



THE RAID OF AREA 51

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Daniel Profeta

CREDITS

FOR MORKOTHOTH

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INTRODUCTION

Welcome fellow mortals,

By the time you read this, it will already be too late. The threat is very real and the darkness is already overcoming you. You will not be able to tear your bloodshot eyes from these pages, you will be compulsively reading and rereading this blasphemous document. Your overworked mind will laugh manically as you succumb to the craving. You will see your frightened players in your sleep, take on the mannerisms of your NPCs, and begin asking your relatives if they think it was fair to give Azethoth zero intelligence.

As was my fate, so now will yours be. I'm already gone. Dead to the world, scribbling in books the ravings of a madman named Daniel Profeta. This product is the result of twenty years of manual correspondence with Keziah Mason and Lovecraft's reanimated corpse. In case you were wondering, I'm sixteen years of age...

I have been running RPGs for a few years now and I have learned a few things. Mainly, role- playing games are mankind's greatest invention and Call of Cthulhu is the best RPG. These may be bold claims, but, as you may have already guessed, I'm a lunatic and don't care. The search for truth corrodes my so-called sanity, but in reality, I'm just enlightened. Therefore, I heard a watery whisper call of wisdom and here record some findings. If I accidentally released a couple of Flying Polyps by writing this down... who cares! I'm sure your players can fix that!

Within this arcane tome ye searchers of dark knowledge shall find a scenario involving Area 51, a scenario for all levels of play, to be used as is, or as inspiration. One will also find brief guidelines for integrating this scenario into a long running campaign. You shall also find a reskin of the spell "Breath of the Deep" and an original mythos tome which can be used in your own stories. You will also find statistics for the Elder god Morkothoth, who is an original creation as well.

I encourage you to allow your players to create their own characters if they so desire. It will likely just hasten along their undoing. Be sure you read the WHOLE document before attempting to run it. And without further ado...

THE RAID OF AREA 51

In the bygone year 2019, a group of conspiracy theorists broke into the infamous and enigmatic government facility known as "Area 51". They were looking for answers, and they found them in the Mythos...

This is an open ended, modern day scenario created for purist Call of Cthulhu 7 edition. It begins with both an information and planning phase (most of this info will be incomplete or false), or you can open with the beginnings of the raid. It depends on whether you want to begin with a bang or a buildup. The rest of the session depends on who, or what, the players find as they storm the base. The scenario will have a lot of investigation, roleplay, and sneaking around, but at its core will quickly become a survival horror depending on who the players inevitably antagonize.

The story embraces themes of isolation and futility, and it's likely your story will not have a happy ending. The players take on the role of fed up conspiracy theorists who want the truth. You can have the players create their own characters, or you can adopt or use my pregenerated characters (pre-gens), whichever you prefer. If you make your own, make sure they work within the framework of the scenario. If for some reason a player creates an ineligible character, here are some ideas to tie them in:

- The investigator is given reason to believe a family member is being held hostage within Area 51.
- Give the investigator artificial memories which lead them to go (or return) to Area 51.
- The investigator is a visiting military officer or politician who is inspecting or relocating to Area 51.

The scenario takes place in September 2019, at the government run Air Force base called Area 51. There are multiple, plotlines in motion, and the Mythos is at the thick of it.

The first plot involves the silver, cone like structure the scientists believe is a spacecraft. In reality, the "UFO", which the best scientists and engineers have been unable to penetrate in the seventy years they've had it, is actually a prison for an alien abomination. This creature has been corrupting everything around it and has been waiting for an opportunity to escape. The raid will be perfect, let the puny humans fight each other, when all is finished it is likely this creature will be all that remains.

Secondly, the creature has implanted false memories within high ranking government officials. At first, the investigators may have an easy time of it as the creature allows them deeper, but the moment they become anything of a threat, the alien will call in the cavalry. This will consist of poor officials who believe they're doing the right thing.

The third involves the "Spawn", which the scientists mistakenly assume holds a form of eggs. It's really just residue the creature has been expelling out of its prison. This residue is not at all healthy for humans and those who touch it become severely infected with an almost assuredly fatal disease.

The final storyline follows an experimental Black Matter Generator which could create a miniature black hole which is the creature's ticket home. Also, the investigators' ticket to an unmarked grave. The black hole functions as a portal and is connected to a white hole. For the unenlightened, a black hole sucks matter in and the connected white hole expels the matter which was sucked many times faster than the speed of light.

The sequence of events leading up to the raid include a website (possibly created by one of the investigators) which is dishing dirt on the government with allegations of cover-ups and information withholdals, including a large section on Area 51 and the Handel Re-Education Program, a support group well known within the circles of conspiracy as a brainwashing program. The website published an article titled "A Call to Arms" one week prior to the raid.

A CALL TO ARMS

All handouts will be shown twice.

Fellow American citizens. For too long has our government kept information regarding alien life, which we, the American public, have a right to know! This is a call to arms, a call for our people to rise as one, with one voice, and learn the truth.

We propose immediate action, action which, if completed with passion and thoroughness, will bring light to the dark. This is appropriate action, not rushed or rash, but rather, dire in fullness and intent. We will be swift, calculated in our efforts, and combined in our strength.

Take heed ye people in high places. If information on the Nevada based research facility, AREA 51, is not provided within 1 week or 7 days or 168 hours or 10,080 minutes, otherwise known as, 604,800 seconds, we will take drastic measures. WE WILL INITIATE AN INFORMATIONAL RAID ON AREA 51. If you, American citizen, are interested in joining our enterprise, click the link below.

Hundreds signed up, but only a very select few actually purposed to attend. Those few are the investigators. It is up to the players to figure out how their characters know or meet each other. It is up to the Keeper how to start the session, but there are two recommended openings, planning and big bang, which are detailed here. Planning is the longer path, and may force you to run this scenario over multiple sessions, but it is worth it.

Planning Phase

The raid organizer, Miss A, will bring the investigators together in a safe location, such as a private home, a restaurant, or a library, to introduce herself and assist with forming the plan. She will give them pertinent information (handouts like the map, call to arms, and "General Information on Area 51), then the players will each make History, Library Use, or Computer Use rolls at regular difficulty to conduct research (the actual roll made should be decided by how the player described their researching). Then they will form their own plan of action with you, the Keeper, giving suggestions through Miss A. This approach offers more immersion and is more time consuming. If you feel the players are taking too long to finalize a plan, you could always impose a time limit.

You will have to create a pool of information on Area 51. These handouts are not all true, and they are divided into three categories: General, Mostly False, and Secret. After giving the players the map and all the General Information, have the investigators make their researching rolls. For each success, replace one piece of "Mostly False" information with one piece of "Secret" information. The secret information is all -to an extent- true. Present the new mix of false and secret info to the players as handouts. Don't give this info in any specific order.

GENERAL INFORMATION ON AREA 51

All handouts will be shown twice.

- Area 51 is an active US Air Force military installation located on Groom Lake in southern Nevada. Area 51 is not accessible to the public and is under 24-hour surveillance.
- The only confirmed use of Area 51 is as a flight testing facility. During World War II (1939-45) the US Army Air Corps used the site as an aerial gunnery range. In 1955, the area was used as a testing site for the Lockheed U-2, high-altitude reconnaissance aircraft, by the Central Intelligence Agency (CIA).
- After the U-2 was put into service in 1956, Area 51 was used to develop the A-12 reconnaissance plane and the stealth fighter F-117 Nighthawk.
- In 1989, Robert Lazar claimed he worked on extraterrestrial technology within the facility known as Area 51. Lazar informed T.V. reporter George Knapp that he had autopsy photos of aliens inside the facility and that the government was using the base to examine recovered alien spacecraft. Many people besides Lazar have reported sightings of unidentified flying objects (UFOs) in or near Area 51.
- The US government only formally acknowledged the existence of Area 51 in 2005. According to the CIA, test flights of the U-2 and other aircraft account for the UFO sightings in the surrounding area. Area 51 employees reach the facility by airplane. They fly in and out of a restricted terminal at McCarran International Airport on an unmarked plane allowed to fly through the restricted airspace above Area51...
- No one knows why Area 51 is called Area 51. The US government has not provided any information about the research currently being conducted within the bowels of the research facility.

MOSTLY FALSE INFORMATION ON AREA 51

All handouts will be shown twice.

- Underground facilities used for testing alien artifacts (like the time travel machine) are underneath the base. We also know that underground railway systems run throughout southern Nevada and lead to Area51.

- Area 51 has a disappearing airstrip which only appears when water is sprayed onto its camouflaged tarmac. This airstrip is located at Groom Lake, Nevada.
- 1947, Roswell New Mexico. Many people witnesses a strange disc shaped aircraft crash into Roswell. It had strange flashing lights and weird markings. It was some 80 ft. in diameter. US army forces came and took the alien spacecraft, claiming it was a new Soviet weapon. They transported it to area 51.
- Area 51 has four drones called the Ghost Squadron which can be automated or manually operated and escaped on, in case of an emergency.
- The so-called UFO sightings have been scientifically proven to be nothing more than U-2 testing mixed with the lies of overeager, idiotic conspiracy theorists!!!
- Robert Lazar, infamous Area 51 informant, who told the American public he has seen autopsy photos of aliens and strange extraterrestrial relics, is actually a LSD addict who went on an extreme drug trip within the facility.

SECRET INFORMATION ON AREA 51

All handouts will be shown twice.

- A reclusive man living at the foot of Tikaboo Peak in Nevada claims he found evidence of the underground tunnels leading into Area51. The man's name is Samuel Lassar, and he discovered a caving system while digging a swimming pool.
- Studies have shown that more than 1/4 of politicians have exhibited this strange behavior. Therefore, it's likely that many government officials have implanted memories, put there by beings with great mental capacity.
- Many conspiracies circulate about Robert Lazar, the drug addict, being an alien himself. We truly believe H-REP killed him and called it a suicide!
- There are allegations that scientists working in Area 51 are creating experimental space/time teleportation devices. These claims have been proven correct by the statement of Robert Lazar, "We were working on strange relics...including time traveling apparatus and other alien technology."
- A live extraterrestrial specimen is being held hostage in Area 51 for studying. No one but the working team of highly trained professionals know what exactly "it" looks like... They are keeping something from us.
- "Bob" Lazar, that insane man who killed himself thinking Area51 was teeming with aliens, had an illegitimate son named Samuel. Samuel Lazar lives at the base of a mountain in southern Nevada with his wife, Clara Lazar.

Miss A will also inform the investigators about the Handel Re-Education Program (H-REP). Keepers are advised to paraphrase some or all of the general information on H-REP, then have Robert Lazar (if the players ever find him) whisper the secrets to them.

THE HANDEL RE-EDUCATION PROGRAM (H-REP)

General Information

The H-REP was started in 1990 by Corbun Handel, in response to the atrocious claims made by Robert Lazar. Robert told George Knapp (a reporter) all types of LSD induced nonsense about aliens. H-REP consisted of psychologists, led by Handel, trying to assist Lazar in regaining something similar to a normal life. Robert Lazar was a madman, and he shot himself in 91', leading to the conclusion that the Handel Re-Education program was a failure...

Soon however, similar cases started popping up around the country and Corbun Handel leapt back into his life's calling. Helping others, no matter the price. Today, H-REP has over 200 members and 3 bases of operation. They, like their leader, try to help the mentally damaged and the drug addicted.

SECRETS!

The Handel Re-Education Program is actually a government funded brain washing program which utilizes drugs and memory erasure and hypnosis to make people forget what they saw. Robert Lazar is not dead, he has been trapped inside of Area 51 since H-REP discovered their methods didn't work on him.

Corbun Handel, the founder, is a government agent affected by Morkothoth's memory implants. He was one of the first subjected to this terror, and is its chief agent. Until it's released of course...

If you decide to use this planning phase, be sure its intended purpose is achieved. The idea is to give the players a ton of information to make them feel secure and knowledgeable, as they plan out foolproof strategies in a safe location, then as time goes on, and they actually try to raid Area 51, they'll begin to realize how little they actually do know. Investigators should also get to know one another, as there will be little time for socializing once the raid begins. Miss A will provide transport to wherever in Nevada the team wants to go, but she will not partake in the raid.

The exact way the investigators break into the facility is not set in stone, however, it shouldn't be easy to do so. I have foreseen two main brake in plan ideas and will cover them both. If you want to start with the Big Bang method (good for one-shot conversion), tell the players a condensed version of all this information and have them start disguised as military personnel, talking to the guards at the McCullen International Airport.

First, the information shows the main way into the base is by aircraft. The players may try disguises and attempt to pass themselves off as military, or they might try to hijack a stolen plane or chopper and fly in illegally. If they try to fly in on a stolen plane, use the guards to try to arrest them. If they try to do anything involving normal entry into Area 51, use these multipurpose NPC guards, Jerry and Philman. Also, try to get the raid to take place at night for dramatic effect (you could even make it pouring rain).

The second main plan idea revolves around the caving system discovered by Samuel Lazar (Robert Lazar's son) at the base of Tikaboo peak. Players who go to his cabin on the mountain will find he was telling the truth...

How the story progresses after the planning phase is mostly up to you as Keeper. The alien and human menaces will keep the investigators busy as they explore the horrors of Area 51, and the "Spawn" and Black Matter Generator will also have roles to play. There is no interior map of Area 51, and the general layout is up to the Keeper.

In fact, the main bookkeeping the Keeper has is keeping the layout of rooms, hangers, and hallways consistent. Some of you will read through the event section and decide you want a definite layout beforehand, and others will be fine winging it. If you need something definite, make a map on graph paper with locations for each event (plus any events you come up with) to take place, then use this unique map you just crafted. If you're going to let it play out in whatever way seems most dramatic in game, just keep track of where you say everything is. Or have Miss A tell the players to make a map as they go through the base.

I think this non-linear approach works for ALL scenarios. Have some backstory and some NPCs fleshed out, then write key events and a couple different ending ideas. Then you allow the story to grow, arc, and fluctuate organically through actual gameplay. Leave some things for the players to fill in and NEVER write a definite ending.

Anyway, the way this scenario will work out is up to you as the master story teller, but here are the key events which are likely to occur over the course of the scenario. After each entry, there are tips on when and where the event could take place, however, this is by no means set in stone and Keepers should exercise common sense whilst running this challenging yet rewarding scenario. You are strongly encouraged to simply use this as a guideline and write your own events, plot hooks, and personalities as needed. Now, in no specific order...

LIST OF EVENTS

Break-in 1 (by plane)

The investigators must first get inside Area 51, and as the planned raid is already on a public forum, it will not be an easy task. One way to get in is by plane from the McCarren International Airport. The investigators can either try to disguise themselves as Area 51 military employees or they may attempt to hijack a plane. Or whatever else they can come up with! The airport is a multistory building bustling with activity. At night time, however, it will be almost silent. No matter what path the investigators take, they're likely to have a conflict with the guards Jerry and Philman...

There are two guards, Jerry and Philman, who are both wide awake from an excessive amount of caffeine consumed before work. They are talking about how they deserve a raise or about girls or about how much this job sucks. They will be stationed wherever they can be a nuisance and (if you were able to get them to conduct the raid at night) work the nightshift. They are both army veterans, armed and ready for something to break the monotony. Philman is angry at the prospect of the raid and will vent about "damned ungrateful civilians". Jerry, on the other hand, is fed up with the secretive policies he deems unnecessary. However, they both welcome any change with guns at the ready! Both guards will have walkie-talkies they will use to call for backup if they perceive more trouble than they can handle.

The investigators need to be careful how they go about this as violence will likely result in major wounds or worse. Some options include sneaking and trying to knock the guards out (hard stealth rolls as Jerry and Philman are expecting trouble, not to mention the attack rolls against trained army veterans), or the team could try to talk their way out.

Because both guards know a group of government officials are expected, it could be relatively easy to get them to let the investigators in, especially if they are disguised as government officials. You could even let them in for free if they do some strong role-playing, or just use a regular fast talk roll on whoever is doing the bulk of the talking. The players could also try to bribe the guards, if they offer more than \$10,000 they will be let in, no questions asked. Keep in mind though (in any role-playing game) that the players will often come up with unorthodox solutions.

Simon: I say, "I think we're done here," and walk away, fed up with the guards.

You: Ok, now what?

Simon: I go back to the car and start it. Then I start to back it up.

You: ...

Simon: I stomp on the gas and drive the car right through the doors and obliterate those idiot guards!

You should try to remember to never say no, but to manipulate any situation as needed. Saying "yes, BUT..." is very useful. Continuing the previous example.

You: Ok, you back the car up and floor it! It smashes through the thick glass doors. Philman shouts, "Look out!" and excitedly fires his shotgun into the car's engine. It slides to a halt just before it would have hit him. You smell gasoline as the car bursts into flames!

Another solution would be to ask for different rolls to justify their actions.

After doing whatever they can to get ahold of a plane, the investigators will fly to the Area 51 airstrip. If they hijacked or stole a plane, use pilot rolls. If they went with disguises and were believed they could be flown in by Philman the guard who is a licensed pilot. Remember to stress the fact that (hopefully) it's pouring rain in the middle of the night as they fly to the private airstrip.

After landing, the investigators must get past a titanium reinforced door, which has 3 points of armor and 30 HP. It also has a computerized number pad next to it. The code to get in is 71554681, but it's highly unlikely the players will know this. Neither Jerry nor Philman have a clue what the code is either, although they might pretend to know as a bargaining chip. Investigators can attempt to blow up the door, although this will make a lot of noise. As you, the Keeper, will see, there's really no one left alive in the base so it won't matter how much noise the investigators make, but you can make it seem like it WOULD matter for dramatic effect...

The team could also attempt to hack into the system. To do this, the hacking player must make a combined Computer Use and Electronics Use roll at hard difficulty. If they succeed, the door opens, revealing the horrifying truth that no one is there. If the players take time to search (Spot Hidden roll) they will find a piece of paper with this scrawled on it: $((7 \text{ to the } 5\text{th power, divided by one half, times } 3, \text{ plus } 666,) \text{ divided by } 6,) \text{ divided by } 2,) \text{ to the second power}$ (all handout are shown twice). Now you have a real world application for math!

These are just a few possibilities, but the idea is to make it difficult to get inside the base. If the players get stumped or waste a lot of time, you can have the actual expected government officials (including Corbun Handel) and cause lots of problems! When the players enter, they will likely be in a reception room in the above ground part of the infamous Air Force base. After the players enter the base, there is no linear structure and you will have to play it by ear, which will be difficult but fun and rewarding!

Break-in 2 (by tunnels)

It is possible that the players will elect to investigate the reported "tunnels" found by Samual Lazar or Samual Lassar. Samual lives with his wife Clara in a fancy cabin at the foot of Tikaboo Peak, and he is the son of Robert Lazar, though the players may not know this yet. Samual and Clara haven't really approached society since Sam's father allegedly shot himself.

Samual was recently trying to dig a swimming pool for his wife and himself when he struck solid metal. Using acid and heat, he broke through the metallic layer and looked into the fabled tunnel system beneath south Nevada, stemming from Area 51. After this momentous event, Clara talking him into driving down to Ash Springs (a nearby community) and telling his story. He went down there and obtained naught but ridicule for his trouble. He is considered by all near him, except of course his wife, to be even more insane than his father...

If the players go right to his cabin, they will find him preparing to enter the caves himself. He and his wife conceived a trap for anyone unwelcome, like nosy reporters and investigators, entering the premises. They believe anyone coming to their little cabin will be coming to institutionalize Samuel for insanity. Clara is hiding in the surrounding woods with a .45 revolver, waiting to attack, and if necessary kill, any intruders.

It will be difficult for the investigators to convince these people that they are here to assist them. The man and his wife have very little sanity and believe the whole world is after them. Probably because it is. Samuel may also start to cry about how he was brought up in an orphanage and never met his mother. He always felt like he should have gotten to meet her.

Location wise, the cabin is a spacious, two story affair with handmade furniture and a TV set which has an obsolete DVD player hooked up. Spot Hidden rolls may find the hundreds of magazine and newspaper clippings hidden in a kitchen drawer. All of it pertains to Area 51. To simulate this information, give the players and of the secret and any of the false information they haven't already read. With these clippings is a hand written diary of Robert Lazar, *with the last entry being dated 2016*. Which is 25 years AFTER Robert's supposed suicide...

This diary is a Mythos tome written by Robert Lazar. It is a small, leather bound book with a strange inscription on the front which depicts an aberrant crablike claw trapped within a silver triangle. When someone opens the book, some grains of salt pour out... The book seems to be a normal diary from the years 1988-2016, but the fact that the man should be long dead makes this alarming. The subject matter is mostly mundane, although it gets steadily more maniacal in the years after Robert informed on the actions of government workers within Area 51. The book has some references to the Great Old Ones, whoever THEY are, and to a angelic creature from the stars which Robert claims to have met first hand. Probably a result of the LSD consumption... The last entry reads simply "Fibonacci" and seems to mean nothing. Robert also talks of "Befuddling and confusing" himself to try to stop the memories. According to him, this method was as successful as the methods of H-REP.

Robert's Diary

Sanity Loss: 1d6 Cthulhu Mythos: +2/+4 percentiles

Mythos Rating: 7 Study Time: one week

Suggested spells: Claw of Morkothoth (Breath of the Deep variant), Befuddle (Cloud Memory)

Claw of Morkothoth (Breath of the Deep variant)

Cost: 6 magic points and 1d8 sanity points

Casting Time: 1 round

The caster must sacrifice an appendage (at the least a finger) from a nearby creature or from him or herself, losing the 1d8 sanity in the process, along with any damage the Keeper deems the appendage removal will cost. On a successful casting, the target's lungs fill with powdered salt, potentially causing a dry and painful death by choking.

The caster must be able to see the target. After intoning the name of Morkothoth over and over for one round whilst cutting off a convenient finger (or worse), the caster must win an opposed POW roll with the target. If the caster wins, the target begins to suffocate, choking on the chalky, absorbent salt and taking 1d8 damage each round. The target should make an extreme CON roll after taking the damage each round; if the roll is successful, the powdered salt has been expelled and the spell ends.

The couple (Samuel and Clara) will not be helpful unless drastic measures are taken. Roleplay them as if their sanity were hanging by a thread and as if the investigators were the knife, slowly serrating the thin thread of logic and reason. The way this encounter plays out is completely up to the actions of the players.

If they do manage to enter the tunnels, they will find it cramped, as the roof of metal is three feet high and sticky, foul smelling liquid is running along the floor. You can have a normal creature like a rabid animal attack the investigators as some excitement, or just skip the three hours of crawling through the muck in unlit sewer like tunnels. The path terminates in a large cavern. This cavern has six other pipe like tunnels leading into it, all dripping with the evil fluid.

The cavern has a large metal door at the end, and is dimly lit by LED lights. The door leads into the base and the beginning of the raid. As previously mentioned, the actual layout of the base is completely up to you, however, it is likely that the players will find the more "interesting" rooms very quickly. In particular, the barricaded cell housing Robert Lazar and a bunch of corpses. Please note that Area 51 should be divided into two parts, an upper layer and an underground layer. You can decide exactly how this effects the layout of the base. Also remember that this scenario is NOT A DUNGEON CRAWL and the exact layout is not the highest priority.

After the team enters the base there is no linear structure and you will have to allow the rest to flow out of the organically growing horror. Let each event grow from one to the next, adding layers of depth as you go. The rest of the following events are meant to be used as a guide. The major difference between a linear and non-linear scenario is this: in one, the writer paves the road. In the other, a road map is provided.

Where Is Everybody?

Area 51 normally has many scientists, employees, and military personnel stationed within at any given time, but not today. This event/events will likely occur directly after the break in as the blasphemous horror will quickly become apparent. No one is home.

The Elder being Morkothoth has been waiting patiently for the appointed day of the raid and has tried to make it easy for the people conducting said raid, for reasons that presently only he and thee know. It used 5 brainwashed agents to brutally murder everyone else and pile their corpses in a storage hanger in the underground half of the facility. The two

agents who both survived the resistance to their actions have been released from mind control and are now sitting, rocking back and forth, in the dark and foul smelling hanger, in denial that they killed anyone. If you so desire, the team may discover this hanger... (Sanity loss for viewing the corpses 2/1d6+2). Only four people escaped the manslaughter and those four are now corpses themselves from the unfortunate side effects of barricading themselves in the underground prison housing the deranged Robert Lazar.

The lights throughout the facility are bright and hot, and the employees seem to have vanished. Make the isolation as real as you can with evocative and suggestive description. The silence is earsplitting, and most noises are magnified. Your players will realize they have really broken into a place where they believe an actual alien resides.

UFO

Deep within the bowels of Area 51, there is a large hanger built for a single purpose. This purpose is to house the strange silver, cone like structure called a UFO. The hanger is filled to the brim with computers, buttons, levers, tubes, and other enigmatic apparatus being used to examine the UFO. There is a sign posted right outside the hanger, warning against bringing food or drink into the room...

The UFO itself is believed to be a kind of spacecraft, equipped with marvelous machines beyond the current comprehension of man, machines which could, if manipulated correctly, show us strange vistas from beyond the veil of the inky black, galactic void. These are incorrect assumptions, and the truth is much more deadly. In reality, the strange "spacecraft", which the best and most informed engineers and scientists have been unable to penetrate in the 72 years they've had it, is actually a prison for a horror from the stars! Its victim is a creature the Fungi from Yuggoth condemned to death for its unspeakable crimes, yet upon trying to carry out the sentence, they discovered that the alien abomination wouldn't die! They then built a prison to house it, and jettisoned this thing out to space. The "spacecraft" is huge and triangular without angles in shape. It seems to be silvery grey, but if it touches the element Water it turns acid green in color.

The creature inside is the Elder being MORKOTHOTH, a slimy, crustacean being akin to an abysmally huge and dark crab or lobster whose malignant red eyes will teach any viewer respect for the deep places in this world and beyond it. If water touches the "UFO", the surface of the spacecraft will slowly, ripplingly change to an acidic, sickly green color. This is effectively an extreme chemical reaction, and when it occurs the putrid being can and will escape from its prison!

Morkothoth is an ancient being who will stay several steps ahead of the investigators. Its main goal is to escape the compound, and it will use its abilities toward that end. It will do everything it can to make pouring water on the ship seem like a good idea. It will also try to get the players to activate the Black Matter Generator (B.M.G.) so that it can escape. After being released, Morkothoth will release its pent up frustration at its long imprisonment by shooting an electrical current through the building, knocking out all the power. This may be a good thing, as actually seeing the creature would result in lots of sanity damage.

When the investigators first enter the cold hanger with its UFO, everything will be in perfect working condition. Information on the Handel Re-Education, and on the UFO, can be found on the computers, along with information

which suggests that government officials and representatives of H-REP are coming to visit the site. If the players hack into the computer mainframes (regular Electronics roll) they could also find classified information on the B.M.G.

It is likely (since there is apparently no way to get inside the UFO) that the investigators will continue on without releasing the aberration that is Morkothoth. If this happens, you can gradually lead them back with Morkothoth's mind powers. They should eventually release him, but if they don't, it is suggested that you beef up another enemy to give the players meaningful opposition. Or you could have Robert Lazar go insane and try to break the thing out, or Corbun Handel (when he arrives) could be forced by Morkothoth to release him.

After Morkothoth escapes, the lights will go out, and the computers will no longer function, nor will any electrical device. Morkothoth will also close and lock any doors which lead outside. After this point, the scenario should play out as a survival horror as Morkothoth does everything he can to get the players to activate the B.M.G.

VERY IMPORTANT!

What the players will discover is that one of them has blood type Z, which is the rare requirement for activating the B.M.G. Since the crablike creature landed, it attached something to a random person mentally. This person was one of the investigators. This gave that person the following belief: "I must follow my dreams." At the start of the first session, tell them about their dream of Area 51. This is part of their motivation to participate in the raid. Morkothoth also slightly altered their blood, making it blood type Z, filling it with strange white blood cells which can be converted to organic energy. This energy has information riding on it, which will give the B.M.G. the coordinates for the planet Morkothoth call home.

How exactly the players discover this is up to you, but feel free to have Robert fill them in. They should not, unless you see fit to reveal to them, know exactly WHO has blood type Z (so keep it a secret, although you should have Robert tell them that the giant crab monster will manipulate and likely slaughter all but the essential one), or exactly HOW Morkothoth will use the B.M.G.

Just remember, Morkothoth's main goal is to return to his home world, and the only way he can do this is by using the B.M.G. However, the B.M.G. will not function properly without blood type Z. One investigator has this (cause Morkothoth gave it to them), so Morkothoth will do everything he can to get that one to activate the Black Matter Generator. Morkothoth also perceives the other investigators as threats and will try to brutally butcher them in creative ways to strike fear into the hearts of his enemies.

The Generator

This is only meant for a way to give the players a way to obtain light after the power goes out. Only use this event if they need it or ask to look for anything similar.

There is an electric energy generator which will turn the power back on for a short amount of time (20 minutes of real time, set on a timer, which you can keep hidden or public) if the investigator working it succeeds on an Electrical Repair roll at normal difficulty. The team should be able to return and try again and gain another time slot of power. After this

time, the generator grinds to a halt once more. Each time they return, increase the difficulty by one step and decrease the amount of time by four minutes. Hard difficulty- 16 minutes, extreme difficulty- 12 minutes, critical difficulty-8 minutes.

NOTE TO THE KEEPER: Make sure you call for many different types of checks so that everyone has a chance to participate in rolling dice at some point.

H-REP (and company)

Soon after the raid begins, the expected officials will show up. They consist of: Corbun Handel - the founder of H-REP, Mac Block - a recently retired Special Forces unit, and Jerry and Philman - two guards caught up in something way bigger than themselves. These people, courtesy of Handel being mentally controlled by Morkothoth, all know the investigators are inside and believe they must be stopped at all costs. Including possible extermination. Jerry and Philman are on the fence on this matter, and could possibly be persuaded to assist or even join the team, however, the second you deem them to be truly helping the investigators, have them slain as you see fit.

These people are frightened-save maybe Handel-and jumpy, and will slowly split up and search the facility for the intruders. You can have the players be forewarned by allowing Listen rolls to hear the doors being opened or to hear loud footsteps, or you could have a computer in the UFO hanger show live security camera footage of them entering. If the players fail to take precautions like hunting the enemies down, or hiding, or barricading themselves in a room, you should feel free to have said enemies come barging in at the least opportune moment.

Mac, Jerry, and Philman are confused and searching for answers. Handel is wearing a black lab coat and goggles and should be roleplayed like he is - a demented mad scientist. Mac has an automatic machine gun and Handel will likely be instructed by Morkothoth to fill a syringe with "spawn" and use it as a weapon. The guards, who were simply asked if they had military experience and when they answered positive were told to tag along, have their weapons ready. Mac was re-educated after seeing things from beyond in his military days. He is slightly blank and unfocused. Everyone will have high powered flashlights and will use them after the power goes out. One cool thing the players could do would be to steal the flashlights...

After Morkothoth escapes these people will all be expendable, kill them off as you see fit, or have them go mad and escape. Handel should be saved for last, and it's recommended that you allow the investigators to be the ones who finally kill him. Handel could also be used to kill Robert Lazar or to make him go insane. Remember your pacing and keep these moments tense and fearful.

The SPAWN

In the 72 years Area 51 has housed the UFO, it has randomly secreted small amounts of a nameless substance the scientists mistakenly took for eggs similar to frog spawn. They prematurely named it the "Spawn", however, after the

poor soul who discovered it picked it up with his bare hands for a closer look, the Spawn has been carefully placed within large vats for testing. No real progress has been made, yet now an entire room, labeled "SPAWN", is filled with sealed vats filled with the liquid. The dangerous liquid...

This crystal clear liquid with the consistency of melting gelatin is not healthy for humans. It tastes like the essence of salt, yet those who taste it won't have much time for reflection on the flavor. Any living earthly thing it touches turns to brittle and pure salt! At first it is only the exact area it touches, but it spreads, at the rate of one square inch a minute, until it kills the thing, or the thing cuts it off right behind the contagion. The idea is for you to have at least one super dramatic scene where an investigator cuts off an appendage to stop certain death. The process of saltification is horrifying to witness and costs 1/1d4 sanity, but that's nothing compared to actually being subjected to the process. Victims-like that poor scientist who touched it-will feel a numbing sensation in the afflicted area and break out in cold sweats, taking 1d4/1d8 sanity point loss and losing 1-5 initial HP (depending on the size of the affected area and up to the Keeper's discretion) and an additional 1 HP per minute they remain infected. People reduced to zero HP are knocked unconscious until completely turned to salt or miraculously cured of the nauseous disease.

Corbun Handel will likely use the Spawn to attack and potentially murder people. If Morkothoth is never released, it is suggested that you make the Spawn sentient and malicious and capable of implanting artificial memories. The Spawn would then technically become the big bad and the Spawn would be the ones trying to escape. This would potentially change the layout and plotline of the whole scenario, so Keeper discretion is advised. Otherwise, the Spawn is just something Morkothoth can secrete to try to kill people.

Ghost Squadron

Area 51 has four experimental, stealth, attack helicopters which are used for defense. These choppers are known as the Ghost Squadron and Morkothoth will mentally guide them to attack any fools who dare leave the facility. The helicopters are all dual equipped with M79 grenade launchers. The players will likely know about these helicopters from one of the "mostly false" information pieces.

Robert Lazar...

In the below ground story of the Air Force base is a large cold prison room which was used to hold Robert Lazar, the Area 51 informer dubbed in private by Handel, The Man Who Knew Too Much (TMWKTM). In case you hadn't caught on to this yet, Corbun Handel loves acronyms. This prison is now being used as a bunker of defense against the horrors of Area 51.

Only four facility employees survived the manslaughter from upstairs and those four people ran, like the hounds of Tindalos were after them, to the prison and barricaded themselves inside, blocking the door with the small bed. They

locked themselves in with the madman Lazar, and are regretting it. Robert knew what these people had done and the part they played in his long imprisonment, and he quickly killed them after they locked themselves in. Keepers can just have the players enter and see a bunch of dead people around the man, or they can have the players walk in as the killing is happening...

When the players find this room, let them break in with relative ease. Maybe use a STR roll at regular difficulty, then use your description of the investigators thoughts to make the players uneasy. Make their easy opening of the door take on drastic proportions as they realize just how easy it was for THEM to break mortal protection, how easy is it then for their enemies to do the same?

Robert Lazar has been driven insane by being constantly told he was insane. His madness is well hidden however, be sure to let it show through in tiny flashes during any interaction the investigators have with him. The most obvious thing which points to his inherent madness is his imaginary wife who he obviously fabricated after years of lonely solitary confinement. He talks to her normally and acts as if she is completely real. Seeing him alive and well and hearing his account of his killing his enemies requires a sanity check 0/1d4. He will tell them the truth about the Handel Re-Education Program if they haven't figured that out already, and he will inform them about the nature of Morkothoth (he doesn't know the actual name, just what the creature is), and he can also tell them any other info you see fit to give.

Robert's main goal is to get rid of the alien by whatever means necessary. He knows about the B.M.G. and believes if the thing uses it, it will be gone for good. He also knows about the blood type Z and Morkothoth's plan. If you so desire, or if he has a bout of madness, he can go release Morkothoth himself-as he knows about the water releasing it-and drag the players to the Black Matter Generator to cut them to check their blood. Then he will try to activate the B.M.G. himself, although I'm sure your players won't let him get away with all that. Robert's secondary goal is to see his son, Samuel, for the first time. He will only know he had a son if the investigators tell him so. Robert is also likely to do many strange random things which could later tie into the story in whatever way you see fit. He will join the party if they ask him to, and his service will be quite helpful as he knows Area 51 like his own home.

He is a broken man who was in the wrong place at the wrong time, and his only spark of hope is his "wife". Handel really wants to kill him and if he, or anyone else does, give the players some uncertainty by describing how a glowing, luminous woman, who looks exactly like Miss A, the original raid conductor, appears before them and takes Lazar's soul up and away from this earth. The players should be like, WHAT THE HECK? Was he telling the truth about his wife? Was she some kind of angel? Were they both aliens? What the hell is going on? The world may never know...

You will though!

Morkothoth comes from a world where he tried to subjugate a race of angelic humanoids to his will. When they rebelled against him, he escaped to Yuggoth and killed many insubordinate Mi-Go. The Mi-Go sentenced him to death, yet this was made difficult by the fact that they couldn't kill him. So they imprisoned him inside the "UFO" and sent him to earth to be earth's problem.

One of the angelic race, a beautiful creature, foresaw the danger and flew to earth and found Morkothoth stuck in Area 51, already starting to corrupt those around him with telekinesis. She, the creature was female, stayed watching and fell in love, with a man named *Robert Lazar*. She helped him see the truth, and together they went to warn the

human race of the danger and blow the lid of everything! This did not go according to plan and their secret son was born outside an orphanage, Robert never even got to see him. He and his angel were imprisoned and presumed dead by the media and Handel's lies didn't help the matter. This is why Samuel "Never met his mother."

The Black Matter Generator

Robert Lazar was once head of a group of scientists inside a secret wing in Area 51. He was leading the creation of a new device, a Black Matter Generator. "Black Matter" and black energy are relatively new concepts, having been conceived in 2001. The idea is that the stuff which makes up the void of outer space is a tangible element which holds atoms together. This stuff, black matter, can be excited and converted to black energy, which is what can be used to create black holes. Some scientists believe that black holes suck in, and white holes spew out, matter. Lazar was trying to create a controllable black hole maker which could be manipulated in conjunction with white holes to create a high speed teleportation device. This device worked, and a miniature black hole was created within a controlled environment deep inside Area 51. However, with no white hole to connect it too, coupled with the sheer amount of energy the machine took to power, they just couldn't continue testing, especially after Lazar was denounced as a drug addicted maniac.

The strange machine still sits, covered by a dusty blanket in its own room, waiting for someone to turn it on.

B.M.G (Black Matter Generator)

USED BY: Humans

This technological wonder looks like a silver box covered with tubes, wires, and buttons, topped by three triangular hollow glass structures. It can be activated by pulling the large, solid gold (for electricity conducting) lever. If blood type Z (or some other form of coordinates for a white hole) is not provided, harmless black matter-freezing to the touch with the consistency of water-billows out and quickly evaporates...

However, if at least one drop of blood type Z is poured into each of the hollow glass structures, a black hole leading to Morkothoth's home world of Aesorae (or where ever the coordinates lead to) is created. This circular orifice will suck up anything which enters in. It will take three minutes for a creature to reach Aesorae.

Morkothoth will stop at nothing to get here and be able to return home. After it's activated, he will just rush into it. If the scenario ends with his escape... Read on.

RESOLUTION AND CONCLUSION

Whelp, most of the team is dead and Morkothoth escaped... However, if you played your cards right, the players will leave shell-shocked and ready for more! You have made it, and hopefully are devising new great tie-ins as you read. A couple more tips on how to run this will ensue...

There is a story tool called an image/sound system. Add it to your toolbox. It means to use similar imagery in conjunction with certain emotional scenes to make the imagery, which is repeated a lot, take on that emotions persona within that particular story. The theme music of Jaws is a good example of a sound system as it's a group of sound played every time the shark is getting close. That music begins to scare us as much as the shark and that is the purpose of the system.

This scenario has an image system of Salt being a manifestation of Morkothoth's power. Use this to you advantage as you pace your story.

Rule number one of Call of Cthulhu is the Keeper is always right, keep that in mind as you play. Also, there is one surefire way to bring your descriptions to life, and that is by utilizing all five senses, not just sight, but also touch, smell, taste, and hearing. You should also, when playing any scenario, set a mood and tone using any or all of the following, props, lights, art, handouts, pictures, maps, items, drinks to be potions, music, sound effects, period food, costumes, accents ECT..

Like I previously mentioned, do not plan out an ending. These are just a few suggestions as to how you could finish it all.

- They manage to escape the base.
- The blood type Z player sacrifices themselves in such a way that no blood remains for the creature.
- The investigators team up with a buch of NPCs, get powerful military grade weapons and armor, and "kill" Morkothoth, only to have him rise again...
- Morkothoth escapes thought the B.M.G. and returns years later to invade.

- Morkothoth escapes through the black hole, then a surviving player destroys the B.M.G. within the three minute time slot, jettisoning Morkothoth into the void millions of light years away from the nearest hospitable planet.

There are soooo many ways this could go, and I wish you best of luck in crafting a story. If Morkothoth returns to his planet, make sure your epilogue includes his eminent invasion with hundreds of his kind, of which he is king. If he doesn't return home, but the players fail to deal with him he will wreak havoc on Nevada and try to subjugate planet earth.

This scenario has a lot going on, plus you will add events and other stuff, then your players will add a ton of filler and cool weirdness; so I recommend you play this out in two or more sessions. Or you could work it into a larger campaign as an endgame or the opening stages. Feel free to do whatever the heck you want, it's your story! After this section, you will find the handouts and stats for Morkothoth.

NOTE ON NPCs: Personally I don't really use skill stats for NPCs, so I just say use common sense. For instance, if a scientist is trying to operate scientific equipment, you mentally set the base chance of success at 85%. If you REALLY need set skills, leave a review and I shall revise it, or just make your own using what you know about the character. Feel free to fill in the blanks.

This is my debut scenario and I hope you enjoy the creepy sessions ahead. Thank you for your support, I will be doing this again soon. If you feel like something could be improved upon or just had a lot of fun with the story, leave a review and a rating so I will better know what to do next time. You, my fellow role-player, can find out about future releases as the Facebook page titled "Call of Cthulhu Scenarios and Events"

LIST OF HANDOUTS

All handouts have their own page for ease of printing. You are advised to portray them as newspaper clippings.

A CALL TO ARMS

Fellow American citizens. For too long has our government kept information regarding alien life, which we, the American public, have a right to know! This is a call to arms, a call for our people to rise as one, with one voice, and learn the truth.

We propose immediate action, action which, if completed with passion and thoroughness, will bring light to the dark. This is appropriate action, not rushed or rash, but rather, dire in fullness and intent. We will be swift, calculated in our efforts, and combined in our strength.

Take heed ye people in high places. If information on the Nevada based research facility, AREA 51, is not provided within 1 week or 7 days or 168 hours or 10,080 minutes, otherwise known as, 604,800 seconds, we will take drastic measures. WE WILL INITIATE AN INFORMATIONAL RAID ON AREA 51. If you, American citizen, are interested in joining our enterprise, click the link below.

GENERAL INFORMATION ON AREA 51

- Area 51 is an active US Air Force military installation located on Groom Lake in southern Nevada. Area 51 is not accessible to the public and is under 24-hour surveillance.
- The only confirmed use of Area 51 is as a flight testing facility. During World War II (1939-45) the US army Air Corps used the site as an aerial gunnery range. In 1955, the area was used as a testing site for the Lockheed U-2, high-altitude reconnaissance aircraft, by the Central Intelligence Agency (CIA).
- After the U-2 was put into service in 1956, Area 51 was used to develop the A-12 reconnaissance plane and the stealth fighter F-117 Nighthawk.
- In 1989, Robert Lazar claimed he worked on extraterrestrial technology within the facility known as Area 51. Lazar informed T.V. reporter George Knapp that he had autopsy photos of aliens inside the facility and that the government was using the base to examine recovered alien spacecraft. Many people besides Lazar have reported sighting of unidentified flying objects (UFOs) in or near Area 51.
- The US government only formally acknowledged the existence of Area 51 in 2005. According to the CIA, test flights of the U-2 and other aircraft account for the UFO sightings in the surrounding area. Area 51 employees reach the facility by airplane. They fly in and out of a restricted terminal at McCarran International Airport on an unmarked plane allowed to fly through the restricted airspace above Area51...
- No one knows why Area 51 is called Area 51. The US government has not provided any information about the research currently being conducted within the bowels of the research facility.

MOSTLY FALSE INFORMATION ON AREA 51

- Underground facilities used for testing alien artifacts (like the time travel machine) are underneath the base. We also know that underground railway systems run throughout southern Nevada and lead to Area51.
- Area 51 has a disappearing airstrip which only appears when water is sprayed onto its camouflaged tarmac. This airstrip is located at Groom Lake, Nevada.
- 1947, Roswell New Mexico. Many people witness a strange disc shaped aircraft crash into Roswell. It had strange flashing lights and weird markings. It was some 80 ft. in diameter. US army forces came and took the alien spacecraft, claiming it was a new Soviet weapon. They transported it to area 51.
- Area 51 has four drones called the Ghost Squadron which can be automated or manually operated and escaped on, in case of an emergency.
- The so-called UFO sightings have been scientifically proven to be nothing more than U-2 testing mixed with the lies of overeager, idiotic conspiracy theorists!!!
- Robert Lazar, infamous Area 51 informant, who told the American public he has seen autopsy photos of aliens and strange extraterrestrial relics, is actually a LSD addict who went on an extreme drug trip within the facility.

SECRET INFORMATION ON AREA 51

- A reclusive man living at the foot of Tikaboo Peak in Nevada claims he found evidence of the underground tunnels leading into Area51. The man's name is Samuel Lassar, and he discovered a caving system while digging a swimming pool.
- Studies have shown that more than 1/4 of politicians have exhibited this strange behavior. Therefore, it's likely that many government officials have implanted memories, put there by beings with great mental capacity.
- Many conspiracies circulate about Robert Lazar, the drug addict, being an alien himself. We truly believe H-REP killed him and called it a suicide!
- There are allegations that scientists working in Area 51 are creating experimental space/time teleportation devices. These claims have been proven correct by the statement of Robert Lazar, "We were working on strange relics...including time traveling apparatus and other alien technology."
- A live extraterrestrial specimen is being held in Area 51 for studying. No one but the working team of highly trained professionals know what exactly "it" looks like...
- "Bob" Lazar, that insane man who killed himself thinking Area51 was teeming with aliens, had an illegitimate son named Samuel. Samuel Lazar lives at the base of a mountain in southern Nevada with his wife, Clara Lazar.

Morkothoth - The Imprisoned One

Morkothoth is a crablike horror from the voids of space, native to the planet Aesora. It is a slimy, crustaceous being similar to an abysmally huge and dark crab or lobster whose malignant red eyes will teach any viewer respect for the deep voids. It thinks of itself as a god, yet compared to the Great Old Ones is not particularly powerful...

CULT

Morkothoth was once worshipped by Angelic beings on Aesora, but no longer. He has no earthly cult.

OTHER CHARACTERISTICS

Morkothoth has a strange ability. He can implant artificial memories and can read minds. By manipulating memories, he can control people. This takes time, and it is unlikely he will use this much on the investigators this session.

Morkothoth - The Imprisoned One

STR 200 CON 150 SIZ 90

DEX 150 INT 250

POW 500 HP 24

DB: 3d6 Build: 4

Move: 10 MP: 50

Attacks per round: 1

ATTACKS

Fighting attacks: Can impale with legs and crush with its claws.

Fighting 70% (35/14), damage 1d6+DB

Armor: 5 points of armor from its slimy shell.

Spells: Claw of Morkothoth (Breath of the Deep variant), and whatever else the Keeper thinks appropriate.

Sanity Loss: 1d6/1d10+1 sanity loss to see Morkothoth.



FEDERAL LANDS IN SOUTHERN NEVADA