

A TIME TO HARVEST

A
CULT OF CHAOS
ORGANIZED PLAY CAMPAIGN



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Organized Play Edition

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This supplement is best used with the CALL OF CTHULHU (7th Edition) roleplaying game, available separately from www.chaosium.com

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Episode 4

“There were queer footprints or claw-prints in the mud of brook-margins and barren patches, and curious circles of stones, with the grass around them worn away, which did not seem to have been placed or entirely shaped by Nature. There were, too, certain caves of problematical depth in the sides of the hills; with mouths closed by boulders in a manner scarcely accidental, and with more than an average quota of the queer prints leading both toward and away from them”

— H. P. Lovecraft, *The Whisperer in Darkness*

Dark Delving

Shaking off the recent terrible attack, the FOC team is ready to depart for Vermont on Abelard’s mission to hunt down the mi-go. Here, the investigators become reacquainted with the people and sights of Cobb’s Corners while seeking further clues about the elusive Fungi from Yuggoth. Best-laid plans are torn asunder as the investigators are plunged into a night of chaos and blood. With what could spell the destruction of Cobb’s Corners, the investigators must run a gauntlet of horror and death, lest they too fall victim to the hideous plans of the mi-go.

Running Episode Four

Following the attack and escape of the deep ones from FOC’s Detroit facility, one or more of the investigators may be injured or dead; the same goes for their FOC teammates. Where necessary, Abelard brings in replacement personnel to fill any empty

shoes; this provides players with the option to either create an investigator drawn from FOC’s ranks or perhaps a close friend or associate from Miskatonic University. If from Miskatonic, existing investigators may “meet up” with potential new investigators when they return to Arkham or the investigator’s home state for the funeral (travel costs and funereal expenses covered by FOC)—allowing close friends, family members, and university associates to be drawn into the plot.

If Larry Nekler, David Drake, Sarah Matherson, or Sam Morrison were killed in Episode Three, they should be replaced by a person with the same area of knowledge and expertise—thus, rather than creating a whole new NPC from scratch, just use the dead NPC’s characteristics and skills with a new name and persona. This episode assumes these four NPCs survived and go to Cobb’s Corners with the investigators.

Injured investigators get some time to heal. Abelard can postpone the mission for up to a month if necessary to provide time for hit points to more or less return to normal maximums. The Keeper should shorten this time if only minor wounds were suffered. While Abelard is happy to delay the mission to give time for burials and medical treatment, he knows any delay brings a greater chance of discovery by the agents of the mi-go. His growing paranoia (only made worse following the deep one attack) causes him to double the guards at the FOC building in Detroit, as well as send plain clothed protection for any investigators leaving the building to attend funerals or for any other reason.

This episode provides the investigators with another opportunity to explore Cobb’s Corners. Residents who were interviewed in Episode One can be revisited, allowing the Keeper to further develop red herrings, sow seeds for future plot hooks, as well as plant any clues and information perhaps missed during the investigators first visit. Two new residents are introduced in this episode; both can provide further insight and clues to the mi-go and also the cult of The Young. The Keeper should refer back to Episode One and the information given in Chapter 2 to refresh their memory of Cobb’s Corners and its residents.

The climax of this episode takes the investigators into the heart of the mi-go base beneath Broken Hill. The Keeper needs to ensure the investigators are drawn into the base by the capture of some of the FOC personnel or at least one of

the investigators—motivating the others to mount a rescue (as described in **Little Pigs, Little Pigs**, page 12). If things do not go to plan and either no one is captured or the investigators are disinclined to save their friends and comrades, ensure any surviving FOC personnel shame the investigators into action, calling them cowards for refusing to assist in a rescue mission. Avoid overtly railroading the players into this course of action—instead apply sound argument and passion (via the NPCs) to convince them to take action. If the players won't budge, that's fine; finish up this episode accordingly and move on to Episode Five.

For ease of reference, NPC and monster statistics are provided in **Appendix A: Personalities and Monsters** (page 23).

Start: Mission to Vermont

The investigators, along with Larry Nekler, David Drake, Sarah Matherson, and Sam Morrison leave Detroit and travel by train to Pittsfield, Massachusetts. The equipment and automobiles they require for their mission are also placed on the train, taking up two entire boxcars plus a flatcar for the autos. The team spends the night in Pittsfield at a comfortable hotel and then leaves early the next morning on another train heading north through the Appalachian Mountains bound for Brattleboro, Vermont. On arrival in Brattleboro everything is taken off the train and loaded into the team's two vehicles.

Unless the investigators insist, they all set off for Cobb's Corners with Sam Morrison in the lead driving the car and Larry Nekler driving the truck.

Day One: Home Improvements

After a relatively short and pleasant road trip, the investigators travel through familiar, but perhaps not so fondly remembered, Cobb's Corners. Their little procession attracts plenty of curious looks from the locals, and some disapproving ones too, the latter is most notably seen on the face of Sheriff Spenser. As the investigators arrive back at the Maclearan farmhouse, an unexpected sight greets them: three large trucks with "Federated Oil and Chemical" painted on their sides, and a group of about twenty men busily working at various tasks. Sam Morrison explains Abelard sent these men ahead to fix up the old place to make it comfortable for the team. As true as this statement is, Abelard also knows this bluster of activity will draw the attention of the mi-go.

The FOC workmen have already built a shed onto the side of the farmhouse to store a generator. They have dug an underground bunker fifty yards north of the farmhouse to hold four 50-gallon drums of gasoline; the bunker is built so that if the drums of gasoline somehow explode, they won't damage the house. Battery powered electric lights have been placed all around the outside of the building, and a string of electric lights have been run out to a newly constructed (and almost uncomfortably close) outhouse. The southern bridge over the

Gismend River—that was washed out in Episode One—has been replaced by a very sturdy looking structure. From the outside, the farmhouse appears not to have been altered; however, on entering, it's plain to see it has been reinforced with oak and steel beams.

With the arrival of the investigators, the workmen finish their duties and help to unload the team's equipment (see **Handout: Harvest Papers 15**), while also hooking up the generator to the radio, and attaching the radio's antenna to the roof of the house. A small group of men follow Morrison's instructions and help him lay a series of traps and alarms around the farmhouse. These precautions includes simple snares, wicked looking bear traps, nets in the trees to capture flying mi-go and others designed to fall on ground based targets, large covered pits concealing cages, and trip-wires which trigger a warning alarm inside the farmhouse. Such work lasts until early evening. Once everything is complete, the workmen drive away in their trucks, leaving the investigators and their four new friends on their own.

Unless already decided, the team must agree on who is sitting watch tonight. Despite some possible apprehension from the investigators, the team enjoys a peaceful night and restful sleep.

Day Two: The Waiting Game

In the morning, while breakfast is being made, Sam Morrison goes outside to check the traps and snares. He soon returns and calls the group to come outside to see what he has discovered.

About sixty-feet from the rear of the building a bear trap has been sprung. The trap is covered in a sickly, foul smelling, yellowish-green goo. It's clear something triggered the trap as the dirt all around it has been disturbed. Matherson takes a sample of the slime for analysis—on examination, she confirms it seems to be the same material a mi-go dissolves into when it dies. Morrison concludes that, last night, one of the aliens must have come by to have a look at them and wound up losing a leg, as there doesn't appear to be enough of the slime to warrant a whole mi-go.

Today, Morrison and Drake plan to take a hike into the nearby hills to look for signs of the mi-go signs. Matherson stays behind at the farmhouse to set up of his laboratory and to study the mi-go slime. Nekler also stays home to give his radio report and to tinker with the truck as, "It didn't sound right on the drive here."

As for the investigators, they can follow any course of action they wish. Some might want to accompany Morrison and Drake on the scouting trip. Those with a scientific background could lend Matherson a hand, and anyone with mechanical knowledge could assist Nekler. Alternatively, the investigators might wish to head into town to speak with the locals—perhaps to ask about current events (strange sightings) or to simply continue gathering local lore possibly connected to the mi-go (this is a good opportunity for the investigators to meet any residents they missed the first time around). At the

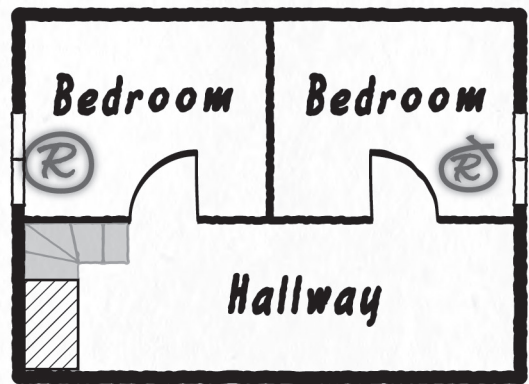
Defensive Site Plans for Maclearan House



Note: when digging underground storage bunker for gasoline barrels ensure at least 50 yards distant from main building.

Siting of new electric lanterns denoted by the ∇ symbol

Location of pit traps, alarm wires, bird nets, bear traps, snares, cages, &c to be directed by site supervisor. Ample stores will be transported



Second Floor

Internal structural reinforcement points marked with \textcircled{R} symbol

Federated Oil & Chemical

Keeper's discretion, the sheriff may call by to see what's going on and remind the investigators that he can just as easily run them out of town—again—if they've only come back to cause more trouble. Whatever actions taken, this day should go by smoothly, with no major discoveries being made. This is the calm before the storm.

Second Night

The Keeper should tantalize an investigator on watch, or one who had to take a late night trip to the outhouse, with vague and unrecognizable shapes moving in the distance. Perhaps they hear a slight buzzing sound echoing down from the hills or see strange lights in the woods nearby. Whatever the Keeper decides to do, it should not lead to any immediate confrontation

Handout: Harvest Papers 15

The Team's Equipment and Armory

- Bedding
- Canned food
- Bottled water
- Medical supplies
- Kerosene lanterns
- Electric torches (with plenty of batteries)
- Three pairs of binoculars
- Miscellaneous tools
- An extensive chemistry and biology lab
- Two short-wave radios
- A nine-foot tall radio antenna (to be attached to the roof of the farmhouse)
- A portable generator (used only to power the radio)
- Four 50-gallon steel drums of gasoline
- Ford model TT truck
- Ford model A car

In addition to any personal weapons brought, are the following:

- Six British Lee-Enfield Mk3 .303 rifles, with 600 rounds
- Four Colt model 1917 .45 revolvers
- Two Thompson M1921 submachine guns, with 800 rounds
- Three Very pistols (flare guns), with 50 flares for each
- Case of 24 hand grenades

Weapon	Skill	Damage	Base Range	Uses per Round	Magazine	Malfunction
.303 Rifle Lee-Enfield Mk3	Rifle	2D6+4	110 yards	1	10	00
.45 Revolver Colt model 1917	Handgun	1D10+2	15 yards	1 (3)	6	00
Submachine Gun Thompson M1921	SMG	1D10+2	20 yards	1 or Full Auto	30	96
Signal/Flare Gun Very Pistol	Handgun	1D10+1D3 burn †	10 yards	1/2	1	00
Hand Grenade	Throw	4D10* (3 yards)	STR/5 yards	1/2	1	99

Key:

† **Burn:** Luck roll to avoid catching fire; take minimum damage first round, double damage each round thereafter until extinguished.

***Grenade:** delivers 4D10 damage to all within 3 yards, 2D10 to those within 6 yards, and 1D10 to those within 9 yards.

with the mi-go, nor any proof the aliens were actually there. Feel free to also have a wild animal spring a trap and cry out in the darkness. These events should be used just to unnerve. Ideally, they serve to keep the investigator wondering if what he or she saw was real or just their imagination.

Day Three: That Crazy Old Farmer

The third day is spent pretty much like the one before with one exception: if the investigators are interviewing the locals, they get to make the acquaintance of Alexandru Cuzra, a Romanian immigrant, elderly farmer, and overly superstitious man. The investigators can either come upon Cuzra's farmhouse (north of the town) by chance, or perhaps another local they are interviewing could mention the "crazy old farmer and his strange stories" to the investigators.

When investigators approach Cuzra's farmhouse, they begin to notice a few peculiarities. Foremost is a large cross, nailed to the front of the house's only door. Next to the door, hang numerous lengths of rope that have been tied into many knots—a successful **Occult** roll suggests the knots are believed to entrap and beguile spirits. At each window are hung cloves of garlic and small bundles of purplish flowers—the flowers can be identified with a successful **Science (Biology)** or **Natural World** roll as *Aconitum Napellus*, commonly known as Helmet Flowers, Monkshood, and more infamously, Wolfsbane. An **Occult** roll can confirm Wolfsbane is believed to ward off evil creatures.

Cuzra's superstitious nature is a result of his Romanian upbringing, reinforced due to the fact that the group of cultist known as The Young has for years frequented the woods behind his farm (for their rituals and meetings with the mi-go). The Young use this spot due to its proximity to the standing stones and altar their predecessors erected when the cult was first formed.

Cuzra only gives the investigators a few moments of his time before spitting on the ground at their feet, curling the fingers of his left hand into a strange sign (a successful **Occult** roll recognizes this as a ward against the Evil Eye), and telling the group in broken English to get off his land or be shot. Cuzra is not kidding. After making his threat, he goes into his house and come back out with a double-barreled shotgun. If that's not enough to get the investigators moving, the farmer waits another thirty seconds before firing above one of the interloper's heads. The next shot won't be so friendly.

The reason behind Cuzra's rash action is his paranoid distrust of strangers. He is also somewhat crazy. Very quick thinking investigators might be able to make an **Extreme Persuade** or **Fast Talk** roll to stay his hand but, more likely, they will have to leave and return if they want to gain Cuzra's confidence. If the investigators can convince the farmer they are not here to harm him, that they are opposed to whatever evil haunts the woods near his farm, and that they truly believe there are strange critters in the woods, then Cuzra tells them his tale. Depending on the investigator's approach, the Keeper

Alexandru Cuzra, age 49, *superstitious farmer*

- **Appearance/Traits:** rather short, grizzled and rough looking, and clearly a farmer. He has unkempt black hair, which appears to have not seen a comb in months, dark brown bloodshot eyes, and bushy eyebrows. He has a perpetual "wild eyed" look about him. He usually dresses in old pants supported by suspenders, well-worn flannel shirts, and mud-caked boots. Cuzra is also a chain-smoker who always has a lit hand-rolled cigarette in his hand or mouth.
- **Common knowledge:** investigators might have heard mention of the "mad farmer" if they asked around Cobb's Corners for the craziest man in the local area. Other than that, the investigators notice his thick Romanian accent as soon as they meet him.
- **Insider information:** born and raised in Romania by parents just one generation removed from Gypsies, Cuzra inherited much in the way of their beliefs and superstitions as well. When he came to America, Cuzra thought he had left the Old World behind, but once he started noticing strange things behind his farm (the activities of The Young), his superstitious nature got the better of him. Cuzra has suffered from nearly thirty years worth of fear and paranoia on his farm and, needless to say, it has not done wonders for the man's mental health. The stressed-out farmer is not far from permanent insanity. Hopefully, the investigators aren't the ones that cause him to snap.
- **Plot:** with his wild stories about the *striga* and *moroi* that haunt the woods behind his farmhouse, Cuzra can point the investigators in the right direction to find The Young's sacred meeting place. Unfortunately, the timing of their discovering Cuzra and the stone circle most likely happens too late for them to stop Deputy Cutter's grand plan for the harvesting of Cobb's Corners.

may require a Hard or Regular **Persuade** or **Fast Talk** roll. Of course, if the investigators can somehow bring tangible hard proof to convince Cuzra of their good intentions, then things may go a lot easier all round.

Cuzra's Tale

Cuzra tells the investigators he often sees mysterious lights and disembodied voices coming from the wooded hills north of his farm, which he calls “Evil spirits.” If that was not bad enough, about two years’ ago two of his cows disappeared, and once, maybe a year ago, he found one of his cows slaughtered in the field, with “the devil’s hoof prints’ all around the corpse.” Cuzra knows exactly what is happening, explaining “it’s *striga* (witches) cavorting with the devil and possibly *moroi* (vampires).” He knows this to be true because on some nights he can hear the horrible bellowing and roaring of demons and the voices of children the *striga* must use in their blood sacrifices. These Sabbats happen once a month, usually when there is no moon in the sky, and have been going on for years. Cuzra has gone to the sheriff with his stories but, since the Sabbats have not stopped, he now believes the sheriff must be one of the *striga* and so should be avoided—Sheriff Spenser told Deputy Cutter to check out the crazy man’s stories; Cutter, naturally, did nothing and reported that nothing was going on. The only person who believed Cuzra was old Jethro Cratchett, but he’s gone now and Emelda, his widow, “don’t come round any more,” (see **Looking For The Widow Cratchett**, following page).

If investigators wish to explore the area where Cuzra says the witches’ Sabbats are held, they must go to the northern edge of Cuzra’s farm and walk through over two hundred yards of thick undergrowth, thorn bushes, and deep mud before reaching a clearing. At the center of the clearing is a low mound on top of which are five standing stones in a circle, with a block of stone laid on its side in the center (an altar). The standing stones are very old and range from five to six-feet in height. Some have strange symbols carved into them. A successful **Cthulhu Mythos** roll believes these symbols to be related to the Outer God, Shub-Niggurath, the Mother With A Thousand Young. If no one has any skill in Cthulhu Mythos, a **Hard Occult** roll suggests the symbols are representations of an agricultural and fertility deity. The altar stone is darkly stained from years of blood sacrifice.

Examining the area could turn up some useful clues. Successes with these skills reveal the following:

- **Track** roll on the mound: finds many light footprints on the mound, the result of numerous people visiting numerous times. Most are small to mid-size, obviously the tracks of children and teens, and consequently it is difficult to determine old how they are—possibly as recent as a month ago.
- **Track** roll outside of the stones, around the clearing: a huge and deep hoof print, at least twenty-six inches across.
- **Spot Hidden** roll near the mound: a child’s yo-yo toy.

Looking For The Widow Cratchett

Investigators who discovered the letter from Emelda Cratchett while searching Robert Blaine’s room in Episode Two (**Handout: Harvest Papers 8**), probably want to see if they find Mrs. Cratchett—an **Idea** roll might be used if the players have forgotten this lead (see **The Idea Roll**, page 199, *Call of Cthulhu Rulebook*). If the investigators are not privy to this information, then they may hear of Jethro Cratchett’s unfortunate death and of the existence of his widow from either Alexandru Cuzra (page 9) or Agnus Bellweather, if they decide to pay her another visit (see **Episode One**, page 51). Unfortunately, Jethro’s bereaved wife, Emelda Cratchett, has been out of town the last few days making arrangements to move in with some relatives.

Emelda Cratchett, age 24,

bewildered widow

- **Appearance/Traits:** small stature, honey-blond hair, green eyes, and a beauty mark on her left cheek. She is quite attractive, although when the investigators meet her, she appears less so due to her sadness. She’ll be wearing a conservative black dress.
- **Common knowledge:** investigators might know Emelda’s name from her letter to Robert Blaine or from Daphne Devine’s journal (both may be found in Blaine’s room in Episode Two).
- **Insider information:** born in Kingsport and raised in Cobb’s Corners, Emelda belonged to a large farming family of two sisters and four brothers. She knew Jethro Cratchett most of her life, having been attracted to the good-looking, soft-spoken farm boy since her early teens. Emelda loved Jethro with all her heart, but he was known to have a wandering eye. An unresolved argument about the good-looking Daphne Devine and Jethro’s obvious attraction to her took place just before the man’s death and now Emelda is wracked with grief. She has decided living in Cobb’s Corners is too painful, so is she moving away as quickly as she can.
- **Plot:** Emelda can provide access to the journals of her late husband’s well-traveled grandfather.

Mythos Tome

The Journals Of Mortimer R. Cratchett

English, by Mortimer R. Cratchett

- **Sanity loss:** 1D6
- **Cthulhu Mythos:** +1%/+3%
- **Mythos Rating:** 12%
- **Study:** 12 weeks
- **Spells:** none
- **Skills:** Anthropology, History, Natural World, Occult

A series of twelve journals; each of the volumes varies in size and color of binding. These books have been well cared for but have been thumbed through often and they are beginning to show their age. The journals cover Cratchett's twenty-year career as a traveling salesman, visiting the mid-west and eastern portions of the country. In addition to the Sanity loss and Cthulhu Mythos skill gain, reading all twelve of the journals grants the reader skill experience checks to Anthropology, History, Natural World, and Occult.

Only one of the journal's Mythos information has been detailed (as follows), the Keeper is encouraged to imbue the other journals in this set with Mythos references Cratchett may have inadvertently stumbled upon, and so provide plot seeds and hooks for further investigation—potentially, the investigators could send the journals back to Miskatonic University, where they are later discovered by a whole new party of investigators keen to seek out hidden truths.

The third journal is the one Emelda Cratchett remembers Daphne Devine being particularly interested in—she will point it out to the investigators. Written during a span of two years from 1853 to 1855, this journal is a log of interesting places and people Mortimer Cratchett encountered on his sales trips. Interspersed with his often comical, sometimes harrowing, dealings with other people, Cratchett unknowingly penned two instances of Mythos related conversation. The first involved a freakishly ugly young girl he caught trying to steal his wallet in Boston, who claimed to be running away from her abusive family who lived near the Old Mill Cemetery graveyard. Mortimer writes she ran off with a strange, loping gait before he could find out the name of her kin. The second instance of Mythos activity involves a conversation he had with a man in an empty cattle car in an old rail yard (**Handout: Harvest Papers 16**).

Mrs. Cratchett originally hailed from Kingsport, having moved to Cobb's Corners with her family when she was three years old. She eventually married Jethro about seven years ago after a relatively short courtship. The pair raised enough livestock and crops to modestly support themselves and led a fairly comfortable life. It was Jethro's love for folktales and legends that led him to befriend Alexandru Cuzra.

Investigators approaching the house notice the bushes and flowerbeds decorating the front have been allowed to run riot and a "For Sale" sign has been pounded into the front lawn. Small signs of disrepair are evident here and there, such as a loose step or peeling paint.

An attractive woman in a conservative black dress greets those knocking. If introducing themselves as students from the university, the investigators are in for a hard time, as Emelda blames the other students (Robert Blaine and Daphne Devine in particular) for the death of her beloved Jethro. It takes a clever investigator and a **Hard Persuade** or **Hard Charm** roll to get in this distraught widow's good graces, but once achieved, the team is rewarded with some useful information.

Those able to get Emelda Cratchett to talk are invited into her home, where it is obvious she is in the process of moving out. She leads the investigators to the sitting room, where everything but a few chairs has been packed away already. Emelda explains she's moving to Brattleboro to live with her sister, Agnes. When everyone is comfortable, the young widow answers questions to the best of her ability.

- Jethro was a gregarious fellow, who learned many tall tales from his grandfather; a carpetbagger originally from Petersburg, Indiana. His grandfather kept journals of his travels from town-to-town, writing down what he saw, who he talked to, and any tales he heard (see **The Journals of Mortimer R. Cratchett** for details).
- Jethro would often visit old Mrs. Bellweather and swap stories. He even formed a close friendship with Alexandru Cuzra, occasionally sleeping over when Alexandru thought the witches would be dancing around behind his house.
- When those college students, Ms. Devine and Mr. Blaine, came around asking for local legends, they were told to speak to Jethro, and he was glad to help them. He told them all about Sarah's Shade but they wanted to know about creatures that were supposed to live in the hills around here. Jethro wouldn't say anything about it, but that Ms. Devine told him some things and gave him some hooch. She won him over with her lies. They came back a few times, always wanting to look in one of his journals and know more about the creatures in the hills. Then the students went up into the mountains and died. Not long after that, Jethro died.

May 10th 1853

Finally on my way home again, the sun is shining, birds are singing, and I am sitting in the most wretched smelling boxcar between here and Vermont. I almost didn't make the train, but was luckily helped aboard by an Indian fella. We've spent most of the day talking and swapping stories while a few other passengers lie on the other side of the car, snoring fit to raise the dead.

This Indian, I'll call him 'Hank' as I didn't get his real name, told me a peculiar story. Hank said his people are the Abenaki's from the Green Mountains in Vermont, close to my home in Cobb's Corners. One mountain he mentioned by name was Broken Hill and I think I recall hearing that name back in my youth. According to Hank, strange critters had been living in the mountains there since before God created man. In fact, he said these creatures don't worship no Christian God, he says they worship other things. These creatures don't really bother anybody much, as long as folk keep their distance from certain hills where they live. Hank said you can find such places if you know what to look for. Places animals shy from, spooky quiet places, or have strange old stones marking the territory. Sometimes they take people in the night, especially people who go poking around in their hills. Sometimes they send the people back, but changed, and never the same as they was before.

Hank swore that one time when he was a boy, his father pointed out one of the creatures flying haphazardly across a moonlit sky. Hank asked his father why the thing flew like a wounded duck. His pa told him that, just as he could never swim as well as a fish, neither would this creature fly like a bird, as if the sky was not its home. Hank's father warned him to watch were he stepped, as the creatures loved to dig in the earth and had created vast warrens in the mountains. From what I gather, these things are digging for something, like precious metals or gems or some such. Apparently, they can't find whatever they are looking for anywhere else.

It got me to thinking as I sat quiet looking at Hank. I'm sure I recall about some caves up in a mountain called Broken Hill near home. I'm writing this all down to remind me to look into it when I get home. A fella could make a killing selling these critters mineral rights!

- Jethro was found in the hog pen; unfortunately no one knew how he died because the hogs had already been at him.

If the investigators ask to see the journals, Emelda is willing to let them peruse them; if they promise to try to get them published, she'll let them keep the books as the thought of having Jethro immortalized in print quite overcomes her.

A Night Of Chaos

Deputy Cutter has told to his cult about a revelation he has received, a glorious vision sent by The Mother. Cutter has seen Cobb's Corners stripped of its capacity to sustain life, and he has beheld a mass sacrifice of all the people living here. He has seen the cult of The Young taken to a place beyond our reality to suckle on The Mother's milk for all eternity. Cutter claims the revelation is clearly a course of action, dictated by The Mother, that they all must enact.

The Young have accepted Cutter's words. During the Dark of the Moon, the cult intends to summon a terrible storm (using the Alter Weather spell). Once accomplished, The Young begin calling forth dark young to first attack outlying farms and houses, and then they move into the heart of town. Once several dark young have been summoned, the cultists begin the "Harvest"—sacrificing people to The Mother, believing She will appear and wipe away all life in the entire valley, while transporting her favored ones to eternal reward.

The mi-go know exactly what Cutter is planning—they read it in his mind during their last face-to-face meeting. Normally, they would not allow the cult to carry out this demented plan, as it would bring far too much attention to the area; however, the mi-go have concluded that the plan, somewhat adjusted, will efficiently deal with some current problems.

The Fungi's main intent is to eliminate the small FOC army (yes, they already know about them) waiting to rush to the investigators' aid. They also plan to kidnap one or more of the FOC people at the Maclearan farmhouse so their brains can be harvested to determine just what these humans know about mi-go, as well as to learn more about Federated Oil and Chemical. To facilitate this enterprise, a group of mi-go soldiers are sent to the FOC encampment in the woods, where they summon some dark young to destroy the camp. The mi-go soldiers "assist" using their hi-tech weaponry to destroy any humans who escape the dark young. For the investigators and those at the Maclearan farmhouse, the mi-go summon and direct a dark young to charge at the farmhouse, grab two or three of the humans inside, and return to the mine entrance on Broken Hill. Meanwhile, in town, the mi-go allows The Young to initiate their plan of mass sacrifice, providing a suitable distraction to the mi-go's true goals. See **Little Pigs, Little Pigs** (below) for details of running the "night of chaos."

Timing Events

The following section describes the various events that unfold once the mi-go (and The Young) unleash their plan. This train of events can start at the Keeper's discretion—probably on the evening of day three or four. It is recommended not to wait too long before unleashing the dark young, as the investigators are likely to want to go exploring, which may mean they end up in the wrong place at the wrong time.

If they already know the location of the standing stones behind Cuzra's farm, they may be planning a stake out or raid. Before they can action such ideas, have the mi-go plan go in to affect—while the investigators are at the farmhouse ideally.

Thus, having spoken to Cuzra and possibly Emelda Cratchett, the investigators know that if something is going to happen, it will be at the Dark of the Moon. No doubt, at least one of the players will ask when the next New Moon is due. Be prepared with your answer: if the players are asking this question, then they are likely to want to act quickly; tell them that tonight is the Dark of the Moon and advance the mi-go plan accordingly.

Little Pigs, Little Pigs

As the investigators arrive at the farmhouse (possibly of day three or four), it should be getting quite late: it's pretty dark as it's a New Moon, and a light rain has begun to sprinkle down from the sky. Probably, the investigators are studying Cratchett's journals and making plans to return to the standing stones or scout out Broken Hill; however, before they can follow up those plans, the following events transpire.

After they grab a bite to eat and start to settle in for the night, an alarm bell starts clanging in the kitchen at the back of the building. Anyone looking outside sees nothing but overgrown vegetation and trees. Nekler, not one for taking chances, cranks up the radio and calls the nearby FOC security team, asking for a group of the men to come over to the farmhouse and look the place over. A voice on the other end confirms the request—any investigators near the radio can hear the voice yelling orders about going to the farmhouse.

A few moments after Nekler stops transmitting, a crash is heard from outside the rear of the farmhouse. Anyone so inclined may go to the back window with Drake, Matherson, and Morrison to see what's out there. Those looking see nothing at first, but then, slowly, they can make out through the darkness what appears to be something huge, like a large misshapen tree, seemingly pulling one of its many roots (legs?) out of a large pit trap; its limbs flailing about wildly in apparent agitation. Call for a **Sanity** roll (1D3/1D10 loss) to see a dark young.

Those who stayed close to the radio with Nekler are privy to his attempt to raise the rescue party again, but this time his pleas are only met with static.

The dark young outside takes a few moments to assess the situation and then charges at the rear of the building. Those at the rear window see the thing begin to charge at them—hopefully

they get the idea to MOVE NOW! As the beast hammers against the building and begins to thrash about, it should become painfully clear the farmhouse (albeit recently strengthened) cannot stand against this creature's preternatural strength.

Morrison grabs Nekler and declares that they are going to sneak around to the side of the building and lob grenades at the thing—they eagerly accept any aid the investigators wish to provide. Those who go outside to watch or attack the dark young may be impressed by how little damage the explosives and their guns do to it—also, they are now good candidates for capture or crushing by the beast.

Whom this monster captures depends on how the Keeper feels about dealing with a divided group. The dark young has been ordered to capture the tenants of the farmhouse, and has five attacks each round, four of which can be maneuvers to grab four humans. Likely candidates for capture are Nekler and Drake as their skills will be the least valuable during the rest of the episode. Rather than drain STR or outright kill any captured humans, the dark young simply holds them tight in its tentacles. Those held are unable to break free, although a lithe investigator might be allowed an Extreme DEX roll to slip out of the monster's grasp (and take something like 1D6 falling damage). Naturally, certain spells might cause the monster to release one of its prisoners. In all cases, the dark young should be allowed to (eventually) depart with at least two of the humans; ideally, these should be people the investigators care enough about that they will pursue in the hope of mounting a rescue.

If anyone is to be killed outright by the dark young during the abduction attempt, it will most likely be Morrison, who'll bravely (albeit foolishly) attack the creature the most. Of course, complete stupidity on an investigator's part should be met with deadly force.

Just when things look their bleakest and a couple of humans are wrapped up in the monster's tentacles, a truckload of FOC "soldiers" comes roaring through the now torrential rain. The driver, on seeing the monster, accelerates hard and rams into the creature, seemingly driving it off. A generous Keeper may decide that since a dark young takes normal damage from hand-to-hand combat, any impact related damage (i.e. a fast moving vehicle) delivers normal damage: in this case, say, upwards of 3D6 damage. On the other hand, if the Keeper feels the group of mercenaries overbalances the situation, feel free to have another dark young come crashing out of the night—and keep in mind that, while the creatures have orders to capture the tenants of the farmhouse, there is no such constraint against crushing these new arrivals.

Once the dark young has disappeared into the night and the survivors wounds have been tended to, if no one has a plan, one of the FOC soldiers suggest following the creature and finishing it off. Anyone questioning this plan is shown a series of small puddles leading from what remains of the farmhouse, which seem to consist of dissolving goo which could be its blood. The soldiers take this as proof that the monster is clearly wounded and nearly done for. Ideally, have one of the investigators spot the dark young's blood, which could spark the desire to mount a rescue.

With thoughts of pursuing the monster and rescuing their companions, the investigators (or one of the NPCs) may want to quickly head to the FOC camp to pick up supplies, weapons, and more men—see **The Massacre**, following. Otherwise, go to **Options** (page 14).

The Massacre

Approaching the FOC mercenaries' camp through the heavy rain, the investigators hear the sounds of a battle. Screams, gunfire, guttural growls, and other less identifiable but terrifying sounds rage over the night air.

Arriving at the edge of the campsite reveals a scene of utter horror. What's left of the camp is strewn about as though a train had come crashing through its center. The remains of what once were experienced fighting men dot the area, seemingly tossed about like dolls. Some appeared to be frozen solid.

Yet, the battle isn't over. Before the investigators' eyes they see four dark young and ten mi-go soldiers (see **Mi-Go Soldier**, page 25, Appendix A) are methodically butchering the remaining men. Here and there puddles of yellowish-green goo float on the blood soaked mud. Those men not lying twisted at odd angles on the ground after being trampled outright, have been ripped to pieces, or are hanging from trees. The Fungi have the campsite nearly surrounded (the investigators have wandered in through a break in the line), while the dark young finish off any remaining resistance. Viewing such a devastating scene of carnage provokes a **Sanity** roll (1D2/1D10 loss).

It should be painfully obvious there's little, if anything, the investigators can do. A kindhearted Keeper may allow brave and quick-thinking investigators to stealthily snatch one or two of the nearby surviving wounded and lead them to safety. Try to avoid the entire party of investigators getting killed; if they all attempt to engage the monsters, have enough investigators and/or NPCs survive (i.e. they remain hidden, out of the fight) so that there's enough characters for all of the players to continue with. Alternatively, have the dark young capture the investigators. Should anyone attempt to use one of the trucks, they find it's engine (and the men seated inside the cabin) frozen solid. If necessary, don't forget a viable consequence of insanity and a bout of madness is to have the character flee the scene.

Eventually the mi-go send the dark young to assault the town while they take wing for Broken Hill (see **The Mine Entrance at Broken Hill**, page 15).

If the investigators arrive at the camp after the mi-go have attacked, or wisely wait for the monsters to leave, they may wish to wade through the destruction and search for any survivors or useful equipment. A successful **Listen** roll detects a low moaning coming from an area of trees and thick brush. Upon inspection, first one frozen foot, then another, can be found. Next, chips of what appear to be frozen meat and bone point to the frosted pant legs of one of Abelard's men, his back against a tree. Holding his frozen left arm, broken off at the elbow, madness is writ in bold strokes upon his face; a soldier who survived the horrors of the Great War only to lose everything

fighting creatures whose presence makes a lie of all he held sacred. Examination of the man leaves the investigators with the certain knowledge that he is not long for this world. While there is little in the way of First Aid to help him, comforting words (or a successful **Psychoanalysis** roll) brings him out of his catatonic state, whereupon he says, “All of sudden the trees started to attack us... They just started grabbin’ men an stomping... We couldn’t... Big bugs flew down from the trees an’...an’... They had guns that froze things...”

The soldier, whose name turns out to be Teddy Hobson, slowly begins to realize he’s holding his frozen arm, and then he glances at his legs. A look of understanding breaks across his face as he examines his stumps and loses what little sanity he had left, falling silent as the light goes out of his eyes. Within moments he is dead.

Note that if the investigators go straight to Broken Hill rather than heading to the campsite first, they may visit this scene of carnage once they have escaped. If so, use the description as written but leave out the monsters (who are long gone). Everyone at the site is dead except for Teddy (allowing him to deliver his short monologue). Sanity loss for seeing the remains of the massacre is 1/1D6.

Options

At this point the investigators have three options available to them:

Try to leave the valley: very difficult as a number of dark young have been ordered to guard the only road in or out of Cobb’s Corners. Attempts to sneak past will be all but impossible, with the dark young employing The Red Sign spell (see **Spell Appendix**, page 64, Chapter 1), effectively closing off all avenues of escape. At some point, the arrival of Shub-Niggurath supersedes the mi-go’s control, causing the creatures to join their brothers in town for the killing spree.

Stay and hide in the farmhouse: simply means waiting for a bunch of mi-go soldiers to swing by to check for survivors. They root out any hidden investigators and order them at gunpoint to Broken Hill. If there’s any doubt to this outcome, have two dark young turn up as well.

Attempt a rescue: ideally, the investigators chase the dark young who kidnapped their friend(s) through the fields (on foot or with their vehicles). The dark young is easy to track as it’s huge and is not subtle in its journey to the mi-go. It’s a slow process, as the fields are not easily traversed by man or automobile when dry, let alone in the increasingly powerful deluge showering down upon them. The dark young, who doesn’t worry about tripping over corn furrows, makes good headway and delivers any captured humans to its mi-go masters at Broken Hill with plenty of time to spare. The mi-go use spore guns to render the humans unconscious and then carry them through the mines connecting to Round Hill for later interrogation. The

dark young is ordered to guard the Broken Hill mine entrance, which it does until Shub-Niggurath manifests (as described in Episode Five).

The Mine Entrance At Broken Hill

Having followed the dark young or simply followed in the wake of its destructive passing, the investigators arrive at Broken Hill. The dark young can be seen stood someway up the hill, as if guarding something. Observant investigators note their captured comrades are nowhere to be seen.

Through the darkness, a successful **Hard Spot Hidden** roll notices the monster is stood below some bushes—if **Stealth** is used to move closer, the difficulty of the Spot Hidden roll is reduced to Regular. Getting past this lone guardian may be problematic, requiring cunning and stealth.

A few White Pine trees cluster around and up the hill, along with various bushes and vegetation. Due to the recent activity of the mi-go and dark young, the mine’s entrance is clear of the vegetation used to disguise it, although it is hard to spot in the darkness (**Hard Spot Hidden** roll). The entrance, a hole roughly six-feet in diameter, is some two-hundred-and-fifty-feet up the hill. Keepers wishing to make the mine entrance a more obvious clue might have the investigators arrive just as the mi-go are carrying their captured comrades inside.

The mine entrance is too small for the dark young to enter, so an easy way to get past the creature is to have someone act as bait to lure the monster away, allowing everyone else access to the mine. The “bait” can hopefully circle back to enter before the dark young returns. Less imaginative investigators may attempt to kill the thing, which won’t be easy, even if it was wounded by being hit with the mercenaries’ truck.

Once entrance is gained, the tunnel slopes downward at a 45-degree angle for several feet before opening up into the actual mine. No lights are available here, so hopefully someone thought to bring some illumination. If not, a kind keeper may allow a **Luck** roll to find an old, near empty, oil lamp—proving that humans once used these dark tunnels for some reason. The smell of the mi-go, somewhat like mildew mixed with old moss, pervades the tunnels and grows stronger the closer the investigators get to Round Hill. No rats, bats, or other vermin inhabit these caves; terrestrial animals avoid the strange scent and sub-atomic vibrations produced by the Fungi.

Approximately five miles worth of tunnel exist between Broken Hill and the mi-go base beneath Round Hill. Those at the Broken Hill end comprise a naturally formed cave complex, which the mi-go have expanded to allow access through to Round Hill. Fungi logic demands an orderly layout for their mining operation and their technology enabled them to tunnel in a near straight line from their base at Round Hill to join up with the older cave system at Broken Hill.

The mi-go corridors are uniformly twenty-five-feet in height and width, large enough to accommodate their mining

equipment. Almost all the corridors have been bored through solid granite. The floors of many are perforated by twenty-foot squares cut hundreds of feet deep (if the investigators could see to the bottom). These cutout squares are the result of the mi-go mining machine (see **Earthquake Mining Machine**, page 12, Chapter 1).

All the investigators have to do follow the natural caves down to the main mi-go corridor and follow it for five miles until they come to the aliens' base at Round Hill. Taking time to negotiate the seemingly random twenty-foot square holes means the investigators can avoid falling to their deaths. If insane or otherwise in danger, avoiding these pits may call for a **DEX** or **Jump** roll (and possibly a last ditch **Climb** or **DEX** roll to avoid certain death). Obviously, cautious investigators who rope themselves together or who simply keep hold of each other's hands can avoid letting a colleague fall to their doom.

Optional Short Cut

Keepers who don't wish to have their players wandering about in this potentially dangerous area may allow their investigators to notice a soft radiance in the natural caves inside Broken Hill. The light is emitted from a metal arch leading into a room filled with other metal arches, clearly of strange and futuristic design. The arch is a Gate, costing 1 magic point and 1 Sanity point, which deposits the investigators in one of the many Gate rooms in the Round Hill complex (as described in **Gate Rooms**, page 19).

If following the main corridor, occasional tunnels branch off from this corridor, leading to other mines or places of interest to the Fungi. Chances of encountering mi-go along this path should be little to none as they do not expect any humans to get past the dark young and they don't expect any ore shipments from their other mines for quite some time. Investigators making a successful **Science (Geology)** roll notice small chunks of the Pasquale Ore (if they are familiar with it) in the strata of the rock. These deposits are too small for the mi-go to waste effort in extracting them. In one of the side tunnels to the main corridor sits a twenty-foot high earthquake mining machine. If an investigator meddles with the machine, ask for a **Luck** roll: a result of 99 or 100 indicates they've managed to somehow turn it on momentarily. The machine growls to life, vibrating and humming with alien menace. Call for a **Sanity** roll by the investigator who tampered with the machine (0/1D3 loss). After a few seconds the machine powers down and the investigators (if they've not already run away) can breath a sigh of relief. The mining machine was recently been brought here to seal the corridor should the mi-go plan go wrong and lead to inquisitive and angry humans finding their lair.

The Moon Gate

Eventually, the investigators see a faint blue-green glow ahead. Closer inspection and a successful **Science (Biology or Botany)** roll identifies it as coming from an unknown variety of luminescent fungus (possibly extraterrestrial, if a sample is taken and analyzed later). This mi-go engineered fungus, which can be found throughout much of the Round Hill complex, emits light just bright enough for a human to read and move about.

The fungus covers a wall to the right, in which another corridor exists; this one a mere seven-feet in height, four-feet wide. This corridor leads directly to the Round Hill base. Directly ahead of the investigators, the corridor they've been following stops dead at a bare wall of rock surrounded by a five-foot diameter, one-foot deep arch reaching to the ceiling. The arch is forged out of a metal that cannot be identified and covered in mi-go script. Within the metal frame several dull stones are embedded. This is the mi-go's Gate to the Moon, which plays a major part in Episode Six of the campaign. The Moon Gate is currently inert and does not react to any tampering or prodding by the investigators.

The Round Hill Complex

The mi-go at Round Hill can be considered a token force at best. Since the aliens consider all points of entrance well guarded, internal security is very lax. The Fungi will be moving about their complex, so if the investigators hope to pull off this rescue mission, they should use stealth and wait for suitable opportunities.

Occasionally, the investigators may come across mi-go sleeping in hallways and rooms—the aliens don't have specific sleeping quarters, so they pretty much work until they're tired and go back to work when they wake. Thus, sleeping mi-go might be found curled up in the corner of a room, hanging upside down from a corridor ceiling, or seemingly collapsed next to a work station. Very few of the mi-go here are armed. If the unthinkable happens and the mi-go find undesirables in their base, they seal up important rooms and begin actively patrolling the base in well-armed groups.

In some rooms and often along the corridors are large grates set into the floor, each approximately ten-feet in diameter. The sound of running water can be heard in the darkness below, suggesting some sort of underground river. The grates can be lifted and removed with a successful **STR** roll opposed by **SIZ** 150 (investigators will find it much easier if they work together to lift a grate—see **Physical Human Limits**, page 88, *Call of Cthulhu Rulebook*). Taking the plunge into the unknown and jumping down through one of these holes, lands the investigator in the river and out of the complex—go to **The Underground River**, page 21.

Illumination in the corridors and rooms comes from light emitting fungus, which grows on walls and ceilings throughout the complex. Investigators worried about getting lost in this labyrinth can easily scrape small arrows in the fungus to point their way out.

Food Storage Rooms

Roughly nine to ten-feet wide by twenty-feet long, these rooms are filled with racks of trays covered in pale, almost transparent (alien) fungus. A three-foot wide central pathway divides the rooms in half. The whole place smells of rotting flesh, provoking a **CON** roll: failure causes an investigator to become nauseous and throw-up.

The strange fungus consumed by the mi-go is stored here after being imported from their home dimension. The fungus, if consumed, is a lethal poison to humans (4D10 damage; Extreme **CON** roll to reduce damage by half). Its extraterrestrial origin can be ascertained with a successful **Science (Biology or Botany)** roll. The slimy, near transparent food of the mi-go dissolves into nothingness in a month if a sample is collected. It can neither reproduce nor long survive in this dimension.

Libraries

Huge rooms, three-hundred-feet long, by thirty-feet wide, by one-hundred-and-eighty-feet in height, the libraries of the mi-go hold the accumulated knowledge of their race. The shelves were created in the walls by cutting away slabs of rock. Suspended from the ceiling in each of these rooms is a mi-go librarian (see **Mi-Go Librarians**, page 18, Chapter 1).

The mi-go librarian is a huge expanse of a mold-like substance that covers the entire ceiling. Hanging down from this mass are many long and tuberous tentacles, which the librarian uses to communicate with other mi-go, allowing it to retrieve the desired texts. Due to the dim lighting, the investigators probably won't notice this life form until one of its tentacles snakes down from above and gently caresses one of their faces—provoking a **Sanity** roll (0/1 loss). Looking up to see the bizarre alien entity calls for **Sanity** check (0/1D3 loss).

Sticky fingered investigators may decide to purloin a few books—actually, collections of five-sided discs (see **Disc Books**, page 12, Chapter 1)—for future reading. The Keeper may wish to add a tracking device of some sort in the cylinder of the book, to ensure mi-go agents come looking for the stolen books at a later date. If the Keeper decides to go easy on the players, the discs could yield fantastic discoveries once they are translated, like new surgical techniques; an informative account of the wars between alien races in Earth's history; or even details about how the mi-go have shepherded our evolution for their own purposes. All such knowledge requires translation and should come with a suitable **Sanity** loss.

Computer Room

This hexagonal shaped room contains three mi-go. Two are wingless scientists, while the third is barely recognizable as a member of the same species, a mi-go computer (see **Mi-Go Scientist** profile, page 25, Appendix A; and page 17, Chapter 1 for

Exploring The Complex

During the search for their captured colleagues, the investigators may come across all manner of differing rooms; each designed to fulfill differing functions. The Keeper is at liberty to expand, cut, and otherwise alter such rooms and the map of the mi-go complex to best suit their needs. Exploring the base should be a thing of frightening wonder, excited trepidation, and fear—not a laborious exercise in cartography.

The map presented here shows a range of rooms, which can be placed anywhere and in any order the Keeper wishes. Feel free to make up your own alien sights to insert in the path of the investigators. The complex is uniform in look and design, so corridors are identical and provide the opportunity for disorientation. Sometimes things might not make sense to human minds—remember, this complex was built by alien minds, so anything goes.

Mi-Go Computer). Investigators entering the room with stealth, see the backs of the two scientists, who are in communication with the computer—colors of various shades and intensity dance upon the ellipsoid heads of the three aliens—the investigators may choose to take a surprise attack. Those entering more noisily will be heard and lose any potential for surprise.

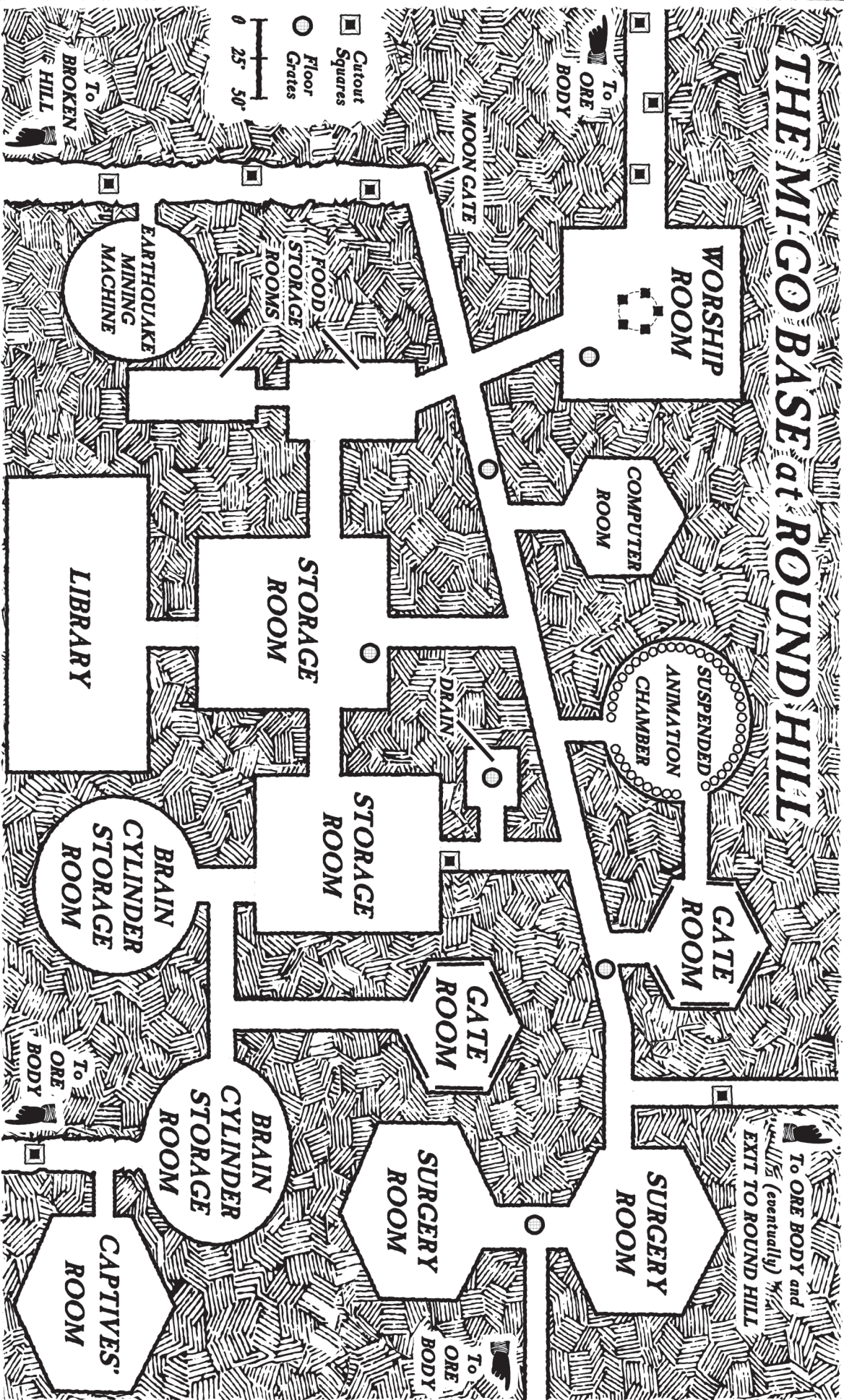
Those making a concerted attempt to kill the scientists find them relatively easy prey; all the aliens have to defend themselves are their nippers. The living computer sends a silent distress call to the other mi-go bases; if the investigators don't depart the complex quickly, they are liable for a hard time, as armed and armored mi-go soldiers come flooding into the base from various Gate rooms, spoiling for a fight.

Suspended Animation Chambers

The complex contains several rooms holding transparent tubes, each filled with a pinkish fluid similar looking to the stuff found in brain cylinders (if such devices have already been encountered). Each room is circular, thirty-feet in circumference, with the tubes lining the walls. In the center of each room is a mi-go computer. A smaller “cousin” to the one found in the Computer Room, its head is approximately eight-feet in diameter, with the rest of its atrophied body strewn on the floor. Tendrils sprout from the pulsating head; each runs to section of the tubes, somewhat like a power supply.

The tubes contain many representatives of species the mi-go have encountered on this world and others. Humans, bears, snakes, fish, and so on, all sleep away the ages unaware the Fungi occasionally perform experiments on them; placing them back in their prisons when finished (or sometimes back into the world at large).

THE M-GO BASE at ROUND HILL



Of special interest may be the occasional Mythos creatures (and their accompanying **Sanity** loss) found floating in the pink soup: deep one (0/1D6), elder thing (0/1D6), serpent person (0/1D6), and a tiny insect from Shaggai (0/1D6) are all likely candidates for imprisonment and experimentation by the mi-go. A truly ostentatious Keeper might even have more exotic exhibits. Note that the suspension fluid both sustains and anesthetizes, so these creatures are unlikely to react to the investigators' presence (at the Keeper's discretion). At the base of each tube is a plaque written in mi-go script providing a "scientific" description for each of the captives.

Investigators wishing to free any of the prisoners will have a difficult time. The small mi-go computer regulates and controls the tubes; it can read human thoughts (see **Mi-Go Telepathy**, page 18, Chapter 1), although it will not be concerned by or even notice any humans entering the chamber. Should the investigators harm the mi-go computer or attempt to damage the tubes, the computer takes notice. In the split second it takes to assess the situation and the interlopers' intent, the computer scans the investigators' minds—most likely a mix of anger, fear, insanity, and horror. Judging such thoughts to be threatening, it sends out a distress signal. How long before mi-go soldiers appear is determined by the Keeper: it takes at least 1D10+10 rounds, and more likely around 10 minutes, before the soldiers can be heard entering the complex—providing the investigators with a bit of time for any last actions or searches before they are forced to flee the complex.

Concerted and repeated force breaks open a tube (each tube has 50 HP, once 25 points of damage has been received the tube cracks open). Creatures freed become conscious within a few minutes. Anything non-human will attempt to flee at the first opportunity; although Mythos creatures may want to snack on the investigators before they depart. The commotion this is likely to cause can be a good or bad thing depending on how much attention the investigators have already drawn to themselves—certainly, the ensuing chaos of multiple escapees might just cause enough of a distraction to allow the investigators to slip away unnoticed.

Worship Room

The investigators smell this room before they enter it: a fetid odor, like sour milk, pervades the surrounding corridors. Dominating the center of this huge chamber (roughly one-hundred-foot square) is a crude sculpture of Shub-Niggurath, somehow defying gravity and hovering over a circle of five standing stones. Unlike the elder things, the mi-go lack artistic expression in their drone-like society, concepts of beauty or art are incomprehensible to them. Thus, this representation of the Outer God boasts little in the way of detail or artistic insight. It is so poorly depicted that the investigators do not have to make **Sanity** rolls to view this "Cubist-like" artifact; although should an investigator succeed with a **Cthulhu Mythos** roll, recognizing what the sculpture actually is, they should make a **Sanity** roll (0/1D4 loss). Sometimes, ignorance is bliss.

Those entering notice there is a tarry substance on the floor, making the ground sticky to walk upon. If Matherson is with the group, she readily identifies the stuff as the decomposing matter mi-go leave behind when they die. Judging by the thickness and spread of the goo, staggering amounts of mi-go have met their end here.

The standing stones are about five-feet high and covered in mi-go script and unnerving depictions of crudely drawn mouths, eyes, and what could be tentacles. Those able to read this writing can see the stones are dedicated to the summoning of Shub-Niggurath. The stones can be identified as being of extraterrestrial origin with a successful **Science (Geology)** roll. Furthermore, the stones have been enchanted to aid in the summoning of the Outer god (adding +50% to chance of success in casting the Call Shub-Niggurath spell).

Being in this chamber automatically sets the investigators' on edge. The sticky floor, the nauseating smell, and the weird stones, all combine to make this place feel strange and dangerous. If the investigators dwell too long in here (after five minutes or so), describe how the walls are seemingly pressing in on the investigators, how the air is growing thick and hot, and how strange flickering can be seen in the corners of their eyes. These are just the after effects of a place deeply imbued with the otherworldly energy of an Outer God. Such feelings only grow if the investigators tarry here too long—a growing sense of dread that something awful is coming. The Keeper is free to be inventive in describing such senses and feelings and, if necessary, may call for a **Sanity** roll (1/1D4 loss), which provokes a swift exit from the chamber.

Note: the truth is that mi-go reproduction is (usually) performed in the presence of their goddess; on those rare occasions, Shub-Niggurath is summoned to attend over a frenzied orgy, resulting in the death of the attendant mi-go. The baby mi-go crawl out from their parents decomposing corpses, latching on to "nurse" mi-go, much like remora sticking to a shark; it's a rite no human is ever likely to see or comprehend.

Storage Rooms

Scattered throughout the complex are rooms containing supplies. Each varies in size, with some as large sporting stadium containing row upon row of mining machines. Supplies are stored in deep shelves. Some things are crated up, while others lie loose, their placement seeming to follow neither rhyme nor reason.

Most of the items found are beyond human comprehension. Many are strange bio-organic-machine parts that have no Earthly analogy. Some look more like organs covered in a slimy film, others like dried seed husks from which tendrils emerge when touched. Despite the strange array of alien components, several items may be of interest to nosy investigators. A successful **Spot Hidden** roll discovers several thousands of dollars in various currencies. Human clothing of various types is neatly packaged in transparent bags, and various earthly items (such as flashlights, tools, wigs, and so on) can also be found.

There are no weapons here. In addition, large quantities of raw ore of all types, especially gold and silver, can be found. Some rooms hold stacks of human books in a variety of languages (all non-Mythos), their pages and bindings coated by a barely detectable plastic film.

Gate Rooms

There are several of these rooms in the complex. Each is hexagonal in shape, with one of the sides containing the room's entrance and the others being utilized as Gates. The walls are uniformly six-foot squares. The gates are the same as the Moon Gate (page 15): five-foot in diameter, with a one-foot deep arch reaching to the ceiling. The Gate 's rim is covered in mi-go script and inset with several glowing stones.

Note: if the Keeper is letting the investigators use a Gate from the Broken Hills caves, one of these rooms would be its exit point. In theory, the investigators could return the same way to escape back to Broken Hill if suitable precautions are taken (i.e. scratch an "X" in front of the correct Gate, plus use some means to retrace their steps back to this room).

Some of these Gates lead to other mi-go bases on Earth, while others send the brave traveler to worlds millions of light years away, offering a glimpse of sights no human has ever seen. The Gates are sometimes used by the human agents of the mi-go and, consequently, have been adapted to alter the traveler to suit the environment they arrive at, thereby avoiding instant death; if a human traveled to a world where the gravity was twenty times that of the Earth's and the atmosphere was pure methane, he or she would not be crushed like a pancake and would be able to breathe. Upon returning to earth through the same Gate, they would be returned to their normal state. The alteration process is uncomfortable but otherwise near seamless—how it manifests is left to the Keeper to determine. Visiting such bizarre places may lead unwary investigators into deadly situations, as well as necessitate **Sanity** rolls.

Here are some of the possible Gates the investigators may encounter and the magic point cost for their use (travel also costs 1 Sanity point per person per journey). The Keeper is left to determine appropriate sights (and the accompanying Sanity loss) the investigators are likely to experience while looking through each gate—see the **Distant Vistas** box nearby for some suggestions.

Destination	Magic Points
Mi-go base - Appalachians Mountains	1
Mi-go base - Andes Mountains	3
Mi-go base - Himalayan Mountains	3
Mi-go base - Moon	5
Mi-go base - Mars	8
Mi-go base - Yuggoth	9
Aldebaran	14

Fomalhaut	14
Sharnoth	16
Xoth	18
Kythamil	19
Shub-Niggurath	20

Brain Cylinder Storage Rooms

The infamous brain cylinders of the mi-go are kept in these, circular, fifty-foot circumference rooms. Within the walls are carved niches holding individual cylinders. Strewn about the floor are numerous cables, seemingly connected to the various cylinders.

Those attempting to remove a cylinder from its niche must disconnect it from three cables attached to the sockets in its front (sensory apparatus). For further details see **Brain Cylinder**, page 11, Chapter 1).

Captured investigators and NPCs who have had their brains removed could be found here—assuming the investigators have enough time to check through all of the many cylinders, and take time to plug in the sensory equipment so they can identify a cylinder's inhabitant.

Option: a potential encounter here could be with Laurence Jarvis, the assassin, from Episode Two. If he wasn't killed in Arkham—or more specifically, if his brain wasn't completely destroyed—then his brain might be found here in one of the cylinders. Jarvis has all of the sensory cables attached, allowing him to see, hear, and speak. When he recognizes the investigators, he does his best to kill them in a fit of revenge. Even though confined to a cylinder, Jarvis is still a potent foe due his enhanced psychic abilities. He can create illusions, use telekinesis to make cables whip out in attack (assume 40% to hit, 1D3 damage) or trap and bind (opposed **STR** or **DEX** versus Jarvis' **POW**), the worst part for the investigators is that they won't know who or what is attacking them, as Jarvis remains silent. If the investigators manage to escape this mental assault, Jarvis attempts to get the attention of any mi-go passing by.

Surgery Rooms

The surgery rooms are hexagonal, each wall being a ten-foot square. In each room, the doorway is obscured by the roiling green gas (produced by **Anti-Bacteriological Mist**s, see Chapter 1). If entering inside, the gas vapor causes intestinal cramps and requires a **Hard CON** roll: if failed, apply increased difficulty to physical actions (increase difficulty level by one step or apply a penalty die) for 1D6+3 hours.

In the center of each of these rooms are multi-positional metal tables, complete with pliable metal straps for holding "patients" in place. Within the walls, shelves hold vicious-looking and nightmare inducing alien surgical tools, as well as empty brain cylinders and containers holding a wide array

Distant Vistas

Mi-go bases (except for Yuggoth): virtually identical to the complex at Round Hill.

Mi-go base – Moon: a small base overlooking an ancient (now sunken) city of the Great Race, comprising a series of pyramids—each holding secrets man was not meant to know.

Mi-go base – Mars: a mi-go laboratory and experimentation colony, positioned near to an unknown ancient city (possibly Mars' indigent race).

Mi-go base – Yuggoth: dark, windowless towers of basalt fashioned aeons ago now hold the largest mi-go colony in the solar system—same as the Round Hill base, but on a massive scale.

Aldebaran: a dark planet on which flows the black waters of the Lake of Hali, across from the foreboding and nightmare city of Carcosa, where Hastur is said to dwell.

Fomalhaut: the radiantly bright home of Cthugha and its court of flame-like creatures, where substance has no form.

Sharnoth: where the Crawling Chaos sits in a dead city, surrounded by statuary reminiscent of ancient Egypt.

Xoth: the home of the repulsive Star-Spawn, who lie in death-sleep inside crumbling cyclopean towers of strange angles and dimensions.

Kythamil: said to be home of Tsathoggua prior to its descent to the Earth. Oceans of black viscous matter spawn abominable creatures without shape or sense.

of noxious and unknown chemicals. At the far side of the rooms are vats, some containing what look to be mi-go limbs and organs, including: wings, arms, brain matter, and a host of other organs of unknown purpose. The body parts float in a pinkish-white milky liquid, which clings to flesh if touched (it eventually disintegrates after 10 hours).

Nearby the vats are mi-go in various stages of (what looks like) vivisection; limbs removed, torsos cut open, and so on. All of these mi-go are in a state of limited suspended animation, so are unlikely to become aware of the investigators. These aliens are currently being re-engineered for new tasks. Seeing such alien science provokes a **Sanity** roll (0/1D6 loss).

In the floor are at least one or two grates through which the sound of running water can be heard. The mi-go use

the grates to flush blood, body parts, and other offal into an underground stream below the complex. The holes are about twenty-feet deep by ten-feet in diameter and possess the same anti-bacteriological misting system as the doorways.

One of the surgery rooms contains tanks in which float human bodies, of various ages, in a clear, syrupy liquid. All specimens appear to be in very robust health. All the bodies, be they children up to around 35 years-of-age, have had their brains replaced by cables running from the ceiling. These people are undergoing alteration to become enhanced agents (see **Mi-Go Human Agent: Enhanced Body**, Chapter 1).

Captives' Room

Along with two scientists (see **Mi-Go Scientist**, Chapter 1), this room holds any humans (investigators, NPCs) recently captured by the dark young or mi-go. The room is hexagonal, each wall being a ten-foot square. With a successful **Stealth** roll, investigators may slip inside and watch events while hidden behind various shelving units and storage boxes.

What the investigators see is dependent on recent events:

- If the investigators have caused an alarm to trip in the complex: the Fungi are armed with spoor guns or mist projectors.
- If no alarm has been raised: the mi-go are armed only with their strange alien surgical tools.

If the investigators simply watch, the following procedures take place:

If only one human was captured: one of the Fungi is spreading some substance (see **Arterial Contraction Cream**, Chapter 1) on the victim's head. The mi-go then cuts open the person's skull with a sonic emitter and gingerly removes the brain, transferring it to an empty braincase. After checking diagnostics on the cylinder (to make sure the brain is still functional), the Fungi attach a hose from a device on the floor and activate it. The machine produces a truth serum, which will be used to determine how much this human knows about the mi-go. After five minutes, the mi-go attach cables linked to hearing and speaking devices, allowing the brain to be questioned.

If more than one person was captured: event proceed as described above; however, one of their friends (perhaps even a player character) is already in a brain cylinder and being questioned, with everyone else unconscious on the floor.

Hopefully the investigators step in before it's too late—if they don't, then call for a **Sanity** roll (1/1D4+1 loss) for allowing the operation to proceed.

Investigators who haven't already roused the base and who use stealthy melee attacks to incapacitate or kill the two mi-go, probably won't draw any further unwanted attention, while

those using guns undoubtedly will. If the mi-go realize that the investigators have them outgunned, they pretend to surrender, and in buzzing voices engage the investigators in conversation; answering questions with lies, and agreeing to lead them out of the complex (only to steer them towards more mi-go). If they think the investigators will go for it, they offer eternal life as agents; no human has ever breached the security of this base and the mi-go would like to have these industrious individuals working for them. The Fungi give a hard sell, explaining the camaraderie the human brains feel as they explore the universe in the safety of their cases, and how their brains can be transplanted into better bodies, even biologically enhanced bodies, stronger and more durable than their current “shells.”

If the investigators prefer to use guile rather than might to rescue their friends, all they need to do is cause a suitable distraction to draw the mi-go from the room. This is a risky exercise though, as the aliens will avoid leaving their charges for too long and may raise an alarm if they suspect humans have infiltrated the base. The Keeper should judge any schemes of this nature on their own merit and apply appropriate skill rolls as necessary.

The Great Escape

At this point, the investigators may have four options for escape:

- They could use the Gate from Round Hill to return to the Broken Hill mine—assuming the investigators had already found the Gate and can find their way back to the appropriate Gate Room. Successfully taking this course of action concludes Episode Four.
- They could try to use some of the mi-go as hostages and force their way out—possibly a bad idea, as individual Fungi care nothing for themselves and only for the good of the colony. Any hostages attempt to cause trouble: leading the investigators into traps, sounding alarms, and so on. If the investigators survive and manage to exit the complex, they conclude Episode Four.
- Another possibility is that the humans defeat the mi-go scientists without rousing the entire base and slip out the way they came in (either through the Gate to Broken Hill or back along the main corridor) without raising an alarm. Successfully taking this course of action concludes Episode Four.
- Unlikely though it is, the investigators could somehow find their way out of the complex up through the maze of corridors and out onto the side of Round Hill, some five miles distant from Broken Hill. Successfully taking this course of action concludes Episode Four.

- The final option involves taking a desperate plunge through a floor grate into the underground river running beneath the complex. This option may be the only way out if the mi-go have been alerted to the investigators presence—see the next section.

The Underground River

Investigators taking their chances with the river fall a distance of forty-feet and land in surprisingly warm water. The water has an average depth of fourteen-feet and a slight current gently pulls the investigators along a meandering path through lightless caverns.

As long as they can float, the investigators won't have to swim—quick thinking or good planning means the investigators might use an empty brain cylinder as a floatation device, as well as serving to house and protect matches, flashlights, guns, and the like from the water. An INT or Luck roll might nudge the investigators to think of this solution. Otherwise, a successful Swim roll is needed to safely exit the caverns through the river.

Those individuals who loaded up on gold, cylinders, books, or other ill-gotten gains will have to relinquish them or make a successful Hard Swim roll to survive the river (the Keeper is well within their rights to make this roll Extreme if an investigator is ridiculously weighed down with plunder). Generous Keepers may allow investigators to share the burden if they've declared they're attempting to stick close to one another.

Failure to bring floatation devices or swim out of the river means a chance of drowning (see **Table III: Other Forms of Damage**, page 124, *Call of Cthulhu Rulebook*). Allow other investigators to support if nearby (either automatically ending the danger, or at least providing a bonus die to CON rolls).

As they float or swim, the sounds of trickling water, the by-product of the raging storm overhead, and the occasional claw-on-stone scurrying of a mi-go in the base above them can be heard echoing throughout the caverns. After an indeterminate period of floating along in total darkness, light can be seen to flicker sporadically across the cavern ceiling several yards in front of the investigators. With the occasional play of light to guide them, the investigators find a rocky beach to exit the water and rest up.

Curious individuals checking out the far side of the beach find an underwater cave. Light (possibly from lightning flashes or sunlight, depending on the time) can clearly be seen emanating through the water, suggesting a way outside. Diving into the submerged cave, allows the investigators to exit at the far end of the cave, bringing them outside into the open air (no Swim roll required). Those who stay in the cavern are doomed to a slow death by starvation.

Having escaped the mi-go lair, the investigators have concluded Episode Four. Episode 5 picks up immediately from this point.

Rewards For Episode Four

- Rescuing friends and comrades from the clutches of the mi-go grants +1D6 Sanity points per person rescued.

Appendix A: Personalities and Monsters

Friends And Acquaintances

Alexandru Cuzra, *age 49, farmer*

STR 75 CON 65 SIZ 60 DEX 40 INT 70
APP 45 POW 50 EDU 45 SAN 23 HP 12
DB: +1D4 Build: 1 Move: 7 MP: 12

Brawl 60% (30/16), damage 1D3,
knife 1D4 + 2 + 1D4
12-g shotgun (2B) 45% (22/9), damage 4D6/3D6/2D6
Dodge 25% (12/5)

Skills: Art/Craft (Farming) 70%, Art/Craft (Woodwork) 60%, Climb 50%, Cuss & Swear 70%, Credit Rating 12%, Fast Talk 45%, History 45%, Intimidate 50%, Listen 60%, Mechanical Repair 65%, Natural World 75%, Navigate 55%, Occult 65%, Psychology 30%, Ride 50%, Science (Astronomy) 45%, Stealth 55%, Swim 40%, Track 65%.

Languages: English 70%, Romanian 80%.

Emelda Cratchett, *age 24, widow*

STR 50 CON 80 SIZ 40 DEX 75 INT 65
APP 75 POW 70 EDU 55 SAN 70 HP 12
DB: 0 Build: 0 Move: 9 MP: 14

Brawl 25% (12/5), damage 1D3
Dodge 45% (22/9)

Skills: Accounting 45%, Art/Craft (Home Maker) 70%, Charm 50%, Credit Rating 21%, First Aid 60%, Grieve 85%, Listen 60%, Natural World 50%, Occult 20%, Persuade 70%, Psychology 50%, Spot Hidden 50%, Stealth 60%, Swim 45%, Throw 35%.

Languages: English 60%.

FOC Mercenaries, *fighting men*

Use the following for all FOC mercenaries. Each will be armed with one of the firearms listed below.

STR 65 CON 70 SIZ 55 DEX 70 INT 65
APP 50 POW 60 EDU 70 SAN 60 HP 12
DB: 0 Build: 0 Move: 9 MP: 12

Brawl 80% (40/16), damage 1D3,
knife 1D8
.303 Lee-Enfield rifle 60% (30/12), damage 2D6 + 4
Thompson SMG 45% (22/9), damage 1D10 + 2
Browning Automatic Rifle MG 40% (20/8), damage
2D6 + 4
.45 revolver 45% (22/9), damage 1D10 + 2
Hand grenade 40% (20/8), damage
4D10/2D10/1D10 (3/6/9 yards)
Dodge 35% (17/7)

Armor: none.

Adversaries

Jarvis, *psychic brain*

Killing Jarvis is pretty easy so long as the investigators can find his brain cylinder amongst all of those in the mi-go cylinder storage room. Being just a brain, physical statistics are not provided.

STR — CON — SIZ — DEX — INT 85
APP — POW 110 EDU — SAN 00 HP 1
DB: — Build: — Move: — MP: 12

Spells: Contact Mi-Go.

Psychic Powers:

- Go Unseen (cost: 5 magic points per person affected): can direct an individual's mind not to notice his pres-

ence, in effect, making him invisible. This invisibility has no effect on mindless things, such as cameras and the like. The effect can be maintained for up to an hour's duration but may end sooner if Jarvis does something drastic to draw attention upon himself (like knocking over a shelf or attacking the target).

- **Send Nightmare (cost: 8 magic points):** sends a horrific nightmare to a sleeping target, causing them to wake up screaming and lose 1D3 Sanity points.
- **Telekinesis (cost: variable magic points: 1 point equivalent to 5 STR):** mentally moves an object. Useful for bringing an item to hand, hurling objects at a person, or lashing out with a telekinetic blow. Every 1 magic point spent provides Jarvis with 5 points of STR for use in one task. Small things, like directing a book to his hand may only cost 1 magic point, while trying to push someone out of a window would require Jarvis' telekinetic STR to be matched against the target in an opposed roll (assume the target's STR if they were aware of the coming attack, or their SIZ if a surprise attack).

Dark Young of Shub-Niggurath

Use the following for any dark young encountered during this episode.

These enormous beings, formed from a mass of ropy, black tentacles, with many large, puckered mouths scattered over their surface, all dripping green goo. This walking nightmare strides upon three stout tentacles ending in black hooves and stand between twelve and twenty-feet tall. When unmoving, they can resemble trees; although, they smell like open graves.

STR 220 **CON** 80 **SIZ** 220 **DEX** 80 **INT** 60
APP — **POW** 90 **EDU** — **SAN** — **HP** 30
DB: +4D6 **Build:** 5 **Move:** 8 **MP:** 18

Attacks per round: 5 (may only use one Trample attack per round)

In its masses of tentacles, a typical dark young has four thicker sinuous tentacles with which it attacks. Each of these thicker tentacles can strike out to injure. It may also kick out with its hooves, simply crush, or strike with its massive bulk.

Trample: may trample with its massive hooves, typically hooting and bellowing as it rears up to trample as many opponents as it can (up to 1D4 humans if they are situated close together).

Grab (maneuver): may use its tentacles to grab and capture up to four victims. If a victim is grabbed, he or she may be held up to one of the horrible sucking mouths and drained of 1D10+5 STR per round (this STR loss cannot be restored). Those held are unable to break free, although a lithe investigator might be

allowed an Extreme DEX roll to slip out of the monster's grasp (and suffer 1D6 falling damage).

Note: in this episode, the dark young sent to the farmhouse have been ordered to capture rather than kill humans.

Fighting	80% (40/16), damage 4D6
Grab (mnvr)	grabbed and held
Trample	40% (20/8), damage 2D6 + 4D6
Dodge	40% (20/8)

Armor: firearms attacks deal only 1 point of damage per bullet (2 points for an impale). Hand-to-hand weapons inflict normal damage. Attacks dependent on heat, blast, corrosion, electrical charge or poisoning have no effect.

Spells: Knows up to 6 spells; suggest: Cloud Memory, Contact Mi-Go, Enthral Victim, Fist of Yog-Sothoth, Shrivelling, The Red Sign.

Skills: Hoot Loudly 80%, Stealth (bonus die in woods) 30%.

Sanity Loss: 1D3/1D10 Sanity points to see a dark young.

Mi-Go Soldier

Use the following for mi-go soldiers encountered during this episode.

STR 100 **CON** 100 **SIZ** 80 **DEX** 85 **INT** 65
APP — **POW** 65 **EDU** — **SAN** — **HP** 18
DB: +1D6 **Build:** 2 **Move:** 1/11 flying **MP:** 13

Attacks per round: 2 claws or 1 grab/hold, or 1 weapon
 Can attack in hand-to-hand combat with two nippers at once. If the target is hit, the mi-go can attempt to hold the victim (maneuver) and fly into the sky to drop the victim from a height, or take the victim up so high that his or her lungs burst.

Fighting	70% (35/14), damage 1D8 + 1D6
Seize (mnvr)	seize victim (of their build or smaller) and carry them into the sky
Electric gun	65% (32/13), damage 1D10 + special (see Chapter 1)
Mist Projector	60% (30/12), damage 1D10 per round (see Chapter 1)
Dodge	45% (22/9)

Armor: 3-point carapace; extra-terrene body causes all impaling weapons to do minimum possible damage.

Spells: Each has 30% chance to know 1D3 spells.

Sanity Loss: 0/1D6 sanity points to see a soldier mi-go.

Mi-Go Standard Form

Use the following for a typical mi-go encountered in the Round Hill complex.

STR 60 **CON** 50 **SIZ** 50 **DEX** 70 **INT** 65
APP — **POW** 65 **EDU** — **SAN** — **HP** 10
DB: 0 **Build:** 0 **Move:** 7/13 flying **MP:** 13

Attacks per round: 2 claws or 1 grab/hold, or 1 weapon
 May attack in hand-to-hand combat with two nippers at once. If the target is hit, the mi-go can attempt to hold the victim (maneuver) and fly into the sky to drop the victim from a height, or take the victim up so high that his or her lungs burst.

Fighting	45% (22/9), 1D6
Seize (mnvr)	seize victim (of their build or smaller) and carry them into the sky
Spoor gun	40% (20/8), special (see Chapter 1)
Electric Gun	35% (17/7), damage 1D10+Special (see Chapter 1)
Mist Projector	40% (20/8), damage 1D10 per round (see Chapter 1)
Dodge	35% (17/7)

Special powers: Hypnosis, Telepathy, Void Light (see Chapter 1).

Armor: None, however their resonating extra-terrene body causes all piercing weapons (bullets included) to do the minimum damage.

Spells: Each has an INT x2 chance to know 1D3 spells.

Sanity Loss: 0/1D6 Sanity points to see a mi-go.

Mi-Go Scientist

Use the following for the mi-go scientists encountered in the alien's Round Hill complex.

STR 55 **CON** 55 **SIZ** 55 **DEX** 55 **INT** 110
APP — **POW** 65 **EDU** — **SAN** — **HP** 11
DB: 0 **Build:** 0 **Move:** 7 **MP:** 13

Attacks per round: 2 claws or 1 weapon

Fighting	30% (15/6), damage 1D6
Electric gun*	25% (12/5), damage 1D10 + special (see Electric Gun)
Dodge	30% (15/6)

**Not carried.*

Armor: None; extra-terrene body causes all impaling weapons to do minimum possible damage.

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

Sanity Loss: 0/1D6 sanity points to see a scientist mi-go.

Player Handouts

Harvest: Handout 16

May 10th 1853

Finally on my way home again, the sun is shining, birds are singing, and I am sitting in the most wretched smelling boxcar between here and Vermont. I almost didn't make the train, but was luckily helped aboard by an Indian fella. We've spent most of the day talking and swapping stories while a few other passengers lie on the other side of the car, snoring fit to raise the dead.

This Indian, I'll call him 'Hank' as I didn't get his real name, told me a peculiar story. Hank said his people are the Abenaki's from the Green Mountains in Vermont, close to my home in Cobb's Corners. One mountain he mentioned by name was Broken Hill and I think I recall hearing that name back in my youth. According to Hank, strange critters had been living in the mountains there since before God created man. In fact, he said these creatures don't worship no Christian God, he says they worship other things. These creatures don't really bother anybody much, as long as folk keep their distance from certain hills where they live. Hank said you can find such places if you know what to look for. Places animals shy from, spooky quiet places, or have strange old stones marking the territory. Sometimes they take people in the night, especially people who go poking around in their hills. Sometimes they send the people back, but changed, and never the same as they was before.

Hank swore that one time when he was a boy, his father pointed out one of the creatures flying haphazardly across a moonlit sky. Hank asked his father why the thing flew like a wounded duck. His pa told him that, just as he could never swim as well as a fish, neither would this creature fly like a bird, as if the sky was not its home. Hank's father warned him to watch were he stepped, as the creatures loved to dig in the earth and had created vast warrens in the mountains. From what I gather, these things are digging for something, like precious metals or gems or some such. Apparently, they can't find whatever they are looking for anywhere else.

It got me to thinking as I sat quiet looking at Hank. I'm sure I recall about some caves up in a mountain called Broken Hill near home. I'm writing this all down to remind me to look into it when I get home. A fella could make a killing selling these critters mineral rights!

Handout: Harvest Papers 15

The Team's Equipment and Armory

- Bedding
- Canned food
- Bottled water
- Medical supplies
- Kerosene lanterns
- Electric torches (with plenty of batteries)
- Three pairs of binoculars
- Miscellaneous tools
- An extensive chemistry and biology lab
- Two short-wave radios
- A nine-foot tall radio antenna (to be attached to the roof of the farmhouse)
- A portable generator (used only to power the radio)
- Four 50-gallon steel drums of gasoline
- Ford model TT truck
- Ford model A car

In addition to any personal weapons brought, are the following:

- Six British Lee-Enfield Mk3 .303 rifles, with 600 rounds
- Four Colt model 1917 .45 revolvers
- Two Thompson M1921 submachine guns, with 800 rounds
- Three Very pistols (flare guns), with 50 flares for each
- Case of 24 hand grenades

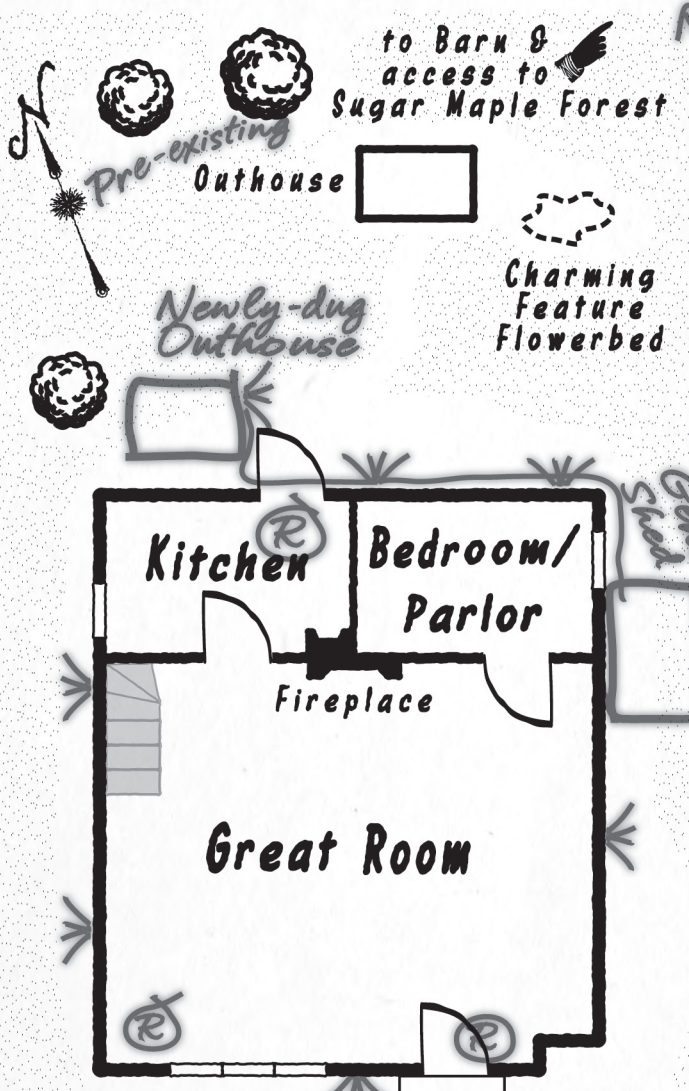
Weapon	Skill	Damage	Base Range	Uses per Round	Magazine	Malfunction
.303 Rifle Lee-Enfield Mk3	Rifle	2D6+4	110 yards	1	10	00
.45 Revolver Colt model 1917	Handgun	1D10+2	15 yards	1 (3)	6	00
Submachine Gun Thompson M1921	SMG	1D10+2	20 yards	1 or Full Auto	30	96
Signal/Flare Gun Very Pistol	Handgun	1D10+1D3 burn †	10 yards	1/2	1	00
Hand Grenade	Throw	4D10* (3 yards)	STR/5 yards	1/2	1	99

Key:

† **Burn:** Luck roll to avoid catching fire; take minimum damage first round, double damage each round thereafter until extinguished.

***Grenade:** delivers 4D10 damage to all within 3 yards, 2D10 to those within 6 yards, and 1D10 to those within 9 yards.

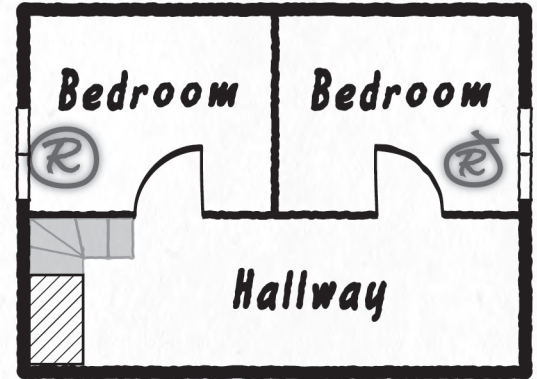
Defensive Site Plans for Maclearan House



Note: when digging underground storage bunker for gasoline barrels ensure at least 50 yards distant from main building.

Siting of new electric lanterns denoted by the ∇ symbol

Location of pit traps, alarm wires, bird nets, bear traps, snares, cages, &c to be directed by site supervisor. Ample stores will be transported



Second Floor

Internal structural reinforcement points marked with \textcircled{R} symbol

First Floor



Cobb's Corners 3 mi.

Federated Oil & Chemical