senses or just an innate ability to sense the presence of a familiar target some investigators are capable of locating hidden or even invisible entities.
2 actions. If the investigator knows the name of a person or name/type of an entity they can intuit the direction and approximate distance of that being to a maximum range of a mile.

Manifest (P) Sensory | x1 | 0 | P
All paranormal entities can interact with the real world in various ways, whether a visual manifestation with no substance, an auditory effect, or a full-blown physical presence.
Action(s). An entity can manifest in any, or all, of the following ways up to their level at a time:
Audible. Sound is manifested at the will of the entity, whether speech, footsteps, or other effects.
Mental. When manifesting mentally, entities capable of mind-affecting talents or telepathic communication can interact with the real world.
Physical. Produces a solid presence capable of triggering motion sensors. Without a visual manifestation, these entities will be invisible but able to manipulate objects or strike individuals but are susceptible to physical harm themselves.
Visual. The entity becomes visible but with no tangible presence, they remain incorporeal and cannot interact with physical objects.
Sustained effect. The entity can continue the manifestation each round for the same cost in power points as initially invested (number of manifestations x actions). Due to the effort required in a manifestation, low-level entities may struggle to communicate or have a limited vocabulary. By combining the different types of manifestation an entity can create bespoke interactions to suit the narrative, ie. a mental and visual manifestation may include appearing in a mirror to a single viewer.

Manipulate weather (S) Thermal | x2 | 2 | F

The entity can affect the local weather to be more favourable for their needs. They cannot alter the weather completely but can make the current weather in an area more or less severe. This could be turning a strong wind into a gale, heavy rain into a hurricane, or a light dusting of snow into a blizzard.

3 Actions. The effect takes place immediately and continues for several rounds equal to the entity's level.

Sustained effect. This effect can be sustained beyond the normal duration at a cost equal to the initial use but without needing to use actions.*

**This power is already in play during the events of this investigation, the initial blizzard will last for 6 hours from the start.*

Monitoring (PC) Technical | x2 | 1 | N

An affinity for technology allows the investigator to easily spot when a significant reading or piece of evidence has been found.

1 Action. Perform an **analysis** reality check to monitor static detection equipment. As part of this check the investigator can check all installed equipment within range with a single action.

Psychic lash (U) Psychic | x1 | 1 | C

The entity reaches out with its mind, striking at the very psyche of its target.

1 Action. The target must succeed in a psychic **resistance** check or gain the **distracted** condition.

2 Actions. As one action but the target is also **disorientated** and loses 5 power points.

3 Actions. As all previous effects but also gains the **overwhelmed** condition.

These conditions last until the end of the target's next turn.

Remote viewing (PC) Psychic | x2 | 2 | F

Skilled psychics can, with enough practice, view things or places hidden from view as if they were there in person.

3 actions. The investigator can choose a location within range and view it as if they are there. Areas that are too dark for normal sight to be effective are seen in grey-scale and as though through a light mist.

Sustained effect. The view can be maintained for the cost of 1 power point per action, in which the investigator can perform any sight-related checks.

Sensory overload (P) Sensory | x2 | 2 | N

The entity exudes psychic emanations that affect the senses of those within range.

2 Actions. All selected targets are afflicted with a variation of one of the following conditions:

Blinded. The targets are unable to see the entity, all other vision is unaffected.

Deafened. The targets are unable to hear the entity, all other hearing is unaffected.

Disorientated. As per the condition.

Distracted. As per the condition.

These effects last until the end of the entity's next turns unless sustained.

Sustained effect. By spending an additional 2 power points at the start of each round the entity can choose to sustain the effect without needing to reactivate the power.

Slippery (U) Kinetic | x1 | 1 | P

The entity is difficult to pin down or trap.

1 Action. When attempting to escape from being restrained skill checks are upgraded and reality checks are reduced by one step.

Reaction. Attempts to restrain the entity are downgraded and the entity's roll is upgraded.

Testing (PC) Technical | x2 | 1 | N

By taking care to ensure that an installation is fully tested the investigator can ensure a better result when placing static equipment.

1 Action. Perform an **equipment use** check to place a piece of static equipment, this check is made upgraded.

Empowered. By paying the power cost again for each further upgrade, the roll can be improved up to twice more.

Translocation (S) Kinetic | x2 | 2 | F

The entity can fold space around them to cover large distances much quicker.

1 action. Instantaneously move to a point that can be seen within range. Reactions cannot be taken against this movement even if the entity has the **threatened** condition.

Wall walk (S) Kinetic | x3 | 2 | P

With eerie grace the entity can climb or walk along vertical surfaces, or ceilings.

1 action. Subsequent movement can be made on any plane without problem until the end of the entity's next turn.

Sustained effort. By paying the cost of the power again during its turn the effect is sustained.

Talents

As with powers, entities and NPCs also have talents in the same way as investigators. NPCs have access to the same pool of talents as the investigators and are subject to the same potential restrictions or prerequisites.

Eye for detail. Spotting even the most minute of details, the investigator is able to see things that others would never find.

+2 ranks in vision.

Sensory deprivation. Through disciplined effort and hours of practice, the investigator can reduce the effect of mundane senses on their psychic abilities.

Psychic powers action cost reduced by 1 to a minimum of 1.

Steady hand. With the practised hands of an expert, the investigator finds aiming with ranged weapons much easier than most.

Attack actions made with ranged weapons have their ability pool upgraded 1 step.

Technical wizard. Making use of what is on hand allows the investigator to keep equipment working for a time.

Can use mundane items to increase the durability track of an item by one step (to a maximum of standard), the condition reverts at the end of the investigation or if additional damage is sustained.

Entities have their own pool of talents to draw from:

Forced manifestation. Some entities are unable to alter their manifestation state.

If not specified, choose a manifestation type that cannot be altered but costs no power points to sustain.

Friendly countenance. The entity has a calming appearance that doesn't suggest a threat.

No fear checks are required during an interaction.

Hybrid entity. Some entities have a shared ancestry or are mystically infused with a paranormal essence. These hybrids share some of the qualities of each of their types.

*Choose an additional type for the entity, it is capable of using powers and talents specific to either type.**

Incredible strength. The entity is a force to be reckoned with, it possesses strength above and beyond what's naturally and physically possible.

*Increase the Physical dice pool by one step.**

Night vision. With the ability to see in low light conditions or even total darkness, this entity is just as effective at night as it is during the day.

Does not require light to see by and can see just as well as if the area is brightly lit.

Rapid recovery. Attuned to the energy of the veil or just with an inner reserve of power to draw upon, this entity can recharge power points quicker than most.

Restore double the power points at the end of each investigation round.

Regeneration. Organic matter heals and fuses back together and ethereal beings reform by drawing in the very essence of the veil itself. These entities are particularly difficult to put down.

Restore vitality equal to the entity's level each round (to a maximum of 5). If left for a full investigation phase round it heals to maximum.

Terrifying. Whether a horrific countenance or an unsettling aura of menace, some entities instil a level of terror in those who encounter them.

*Encountering this entity for the first time increases fear by 5 automatically and failing a fear check when any interaction starts increases fear by an additional 5 points.**

Tireless. With an endless reserve of stamina, the entity is a relentless hunter.

Immune to the tired condition and effects of prolonged exertion.

**Already factored into Krampus' stat-block.*

Features

As investigators gain experience and progress with their occupations they begin to be able to access new features that can assist them with their investigations.

Bloodhound. Keen senses and training make this investigator an excellent tracker.

Skill checks made to track are upgraded.

Mechanical engineer. The investigator's basic understanding of mechanics makes the installation of equipment easier.

Placing static equipment checks are upgraded.

Never quit. Failure is not an option for some investigators.

Reroll 3 skill or fear checks per investigation.

Precognition. A deep connection to the psychic ether grants the investigator a window into the future.

Reduce the reality check difficulty for 3 checks per investigation.

Items

While Beyond the Veil does its best to provide the details needed to run an investigation, it can't possibly account for every item that the group may choose to interact with or find an inventive use for.

The tables and information provided in the **Starter Kit Rules** booklet can be used as a template for items not covered directly in this module. For the majority of utility or consumable items, it is just a matter of determining the bulk, complexity, and potential effects (usually in terms of the amount of light given off, or maybe vitality recovered for

consumables). For items that can be used for detection refer to the **Detection** section of the rules booklet to determine which category they fall in and use the existing item list for the additional required information guidelines.

The detection items as outlined in the starter kit are outdated for this investigation but they can still be used as a template where required.

A list of modern options and additional equipment follows, at least one of each item should be made available to the group and each investigator should have a smart-phone:

Consumable

Item	Range	Description	Bulk
First aid kit	Close	Restore vitality equal to 5x number of actions used	2
Refreshments/Hot beverage	Close	Reduce fear equal to 5x number of action used. No fear increase at end of current investigation round	1

Detection

Item	Range	Complexity	Type	Bulk
Digital thermometer	Near	Low	Thermal	1
EMF detector	Near	Low	Electrical	1
Motion detector	Close	Low	Kinetic	1
Night vision goggles	Far	Medium	Sensory (V)	2
Parabolic microphone	Near	Medium	Sensory (A)	2
Smart-phone*	Near	Low	Sensory (A/V)	1
Thermal imaging camera	Far	Medium	Sensory (V)	2
Video camera	Far	Low	Sensory (A/V)	1

(A = Auditory, V= Visual)

*Contains SPS created apps as well as standard features:

- Camera - Stills and video
- Audio recorder
- Spirit box app (EVP recorder)
- SPS entity database



Utility

Item	Range	Complexity	Description	Bulk
Experimental psychic disrupter	Close	Low	2 actions. Attempt an equipment use check to reduce target power points by [level]d4 (max 5d4) Reaction. Attempt an opposed equipment use versus power check to prevent psychic power effect 3 times per investigation	2
Psychic focus	Near	Medium	While holding this item the investigator recovers an additional 2 power points per investigation round	1
Tools	Close	Low	General hand tools (sledgehammer, shovel, etc). May be used as improvised weapons (see below)	2

Weapons

Item	Range	Complexity	Condition inflicted	Bulk
Axe	Close	Low Medium	- Bleeding	2 1
Improvised melee	Close	Low	-	1+
Improvised ranged	Near	Low	-	1+
Hunting knife - Melee Ranged	Close- Near	Low Medium	- Threatened	1 1
Hunting rifle	Far	Low	-	2
Shotgun - Buckshot Slugs	Near Far	Low Medium	- Wounded	2



Traps

Investigators may want to build or use traps when dealing with entities. These could be specialised items or improvised and built from materials found on location. Like static pieces of equipment traps have a complexity rating that is used to determine how difficult they are to spot, how

effective they are, and the reality check required to install them. The installation success and dice pool by complexity as outlined in the **Starter Kit Rules** booklet also applies to traps. Traps are generally set up in advance and the time taken is measured in terms of investigation round actions.

Item	Range	Complexity	Description	Condition inflicted	Time taken
Bait trap	Close	Low	A simple trap using bait to lure the target into a restraint or snare (bear trap etc)	-	2
Booby trap	Close	High	A trap designed to inflict harm (land mine etc)	Bleeding, burning, or wounded*	1+
Pitfall - Shallow Deep	Close	Low Medium	A simple pit covered with camouflage, may be combined with booby traps to inflict harm	Hindered Restrained	1+
Net trap	Close	Medium	Netting used to catch or contain entities	Restrained	1
Snare	Close	Medium	Wire or rope noose designed to catch entities that step in it	Restrained	2
Tripwire	Close	Low	A simple cord stretched across an opening	Distracted	2

**Chosen at the time of installation based on materials used*



Relics

Within the Beyond the Veil universe there are objects of incredible power that are not yet understood by even the keen minds of the SPS research teams. These relics and artefacts are often unique items with specific power or relevance, usually found in the possession of ancient beings or lost to the ages in secret hiding places.

Rute of Shaming



According to the legend, Krampus uses his rute to swat naughty children, a ritual that is said to force them to reflect on their misdeeds.

Krampus carries two such objects that have become synonymous with the legend. The rute, a simple bundle of birch twigs, and a large basket carried upon its back are infused with Krampus' infernal power and become almost magical in effect when in its possession.

These items become mundane, albeit large, versions of themselves when not held or carried by Krampus although SPS scientists may be able to find a way to empower them once more

Rute of shaming

Range	Close
Complexity	Medium
Condition Inflicted	*Disheartened
Bulk	2
Note	In Krampus' hands the rute is classed as low complexity and 1 bulk

***Disheartened.** *(new condition)*
While afflicted, the target finds even the most basic of effort hard going.
-2 to next roll and -5 to next fear check

Krampus' Basket



Upon the creature's back rests a large basket of roughly woven fibres with a pair of heavy-duty leather shoulder straps..

Krampus' Basket

Range	Close
Complexity	Low
Description	1 action. A target with the restrained condition can be stuffed into the basket regardless of size. While held in this way they are displaced but an attempt to get out with a medium-difficulty reality check or by dealing 15 damage to the interior of the basket*
Bulk	2

**this damage repairs itself immediately after*



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Evidence Log

Record any evidence your team witnesses on this sheet.

[illegible]



JANUARY 26, 1985

Iconic red Phone boxes to be phased out

In a move that signals the end of an era, the distinctive red telephone boxes that have long adorned Britain's streets have been ushered into retirement by British Telecom, swept aside by the relentless march of technology and corporate pragmatism.

However, even in their retirement, these iconic phone boxes are not destined for complete obscurity. Though their numbers have dwindled

More on page 12

THEY LIVE AMONG US

An Ex-Nasa employee has come forward claiming that not only does life from beyond the stars exist but that it is living here among us.

Huang Li, 28, of Washington DC, who worked for NASA for the last 5 years recently spoke out after his sudden resignation from their research department.

More on page 7



ENTIRE LOGGING CREW FOUND MAULED IN GERMANY



MASSACRE

In a shocking turn of events, the tranquil embrace of the Black forest, Germany, has transformed into a macabre scene of carnage. The grisly discovery of six mauled men has sent shockwaves rippling across the nation, igniting fears of a deadly predator lurking in the shadows. With two more souls unaccounted for, the heart-wrenching saga of death and disappearance continues to haunt the collective consciousness. The eerie incident unfolded just yesterday when a group of adventurers set out on what should have been a routine trek through the pristine wilderness. Little did they know that they were

stepping into a nightmare, the likes of which hadn't been witnessed on German soil in centuries. The men, their identities yet to be unveiled, were savagely attacked and partially devoured in a manner that elicits gruesome images even for the most hardened of minds.

Initial speculation has pointed fingers at a bear as the probable assailant. But here's where the plot thickens—bears, once an inhabitant of these very woods, have been absent from the German landscape for over a century. Could this be a freak occurrence, a long-forgotten descendant of a bear lineage, or an entirely new creature that has taken

More on page 4

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