

FORT SNOWBLIND

a *Monsterhearts 2* small town by Patrick Sullivan

BACKGROUND

Once upon the 1960's, the USSR retained a top-secret foothold somewhere in rural Alaska--a hidden aerospace facility where it could research, conduct, and archive classified Cold War projects, as well as generally spy on the Americans from behind enemy lines. It was only after a great deal of sunk resources that the Americans proceeded to put Armstrong on the moon, and Fort Snowblind was shuttered.

Both fort and town laid abandoned until their existence was revealed some years later in a willful exchange of information between the superpowers, and now the giant Pacific Dominion Shipping Company has moved in to claim the free infrastructure.

It's been an awkward rebuilding process, but in the intervening decades, a shell of a respectable town has managed to claw itself out of the rust and ice. PacDom owns everything, of course--down to the "comfortable housing" for its depot workers--but where before there were airfields and ruined labs, now there's the high school. The auto shop. That café with the pool table. The police station.

And, of course, the monsters who make the cold north their lair.



A ghost town possessing the corpse of a secret Cold War base.

population < 5,000 / Alaska, United States / wallowing in winter

POINTS OF INTEREST

- **Snowblind High** (*198 students and not enough bathrooms*)
- **Bogdan's Brewhouse & Coffee Shoppe** (*no WiFi*)
- **Doc Morgan's 100% very legit clinic** (*he has his license in a frame and everything*)
- **Pacific Dominion's train depot** (*your only link to civilization*)
- **The pirate radio station** (*doesn't broadcast anymore, supposedly*)
- **The old Soviet research post** (*frozen through and rusted out, but still good for parties*)
- **The woods** (*are dark, hungry, and just a little otherworldly*)

SUGGESTED SKINS

• **The Werewolf** (alt. **the Ghoul**) can run free in the untamed north, feeding their carnal hungers as they please. The distant howling at night, the brutalized carcasses the town ranger keeps finding--most of those are your handiwork. *Most*. Sometimes, other voices howl back to you from the woods...

• **The Hollow** (alt. **the Ghost**), like the town itself, lingers as a relic of strange and classified military doings. Just as a snake sheds an ill-fitting skin, so too has the town cast much of itself off to stay alive, and artifacts of its dead past--corroded signs in Cyrillic, abandoned research gear, stacks of bulletin-board postings decades thick--litter the streets. Among these last vestiges is you.

• **The Queen** has an exceptionally ripe opportunity to set up her "court" in Snowblind, isolated and far-flung as it is. With ambition and backing, she could control far more than just her classmates...