

## INTRODUCTION OR “HOW TO USE THIS MINI-SCENARIO”

This is another super cheap, super mini scenario for use in your Call of Cthulhu gaming circles. Please note that these are intended to be used with the most recent version of the CoC RPG at the time of original publishing, the 7<sup>th</sup> edition. You will note that I have provided very few stats for use, if any. This is not out of laziness so much as it is intended that you take the time to prepare for your game and gauge the NPCs and assorted nasties to your players. Also there are no character sheets. As a player I have always found that it is best to roll your own. A GM can massage the results or suggest a player do certain things with their character, but rolling stats and assigning personal preferences is part of the whole experience.

The best use for these are the sort of game that occur on short notice when you have nothing prepared, or you just want to introduce someone to the game or perhaps you want a diversion, a “one-off” game to break up a monotonous campaign that is losing steam. Make it yours! Enjoy.

### How To Use This:

- Buy this scenario, its cheap! \$1 US only! That’s, like, what, a coffee, a donut (or doughnut as we say in Canada)! (Done)
- Read it before hand and make whatever prep you need i.e. Roll up your own stats for NPC or use a generator app to do so or if you are like me, just wing it. This is supposed to be fun and improve-ish.
- Give the players the background provided and ad lib whatever you like
- Instruct the players to create characters based on scenario suggestions or your own modification therefor. I won’t judge!
- Start game.
- Eat snacks
- Smile at an evening well spent with your friends

Also before I forget, thank you again to Simon Bray for the use of his art and my son Niall Liddle for the idea for the scenario!

Sean Liddle  
Summer, 2019

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## ISLAND 256

### BACKGROUND FOR GM

Year: 1946

Location: Remote island in the vicinity of the Caroline islands, North Pacific Ocean

### Summary for Players

(Intended to be shared prior to gaming and character creation).

*You are a small squad of Japanese soldiers on a remote island in the Pacific. You have been present garrisoning the small island and base for over two years. The war rages on but you have had no contact with the fleet or Japan for over sixteen months. You continue to follow order and guard against the American forces. There is plenty of food and fresh water and the climate, well you are used to it. Another day dawns and you gather as a group over breakfast to receive your orders.*

### SUMMARY FOR GM:

The makeup of the characters should be at the decision of the players to roll and run. They need to have at least three general infantry soldiers and one officer. All characters are armed with rifles, standard issue, and the lead officer has a pistol. Due to the complete lack of hostilities in over two years there is plenty of ammunition including grenades, heavy machine guns, etc. however they are under lock and key at the base.

The war is over but the fifty soldiers remaining on the island have no clue due to the influence of their hidden captors. Three Mi-Go! The Mi-Go have been present on the island for many centuries experimenting on the local people and being treated like gods. When the Japanese forces arrived two years ago, the few remaining indigenous people tried to warn them. The Japanese commander assumed due to lack of interpreters that the locals were implying that American forces were on the Island. After a full sweep of the lands, no such forces were found so the locals were forcefully made to leave in their boats with what they could carry in them. No sign of their fate was ever found.

The Mi-Go were excited at the new found sources of technology and modern minds to experiment on and quickly determined that there was a war happening beyond the ocean. They set about kidnapping soldiers and controlling the minds of those they chose to keep living. They disabled the radios once they determined that the war was over, but the radio men were made to pretend they were maintaining them and monitoring transmissions. Senior officers were made to instruct the soldiers to continue to garrison and guard the island from invasion.

The player characters will discover a small lifeboat that washes up on shore. Its sole occupant is a Japanese fisherman who is lighting a fire and constructing shelter. He informs them of the war being over and the defeat of the Emperor's forces. He even has in his belongings proof in the form of recent newspapers he was using to light the fires.

The information conflicts with what they have been told so they decide to investigate. They find that the main base shelter, constructed at the mouth of a cave, leads directly into a small cavernous lair of the Mi-Go.

They decide they must act to destroy the monsters and free their people to use the hidden ship to head home to Japan and see their families again.

## BRIEFING FOR ALL PLAYERS

*“You are soldiers of the rising sun. You are loyal, honorable members of the Emperor’s army. You have been on Island 256 as part of a small garrison force for two years. When you arrived on the small ship (docked and hidden from view in a small cove on the south side of the Island) two years ago, you expected fight. The natives lied to your leaders by telling them of American soldiers in the woods, but after a tree by tree, valley by valley, cave by cave scouring of the lands you found nobody. The natives were sent off in their boats to find another place to live and your fellow soldiers moved into their huts. Since that time you haven’t seen a single American or any other foreigner for that matter. You have seen a few ships in the distance but none have approached. It is morning and you meet for breakfast with the rest of your small recon squad to discuss the day’s activities. A hike to the north shore to take over a reconnaissance position on the beach and watch for the enemy. Not a bad task. Relaxing. You might even get some time to fish.”*

## TIMELINE

**(Player/Character specific introductions should occur one on one between GM and player prior to game)**

### PART 1: Day 1

#### Morning:

Party awakes and meets for breakfast. They are told to gather two days supplies and head north along the established route then cut east along the coral beach as it hasn’t been patrolled in two days. Arrive by end of day at Recon Position 3 and take over for the squad currently occupying it. Recon Position 3 consists of a hut, three cots for sleeping, a hidden recon/sniper nest at the edge of the woods and a pair of medium machine guns on fixed tripods facing the shore.

#### Hike

It takes about 5 hours of straight hiking across the island to the recon site. The GM can if they wish develop some “on the way” encounters with wildlife but otherwise apart from the below, nothing of note happens.

It is a hot day in the jungle. Multiple stops are needed for rest and water. Along the way are a series of caches of water and dried food. At one stop, when the path runs along the base of the central mountainous area (a dead volcano), when they are resting they hear something large fly through the trees beyond view but try as they might they cannot see it. In the distance they hear a garbled screech answered by another even farther distant.

They arrive at the coral beach on-time at noon.

### PART 2: The Coral Beach

When they push through the undergrowth, they are hit by the cooling breeze of the ocean and it is immediately satisfying. It takes a few seconds until one of the characters notices a small lifeboat to the east that has been pulled up onto the shore. Just beyond it in the shade of a large tree that overhangs the beach is a man tending a small fire and preparing to cook a fish he has speared on a stick over it. He looks at them and smiles broadly, dropping the stick and walking toward them. He is Hiro, a Japanese fisherman whose ship sunk offshore two days ago. He just managed to get into the lifeboat with what he could carry minutes before it sank.

A successful spot hidden will allow a character to see that the man is using a newspaper to start fires. If they see it, the headlines will be related to American / Allied occupation of Japan, war treaties etc. This will lead to discussion between the man and the party about the war ending a year previously.

The man will ask for assistance in getting help as his radio was destroyed with the ship. He was a former radioman during the war and can repair any radio, just not ones underwater he jokes. He notes that there have been other soldiers found on remote islands unaware that the war had ended. He offers to repair any radios the soldiers may have and asks to speak to the officer in charge to offer his help.

Note: The man’s other belongings are simply clothes or otherwise personal in nature.

### PART 3: Recon Position 3

After the encounter on the beach the soldiers need to move on to Recon Position 3 to take over duties for the existing squad as they need to head back to base. The officer in charge of the first squad listens to the information they provide when they arrive and orders his squad to carry the man’s positions and they will head back to base.

After the second squad leaves, the characters take over the recon base. The plan is for them to be replaced in two days and they have enough supplies to last for three.

No events of interest will take place during the time they spend at the recon position, however note that on day two, no replacement squad arrives. The man's arrival results in confusion and disarray, many soldiers wishing to stop following orders and flee the island. A battle ensues and the man along with soldiers on each side are killed. After a period of time it is assumed they return to base.

## PART 5: The Base

The main base is deserted. The faction of men under the sway of the Mi-Go and their loyal followers (ten men in total) have headed into the cave system to the Mi-Go base/laboratory. All have been captured and mind controlled into guarding the lab or set into storage for later use.

The remaining soldiers, twenty five persons, have headed to the cove on the south side of the island to prepare the ship for leaving the island. They have arrived to find it damaged, though repairable and are working frantically to do so. They will have it ready in one day however this evening they will be visited by the Mi-Go and the soldiers that have been controlled.

The characters will see at the gated base area, two soldiers guarding the entry point. They have opportunity to attempt to sneak close within hand to hand combat range but stealth will have to be successful. The hearing of the soldiers has been improved beyond normal. All rolls to sneak will be at a -5. Characters will be reluctant to kill any soldiers unless they eventually determine that they are being controlled by the Mi-Go.

Once past guards, they find a natural cave that leads eventually to a roughly hewn cavern in which the three Mi-Go experiment on humans and human technology. There are tables cut into rock where pieces of equipment and weapons have been disassembled and some pieces attached to human cadavers. In one area, three soldiers and three more local indigenous persons are wired to a large box like structure that hums. They are not conscious. Finally there is a pit that smells of rotten meat, within which they can see if they choose to enter it or shine a lantern/flashlight into, bodies rotting of humans and wildlife.

As they wander, they will randomly encounter glassy eyed soldiers under the control of the Mi-Go. If seen, they will emit a screech and immediately attack, drawing in the other human slaves and the Mi-Go. Note, as soon as they see a Mi-Go, they will face SANITY CHECKS!

## PART 5: Combat

The stores outside in the main base areas have as mentioned previously ammunition and weapons, but also mines, mortar bombs and gasoline. If they have not already, the party can retreat and arm themselves. Inside the inner base/lab they can with some successful skill checks identify areas of support within the cave structure, electronic components and other locations that may be of use to destroy the lab. If the Mi-Go have not escaped the lab, they will have to make dexterity checks during any explosion to avoid being crushed due to their poor movement skills on the ground in a cluttered room.

Once all human under the control of the Mi-Go are dealt with one way or another, the Mi-Go will attack, however due to the low ceilings of the cavern they will try to escape through a back exit to the old volcano crater and fight where they can have the advantage of flight.

If two Mi-Go are killed or disabled, the remaining one will flee into the jungle and hide for the duration of the game.

## Mi-Go Scientist (3) Average Stats

STR 55    CON 55    SIZ 60    DEX 60    INT 100  
APP 35    POW 65    HP 121    DB: 0    Build: 0  
Move: 8    MP: 12    Luck: N/A

Attacks per round: 2 claws or 1 weapon

Fighting 30% (15/6), damage 1D6 + DB

Mi-Go can also use Japanese rifles quite adeptly with a 75 proficiency.

Dodge 30% (15/6)

Armor: None; tough body causes any impaling weapons to do minimum possible damage.

Spells: Each has 40% chance to know 1D3 spells.

Sanity Loss: 0/1D6 sanity points to see Mi-Go

## Part 6: Epilogue

The Mi-Go defeated, the surviving soldiers can make their way to the ship and assist in its repair. All radios on the ship can be repaired within another day and they can make contact with the homeland, negotiate their surrender and finally see their families again.

Hope you enjoy the scenarios. More to come.

Please send any questions or comments to:

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