

A TIME TO HARVEST

A
CULT OF CHAOS
ORGANIZED PLAY CAMPAIGN



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Organized Play Edition

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Episode 2

Sometimes he would take walks through shadowy tangles of unpaved musty-smelling lanes where eldritch brown houses of unknown age leaned and tottered and leered mockingly through narrow, small-paned windows. Here he knew strange things had happened once, and there was a faint suggestion behind the surface that everything of that monstrous past might not—at least in the darkest, narrowest, and most intricately crooked alleys—have utterly perished.

— H. P. Lovecraft, *The Dreams in the Witch House*

Back To Arkham, Back To School

This episode begins following the investigators return to Miskatonic University from Vermont, having been sent back to Arkham by a very upset Professor Harrold. Assume the investigators arrive back around August 20th, giving them few days to recover and prepare for the start of the first semester of the 1930/31 academic year, which begins on September 10th. On arrival back in Arkham, the students receive an unexpected summons from the Dean of Students.

Running Episode Two

This episode is written as a timeline of the events of the mi-go agents. If the investigators do nothing then things proceed as written here; however, the investigators are likely to be more proactive now they know something mysterious and terribly wrong is happening. In addition, there is no side adventures or stack of red herrings to distract them from the real threat.

While the timeline presented provides the backbone of the episode, the Keeper should remain flexible. Adapt and modify things to suit the actions of the investigators, but always bear in mind the two goals of the mi-go agents and have them strive to accomplish those goals no matter what.

- **Goal one:** destroy or steal any trace of the mi-go and mi-go technology that might be stored and studied at the university.
- **Goal two:** tamper evidence and mislead Professor Ashley Learmonth into believing the “Pasquale Ore” comes from a meteorite; ensuring this misdirection is passed on to Federated Oil and Chemical (FOC)—thereby giving the company no reason to initiate further exploration in the Vermont hills.

See **The Mi-Go Plan**, page 9, for further details of the Fungi’s scheme.

For ease of reference, non-player character (NPCs) and monster statistics are provided in **Appendix A: Personalities and Monsters** (page 31). Key information for NPCs particularly relevant to this episode (such as personal description and relevance to the plot) is provided in the scenario text.

This episode takes place around the central campus of Miskatonic University in Arkham. To assist the Keeper, key buildings on campus, as well as a brief overview of Arkham, are provided in **Appendix B: Arkham And Miskatonic University** (page 34).

Start: Losing Face

Upon their return to Miskatonic University and prior to the start of term, all of the student investigators are called before the Dean of Students, Marinus Bickness, and severely reprimanded for what he considers to be inexcusable behavior.

Assuming the investigators were apprehended by Cobb’s Corners sheriff for “indecent behavior and drunkenness during Prohibition,” the dean warns them that this will go on their permanent record. One more mistake, however small, will result in their immediate expulsion from the school. Likewise,

any investigator who managed to avoid capture by the authorities (or the mi-go) is reprimanded due to the fact they did not prevent their colleagues from engaging in licentious and criminal behavior. After all, an upstanding member of the student body should always exemplify the very best standards.

Investigators who are members of the university's faculty receive the same speech, but from the University President, Dr. David Addleson. Instead of expulsion, the faculty investigators' tenure, reputation, and other academic livelihoods are threatened.

Despite their best efforts, gossip is bound to get out around campus concerning the trouble the investigators are in; they have to deal with whispers, jokes, and jeers, not to mention the possibility of a reputation as a jinx or crazy person. Other students occasionally point them out to others if they think the investigators can't see them. Conversations are likely to fade to a conspiratorial whisper or die out completely as they walk near. The only thing the investigators can realistically do is to ignore the nasty gossip and try to behave like normal members of the university. Unfortunately, this might prove hard, if not impossible, once Professor Harrold and the rest of the Vermont group return to campus on August 21st.

Invasion Of The Altered Students

Professor Harrold and the NPC students are back from Vermont—but they are now changed. Those members of the field trip who fell prey to Robert Blaine's plan were captured by the mi-go and have suffered a horrible fate. Their living brains have been removed from their bodies and replaced with brains the mi-go have collected through the years. Over time, the mi-go have employed surgical alteration, chemical treatment, and reasoned argument to persuade previously captured brains to aid them in their plans. With their agents' brains now housed in the students' bodies, the mi-go had little reason to keep the original brains of the students, and so they have been destroyed.

Barring any unforeseen events in Episode One, such as the death of an NPC student before the mi-go abduction, there should be eight mi-go agents riding around in the following bodies:

- Professor Harrold
- Roderick Block
- Louis Gibbons
- Harold Higgins
- Terrence Laslow
- William Noakes
- Clarissa Thurber
- Jason Trent

If the Fungi also took any of the investigators alive, their bodies are here too, but alas, their minds have been eliminated. This possibility should make things interesting, as their friends and fellow investigators most likely try to get in touch with these imposters to find out what's going on.

Blaine has coached the mi-go agents about the personalities of the bodies they now inhabit. He did know some of the host victims better than others, but essentially his knowledge of each of them is pretty limited. Consequently, the agents try to avoid any personal acquaintances their host bodies had previously, or at least limit contact with such people.

To further help, the mi-go agents' brains have been selected for specific host bodies, so there is some overlap of knowledge (i.e. the agent's brain has some understanding of its host body's area of academic study). If a student majored in history, then the Fungi chose a brain that was also well versed in history. Unfortunately, such a complex plan is going to be far from perfect. No matter how well briefed about the lives and studies of the people they are going to "impersonate," the transplanted brains are bound to make a few mistakes—especially the older brains that haven't interacted with the world outside of their jars for a long time. This fact alone may give the investigators enough clues for them to determine that something is very wrong indeed with their friends.

Out of all the people the investigators went to Vermont with, only Robert Blaine is in his "right mind," although, he is far from sane. In fact, his already shaky mental health has taken a serious turn for the worse.

A Surprise For Blaine

Remember how protective and watchful Blaine was of Clarissa Thurber? Blaine had handpicked the beautiful Clarissa to become the host body for Daphne Devine's brain; however, to Blaine's great shock, his lost love had other ideas.

Daphne Divine was born into a world where a woman's place was widely regarded as the home. She (quite rightly) resented this unfair and patriarchal view, and so when an opportunity presented itself, she took it and insisted that her brain be placed in a male's body. The mi-go didn't really care either way. Thus, she got her wish and her brain was placed in the body of Professor Roger Harrold (after all, she was the brightest of his anthropology students). In her new body, Divine is the leader of the mi-go agents sent to Miskatonic University. In consequence, Divine is very happy as she now has the respect and influence which Harrold possessed, plus she has finally been given real responsibility—something she has craved all her life.

Devine's joy is only exceeded by Blaine's absolute misery. All the work he has done, the planning and cunning to ensure everything was in place, has all been in vain. Everything he did, he did for the love of a woman who is now completely unobtainable. The lovesick now insane Blaine has fallen into deep despair. Driven to again seek solace in alcohol, Blaine has become the weak point in the mi-go plan. Divine realizes this

and will not allow anything to jeopardize the mission. While she may once have felt something for this man, possibly even the earliest pangs of love—that was when “she” was a different person. Now, Divine plots Blaine’s death and, once she comes across them, the investigators might just provide the perfect unwitting scapegoats to pin his murder on.

The Mi-Go Agents: Who’s Inside Whom?

If everything went to plan in Episode One, there should be eight mi-go agents at Miskatonic University. If some of the NPC students were saved by the investigators or suffered other fates, then the following should be adapted to suit. Likewise, any investigator who was captured by the mi-go is now inhabited by one of the agent’s brains. Adjust the agent bodies and brains to fit the narrative of Episode One.

Three of the agents are important to the outcome of the plot, so must be among the ranks of the agents sent to the university. These three are: Daphne Devine (in the body of Professor Harrold), Keith Clark (in the body of Roderick Block), and Lawrence Jarvis (in the body of Terrence Laslow). Other than these three, the Keeper can adjust which brains go into which bodies.

Following are details for the eight mi-go agents and the bodies they have been planted in.

The physical statistics for each is gathered together in this episode’s **Appendix B: Personalities and Monsters** for ease of reference.

Henry Akeley (as William Noakes), age of body 20, revived scholar

- **Agent brain:** Henry Akeley
- **Host body:** William Noakes

Appearance/Traits: “William” no longer dresses in his comfortable, rural attire, preferring to wear a suit. He also appears to have broken his almost compulsive need to constantly check the time on his father’s pocket watch.

Insider information: Henry Akeley brain is within William Noakes. Both shared many interests, including anthropology, astronomy, and folklore—two were almost a perfect match.

Of course, the name of this brain might sound familiar to some readers. Henry Akeley was the doomed inquisitive soul whose pursuit of the truth placed him on the wrong side of the mi-go in H.P. Lovecraft’s *The Whisperer in Darkness*. Akeley’s research brought the attention of the mi-go and fearing repercussions, Akeley sought help from Professor Albert N. Wilmarth of Miskatonic University. As for what happened

next... Well, go read the Lovecraft story! For our purposes, Wilmarth survived and as for Akeley, let’s just say that he “lost his mind.”

Akeley now works for the very things who removed his brain from his body only a few years ago. He has adjusted rather well to his new situation, discovering that being able to access the information gathered in the libraries of the mi-go, as well as the possibility of living forever, is not all that bad. For a man who was always foremost a scholar, Akeley could not ask for anything more.

Plot: in exchange for his continued access to mi-go data (and thereby, the mysteries of the universe), Akeley is willing to do almost anything for the aliens—except harm a friend—which could cause a problem for the rest of the mi-go agents as Akeley still considers Professor Wilmarth a very good friend. If the need arises to eliminate Wilmarth, Akeley will not stand for it. In addition, like any good friend, Akeley wants to contact and stay in touch with Wilmarth—despite the fact that he’s in a different body.

Keith Clark (as Roderick Block), age of body 21, vengeful pawn of the mi-go

- **Agent brain:** Keith Clark
- **Host body:** Roderick Block

Appearance/Traits: “Roderick” is no longer bright and happy. Gone is his slight, southern accent, and he rarely wears his beloved football jersey anymore. All he seems to do after returning from Vermont is sit in the university library reading old newspapers, looking sullen and depressed.

Insider information: Keith Clark is the mind inside Roderick Block’s rather large body. Before being separated from his body, Clark was a geography professor at Brown University, Providence, Rhode Island. As Block’s major was also geography, Clark was given his body; although, this may have been a mistake. In 1921, Clark and his family were vacationing in the Vermont hills. While alone on a nature walk, Clark found an interesting cave and went in to explore. As it turned out, it was part of a mi-go mine, and it wasn’t abandoned. When captured by the Fungi, Clark “agreed” to have his brain scooped out and placed in a cylinder on the condition that his wife and two children were allowed to leave the area unharmed.

Plot: now Clark has a body again, he wants nothing more than to use the library at Miskatonic to find out about his family, how they are faring without him, and whether there is a chance he can be with them once more. In conducting this research, Clark discovers the awful truth the mi-go kept from him. Once this secret is revealed, Clark approaches the investigators for their help—see *Another Trap?* page 21, for more information.

Daphne Devine (as Prof. Roger Harrold), age of body 44, leader of the agents

- **Agent brain:** Daphne Devine
- **Host body:** Prof. Roger Harrold

Appearance/Traits: Devine is able to pull off a very convincing act when pretending to be Harrold. She was one of the professor's star students and spent a lot of time with the man, and so she can easily mimic his manner of speaking, gestures, and habits. She dresses in the professor's brown suits and smokes his signature pipe.

Insider information: Devine now has access to Harrold's diaries, providing all the tidbits she needs to reinforce her brilliant and convincing act as the professor. Devine has only one goal on her mind right now: to make her mi-go masters happy. She has been promised that, if the Miskatonic University mission is successful, she will be housed in the body of her choice and respected as one of the Fungi's most important agents. The possibility of finally getting the respect and recognition she has always craved particularly motivates Devine. Thus, she is willing to anything, including murder, to ensure she gets what she wants.

Plot: Devine oversees all aspects of the mi-go plan and is the agents' leader. She is positioned to harm and mislead the investigators. The investigators might realize something is wrong with the students who accompanied them to Vermont but, as Harrold only came to town on the last day, they might think he is still normal. The investigators may try to recruit the professor's help and advice—something Devine will be only too happy to provide.

Lawrence Jarvis (as Terrence Laslow), age of body 22, mental muscle

- **Agent brain:** Lawrence Jarvis
- **Host body:** Terrence Laslow

Appearance/Traits: Jarvis is an old hand at body swapping. He acts just as rude and snobbish as Laslow ever did, and dresses as sharply. Which of course, means his act is near perfect.

Insider information: Jarvis is just doing his job inside Terrence Laslow. Jarvis is the only member of the agents who doesn't have a strong academic background. This brain's specialty is murder; Jarvis has been a killer for the mi-go for over three hundred years. When his original body died after fifty-two years of faithful service, the Fungi decided his mind and skills would be worth keeping. Since then, Jarvis' brain has inhabited

countless bodies over the years. He is also one of the Fungi's finest scientific achievements in their unending study of the human mind as his brain has undergone surgical alteration over time. The surgery has made him fanatically loyal to the mi-go and has also given him access to latent psychic powers (see following). Through years of practice, Jarvis has honed his abilities and now his psychic talents are quite powerful. This, coupled with his expertise with mi-go weapons, makes him a very deadly foe for the investigators.

Plot: now inside Laslow, Jarvis resumes his role as a murderer. He is on the mission solely to ensure the operation goes smoothly, which includes making sure nothing untoward happens to the other agents. Anything or anyone he considers a threat to the mission will be eliminated.

Summary of Jarvis' Psychic Powers:

Alter Reality

- **Cost:** 3 magic points for minor illusion; 5 for regular; 10 for complex or large.

Perhaps his most dangerous talent, giving him the ability to create multi-sensory illusions. To take effect, Jarvis must win an opposed **POW** roll against the target of the illusion: if Jarvis wins, the target believes what they are experiencing. Modify the opposed roll depending on the complexity of the illusion. For example, apply a bonus die to Jarvis' roll for something very simple, like having a door disappear, creating a phantasmal chair, and other such minor changes. For very impressive illusions, such as illusionary monsters or making a whole building disappear, apply a penalty die to Jarvis' roll.

Go Unseen

- **Cost:** 5 magic points per person affected.

Jarvis can direct an individual's mind not to notice his presence, 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).

Gustav Ludendorff (as Harold Higgins), age of body 20, unfunny class clown

- **Agent brain:** Gustav Ludendorff
- **Host body:** Harold Higgins

Appearance/Traits: Ludendorff plays a convincing Harold Higgins, as long as he doesn't have to speak with too many people, especially those who knew Higgins well. "Harold" has lost his famous sense of humor and his broad Irish accent has now strangely turned into a very pronounced German one!

Insider information: both Ludendorff and Higgins shared a passion for geology; specifically, mineralogy. Ludendorff was a famous geologist from the Friedrich-Wilhelms Universitat in Bonn, Germany. It was while he was climbing the Swiss Alps in 1886 that he discovered a mi-go scouting outpost and thus never returned home. Because Ludendorff is so well versed in Higgin's field of study, he has, so far, done really well at blending in academically. Socially, it's a very different story.

Plot: while Ludendorff passes for Higgins academically, he realizes he cannot pass detection with those who were close to Higgins, and so shuns former friends, keeps his head buried in books, or feigns illness.

Dr. Clayton Osborne (as Louis Gibbons), age of body 22, reborn medical student

- **Agent brain:** Dr. Clayton Osborne
- **Host body:** Louis Gibbons

Appearance/Traits: "Gibbons" still dresses and acts pretty much the same as "he" did before. Osborne tries his best to impersonate Gibbon's Boston accent (but fails miserably).

Insider information: Dr. Clayton Osborne is hidden inside Louis Gibbons. Gibbons was a slight problem for the mi-go, as finding a brain match was tough. With no available brain well versed in botany (Gibbon's specialty), the mi-go chose one who

could, at least, match his pre-medical knowledge. Osborne was a physician from a small town in Colorado, taken by the mi-go one night in 1901.

Plot: when "Gibbons" returns to Miskatonic University he (surprisingly) rekindles his interest in medicine and drops all botany courses. He also shows no interest in his former favorite pastime, playing piano in the Regatta Restaurant.

Wesley Smith (as Clarissa Thurber), age of body 21, an unhappy girl

- **Agent brain:** Wesley Smith
- **Host body:** Clarissa Thurber

Appearance/Traits: Clarissa Thurber has changed greatly since returning from Vermont. She no longer wears pretty dresses and instead dons the longest, most unshapely and unflattering garb she can find. She wears no makeup and her hair is now usually pulled back in a single ponytail. The only thing that remains the same is her faint lisp (due to a physical rather than mental problem).

Insider information: Wesley Smith doesn't like being Clarissa Thurber. Growing up small and frail on his father's ranch in Arizona was tough for Smith. Going to school and being picked on because of his size, and the fact he was smart and the teachers liked him, was worse. Consequently, Smith began to exercise and build up both his mind and body. By the time he was twenty-six, he had a finely honed and muscular physique and was highly educated in chemistry. Unfortunately, soon thereafter the mi-go captured him and took his brain for study. With such a strong chemistry background, Smith's brain was the match chosen for chemistry major, Clarissa Thurber. Smith is unhappy about being in the body of a woman.

Plot: being trapped inside a young woman's body has pushed Smith to the edge. Those around "Clarissa" find "her" to be depressed, sullen, and unsociable. If approached romantically by any man, she's more than likely to punch him in the nose rather than talk.

Robert Tunes (as Jason Trent), age of body 20, historic historian

- **Agent brain:** Robert Tunes
- **Host body:** Jason Trent

Appearance/Traits: whatever happened on the Vermont outing seems to have done wonders for "Jason," as he is no longer

deathly shy. While he is no social butterfly, he can actually look a person in the eye when he speaks to them, and he no longer nearly faints when confronted by a pretty woman.

Insider information: Robert Tunes is the brain operating Jason Trent's body. This transition has been an easy one, as both men were young college students majoring in history when they encountered the mi-go. Unfortunately, Tunes was English (living in London) and he has been with the mi-go for so long that his knowledge of American history only goes as far as the 18th century American Revolutionary War. Naturally, Tunes was quite shocked when he learned how it turned out.

Plot: Tunes has his new body spend most of its time in the campus library reading history books. He may bring the ire of the librarians due to his new habit of slamming a book shut, shaking his head, swearing "Bloody Hell" under his breath (in a British accent).

The Mi-Go Plan

Primarily, the agents are at Miskatonic University to destroy or steal any evidence pointing to the existence of the mi-go. Half of the group spends long hours in Miskatonic University's Orne Library searching through old newspapers, books on the occult, as well as New England history and folklore for potential mention of mi-go activity. At some point, they try to gain access to the Mythos tomes in the Restricted Collection section housed on the library's third floor; although, Dr. Henry Armitage is likely to be most unwilling to allow access and, even if access is granted, it will be under watchful eye—it was only two years' ago that Wilbur Whateley of Dunwich attempted to steal the infamous *Necronomicon* from the library (as detailed in Lovecraft's *The Dunwich Horror*).

While conducting their research, the agents do not destroy or take any books until they are satisfied that they have compiled a complete list of all the sources the university has concerning the Fungi. They take the time to study security at the library—at different times of day, and specifically at night. Unless otherwise pressured by the investigators, the agents do not act until they are completely ready. Then, in conjunction with the second part of the plan, they attempt to break into the library and either steal the books or destroy them. If the whole building has to be incinerated, so be it.

The secondary part of the plan is what first drew the attention of the mi-go to the university: the Pasqualle Ore sent to Professor Ashley Learmonth by Federated Oil and Chemical (FOC). Those students with scientific credentials, most notably Roderick Block, Harold Higgins, and Clarissa Thurber, feed false data to Professor Learmonth, convincing him that Pasqualle's Ore originated from a meteorite rather than being a rare Earth element. To further prove their point, they have brought another small sample of the mysterious ore, which they claim to have

found in an old crater. The mi-go want the professor to believe the metal came from a meteorite so that he will, in turn, pass this information on to FOC, thereby giving the company no reason to further explore the Vermont hills.

Later, during a raid on Professor Learmonth's laboratory in the Charles Tyner Science Annex—timed simultaneously with the break-in at the Orne Library—the agents plan to steal the ore sample and all notes pertaining to it. In addition, the agents are to make sure the one man who knows about the ore keeps quiet. The most advantageous means of silencing Professor Learmonth is for the agents to steal his brain. To this end, Lawrence Jarvis and Dr. Clayton Osborne have been trained by the mi-go to perform brain removal (Jarvis has the requisite tools and a shiny new brain cylinder just for the occasion). The Fungi want the geology professor's brain so they can squeeze from him everything he knows about the Pasqualle Ore and FOC.

Glitches In The Plan

Aside from missing out on gathering the investigators' brains, the only key mistake made by the mi-go when thinking up this complex plan was in their choices of agent brains. Two brains, in particular, should not have been sent on this mission.

The first brain belongs to the recently abducted Henry Akeley. Once he has a body again and is at Miskatonic University, Akeley is not able to resist getting in touch with Professor Albert Wilmarth. This could make things difficult for the other agents as Wilmarth is no fool and he is sure to find it strange that a student he has never met before, William Noakes, has suddenly taken such a vested interest in him. Everywhere Wilmarth turns, there's Noakes, asking him how his health is doing, about his classes, even inquiring about his family and friends by first name. When Noakes asks the baffled English professor out for dinner one night, Wilmarth becomes very intrigued.

Keepers are free to do whatever they see fit with Wilmarth and how closely he becomes involved. He will most certainly check up on Noakes and, once he learns the boy was part of Professor Harold's Vermont excursion, he might begin to theorize about what's going on. If confronted, Akeley/Noakes might confess everything to Wilmarth, who in turn might contact the investigators for help. Perhaps Wilmarth has only a vague hunch as to what's going on and wants to warn the investigators, indirectly (in case he's wrong). If so, he could leave notes in their dorms or perhaps inside books he knows they'll read. This is a great way for the Keeper to provide the players with hints and clues, but still keep things mysterious. Wilmarth can also come to the investigators' aid should they get into deep trouble. Try to avoid overly using him as *deus ex machina*, though; his help should come from a step removed wherever possible.

The second brain the mi-go should have never used was Keith Clark's. It was only nine years earlier that the Fungi took his brain and promised his family would keep their lives. Of

Dr. Henry Armitage, age 73, keeper of forbidden tomes

- **Appearance/Traits:** a white-bearded, bifocal-wearing, pipe-smoking man, who used to be cheerful and pleasant, but following his return from Dunwich, Armitage has changed. Not only has his health taken a turn for the worst but he is now less charming and friendly than before—for good reason—the horror of the Cthulhu Mythos casts a somber pall on all who encounter it.
- **Common knowledge:** everyone at Miskatonic University knows about Dr. Armitage. He has been the well-respected director of the Orne Library since 1906. Armitage has a formidable education including an M.A. from Miskatonic, Ph.D. from Princeton, and a Litt.D. from Cambridge.
- **Insider information:** his experiences in Dunwich (see Lovecraft's story *The Dunwich Horror*) have changed Armitage. His health is poor (he is taking medication for a weak heart) and his priorities have changed. He understands the threat of the Cthulhu Mythos and knows he is charged with looking after some very dangerous books. He has become secretive, slightly paranoid, and untrusting of anyone asking to see the tomes in his Restricted Collection.
- **Plot:** most likely, Armitage plays a minor role in this episode. He does not allow anyone to view the books in the Restricted Collection without a very good reasoned argument. If the investigators learn of the agents' plan to raid the Orne Library and can somehow convince Armitage that the threat is real, then he will listen to them and act to safeguard the books and university. Otherwise, generally, Armitage is likely to treat the investigators as immature and foolish students.

Professor Albert N. Wilmarth, age 52, professor in the know

- **Appearance/Traits:** slightly built, with a clean-shaven, lean face and sharp eyes set behind thick spectacles. His brown hair is thinning and beginning to recede. He is fond of tweed suits, soft leather shoes, and chocolate ice cream.
- **Common knowledge (Know roll):** aside from his knowledge of the English language and literature, Wilmarth is also learned in the field of New England folklore and local history. Born and raised in Arkham, educated at Harvard, and is currently a member of the Arkham Historical Society.
- **Insider information:** two years' ago, Akeley traveled to Vermont to see his friend Henry Akeley and, in so doing, encountered mi-go. The events in Vermont have left him shaken and wary. Akeley has since developed a close relationship with Dr. Armitage—the two sharing research to better understand the dark conclusions drawn from their separate experiences. Subsequently, if the investigators cultivate a positive relationship with Wilmarth, he may pass on a favorable word regarding them to Armitage.
- **Plot:** Willmarth might become involved in this episode in a number of ways. Firstly, he's aware of the recent Vermont field trips and is quietly watching and listening for any weird stories or happenings concerning the students' visit. Secondly, the strange antics of William Noakes (Henry Akeley) may arouse his suspicion, making him seek answers from the investigators. Lastly, the investigators may directly approach Wilmarth for help. Willmarth could prove to be an invaluable ally at Miskatonic University as he is well respected by most faculty members.

course, this was a lie. The mi-go presumed the woman and her children would not leave without Clark, at least not without bringing unwanted attention to the area, and so they made sure the Clark family would cause them no trouble in the future.

Once Clark has access to the Orne Library, he quickly begins to research the whereabouts and status of his family. It is not long before he discovers the truth, that three days after his abduction by the mi-go, his wife and two children were found dead at their campsite. Newspaper reports state the family was murdered with an axe. Keith Clark, whose whereabouts are unknown, remains the prime suspect in the multiple murders. After learning this,

Clark, now a grief-stricken father and husband, decides he has a score to settle with the mi-go. Clark is no fool and knows he requires help to get the revenge he desires. See **Another Trap?** page 21, for details on how this can play out.

Something Is Not Right

In this section, we discuss how the investigators might notice some of the strange behavior of the mi-go agents and, therefore, decide to investigate further.



A Campus Plan for MISKATONIC UNIVERSITY ARKHAM, MASSACHUSETTS



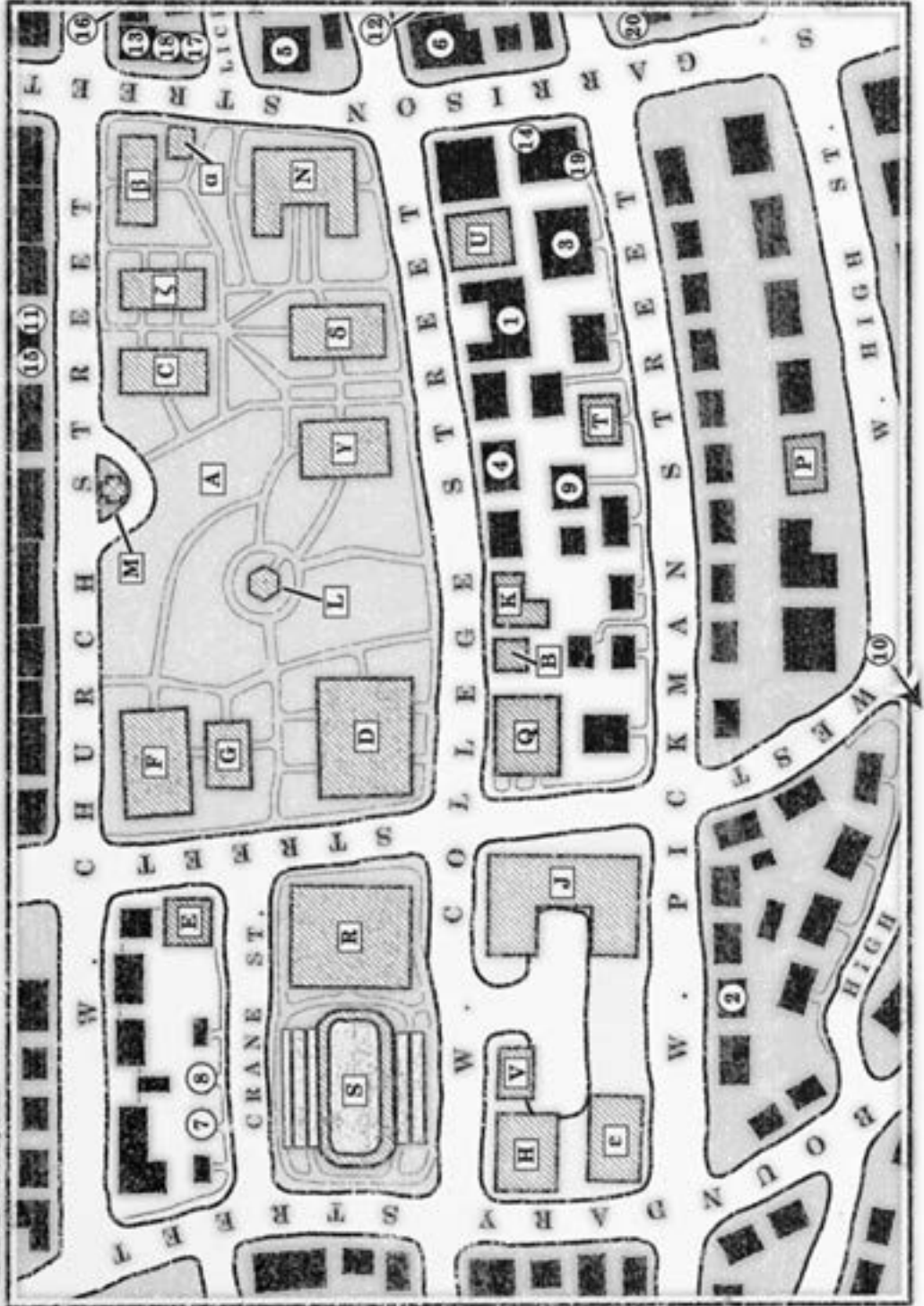
Prepared by the Department of Geography, School of Human Conduct,
Updated to accurately designate all University facilities and localities
of importance to students and faculty, in preparation for Commencement, 1930.
As a courtesy to students, this plan also highlights a selection of non-University
accommodation venues and other businesses located convenient to campus.

Printed by arrangement with
Messrs. of Miskatonic University,
Miskatonic, N. Y. 1930.

**An Important
Notice to Students**
Students must take careful note
of the times required to travel
between buildings on campus.
Faculty reserves the right to
deny entry to any student who
is not promptly seated by the
time appointed for the timetabled
start of a lecture.

INDEX TO BUILDINGS

- A. University Quad
- B. Hoyt Administration Bld
- C. George Lockley Hall
- D. Robert Carter Memorial Hall
- E. Jonathan Edwards Hall
- F. Sciences Hall
- G. Charles Tynar Science Annex
- H. School of Medicine
- I. St. Mary's Teaching Hospital
- J. Eli Hall
- K. Copely Memorial Bell Tower
- L. Status Lawn
- M. Orms Library
- N. Tabularium
- O. University Exhibit Museum
- P. Acton Field House
- Q. Athletics Track
- R. Facker House
- S. University Book Shop
- T. University Laundry
- U. President's House
- V. Derby Hall
- W. West Dormitory
- X. East Dormitory
- Y. Medical Stud. Accom.
- Z. Dorothy Upman Hall
- 1. Hotel Miskatonic
- 2. Franklin Place
- 3. Harriet Boteford Hotel for Women
- 4. Garden Cafe
- 5. University Spa
- 6. Paul's Steak House
- 7. Miskatonic Athletic Assn
- 8. Marching Miskies H.Q.
- 9. Delta Phi House
- 10. Sigma Phi House
- 11. Campus Store
- 12. Keenan's Laundry
- 13. Walgreen's Drugs
- 14. Book Nook
- 15. Jaywil's Book Store
- 16. Campus Bicycle Shop
- 17. College Barber Shop
- 18. Almon's Flowers
- 19. Newport Creamery
- 20. Arkham Historical Society



Miskatonic University Map by Dan Engelhardt

First off, there's the fact that the (agent) students are just not acting right. The agents are avoiding all of their friends and, in particular, the investigators. If approached outright, they are always busy, saying they have lots of work to do so they can't stop and talk. Those Investigators who became fast friends with one of the students while in Vermont probably notice changes in that person's personality and habits. In most cases, they won't be able to put their finger on it, but they'll know something is just not right.

Following the agents around campus reveals that some of them spend most of their time in the Orne Library while the others are constantly seen in the company of Professor Learmonth in his laboratory or office in the Science Annex. Of course, the investigators may initially just be following one agent, so this is a good opportunity to have them become aware that it's always the same group of people who are working nearby one another in the library—it's almost as if they were working on something together—and so on. Occasionally, Professor Harrold will be seen talking to one or two of these students, but not for very long. Every night the agents can be seen meeting together in a group, discussing things in lowered voices, and seemingly comparing notes. Daphne Devine (as Professor Harold) does not attend these meetings, so as not to act out of character. She gets briefed later by one of the group in the privacy of her apartment off-campus.

The library group consists of Roderick Block, Louis Gibbons, Jason Trent, and Terrence Laslow. Spying on them reveals they are constantly studying and sometimes spend the entire day in the library. They arrive at 8:00 a.m. when the building opens and stay until they are asked to leave at 9:00 p.m. when it closes. There, the agents read many books on the occult, local history, folklore, science, and many old back issues of newspapers. If investigators are also trying to research the mi-go then they may be reading many of the same titles. Investigators might overhear or witness one or more of the students arguing with Henry Armitage about being denied access to the books in the Restricted Collection. Professor Harrold even comes to the library to petition Armitage to grant his students access to the restricted books, as he says they are working on a project for him. Armitage wisely refuses the request, which only serves to enrage the anthropologist.

The group having long meetings with Professor Learmonth consists of William Noakes, Harold Higgins, and Clarissa Thurber. This trio has been bending Learmonth's ear since they returned from Vermont. They can often be seen with the professor in the Science Annex, showing him notes and photographs they have brought back from the field trip, as well as some kind of rock sample they brought back. Trying to uncover what the group is discussing will be difficult as they are almost always alone in Learmonth's lab. Investigators who can devise cunning schemes to listen in on the conversations should be rewarded. If cunning cannot win the day, then persistent and being in the right place at the right time should.

One of the investigators could try to get into the lab before the group arrives, allowing him or her to hide in a closet or behind a desk and take notes. Others might crack a window

and stand outside the building, behind the cover of bushes, and attempt a Listen roll to hear what is being said. One interesting idea would have the investigators go into one of the labs next door to Learmonth's lab, and carefully drill a spy hole through the connecting wall. However it is done, what investigators can find out in their spying is detailed below:

- Professor Learmonth is interested in the hills and mountains of Vermont, roughly in the same area where the first field expedition conducted their soil survey, as he thinks the area might contain concentrations of a mineral of unusual properties.
- The mineral is known as Pasquallium, or the Pasquale Ore, after the man who discovered it. Learmonth was sent the ore by a large American company, named Federated Oil and Chemical, for him to conduct tests and report back on the properties it could contain.
- When Professor Harrold needed funding for both of his field trips, it was Learmonth who arranged for FOC to provide the funding, which in turn allowed him to send students with Professor Harrold on what was otherwise strictly an anthropology affair. Learmonth wanted his students to conduct surveys to see if they turned up any signs of the Pasquale Ore.
- Higgins, Noakes, and Thurber have returned from the second field trip with evidence the Pasquale Ore is not native to Earth. The students claim it must have come from a meteorite that struck the Vermont mountains thousands of years ago. To prove their point, the students have brought another small sample of the mysterious ore they claim to have found in an old crater. There are also photographs of the crater, as well as pages of dated field notes and calculations—if none of the investigators were part of the survey team in the mountains, this is an excellent false lead for them to unwittingly pursue. Should they have been with the surveyors, they know what the students are saying is all a lie.

If such clandestine operations are not to the investigators liking, they can always try breaking into Learmonth's laboratory or office after hours in the hope that they can read his notes. This requires a successful **Locksmith** roll (assuming brute force is being avoided) to enter the lab and a successful **Spot Hidden** roll to find the right papers. Of course, the Listen and Stealth skills may also be useful to avoid the night watchman on his rounds. With success, the inquisitive investigators find a note from Professor Harrold (**Handout: Harvest Papers 8**) and a large, unsealed envelope containing a letter to Mr. Abelard of Federated Oil and Chemical (**Handout: Harvest Papers 9**), as well as photographs of an apparent crater.

Observation

The strange behavior of the agents when in a group is mirrored by their odd new habits when approached or observed individually. Only Daphne Devine plays her role as Professor Harrold well enough to avoid drawing any undue suspicion.

Noticeable strangeness for each of the agents includes the following:

- **Roderick Block:** has been spending a lot of time in the Orne Library looking in old newspapers, but not for the same subject matter that the others are searching for. Investigators able to succeed in either a **Spot Hidden** or a **Stealth** roll (to creep up behind and look over his shoulder) can see Block is reading a newspaper story about the Clark family, who were found dead in the Appellation Mountains. Further, a successful **Psychology** roll determines that Block is particularly upset by the article he is reading. Investigators might wait until Block leaves to read the newspaper story for themselves (**Handout: Harvest Papers 10**).
- **Louis Gibbons:** has apparently given up his pursuit of botany and decided to return to the study of medicine. An investigator noticing the books Gibbons is reading (or catching a glimpse of his notes) can attempt a **Medicine** roll to know Gibbons is tackling some extremely advanced medical topics for a person with only one year of medical school training—moreover, it appears he has a very solid grasp of the subject matter.
- **William Noakes:** is often seen in the company of Professor Wilmarth. An investigator who decides to follow Noakes may attempt a **Stealth** roll to follow him, allowing the investigator to spot Noakes hiding outside Wilmarth's classroom window, peeking in while the professor teaches. On a separate occasion, Noakes approaches Wilmarth, and while it's too difficult to get into a suitable position to eavesdrop on the conversation, a successful **Psychology** roll gives the impression that Noakes converses with the professor as if they were longtime old friends, while Wilmarth speaks to the student like he's a stranger—and one he's a little afraid of.
- **Harold Higgins:** avoids contact with anyone who was close to him prior to his visit to Vermont. If pursued by old friends, he refuses to engage in conversation or feigns illness (refusing to open his door to anyone). If followed (**Stealth** roll) he can be seen conversing with Professor Learmonth, as well as Noakes and Thurber. A successful **Listen** roll hears him speaking strangely, with a German rather than Irish accent.

Professor Ashley Learmonth,

age 47, unknowing target of the mi-go

Appearance/Traits: a small, slightly portly man, with a bald spot in the center of his curly blond hair. Wears glasses when reading small print. Learmonth was born with six fingers on his right hand (a natural, albeit very rare, condition).

Common knowledge: a polite enough fellow but he is not known for his warmth or sense of humor. Those investigators studying science subjects know the professor is considered by many to be one of the best metallurgists in New England.

Insider information: with such a renowned reputation in his field, Learmonth was the natural choice for FOC to analyze the Pasqualle Ore. To this end, Learmonth has devoted most of his free time for the past three years, but even his great intellect has, so far, drawn little of value in determining the potential of Pasquallium.

Plot: Learmonth is responsible for gaining funding from FOC for both of Vermont research expeditions. The agents plan to steal all traces of Pasquallium from the professor's laboratory, as well as all his paperwork and notes on the subject.

- **Jason Trent:** spends most of his time in the library, somewhat separate from the other agents, looking up colonial American history (specifically the American Revolution)—again, a **Stealth** or **Spot Hidden** roll can identify this information. A successful **Psychology** roll reveals he seems upset or flabbergasted by what he is reading; it's almost as if the history was news to him.
- **Clarissa Thurber:** if observing Thurber, a successful **Psychology** roll shows her acting in a very unladylike manner: she doesn't walk, talk, or even sit like a woman. She often fidgets with her undergarments right in public—as if were alien devices she despises. If approached by any male in even a remotely friendly manner, she clenches her fists, grinds her teeth, and glowers at him until he slinks away.
- **Terrence Laslow:** doesn't appear (**Spot Hidden**) to be doing anything useful in the library. When he's there he'll take a book from a shelf, open it in front of him, but clearly he's not reading from it. Instead, he is always looking around the room, lost in thought, or staring at people as if he's sizing them up—this is especially true for investigators, who he blatantly glares at, as if looking right into their minds.

Dear Ashley,

I wish to thank you for coming through in regards to the funding of the field trip I have planned. I can't imagine why the university would deny me funding for such a potentially beneficial excursion. I have my suspicions that damnable Wilmarth is behind it.

In any regard, I believe it's quite generous of Federated Oil and Chemical to finance this expedition and I sincerely look forward to integrating our students, as I have been a vocal proponent of inter-disciplinary field trips for quite some time. I hope your students are as fruitful in their diggings as mine will undoubtedly be in their quest for local folklore.

Please let me know if I can ever be of service to you in the future.

Yrs.,

Roger Harrold



MISKATONIC UNIVERSITY

COLLEGE OF SCIENCES

Astor School of Mathematics

Office: Sciences Hall, 488 W. Main Street
Laboratories: Charles Tynor Annex, 277 S. West Street

Dear Mr. Abelard,

I regret to inform you that it would appear the Pasquallium is extraterrestrial in origin. My students have returned with another sample of the ore, which they found in a crater they estimate to be thousands of years old. I am enclosing photographs of the site for your perusal.

According to my students, they found the ore at Red Rock Mountain, five miles due south of Brattleboro. I have taken the liberty of holding on to both samples of the ore so that I may continue testing them. If you desire the original sample returned, please contact me.

It has been a pleasure dealing with a philanthropist such as yourself, sir, and if I may be of any further assistance to Federated Oil and Chemical, I would welcome your call.

In thanks and appreciation,

Prof. Ashley Learmonth

FAMILY FOUND DEAD IN VERMONT

June 12th, 1921

Yesterday, the bodies of Lou Ann Clark and her two sons, Simon and Samuel, aged 9 and 7 respectively, were found at a campsite at the base of the Green Mountains. Police speculate the family had been murdered over a week ago by an unknown assailant. According to locals, the Clark family arrived in the small town of Cobb's Corners on June 4th, prior to going on a fishing, camping, and hiking vacation in the forest surrounding the town. As for Keith Clark, the husband and father of the slain family, no trace of him has been found at the scene of this terrible crime. Police continue to search the woods for evidence and have made a call for Mr. Clark to come forward to assist with their enquiries.

Handout: Harvest Papers 10

The Search For Blaine

The investigators will most likely already be very suspicious of Robert Blaine after what happened to them during the Vermont trip. Yet, since everyone's return, Blaine's absence has been quite noticeable. He will not be found by investigators if they go looking, no matter where they search or for how long. It's as if he disappeared.

If the investigators make an effort to inquire about Blaine around the campus, it won't take long to discover he has once again started to drink heavily, while also avoiding classes and old friends. The investigators may wish to pay a visit to Blaine's home. After a **Charm**, **Fast Talk**, or **Persuade** roll to convince some of Blaine's old friends to reveal his address, or gaining access to the student records (possibly employing a successful social skill or **Stealth** roll), his address is given as a converted attic apartment, in an off-campus house on W. Pickman Street.

Once at the apartment, the landlord, Sam Flanagan, does not allow access to Blaine's room without good reason (a **Charm**, **Fast Talk**, **Intimidate**, or **Persuade** roll). If asked, he says he hasn't seen Blaine in a few days. Access can be

gained illegally by waiting for the elderly landlord, the sole occupant of the house below the attic apartment, to leave the building. An unlocked kitchen window (found easily if looked for) or a successful **Locksmith** roll on the rear door lock grants entrance to the house. Investigators breaking in should also attempt a **Stealth** roll to avoid being seen by a neighbor or passerby and the police being summoned.

At first glance, Blaine's single room apartment appears to contain nothing of real value to the investigators. The room appears to have been relatively well maintained and clean, but now books and class-related notes are scattered everywhere, as are many empty whiskey bottles. A successful **Psychology** roll suggests something has recently greatly affected the occupant, resulting in them seeking solace from a bottle.

Conducting a thorough search of the room reveals a complete set of encyclopedias occupies a few bookshelves, along with several books of a geology bent. Standing beside these well-thumbed books are a couple of books on anthropology and American folklore that hardly appear to have been opened let alone read. Underneath a pile of dirty clothes in the closet are more empty whiskey bottles. Next to the bed, on top of a second-hand nightstand, is a small stack of books concerning the occult, with titles including: H.P. Blavatsky's *Isis Unveiled* (+6 Occult), Reginald Scot's *The Discoverie Of Witchcraft* (+6 Occult), and Lodovico Maria Sinistari's *Demonality* (+3 Occult). A full reading of these books grants some points in the Occult skill (noted in parenthesis) but little else of relevance to

the case at hand. A search of Blaine's desk finds an interesting letter (**Handout: Harvest Papers 8**), which may lead to further exploration on their return trip to Cobb's Corners (as described in Episode Four).

With a successful **Spot Hidden** roll, small (down) feathers can be seen on the floor and on Blaine's desk. Flipping over the bed mattress reveals a slit, in which is hidden a handwritten journal that once belonged to Daphne Devine. On opening the journal, a loose sheet of paper falls out, which turns out to be a short letter from Professor Harrold (**Handout: Harvest Papers 9**).

Reading the hidden book reveals Devine submitted her journal to Professor Harrold in the hope that she and her colleagues could be sent back to Cobb's Corners, allowing them to collect more data and possibly physical evidence of strange creatures said to be living in the mountains. It begins by outlining the successes the group has had to date, explaining how the Cobb's Corners locale is rife with local legends. Next, she details her plans for re-interviewing a local man named Jethro Cratchett in the hope to obtain his grandfather's diaries, as they contain a wealth of folktales he collected when working as a traveling salesman. Finally, the bulk of the journal is composed of the local legends the group was able to gather.

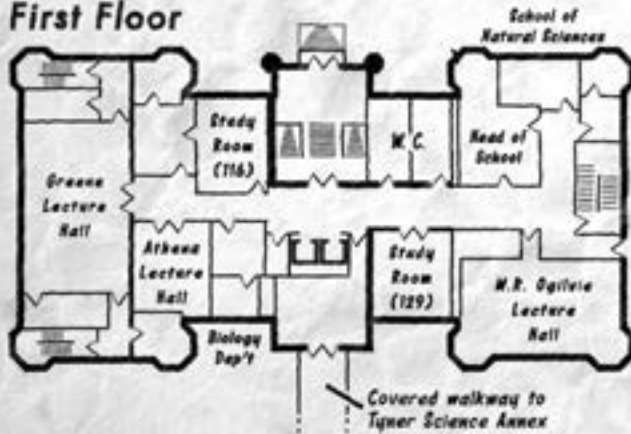


MISKATONIC UNIVERSITY

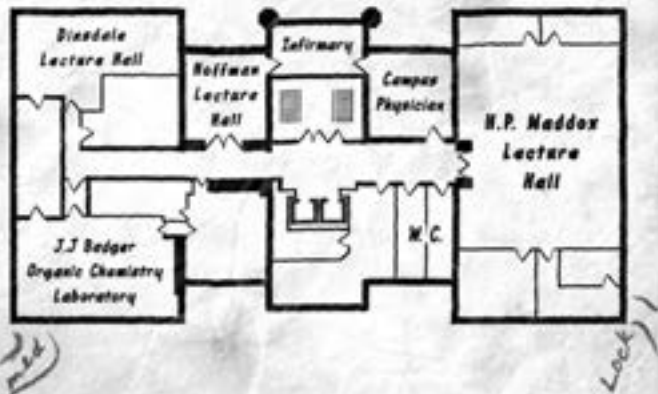
COLLEGE OF SCIENCES

STUDENT ORIENTATION MAP OF SCIENCE HALL BUILDING

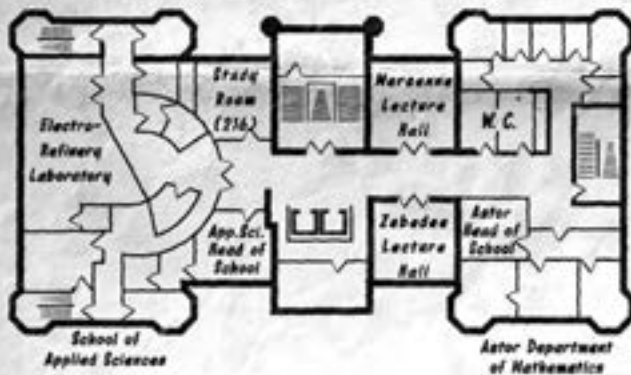
First Floor



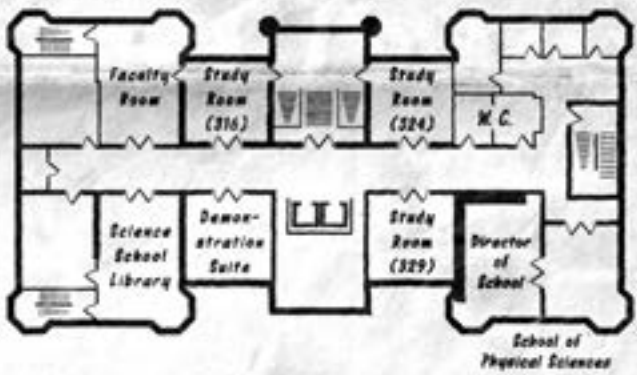
Basement



Second Floor

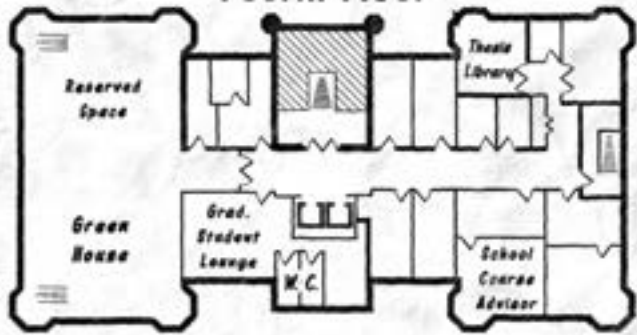


Third Floor



Important Notice
Students required to report to the personal offices of faculty staff should consult the noticeboards adjacent to the Hall's principal first floor entrance, and in the faculty office. Be advised that it is occasionally necessary for faculty staff to be relocated from office to office at short notice. In all cases, relocations will be immediately reflected on the relevant directory noticeboards. Where staff will be absent from campus for an extended period (e.g., on expedition) they may be obliged to surrender their office until their return to teaching duty. Consult the faculty office for details of substitutions.

Fourth Floor



Helpful Advice for New Students
The College of Sciences makes use of facilities in two, separate buildings—Science Hall and the adjacent Charles Tyner Science Annex. When locating a lecture hall, classroom, or faculty office first check in which building it is situated.
All lectures begin promptly on the hour and faculty reserves the right to deny access to late-comers.
The Science Hall basement houses an organic chemistry laboratory. In the event that noxious fumes are created during an experiment it may become necessary to evacuate the building. Students are requested to follow faculty direction and leave in a calm and orderly manner.

All information corrected and updated in preparation for Commencement, 1980.

M. U. Science Building Map by Dan Engelhardt

There are no stories directly alluding to the presence of the mi-go; although, some of the stories very subtly hint at the mi-go. The Keeper may use the journal to relate any information from the **Folklore Interviews** section (page 46) in Episode One previously missed by the investigators. In addition, the Keeper should feel free to describe tall tales of their own devising to supplement those provided.

Blaine's Suicide

At a suitable point, once the investigators have begun to take note of the agent's habits and odd behavior, the Keeper should play out the following scene, which effectively starts the next chapter in this episode. Ideally, the investigators should have sought out Robert Blaine before the following event, allowing them to search his apartment and find the clues therein.

One night, when the investigators are on their way back to Blaine's apartment to wait for him to return, or perhaps they just happen to be passing through the neighborhood, they are surprised to hear a gunshot. If watching Blaine's apartment window, they see a muzzle flash come from within. Sooner after lights go on in the house below (the landlord Sam Flanagan waking up at the noise from above).

Fast acting investigators may be able to get to the front door and gain the landlord's attention as he passes by on his way upstairs. Flanagan opens the front door if the investigator's knock. If they have previously been on good terms with Flanagan, the investigators are let inside and allowed to accompany him to Blaine's apartment.

On entering the attic room, Blaine has committed suicide; slumped in front of his desk, the back of his head blown apart, a .38 revolver lies at his feet alongside empty whiskey bottles. Call for a **Sanity** roll (1/1D4 loss).

Flanagan cries out and leaves the room, shouting something about calling the police, giving the investigators a few moments to survey the scene. Closer observation confirms the assumption: Blaine, drunk on liquor, took the gun and shot himself in the head. Despite a search, no suicide note can be found.

Within minutes the police arrive and unless the investigators exit rapidly, they spend the next few hours giving statements to Chief Detective Luther Harden but are released before morning.

If the investigators are elsewhere at the time of Blaine's death, they soon hear about it in the local press and around campus. The details remain the same: Blaine had been suffering from depression, drinking heavily, and decided to take his own life. The police consider the case closed pending an autopsy (which confirms the suicide).

Of course, the truth is actually quite different.

Blaine was murdered by Jarvis, who used his psychic powers to create an illusion of Daphne Devine. The phantom Devine told Blaine she despised him and wished him dead. Already insane and compounded by alcohol, Blaine was overcome and unable to see Jarvis at his side. Jarvis shot Blaine in the head at close

Chief Detective Luther Harden,

age 44, tough and honest cop

Appearance/Traits: a large man, with dark hair, brown eyes, and bushy mustache. He is rarely seen without a smoldering stump of a cigar clenched between his teeth and his fedora clamped tightly on his head.

Common knowledge (Hard Know roll): a poster boy for the hard-boiled, irascible detective. Harden is respected and feared by Arkham's criminal underworld. His record for closing cases is quite impressive, as is his ability to get criminals to confess to their deeds (with a little encouragement).

Insider information: When Harden was a child, his father James Harden was an Arkham police officer who disappeared one night while investigating a disturbance at the Potter's Field Cemetery. While his body was never found, the large quantity of blood found at the scene convinced the authorities that he had met a grisly end. This formative event drove Harden into police work.

Plot: Harden is provided should the Keeper require a senior police figure to censure or hassle the investigators. Once the investigators have crossed his path, Harden is most displeased to encounter them again, should they foolishly fall foul of the police for the second time. He is a creature of strict moral code and has little imagination, so he's not likely to believe any of the investigators' wild stories.

range, making it appear to be a suicide. The agent then slips out, using his Go Unseen ability to pass by Blaine's landlord.

If any of the investigators are with the landlord immediately following the gunshot, Jarvis may not have enough magic points remaining to go completely unseen. Assume Jarvis has 7 points left (enough to Go Unseen by one additional person or create a new, distracting, illusion). One or more investigators might catch a sudden glimpse (**Spot Hidden**) of a dark shape, looking strangely like Terrence Laslow, bounding out of the house. By the time the investigators can follow, Laslow/Jarvis will probably be long gone. If an investigator somehow manages to catch up with, stumble into, or grab the agent, then Jarvis produces a spore gun (appearing to point a strange looking tube at the investigator) and fires (see **Spore Gun**, page 13, Chapter 1). The investigator must attempt a Hard CON roll: if failed, they fall unconscious for 2D6 hours; if they succeed, they remain conscious but are stunned for 1D6 rounds—during which time, Jarvis makes a swift exit.

August 20th

Mrs. E. Cratchett
12 Orchard Road
Cobb's Corners
Vermont

Mr. Blaine,

I write this letter only to tell you why you haven't received any response to your last three pestering letters. My beloved husband, Jethro, who was a great and honest man if ever there was, is dead. Dr. Perry says it was an accident but I think better of it.

I told Jethro not to get mixed up with you or that Ms. Devine and all of your oh-so-smart college foolishness, but you and that woman got him to go against me and now he's dead. I hope you are happy, sir, and I hope you rot in hell. I know he died because of the stories he was telling you. I don't know how, but I'm sure you had something to do with his untimely demise.

Please, if you have any mercy in your damnable heart, do not write to me again. May God forgive you because I cannot. You have made me a widow before my time.

Emelda Cratchett

Dear Ms. Devine and colleagues,

I write this note to congratulate you and your team on the splendid work you have performed so far. It is most impressive and goes to prove how ideal you are for this task.

I'm also pleased that you all are having an enjoyable jaunt, and wholeheartedly approve of your return trip to Cobb's Corners.

Yrs.,

Roger Harrold

Mind Games

Now Robert Blaine is out of the picture, Jarvis takes steps to get rid of all of the investigators. He would prefer to just walk up and shoot them in the face, but the secrecy of the mission calls for a more delicate handling of the problem. Luckily for Jarvis, he has considerable mental powers to torture the investigators with.

Jarvis starts things off by choosing the investigator who he deems has the weakest willpower (POW). He is a very good judge of character in this regard (if there's a choice, choose the investigators with the lowest Luck). This poor unfortunate is the target of Jarvis' Send Nightmare power; receiving one, sometimes two, nightmares a night with the goal of driving them insane.

While Jarvis sends nightmares to one investigator at night, during the day he follows another around the university, looking for an opportune moment to use his Telekinesis power. The perfect time would be when his chosen victim is climbing a ladder, a long flight of stairs, or standing too close to the railing on a balcony. Giving a sharp push with his ability at that time could send the investigator tumbling. Call for a DEX Jump roll at Regular or Hard difficulty depending on the circumstances. Damage is likely to be from falling or from having something heavy smashing into the investigator (use **Other Forms Of Damage**, page 124, *Call of Cthulhu Rulebook*).

When Jarvis wants to get serious, he'll use his most versatile and frightening power, Alter Reality. Simple changes can prove to be quite dangerous. Making the road appear to turn left when in fact it turns right while an investigator is driving, or moving a bridge just a few yards to one side could be devastating. Having a door disappear at a critical moment is something simple but could prove deadly. Other, grander illusions could also work wonders. Jarvis might create an illusory elevator to attract an investigator to a deadly drop. Phantasmal fire in the upper floors of a building might force a person onto an imaginary fire escape. Making an automobile vanish for a few seconds when someone crosses the street could prove interesting. Then again, Jarvis could always attack his victims with illusionary creatures or have the investigator's friends appear as monsters and let the mayhem take its course. The possibilities are truly limitless. Such mental assaults continue until all the investigators are either dead, insane, locked up, hospitalized, or until the night of the double raid on the Orne Library and geology labs (see **Figuring Things Out**, following). Of course, killing Jarvis also ends the situation.

Figuring Things Out

When the Keeper thinks the time is right, after a few weeks of the mi-go agents spending time in the library and geology lab, they begin to put things into motion for their big cleanup operation. If the investigators have managed to remain under the agent's radar up to this point, which means not directly confronting the agents in any way and pursuing covert means instead, they may learn of the plan before it takes place. Clues

that something big is about to happen can come from the differing actions of the agents.

- One of the agents drives into town to a local hardware store and buys several gallons of kerosene and a few sticks of dynamite (not a completely uncommon thing back in those times, with people like farmers using such things to clear tree stumps or large rocks from their fields).
- Another time Jarvis and one of the other agents drive a little way out of town along the Aylesbury Pike, to a deserted two-story house hidden within the woods. They then proceed to use a pry bar to break into the house. They spend a few moments there going up to the second floor and just looking around, before getting back into their car and driving back to the university (see the optional section **The Chase Is On!** page 27, for more information about this house). Note that this would be a good time for the investigators to get the drop on two of the agents and maybe get some answers. Both agents are armed with electric guns, not to mention Jarvis' powers.
- All of the agents gather for a meeting—something they have not previously done—at Professor Harrold's house off campus. This takes place in the evening, in a nice neighborhood, so investigators would be wise to consider neighborhood witnesses if they plan on storming the meeting with guns blazing. In the days running up to the meeting, the investigators could overhear the meeting's arrangements being discussed and so could plan to snoop on the proceedings. If so, then stealthy and sneaky investigators hear the following spoken by Professor Harrold:

"So you have the TNT and the kerosene? What about the braincase and tools for the surgery? Good. Now remember, it will take five hours for the enzyme to take effect, so both teams will go precisely at 10:30, so be outside the library and Science Annex before then. Gustav, make sure you get him there before then. Lawrence, you secured the meet up point? Fine. Remember, we cannot fail our benefactors in this. The rewards for success are too great and the penalties for failure too severe."

Note: the investigators probably wonder who Gustav and "him" are. Indeed, they may be surprised "Lawrence" answers with the voice of Terrence Laslow.

Optional: Another Trap?

Should the Keeper need to make things crystal clear for the investigators on what the agents are planning to do, this optional scene can be used. If the investigators already have a

pretty good idea of what's coming, then this scene is not really required, although it does add a bit of action and fear to the proceedings.

Choose an investigator (ideally one not previously targeted) for this part. He or she should be at home alone and preparing for bed. They receive a telephone call from Roderick Block (Clark) at 10:45 p.m. Block says he has important information to tell the investigator but they must come alone to a secluded spot and promise not to harm him. If the investigator is wary of this meeting and seems like they won't go, Block says the following to spark their curiosity, "Look, I'm not Roderick Block. None of us who came here are who we pretend to be. We were sent here for a reason and if you don't meet with me then the blood is going to be on your hands!" Hopefully this is enough to encourage the investigator to take a chance. Block says to meet him in a half an hour (11:15 p.m.) on top of Hangman's Hill in the Old Wooded Graveyard.

On Hangman's Hill

Hangman's Hill is the highest point in the overgrown and bramble infested Old Wooded Graveyard, which lies on the southeastern side of Arkham. This lone hill got its name from an incident in 1704 when the citizens of Arkham hung a suspected witch named Goody Fowler. Since then, a legend has been passed on: if anyone is brave, or foolish, enough to spend the night alone on the hill on May Eve or Halloween, then they are visited by the ghost of Goody Fowler. Some say they have attempted the vigil and have seen nothing while others claim to have seen the specter. Of those who have seen Goody's ghost, most admit to fleeing in terror and refuse to speak about what happened while others claim to have spoken to the shade. There are even stories about people who have gone to the graveyard to look for the witch's ghost who were never seen again.

Investigators born in Arkham will be aware of the Goody Fowler legend; otherwise, call for a **Know** roll to see if they have heard the story. The investigator's trip through the Old Wooded Graveyard should be as creepy as possible, with low lying fog, strange shadows, and rustling noises; yet, Goody does not make an appearance this night.

If the investigator comes alone, he or she finds Roderick Block waiting for them on the hill in the cemetery. He has a pair of binoculars, so if the investigator brought friends along, Block probably sees them approach, unless they take precautions (**Stealth** roll). If the investigator didn't come alone, Block pulls a pistol from his pocket and demands to know who the investigator has brought with them and why. A successful **Fast Talk**, **Intimidate**, or **Persuade** roll, coupled with the right answers, can defuse the situation and have Block put the gun away. After everything calms down, Block properly introduces himself as Keith Clark and goes on to relate his encounter with the mi-go and how they betrayed him by murdering his family (refer to **Glitches In The Plan**, page 9). He now wants revenge against the alien horrors who destroyed his life and family.

Clark also spills the beans about the other mi-go agents and their mission at the university. Exactly how much he tells the investigator is up to the Keeper—he says the mi-go agents are planning on raiding Professor Learmonth's laboratory and office in the Science Annex, as well as putting flames to sections of the Orne Library tomorrow night.

After mentioning the upcoming raid, both Clark and the investigator are surprised when Terrence Laslow (Jarvis) materializes into view right next to them, provoking a **Sanity** roll (0/1 loss). Laslow points a small, strange looking device (an **Electric Gun**, page 12, Chapter 1) at the pair and orders them not to move. A successful **Spot Hidden** roll at this moment means the investigator notices two more people moving through the graveyard towards Hangman's Hill. The newcomers are Harold Higgins and Jason Trent; each is carrying something looking like a large mass of tubes and pipes (see **Mist Projector**, page 13, Tools of the Mi-go in Campaign Background).

At this point, Laslow begins to describe the horrible fate that awaits his captives, especially for the traitor Clark. As Laslow is relishing the moment, Clarke deftly pulls a pistol from his pocket and fires four times at Jarvis. In the commotion, Laslow dives for the ground, the bullets miss their target, and Clark yells aloud for the investigator to run.

As the investigator flees with Clark down Hangman's Hill—presumably on the opposite side to the one Higgins and Trent are climbing up—Jarvis fires his electric gun at them twice. The first shot misses but the second strikes Clark on his left leg, crippling it. Clark can no longer run and with three mi-go agents heading down the hill towards them, he tells the investigator to avenge his family's death as he places his pistol to the center of his forehead (to make sure his brain dies) and pulls the trigger. Witnessing Clark's suicide calls for a **Sanity** roll (0/1D3 loss).

The investigator can try to make a run to escape the cemetery or maybe go deeper into the graveyard and then try to hide (**Stealth** roll). If running, the Keeper has the option of running a chase sequence through the graveyard—see box nearby for the agents' reference statistics and refer to **Chases**, page 132, *Call of Cthulhu Rulebook*. The Old Wooded Graveyard provides plenty of hazards and barriers in the form of gravestones, mausoleums, brambles, iron railings, and so on. Alternatively, if the Keeper wishes to speed things on, just use straightforward opposed **DEX** rolls to determine the outcome of the pursuit.

If the investigator has a weapon and wants to fight it out, should one of the agents be shot or wounded, the others start to make good their escape; however, the Keeper should remember Jarvis' mental powers and use them to their full extent should the investigator want to play the hero.

If the investigator is captured, he or she is taken to the agents' safe house. Refer to **The Safe House**, page 28, for details.

Preparing For The Worst

If the investigators know when the agents' raid is going to happen, they may want to try to warn others and get help. With reputations already tarnished by their exploits in Vermont (in addition to any calamities caused during this episode), the investigators will have a difficult time attempting to explain that brain-swapped alien agents are about to attack the university. Depending on how events have played out so far, the investigators could have garnered a reputation around campus as drunks, pranksters, weirdos, criminals, peeping toms, crazies, and maybe even murderers. If their actions have been particularly severe, they may already be known about by the Arkham Police Department. Such unsavory renown serves to isolate the investigators from almost anyone who might be of help to them.

Students do not want to be seen with the investigators, either from personal taste or fear that their own social standing will suffer. Professors and administrators at the university do not waste their time listening to a bunch of nonsense from a group that has brought nothing but shame and disappointment to Miskatonic. As for the Arkham police, they may already have cautioned or arrested one or more of the investigators, and if so, it is unlikely that they put much stock in anything the ne'er-do-wells say.

Perhaps the only potential ally the investigators may have is Professor Wilmarth. By this time, Wilmarth, most likely, knows something is not right with the students who went on Professor Harold's Vermont trip—unfortunately, this could very well include the investigators. If the professor can be convinced that something awful is going to happen at the Orne Library and Science Annex tonight, then he has the clout to convince others and to get things done.

Some investigators may wish to obtain firearms. At this time in America's history, getting a gun was relatively easy (there was no ninety-day waiting limit on anything). Should the investigators want to "pack some heat" they could purchase shotguns, either pump or double barrel, or bolt-action hunting rifles from gunsmith Edward Parrington's store on West Main Street in the Merchant District. Arkham has enough woods surrounding it where hunting is a common activity to facilitate a fine selection of hunting long arms and ammunition. Handguns are fewer and farther between. Parrington may require convincing to point the investigators in the direction of a possible seller (Parrington also is the head of the local gun club), but one or two .38 revolvers shouldn't be too hard to find. Lastly, if the investigators have deep pockets and prefer fewer questions asked, they could try to reach out to either the Italian or Irish mobs in Arkham to purchase all manner of firearms (including hard to get or downright illegal weapons, such as Tommy guns or even a Browning Automatic Rifle). Pursuing criminal leads and connections could be a mini adventure in itself and fraught with perils. Refer to the guidance on illegal weapon costs on page 398, *Call of Cthulhu Rulebook*.

If the investigators saw the agents hurling lightning bolts or clouds of killing mist, they may think they need all the edge they can get, perhaps taking a lead from the agents and buying

Chase Sequence:

Agent Reference

Agent: Jarvis/Laslow

- CON 70
- DEX 65
- Base MOV 8
- Skills: Climb 50%, Jump 45%, Listen 65%, Spot Hidden 65%, Track 50%.

Agent: Ludendorff/Higgins

- CON 50
- DEX 55
- Base MOV 8
- Skills: Climb 50%, Jump 40%, Listen 40%, Spot Hidden 65%.

Agent: Tunes/Trent

- CON 50
- DEX 55
- Base MOV 7
- Skills: Climb 20%, Jump 35%, Listen 50%, Spot Hidden 30%.

some dynamite. The staff at B.F. Jones Hardware (East Main Street) needs to be convinced with a reputable reason why the investigator students require the dynamite. Remember, TNT is temperamental and carries a degree of risk if being overly cavalier in its handling.

Lastly, no matter what guns are acquired, no student or faculty member is allowed to have a firearm on campus. Any such weapons have to be sneaked in and kept hidden until needed. If caught, the threat of expulsion from the university and a difficult conversation with the police will be very real.

A Good Diversion

On the evening the raid is planned to take place, the agents take steps to ensure any commotion that they make during their assault is covered by an even more distracting occurrence. To that end, one agent sneaks into the East Dormitory (where the majority of lowerclassmen live) and places a special mind-altering chemical into today's dinner served in the cafeteria. Once done, the agent then cuts across to the West Dormitory (home of the upperclassmen) and repeats the exercise.

Meanwhile, Clarissa Thurber enters the Dorothy Upman Hall and contaminates the women's cafeteria. Each of the agents pours a near invisible fluid, Amnesia Enzyme, into today's meals. It's an organic fermentation discovered by the mi-go while developing the spore gun. Any human who ingests the enzyme suffers amnesia for a short period of time. The drug has an onset time of five hours before it becomes active, but once it starts, it is so effective that the victim even forgets how to speak or read. The amnesia remains in effect for two hours and then suddenly ends. See **Amnesia Enzyme**, page 11, Tools of the Mi-Go in Campaign Background.

Dinner is infected with the enzyme at 5:00 p.m. and consumed by around 320 students and faculty members over a two-hour time span. Amnesia begins to affect people from 10:00 p.m., with the last of the afflicted not regaining their memories until midnight. The agents hope the resulting chaos and confusion will cover their actions. Of course, the drug could affect the investigators too if they choose to dine in the cafeteria today—hopefully, they'll be far too busy spying on the agents to remember to get dinner.

With no memories or knowledge of their “civilized life” to fall back on, those affected by the enzyme revert back to a primitive state. Think about the blind terror of knowing absolutely nothing, add to that not being able to communicate with anyone, and you have a recipe for panic, fear, anger, and chaos. Imagine someone seeing flames in an open fireplace and not knowing what they are, or if the amnesia hits someone while performing an important task like driving a car. The possibilities are limitless. The chaos is not confined to the university alone, with those living off campus, like professors and upperclassmen, giving the police plenty to do this night.

As for the commotion at Miskatonic University, most of the people suffering from amnesia just wander around aimlessly, looking confused and frightened, while gibbering incoherently. The Keeper is free to choose any or all of the following mayhem to make this night at Miskatonic University an unforgettable one:

- Many small fights and maybe a large, near-riot in the area between the East and West dorms.
- In the women's dorms in the Dorothy Upman Hall a fire breaks out on the second floor and quickly spreads.
- A young freshman is hit by a truck when he wanders out into West College Street.
- A science professor, who was preparing tomorrow's dissection class, attacks anyone he meets with a scalpel.
- Someone falls or jumps from a window or rooftop and lands on another amnesia victim below, hurting or possibly killing both.
- Doctors, nurses, and orderlies wander St. Mary's Teaching Hospital attacking patients and each other.

If the investigators ate dinner in either the East or West dormitories, or in Dorothy Upman Hall at five o'clock, then they too are suffering from amnesia for two hours—because of this, the Keeper should make sure that some of the investigators have a reason to miss eating on campus this evening. Perhaps the investigators are busy all day in town, ate at the popular vegetarian dining hall in the Medical School, or have just been doing other investigative tasks. While it would be a bad thing if all the investigators suffered amnesia this night, the authors do recommend that, if at all possible, at least one of the investigators should become affected by the enzyme—providing a chance for a memorable role-playing experience.

If all of the investigators eat the contaminated food, then the events outlined follow regardless, with the characters coming to their senses around 11–12 p.m. (timing at the Keeper's discretion). Chaos reigns around them—the Keeper may have fun describing the circumstances the individual investigators find themselves in—and smoke pours from the Orne Library. If the investigators are quick, they could catch up to the agents exiting the library and Professor Learmonth's lab.

The Raid

Once the amnesia enzyme has started to shake things up at the university, the agents make their move at exactly 10:30 p.m. They divide into two groups: one for the library and one for the geology lab. Barring the death or incapacitation of any of the agents, the library team comprises the minds of Daphne Devine, Henry Akeley, Robert Tunes, and Wesley Smith. The group heading for the labs is led by Lawrence Jarvis and includes Dr. Clayton Osborne and Gustav Ludendorff.

The library raiding party is well armed, swift, and brutal in their assault. Each member of this group has a large duffle bag, a flask of kerosene, matches, some sort of mi-go weapon, and a list of books. The book lists include their location in the library and fall into one of two categories: steal or burn. The burn list is the longer of the two.

The plan for Devine's group is a simple one. First, they use dynamite to blow open the library's front doors. Once inside, they quickly deal with any security guards and dogs they encounter with their formidable mist projectors and electric guns. After all resistance is dealt with, the agents individually dash around the library searching for the titles on their lists, stuffing books into their duffle bags or dousing them with kerosene and setting fire to them on the spot. Additionally, the card catalogs are also set ablaze to make it more difficult to figure out what books are missing or destroyed. While this takes place on the first and second floors, Devine heads upstairs to the third floor for the rare titles held in the Restricted Collection, using dynamite to blow open the vault door. Her mission is to steal the rarest tomes and set the rest on fire.

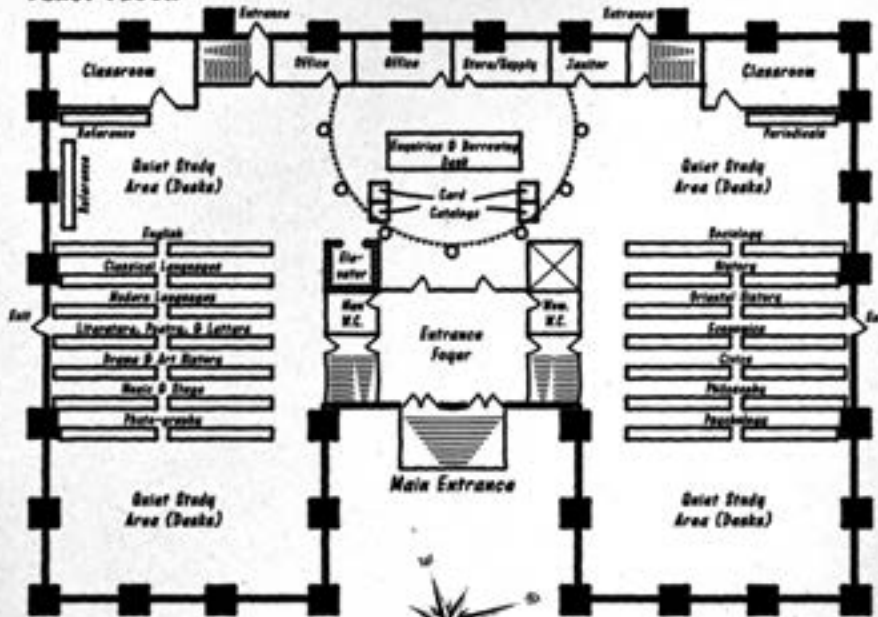
If the investigators are at or near the Orne Library when the raid takes place, they have the choice of either helping the security guards (all two of them) fight off the agents or fleeing. Fighting the agents as a single group is very dangerous, as they

A Handy pocket reference for students, plainly shewing the layout of Principal Collections, Study Rooms and Reading Rooms for the

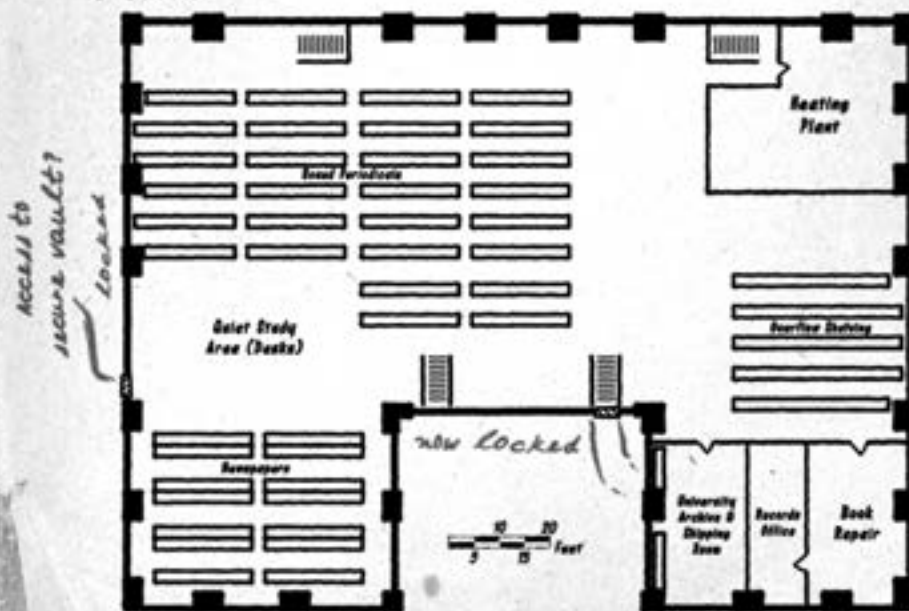
ORNE LIBRARY

OF MISKATONIC UNIVERSITY, ARKHAM

FIRST FLOOR



BASEMENT

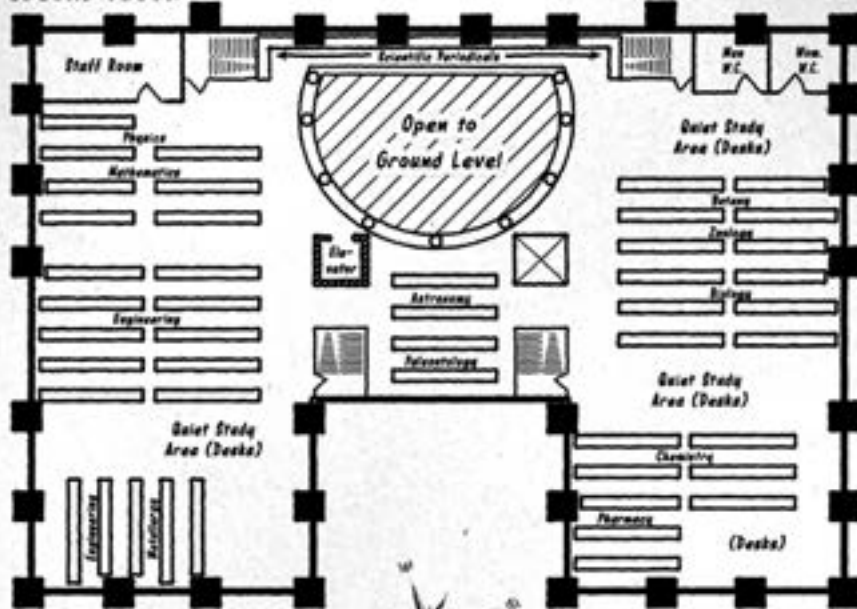


Orne Library Map by Dean Engelhardt

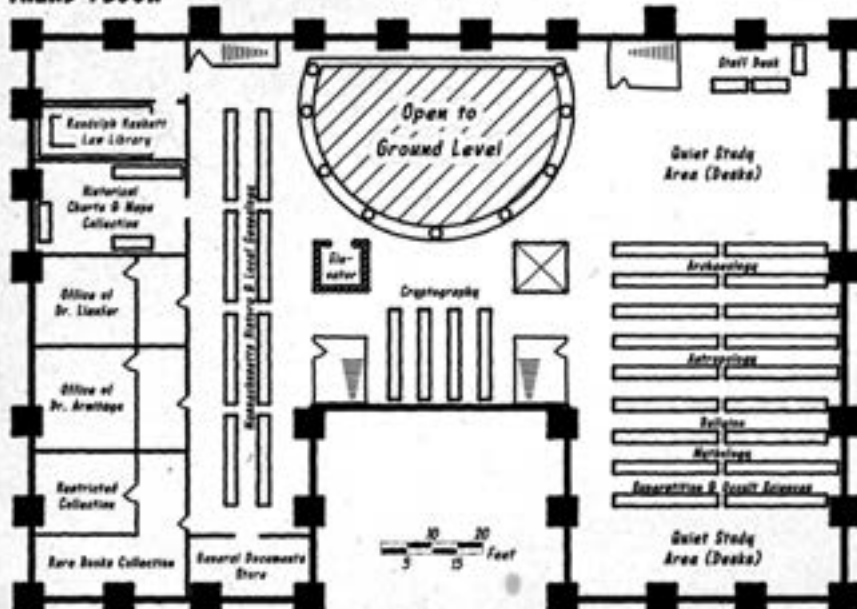
ORNE LIBRARY HOURS OF OPERATION

During standard term, the library shall be open from 8 a.m. until 9 p.m. each week day, and on Saturday from 10 a.m. until 6 p.m. On Sundays, only the first floor reference collection is open and no volumes can be borrowed. For the seven days prior to final University examinations, the library shall operate extended opening hours to permit student preparations, at the discretion of the Head Librarian. Such extended opening arrangements shall be clearly advertised throughout the library and campus.

SECOND FLOOR



THIRD FLOOR



Orne Library Map by Dean Engelhardt

have vastly superior firepower. The investigators best bet would be to wait until, or arrive on the scene after, the agents have separated in the dark library. With this method, the investigators may be able to sneak up and disable one or more of the agents before the others catch on. If the investigators do not hinder the agent's raid of the library in any way, then the agents get away with destroying and stealing a large number of rare books, as well as the very real chance that the entire library burns down.

The group assigned to steal the Pasquale Ore and abduct Professor Learmonth's brain is far stealthier in their task. Investigators watching the lab earlier that day notice that Harold Higgins and Professor Learmonth arrive at the laboratory around 6:00 p.m. Once again, they begin to study the second sample of the ore the agents brought back with them from Vermont. Higgins has asked the professor to come to the lab and confirm an amazing discovery he has made regarding the ore (an outright lie made to draw the professor to the laboratory). Learmonth is happy to come but is puzzled when Higgins is unable to reproduce his startling results. By 10:30 p.m., just about the time Learmonth is getting ready to give up and go home, the two other agents arrive. Jarvis shoots the professor with his spore gun, knocking the man out. Jarvis and Osborne then lay Learmonth's body out on one of the long tables and begin the delicate operation of removing his brain and placing it inside a mi-go brain cylinder.

While the brain surgery is going on, Ludendorff searches through the lab, removes both ore samples and all of the various notes about the samples, ensuring that all traces of the Pasquale Ore are destroyed. After the lab has been cleaned in this manner, Ludendorff takes the professor's keys and heads off to search Learmonth's office. From there, it's on to the professor's home, which is only three blocks from the campus. The geologist's wife, Mona, is at home so she is shot by Ludendorff's electric gun and suffers a fatal heart attack. By the time Ludendorff is finished and has returned to the Science Annex, Jarvis and Osborne have finished the brain operation and the three agents disappear into the night.

The laboratory group should be easier to handle than the library raiding party. There are only three agents and, after the first twenty minutes, Ludendorff leaves the lab and heads off alone, making him an easy target—but if the investigators wait for this to happen, then poor Learmonth is doomed as the brain operation has gone too far to be reversed. Perhaps the only significant danger in this group is Jarvis. Hopefully, the investigators have already learned of Jarvis' mental talents and are prepared to face him.

A Possible Conclusion?

By the end of this episode, the investigators have (hopefully) uncovered the agents' plans and stopped them. A complete victory would have all of the agents either caught or killed, the books in the library safe, and Professor Learmonth's brain still inside his body. However, the likelihood of such a total triumph is slim, so success should be measured in degrees.

Stopping the Orne Library from burning down is probably the easiest task to accomplish. Saving Prof. Learmonth from having his brain removed, while having fewer adversaries to deal with, requires quick thinking and action on the part of the investigators. Dealing with, and most likely killing, a few of the agents should not be too hard to do, but stopping all of them could prove quite a challenge. There is probably nothing the investigators can do about the sudden epidemic of amnesia; it will just have to run its course.

If any of the agents raiding the library escape, they return to their mi-go masters with the books they were able to obtain. If the three agents responsible for clearing the geology laboratory make it out, they have taken with them the Pasquallium, all the research notes, and quite possibly Professor Learmonth's brain.

Any of the agents who escape that night has a chance of being used against the investigators at a later date. If Jarvis survives, then the investigators will most definitely be seeing him again in one body or another. Note that unless Jarvis has had his brain destroyed, the mi-go will reacquire him somehow as he represents a large investment on their part to let go easily.

As for the investigators, at the end of this episode, some may be wounded, dead, or possibly insane. If any of the agents were killed, the investigators need to make sure to cover their tracks or else face serious questions from the law. Stopping the fire from claiming the Orne Library helps to repair their less than spotless reputations—although, most people still gossip that the investigators must have started the fire somehow in the first place. The investigators are likely to be shunned, whispered about, and perceived as untrustworthy. Such is the fate of heroes sometimes.

As an option, for Keepers looking to provide their players with a greater sense of closure for this episode, see the following section **The Chase Is On!**

Optional: The Chase Is On!

This optional climax assumes the investigators are given the opportunity to pursue any of the mi-go agents escaping the university.

To help escape the carnage they have wrought, the two teams of agents have cars parked directly outside the university on West Church Street.

- The surviving members of the library team, originally consisting of Daphne Devine, Henry Akeley, Robert Tunes, and Wesley Smith use Professor Harrold's 1925 Model 10-C Franklin sedan to make their escape—dumping their duffle bags of stolen books in the trunk if given time.
- The surviving members of the laboratory team, originally consisting of Lawrence Jarvis, Clayton Osborne, and Gustav Ludendorff, have Roderick Block's car at their disposal, a 1926 Buick Model 50. If they were successful, they have Learmonth's brain in its cylinder,

the Pasquallium ore, and notes in duffel bags. They may have the “whole” professor if things didn’t go according to plan at the lab—dragging the unconscious man into the car and dumping him onto the back seat.

If the investigators pursue, the university grounds are in utter chaos due to the agents’ use of the Amnesia Enzyme. The Keeper may have the investigators encounter any kind of mayhem they see fit. A fine example could be encountering a crazed Dean of Students, Marinus Bickness, completely naked, wandering the grounds. The investigators also need a vehicle of their own to pursue the agents. If they don’t have one at hand, maybe they could flag down a random car driving by—whether the investigators use persuasion or force to acquire a ride is up to them.

The chase rules from the *Call of Cthulhu Rulebook* could be utilized for this car chase. Use an “economy” car type for Professor Harrold’s car and a “standard” for Block’s faster vehicle (see **Table V: Vehicle Reference Charts**, page 145, *Call of Cthulhu Rulebook*). If Jarvis is present (but not driving), he could create all kinds of manifestations to hinder the investigators, such as monsters, brick walls, a woman pushing a baby stroller across the street (if his magic points hold out). Remember, it’s late at night and the roads are pretty much deserted and quiet. Refer to the nearby box for agents’ reference statistics and refer to **Chases**, page 132, *Call of Cthulhu Rulebook*.

For a flat out race between the vehicles, the Keeper can apply an opposed **Drive Auto** roll between the driver investigator and the agents to determine if the investigators’ car can follow the agents to their safe house.

However the chase is performed, the agents’ cars eventually make their way to the Aylesbury Pike and head into the woods to an old, mostly abandoned, two-story shack (the same one as mentioned in **Figuring Things Out**, page 21).

Optional: The Safe House

The agents’ cars pull up between a stunted, dead oak tree and the rusted frame of a lopsided swing that both stand in front of the decaying house.

Built from sagging wooden walls, the gambrel-roofed house has three windows on the first floor and two on the second. The latter flank a new looking, untreated wooden door. All the windows appear freshly boarded.

Once the agents have abandoned their cars they transport their charges inside before bolting the door closed. The investigators may expect a shootout here and if the Keeper wants one, this would be a good place as no one is around to call the authorities. If Jarvis is present, he may use his powers to hinder the investigators from getting inside. Additionally, if the investigators arrive hot on the trail of the agents and the Keeper wishes to give the agents more time to make their unusual getaway (keep reading), there could be one or two armed mi-go here, helping to repel the investigators from the house.

Investigators wanting to break inside won’t find it easy to do so. The front door is barred from the inside (25 HP, STR

Chase Chase Sequence:

Reference

Professor Harrold’s Car

Model 10-C Franklin Sedan

- Seating 5
- Build 4
- MOV 13
- Armor (passengers) 1

Driven by: Lawrence Jarvis

- Drive Auto 50%
- DEX 65

Passengers: Daphne Devine Henry Akeley,
Robert Tunes, Wesley Smith.

Roderick Block’s Car

Buick Model D-45.

- Seating 5
- Build 3
- MOV 12
- Armor (passengers) 1

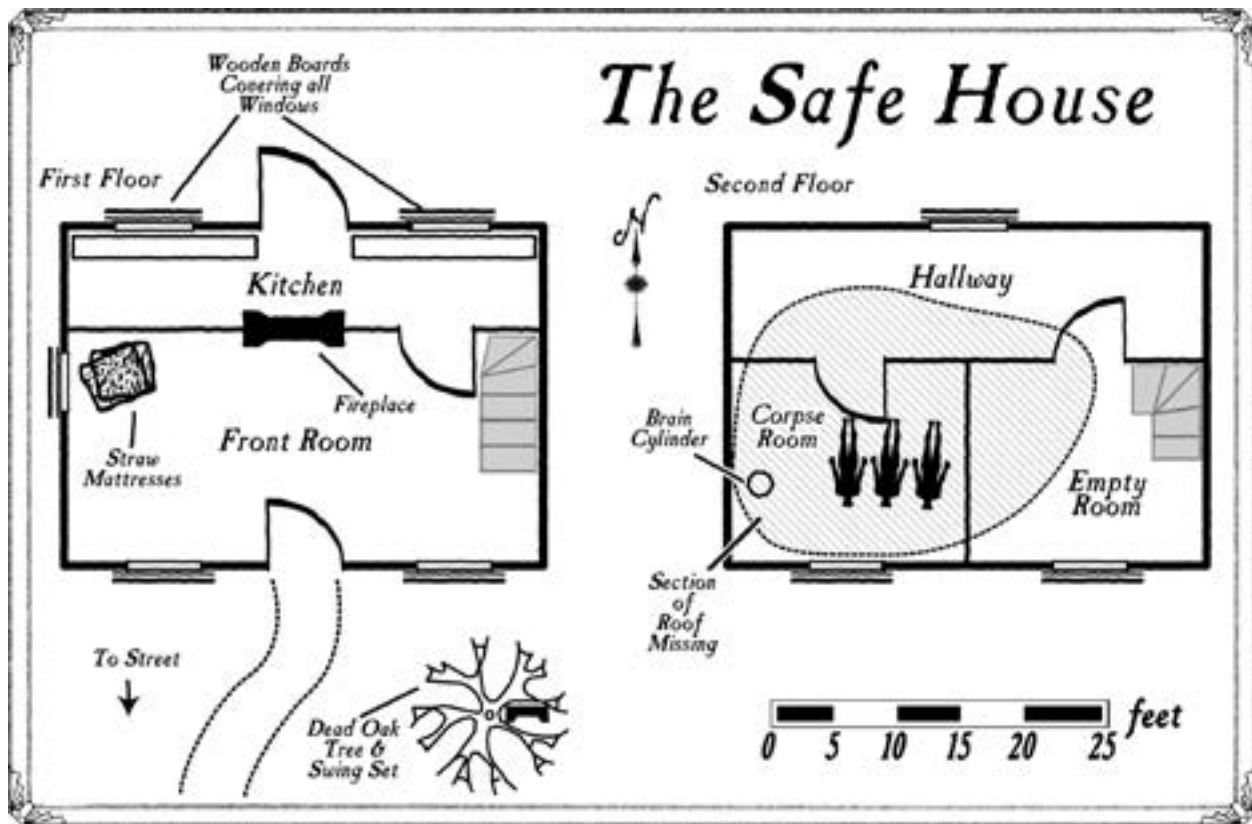
Driven by: Clayton Osborne

- Drive Auto 40%
- DEX 70

Passengers: Lawrence Jarvis, Gustav Ludendorff,
(+ possibly Professor Learmonth).

120). The boards on the windows each have 15 HP and are STR 80 to smash or pull down (using a lever may reduce the difficulty level). At the sides or rear of the house, are another boarded window on the west side (same stats) and a newly constructed door between the two, boarded windows at the rear (same stats).

From the front of the house, the layout is as follows. Note that the only light available is from the broken door or window the investigators entered through. Inside is a large plaster-walled room with creaking floorboards underfoot. Apart from moldering furniture piled in the northwest corner, the room is empty. A stone fireplace centers the south wall, the door to the



kitchen to its right. Beside this stands a staircase leading to the second floor. If entering from the rear, the investigators find a kitchen that has seen far better days. It reeks of rotten food and the wooden worktops sag and are littered with rusted tin cans. With no signs of life downstairs, the investigators probably want to check upstairs.

Whichever way they enter, the house is filled with an eerie silence—as if no one had been inside for years. The silence remains for a few seconds after they enter the large room, until suddenly, a loud clattering from above shakes the dust from the rafters above. It sounds as if horses are stamping their hooves on the floor above.

Climbing the stairs, the investigators find themselves in a corridor walled in plaster covered in mold. There are two doors to the left and a boarded window to their right. The moment the first investigator reaches the top step, the stamping ends. The eerie silence returns for a couple of seconds until a loud crash issues from the second door on their right. The door only opens a few inches, as something blocks it from the other side (opposed STR roll versus STR 40 to force the door open). If the door is forced open, the investigators may wish they had left things alone. A large, blood-spotted white sheet is laid out on the floor, illuminated by starlight—there is no roof in this part of the house. The agents' bodies lie upon the sheet, neatly lined up (apart from the corpse that was blocking the door). The tops of their heads are missing, sliced neatly above the scalp—call for a Sanity roll (1/1D6 loss).

The moment the investigators enter the room they hear a bee-like buzzing accompanied by the loud flap of wings.

Looking up between the broken rafters they witness six (or more if the Keeper wishes) unearthly, crustaceous forms silhouetted against the star-filled sky. The creatures fly off on thick, membranous wings. This sight provokes a further Sanity roll (0/1D6 loss).

As soon as the agents reached the second floor, the mi-go, with surgical precision, removed their brains and placed them in brain cylinders. Along with the books, ore, and research notes, the aliens took off into the sky, heading towards their base. With the agents and mi-go gone, the investigators may want to search the house.

Firstly, a closer investigation of the corpses reveals their brains are missing (Sanity roll, 0/1D3 loss). Secondly, in their hurry, the mi-go left behind a spare brain cylinder and some other items of interest. A sonic emitter (page 13, Tools of the Mi-Go in Campaign Background) can be found near one of the corpses, beside which lies something resembling an oversized metallic ice-cream scoop; the scoop's end is serrated with sharp, tiny spines (used to extract the brains). Apart from the sinister alien technology and brainless corpses, this room is otherwise empty. Should the investigators wish to check the other bedroom they find a woodworm-infested dresser and three moldering mattresses stacked atop one another.

Note: in the optional **Another Trap** (page 21), there was the possibility that mi-go agents could capture one or more of the investigators; if so, they are held in this house until they can either effect an escape, are rescued by the other investigators, or are taken away by the mi-go (at the Keeper's discretion).

Conclusion

If they didn't know it already, the investigators should now realize they're dealing with forces far beyond their understanding, and that the lives (or bodies at least) of their enemy's agents mean nothing to them.

All that is left is to return to Miskatonic University, try to help with the aftermath of the agents' raid, and face the music for whatever new mischief the investigators are now being blamed for.

Rewards For Episode Two

- Stopping the mi-go agents from attacking the Orne Library or, at least, saving it from total destruction grants +1D6 Sanity points.
- Saving Professor Learmonth from having his brain harvested grants +1D6 Sanity points.
- Allowing Professor Learmonth brain to be removed means suffering -1D6 Sanity points loss.
- Stopping to help and/or save students afflicted with amnesia on the night of chaos grants +1D6 Sanity points regardless of how many times they played the Good Samaritan.
- For each agent prevented from escaping, either by killing or capturing them, grants +1D4 Sanity points.

Appendix A: Personalities and Monsters

Personalities are grouped by plot role.

Mi-go Agents

- Henry Akeley (*as William Noakes*)
- Keith Clark (*as Roderick Block*)
- Daphne Devine (*as Prof. Roger Harrold*)
- Lawrence Jarvis (*as Terrence Laslow*)
- Gustav Ludendorff (*as Harold Higgins*)
- Dr. Clayton Osborne (*as Louis Gibbons*)
- Wesley Smith (*as Clarissa Thurber*)
- Robert Tunes (*as Jason Trent*)

Miskatonic University People

- Dr. Henry Armitage
- Professor Ashley Learmonth
- Professor Albert N. Wilmarth

Arkham Police

- Chief Detective Luther Harden
- Typical Policemen

Mi-go Agents

Values are provided for the host body. Any mental attributes or skills derived solely from the agent's brain are marked with an asterisk (*).

Henry Akeley (*as William Noakes*), *age of body 20, scholarly mind swop*

STR 75 **CON** 70 **SIZ** 85 **DEX** 60 **INT** 85*
APP 60 **POW** 40* **EDU** 95* **SAN** 00* **HP** 15
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 8

Brawl 40% (20/8), damage 1D3 + 1D4
 Electric Gun 30% (15/6), damage 1D10 (see Chapter 1)
 Dodge 30% (15/6)

Skills: Accounting 30%, Anthropology 40%, Climb 35%, Credit Rating 22%, Credit Rating 75%, Cthulhu Mythos 32%, Fast Talk

40%, History 80%, Library Use 70%, Listen 65%, Natural World 70%, Occult 60%, Persuade 55%, Psychology 45%, Science (Astronomy) 65%, Science (Biology) 40%, Science (Physics) 30%, Spot Hidden 35%, Stealth 50%, Throw 35%.

Languages: English 95%, French 50%, Latin 45%.

Keith Clark (*as Roderick "Little Rod" Block*), *age of body 21, vengeful mind swop*

STR 85 **CON** 70 **SIZ** 85 **DEX** 55 **INT** 80*
APP 55 **POW** 70* **EDU** 90* **SAN** 08* **HP** 16
DB: +1D6 **Build:** 2 **Move:** 8 **MP:** 14

Brawl 50% (25/10), damage 1D3 + 1D6
 .38 revolver 40% (20/8), damage 1D10
 Dodge 35% (17/7)

Skills: Archaeology 30%, Climb 40%, Credit Rating 34%, Cthulhu Mythos 11%, Drive Auto 25%, Fast Talk 40%, First Aid 50%, History 40%, Intimidation 45%, Library Use 65%, Listen 45%, Natural History 50%, Persuade 45%, Science (Chemistry) 30%, Science (Geology) 80%, Spot Hidden 30%, Stealth 40%, Swim 50%, Throw 40%.

Languages: English 90%.

Daphne Devine (*as Prof. Roger Harrold*), *age of body 44, mind swop leader*

STR 65 **CON** 60 **SIZ** 60 **DEX** 55 **INT** 70*
APP 60 **POW** 65* **EDU** 80* **SAN** 00* **HP** 12
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 13

Brawl 35% (17/7), damage 1D3 + 1D4
 Electric Gun 40% (20/8), damage 1D10 (see Chapter 1)
 Dodge 27% (13/5)

Skills: Anthropology 65%, Archaeology 35%, Credit Rating 46%, Cthulhu Mythos 15%, Drive Auto 30%, Fast Talk 50%, History 70%, Library Use 75%, Listen 50%, Persuade 65%, Photography 45%, Stealth 65%, Throw 25%.

Languages: English 80%, Latin 30%.

Spells: Contact Mi-Go.

Lawrence Jarvis (as Terrence Laslow),
age of body 22, deadly mind swap

STR 55 CON 70 SIZ 65 DEX 65 INT 85*
APP 60 POW 110* EDU 96* SAN 00* HP 13
DB: 0 Build: 0 Move: 8 MP: 12

Brawl 75% (37/15), damage 1D3, or knife 1D4 + 2
Electric Gun 60% (30/12), damage 1D10 (see Chapter 1)
Mist Projector 50% (25/10), damage 1D10 (see Chapter 1)
Spore Gun 65% (32/13), (see Chapter 1)
Dodge 65% (16/6)

Skills: Climb 60%, Credit Rating 70%, Cthulhu Mythos 50%, Drive Auto 50%, Electrical Repair 40%, Fast Talk 50%, Intimidate 70%, Jump 45%, Listen 65%, Locksmith 70%, Library Use 55%, Mechanical Repair 45%, Natural World 55%, Occult 70%, Persuade 45%, Sleight of Hand 60%, Stealth 70%, Spot Hidden 65%, Swim 55%, Track 50%, Throw 65%.

Languages: English 96%, French 65%, German 50%, Latin 45%, Spanish 40%.

Psychic Powers:

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

Spells: Contact Mi-Go.

Gustav Ludendorff (as Harold Higgins),
age of body 20, unfunny mind swap

STR 45 CON 50 SIZ 45 DEX 70 INT 70*
APP 45 POW 80* EDU 95* SAN 00* HP 9
DB: 0 Build: 0 Move: 8 MP: 16

Brawl 40% (20/8), damage 1D3
Mist Projector 40% (20/8), damage 1D10 (see Chapter 1)
Dodge 35% (17/7)

Skills: Climb 70%, Credit Rating 29%, Cthulhu Mythos 23%, History 40%, Jump 40%, Library Use 60%, Library Use 50%, Listen 40%, Occult 25%, Persuade 50%, Science (Geology) 80%, Spot Hidden 65%, Stealth 50%, Throw 35%.

Languages: English 70%, German 95%.

Dr. Clayton Osborne (as Louis Gibbons),
age of body 22, medical mind swap

STR 50 CON 55 SIZ 65 DEX 65 INT 90*
APP 80 POW 50* EDU 94* SAN 00* HP 12
DB: 0 Build: 0 Move: 8 MP: 10

Brawl 30% (15/6), damage 1D3
Mist Projector 30% (15/6), damage 1D10 (see Chapter 1)
Dodge 32% (16/6)

Skills: Anthropology 25%, Credit Rating 45%, Cthulhu Mythos 36%, Drive Auto 50%, First Aid 65%, Library Use 45%, Listen 30%, Medicine 75%, Natural World 60%, Persuade 50%, Psychoanalysis 40%, Psychology 55%, (Pharmacy) 50%, Stealth 30%, Throw 25%.

Languages: English 94%, Latin 60%.

Wesley Smith (as Clarissa Thurber),
age of body 21, unhappy mind swap

STR 55 CON 75 SIZ 40 DEX 70 INT 75*
APP 80 POW 60* EDU 85* SAN 00* HP 12
DB: 0 Build: 0 Move: 9 MP: 12

Brawl 60% (30/12), damage 1D3 + 1D4
Electric Gun 30% (15/6), damage 1D10 (see Chapter 1)
Dodge 45% (22/9)

Skills: Climb 60%, Credit Rating 37%, Cthulhu Mythos 14%, Intimidate 60%, Library Use 50%, Listen 45%, Occult 25%, Navigate 45%, Persuade 45%, Ride 50%, Science (Biology) 35%, Science (Chemistry) 70%, Science (Physics) 50%, Spot Hidden 60%, Throw 65%.

Languages: English 85%, Spanish 45%.

**Robert Tunes (as Jason Trent),
age of body 20, historian mind swap**

STR 55 CON 50 SIZ 70 DEX 55 INT 80*
APP 50 POW 75* EDU 93* SAN 00* HP 12
DB: +1D4 Build: 1 Move: 7 MP: 15

Brawl 25% (12/5), damage 1D3 + 1D4
 Mist Projector 35% (17/7), damage 1D10 (see Chapter 1)
 Dodge 35% (17/7)

Skills: Archaeology 35%, Art/Craft (Sketching) 50%, Climb 25%, Cthulhu Mythos 35%, Fast Talk 40%, History 70%, Jump 35%, Library Use 65%, Listen 50%, Occult 50%, Persuade 45%, Ride 45%, Science (Botany) 40%, Spot Hidden 30%, Stealth 50%, Throw 40%.

Languages: English 93%, Greek 40%, French 60%.

**Professor Albert N. Wilmarth, age 52,
English literature professor**

STR 55 CON 55 SIZ 55 DEX 50 INT 85
APP 65 POW 65 EDU 95 SAN 49 HP 11
DB: 0 Build: 0 Move: 6 MP: 13

Brawl 35% (17/7), damage 1D3
 Dodge 30% (15/6)

Skills: Art/Craft (Literature) 80%, Accounting 40%, Charm 30%, Credit Rating 65%, Cthulhu Mythos 14%, Jump 35%, History 65%, Intimidate 30%, Library Use 75%, Natural World 45%, Occult 65%, Persuade 50%, Psychology 45%, Spot Hidden 45%, Stealth 50%, Throw 30%.

Languages: English 95%, French 65%, German 60%, Greek 45%, Latin 40%.

Miskatonic University People

Dr. Henry Armitage, age 73, director of Orne Library

STR 55 CON 40 SIZ 60 DEX 50 INT 90
APP 65 POW 80 EDU 96 SAN 55 HP 10
DB: 0 Build: 0 Move: 3 MP: 16

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

Skills: Art/Craft (Literature) 75%, Credit Rating 65%, Cthulhu Mythos 18%, History 65%, Intimidate 65%, Library Use 95%, Listen 70%, Occult 25%, Persuade 75%, Psychology 50%, Science (Cryptography) 75%, Science (Mathematics) 45%, Science (Physics) 30%, Spot Hidden 60%, Stealth 30%.

Languages: English 96%, French 80%, German 70%, Greek 68%, Latin 75%.

**Professor Ashley Learmonth, age 47,
professor of applied sciences**

STR 50 CON 65 SIZ 55 DEX 55 INT 80
APP 60 POW 70 EDU 90 SAN 70 HP 12
DB: 0 Build: 0 Move: 7 MP: 14

Brawl 30% (15/6), damage 1D3
 Dodge 27% (13/5)

Skills: Accounting 45%, Charm 40%, Credit Rating 70%, Jump 40%, Library Use 55%, Natural World 60%, Persuade 45%, Psychology 25%, Science (Chemistry) 65%, Science (Engineering) 70%, Science (Geology) 85%, Science (Metallurgy) 90%, Spot Hidden 45%, Stealth 35%, Throw 40%.

Languages: English 90%, French 30%, Greek 10%, Latin 40%.

Arkham Police

**Chief Detective Luther Harden, age 44,
tough and honest cop**

STR 70 CON 65 SIZ 75 DEX 60 INT 75
APP 50 POW 80 EDU 70 SAN 76 HP 14
DB: +1D4 Build: 1 Move: 6 MP: 16

Brawl 75% (37/15), damage 1D3 + 1D4
 .45 revolver 65% (32/13), damage 1D10 + 2
 Dodge 65% (32/13)

Skills: Accounting 30%, Bash Heads 70%, Credit Rating 50%, Drive Auto 50%, Fast Talk 60%, First Aid 45%, History 30%, Intimidate 75%, Jump 40%, Law 55%, Listen 65%, Locksmith 40%, Natural World 40%, Navigate 50%, Persuade 50%, Psychology 65%, Spot Hidden 60%, Stealth 65%, Track 40%.

Typical Police Officer

Use this profile for a typical police officer or a campus guard.

STR 65 CON 70 SIZ 65 DEX 60 INT 60
APP 50 POW 60 EDU 60 SAN 60 HP 13
DB: +1D4 Build: 1 Move: 8 MP: 12

Brawl 50% (25/10), damage 1D3 + 1D4
 Nightstick 50% (25/10), damage 1D6 + 1D4
 .38 revolver 40% (20/8), damage 1D10
 Dodge 40% (20/8)

Appendix B:

Arkham And Miskatonic University

Episode Two takes place at Miskatonic University in Arkham. The following provides details on the buildings comprising the main campus area of the university, where key events take place. In addition, a brief overview of the town of Arkham provides some useful contextual information.

All the information necessary for running *A Time For Harvest* is provided here. Some Keepers may wish to immerse themselves more fully in the life of Arkham's citizens and its university—Chaosium's supplements: *H. P. Lovecraft's Arkham* and *Miskatonic University* are both ideal for this purpose, although not essential for running this campaign.

About Arkham

The changeless, legend-haunted city of Arkham, with its clustering gambrel roofs that sway and sag over attics where witches hid from the King's men in the dark, olden days of the province.

—H. P. Lovecraft

Located on the banks of the Miskatonic River, Arkham, Massachusetts, was first settled in the latter 17th century and lies some 22 miles northeast of Boston. Home to Miskatonic University, Arkham is both a thriving and forward-looking place and a town buried in the horrors and secrets of times long past. It is not called "legend-haunted" for nothing.

Arkham's population is around 22,500; it's big enough that no one knows everyone but just small enough that folks feel as though they could. In comparison, Salem's population in 1928 was about 45,000.

Financial institutions are open to the public from 10:00 a.m. to 3:00 p.m., weekdays; governmental offices open 8 a.m. to 5 p.m., but close at lunchtime; most stores are also open between 8:00 a.m. to 5:00 p.m.—some, particularly hardware, department stores, and lumberyards stay open for part or all of Saturday.

Sunday closures are near absolute: with certain exceptions, it is against the law to operate any business of any kind between the hours of 6:00 a.m. and 11:00 a.m. Western Union is allowed to receive and deliver wires (but does not transmit them), the telephone exchange is open and operating, as is the B&M rail line and the local taxi service. Restaurants, speakeasies, gift shops, and other luxurious enterprises, never open on Sunday—Sunday dinners are family affairs, not commercial opportunities.

Law And Order In Arkham

For the most part, the local police are inured to student antics, as harmless high jinks are expected in a university town. The fear of offending influential families tends to curtail the reach of law enforcement into the campus community; indeed, the police are used to finding academic types loitering around graveyards and snooping in old buildings in the pursuit of "learning," and so are happy to ignore such "field research." As long as students and academics don't interfere with the good people of Arkham, the police leave them well enough alone. On the whole, the police are basically honest, but they will not move without good reason against men and women whom they rightfully see as their employers. The police are not so forgiving when dealing with transients and immigrants.

Discharging a firearm in Arkham is illegal without good reason, as is possessing significant explosives (dynamite or dynamite caps). Carrying a concealed weapon is legal and requires a permit (obtainable from the police).

In terms of alcohol, the police know that beer and liquor have long been entering town despite Prohibition. Since even the chief enjoys a glass of Scotch in the evening, the police ignore social infractions by private citizens wherever possible. Helpful officers often escort home drunks, especially those with high Credit Ratings. Rowdy and abusive drunks risk being subdued, taken to the station, and booked. Judge Randall frequently hands out stiff penalties to those who cannot handle their liquor.

Most misdemeanor arrests mean at least a night in jail, longer if it's a weekend. Minor crimes usually warrant a warning, fine, or short jail term. Major felonies: murder,

kidnapping, grand larceny (theft of anything valued in excess of \$100), and major destruction of property, are bound over for trial at the Essex County Courthouse in Salem. Proceedings for some Commonwealth and all federal crimes are held in Boston, though arrests for them can be made anywhere in the state.

Miskatonic University

Situated in the heart of Arkham, on the south side of the Miskatonic River, the university is a small, typical New England college. A significant feature in the daily life of Arkhamites, the university brings prestige and income into the town.

A Note About Student Life

University regulations ask all students who do not reside in their parents' homes to live in a campus dormitory for their freshman year. Thereafter, students may live off-campus, although many choose to stay on site. Living off-campus means either staying in a rooming house (such as those on College and Garrison Streets) or a boarding house (popular with unattached professors).

On campus, underclassmen reside in the East Dormitory, upperclassmen in the West Dormitory, while female students are housed in Dorothy Upman Hall. A number of graduates and bachelor academic staff take residence in Derby Hall.

Main Campus

The events of *A Time To Harvest* are concerned chiefly with the Charles Tyner Science Annex (home of Professor Learmonth's laboratory and office) and the Orne Library, both of which are targeted by the mi-go agents. The Science Hall and George Locksley Hall are also likely to feature, as student investigators will be attending classes, seminars, and lectures in these buildings, dependent on their fields of study.

For completeness, the following provides brief descriptions of the buildings mentioned, as well as those to be found within the main campus "block" of Miskatonic University.

Science Hall

Location: off W. Main Street, Miskatonic campus, across from the Copley Memorial Tower.

Originally the Philosophy and Mathematics Building, the Science Hall was renamed and completely rebuilt in 1899 when it became the headquarters of the new College of Sciences. Several large lecture halls, along with the office of campus physician Dr. Cecil Waldron, can be found in the basement. More lecture halls, classrooms, and the offices of the School of Natural Sciences and the biology department are on the first floor. The second floor is home to the School of Applied Sciences, and the Astor Department of Mathematics, while the School of Physical Sciences dominates the third floor. The fourth floor consists of cramped offices and some smaller classrooms, but is primarily devoted to faculty office space. The biology department maintains a small greenhouse on the southern side of the building.

- Only two laboratory rooms are actually situated in the Science Hall, one in the basement and one on the second floor. The majority of labs, including Professor Learmonth's laboratory and office, can be found in the Charles Tyner Science Annex next door.

Note: the building is renamed as the Atwood Science Hall in 1931.

Charles Tyner Science Annex

Location: S. West Street, between Robert Carter Memorial Hall and the Science Hall.

Connected to the Science Hall by a covered walkway, the Annex was built in 1920. The annex is two stories high and consists primarily of advanced experimental laboratories for use by the various departments of the School of Sciences. The departments of astronomy, metallurgy, and engineering have their offices on the second floor.

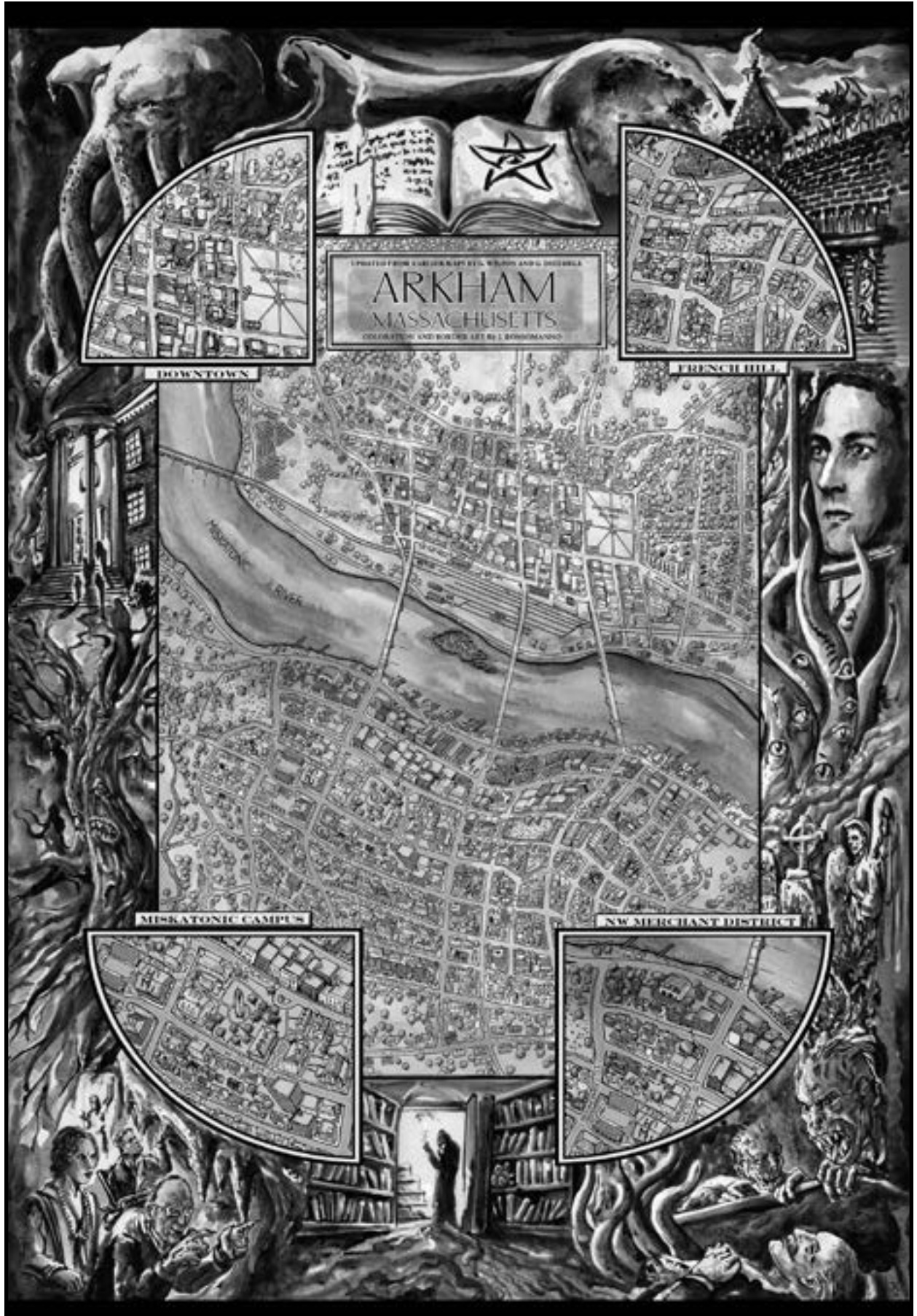
The basement of the building holds an auxiliary generator. Adjoining the generator room is the Applied Sciences student lounge, a small but well-furnished cave excavated by engineering department undergrads shortly after the Annex opened.

- Professor Learmonth's laboratory can be found on the ground floor, while his office is on the second floor.

George Locksley Hall

Location: W. Church Street, between Dorothy Upman Hall and the Statue Lawn.

A red brick Georgian building has the honor of being the oldest building on campus, dating back to 1779. Despite its age, the woodwork and furniture are in remarkably good shape. Locksley Hall contains lecture halls, classrooms, and minor offices. Students in the College of Language, Literature, and the Arts take the majority of their classes in this building, and



Arkham Map by Joe Rossomanno

almost all sections of the required curriculum are taught in Locksley. Many student clubs and campus organizations have offices and meeting rooms here.

Orne Library

Location: corner of W. College and S. Garrison.

The most famous building on campus, the original Orne Library was constructed in 1781. The current gothic style building rose in 1878. The massive, three-storied building was built out of native granite in 1878, replacing an earlier and much smaller wooden building.

Holding just over 400,000 volumes, the Orne Library cannot compete with institutions in nearby Cambridge and Boston, either in numbers of volumes or in breadth of collections. Miskatonic's library is, however, renowned for its collections of New England histories, letters, and documents, many of which date back to the witch hysteria in Salem. The library is also famous for its collection of rare works of occult and magical philosophy, surpassed only by the oldest institutions in Europe.

The heavy outer doors open upon a dim, arched lobby. Faded frescoes decorate the ceiling. The walls bear portraits of prominent figures from Arkham and Miskatonic's history, while marble busts of literary giants stand at intervals on pedestals: Thoreau, Washington Irving, Emerson, Longfellow, Whittier, James Russell Lowell, Shakespeare, Milton, and even Cotton Mather are present. Within, the marble halls of the library are cold, quiet, and drafty, but the massive skylight and tall, arched windows admit sufficient light. Many students come here to finish their assignments away from the noisy bustle of campus dormitories.

The church-like architecture of the building, down to the stained glass panels in some of the windows, has earned the library the nickname "St. Henry's" from Miskatonic's students and faculty alike, after the library's tireless director, Dr. Henry Armitage. Armitage assumed the post of library director in 1906 and has worked tirelessly to modernize and expand the library's collections. Often sleeping on the couch in his office after long nights of work and research, Armitage is a common sight within the library stacks. He visits the outside for occasional meals or to sleep at home. Armitage knows the collections of the Orne Library better than anyone. Mrs. Diane Long, Head Reference Librarian, handles much of the day-to-day business of the library and, consequently, has the most contact with the students.

The library is open from 8 a.m. to 9 p.m., Monday through Friday, and on Saturdays from 10 a.m. to 6 p.m. Only the reference room is open on Sundays, from 1–6 p.m.; consequently, no book can be checked out on Sundays. On that day, one assistant librarian is on duty.

The night janitor starts making his rounds at closing and is usually finished by midnight. All undergraduates are required to leave at closing, although professors and graduate students

sometimes stay a little longer. Graduate students have been known to spend the entire night in the library, scrambling to finish papers or theses.

Dr. Armitage and the senior library staff (not including student interns) have keys to the building, as do tenured professors whose research requires library access. Library keys are occasionally given or loaned to non-staff scholars trusted by Armitage, but this is done very rarely.

The major book holdings are contained on the upper floors of the building. General holdings include a large collection of reference books, including several sets of encyclopedias. The basement of the library is home to the Pickman Collection, a vast repository of books, diaries, journals, letters, biographies, and genealogical data from across New England, dating back beyond the Salem witch trials. Bound periodicals and University records are also stored in the basement.

On the third floor, behind a heavy steel door, lies the Restricted Collection, containing the bulk of the Mythos holdings in the library, but not all by any means—Armitage is not so foolish as to keep all the "eggs in one basket." No one may enter the Restricted Collection without the express permission (and usually in the presence) of Dr. Armitage.

The Restricted Collection

The books here are restricted not out of concern for their integrity, but for the preservation of humanity. By January of 1930, all card catalog entries and other listings of the restricted books have been removed. No catalog of the Restricted Collection exists. Anyone seeking to read or peruse a volume in the Restricted Collection must ask for the book by name, and the names and addresses of all inquiring parties are recorded in a log. Only Dr. Armitage can give the approval to read any portion of any book in the Restricted Collection, and a member of the library staff must be present at all times when such a book is read. All notes taken by researchers and copies made of specific passages are also subject to Armitage's perusal.

The full contents of the Restricted Collection have been left purposefully vague, allowing the Keeper to fashion the inventory to their own specifications; however, the following titles are known to have been held by the library at one time or another:

- Cultes des Goules
- De Vermis Mysteriis
- Of Evil Sorceries Done in New England by Daemons in No Humane Shape
- Nameless Cults
- Necronomicon (Latin)
- The Pnakotic Manuscripts

The Quad And Copley Memorial Bell Tower

Location: center of main campus.

Spacious lawns, intersected by paths connecting all of the main campus buildings, the grounds are well appointed with shade trees and benches. In good weather, the quad is often full of students and townfolk strolling, studying, or enjoying a picnic. Warm weather or a full moon often draws out nocturnal strollers. Despite the Administration's disapproval of the practice, unorthodox professors occasionally hold classes on the green when the day's heat and humidity become extreme.

A prominent campus landmark, the Copley Bell Tower stands eight stories high (making it the tallest building in Arkham south of the river). Built in 1866, the tower commemorates three brothers who died in the Civil War. The bells chime every quarter hour and play a halting, mechanical tune each day at 1:30 p.m.

Statue Lawn

Location: W. Church Street (across the Quad).

Formerly the site of a large fountain, in 1908 the fountain was replaced with a nine-foot granite statue of the former dean of the School of Medicine, Dean Halsey. The sculpture was commissioned and underwritten by the grateful citizens of Arkham, who raised the statue in honor of Halsey's service to the town during the typhoid epidemic of 1905. Halsey is portrayed standing atop a marble pedestal, gazing down Church Street toward the symbolic gates of the campus. An ornate garden surrounds the base of the statue, complete with benches and pigeons, extending far into the Quad.

The Statue Lawn is a popular area for students to while away idle hours. Come the weekend, many townfolk like to gather for picnics here, as well as the Miskatonic Jazz Band, who like to give impromptu recitals on the Lawn, much to the enjoyment of all.

Robert Carter Memorial Hall

Location: corner of W. College and S. West

A huge four-story building, built in 1861 as part of the transformation from Miskatonic Liberal College to Miskatonic University. The building is named for Robert Carter (grandfather of noted mystic and eccentric Randolph Carter), whose semi-anonymous donations helped pay for the building's construction. The building is home to the entire College of Language, Literature, and the Arts. It's easy to become lost in the upper floors as they are a warren of departmental and

faculty offices. The only classrooms are in the basement and on the first floor—the high demand for office space means most of the school's classes are taught in Locksley Hall. The basement also serves as the headquarters of the Marching Miskies, the university's unofficial marching band (the Miskies use a large lecture hall in the basement for rehearsal space). The School of Language and Literature has its office on the first floor, the School of History and Social Sciences' office is on the third floor, and the Fine Arts office is on the fourth floor. The building is overcrowded, with the third and fourth floors each housing five or more departments. The College was due to be relocated to Jonathan Edwards Hall in the fall semester of 1929; however, university bureaucracy and general inertia have caused this move to be delayed until 1931.

West Dormitory

Location: W. College Street

Built in 1888, the West Dormitory is home to most of the university's upperclassmen and a few lucky sophomores. Despite the rooms being small, the dining hall food bland, and the furniture old and faded, it is generally considered heaven compared to "Hell East," (a.k.a. East Dormitory).

East Dormitory

Location: W. College Street

The lowerclassmen's dormitory, built in 1863. All freshmen attending Miskatonic are required to live here unless the freshman lives at home or in a relative's home in Arkham. The dormitory also hosts unfortunate sophomores who can't find lodgings anywhere else. Dismal plumbing, a faulty heating, a leaky roof, and the general bustle and commotion on every floor have earned the East Dormitory the nickname "Hell East." The dining hall, while a popular gathering place, serves the worst meals on campus.

Dorothy Upman Hall

Location: W. Church Street (across from George Locksley Hall).

In 1875, wealthy Arkhamite Dorothy Grace Upman offered a sizeable endowment on the condition that women be freely admitted to all courses of study at Miskatonic. The trustees agreed, and part of the Upman endowment was used to build a women's dormitory on campus. Since 1879, all female scholars have been required to live here until age 30, unless they live with their families or husbands. Given the amorous inclinations of the male student body and the puritanical sensibilities of Arkham, Upman Hall is arguably the most secure building on

campus. Gentleman callers are admitted only into the entrance lobby, and are not admitted at all after dark. The Upman Hall monitors are notorious for their draconian enforcement of campus curfew.

Derby Hall

Location: corner of W. Church and S. Garrison

The graduate and faculty (bachelor academic staff) residence, Derby was rebuilt to its current purpose in 1910. A series of renovations has led to a strange and haphazard interior arrangement: rooms are oddly shaped and numbered in no apparent order. The hall also serves as a residence for guests of the University. Derby's staff ignores the usual curfew policies, with access granted by a porter 24 hours a day. Visitors of the opposite sex are never allowed into a lodger's room, however.

President's House

Location: S. Garrison Street

This large, neo-classical home has served as the residence of the University President since 1892. President Wainscott has declared that he thinks the ostentatious building is an eyesore; although, the necessary funds to undertake such work have yet to materialize. A garden at the rear of the house is often used for entertaining the Board of Deans or important visitors.

Player Handouts

Dear Ashley,

I wish to thank you for coming through in regards to the funding of the field trip I have planned. I can't imagine why the university would deny me funding for such a potentially beneficial excursion. I have my suspicions that damnable Wilmarth is behind it.

In any regard, I believe it's quite generous of Federated Al and Chemical to finance this expedition and I sincerely look forward to integrating our students, as I have been a vocal proponent of inter-disciplinary field trips for quite some time. I hope your students are as fruitful in their diggings as mine will undoubtedly be in their quest for local folklore.

Please let me know if I can ever be of service to you in the future.

Yrs.,

Roger Harrold



MISKATONIC UNIVERSITY

COLLEGE OF SCIENCES

Astor School of Mathematics

Office: Sciences Hall, 488 W. Main Street
Laboratories: Charles Tynor Annex, 277 S. West Street

Dear Mr. Abelard,

I regret to inform you that it would appear the Pasquallium is extraterrestrial in origin. My students have returned with another sample of the ore, which they found in a crater they estimate to be thousands of years old. I am enclosing photographs of the site for your perusal.

According to my students, they found the ore at Red Rock Mountain, five miles due south of Brattleboro. I have taken the liberty of holding on to both samples of the ore so that I may continue testing them. If you desire the original sample returned, please contact me.

It has been a pleasure dealing with a philanthropist such as yourself, sir, and if I may be of any further assistance to Federated Oil and Chemical, I would welcome your call.

In thanks and appreciation,

Prof. Ashley Learmonth

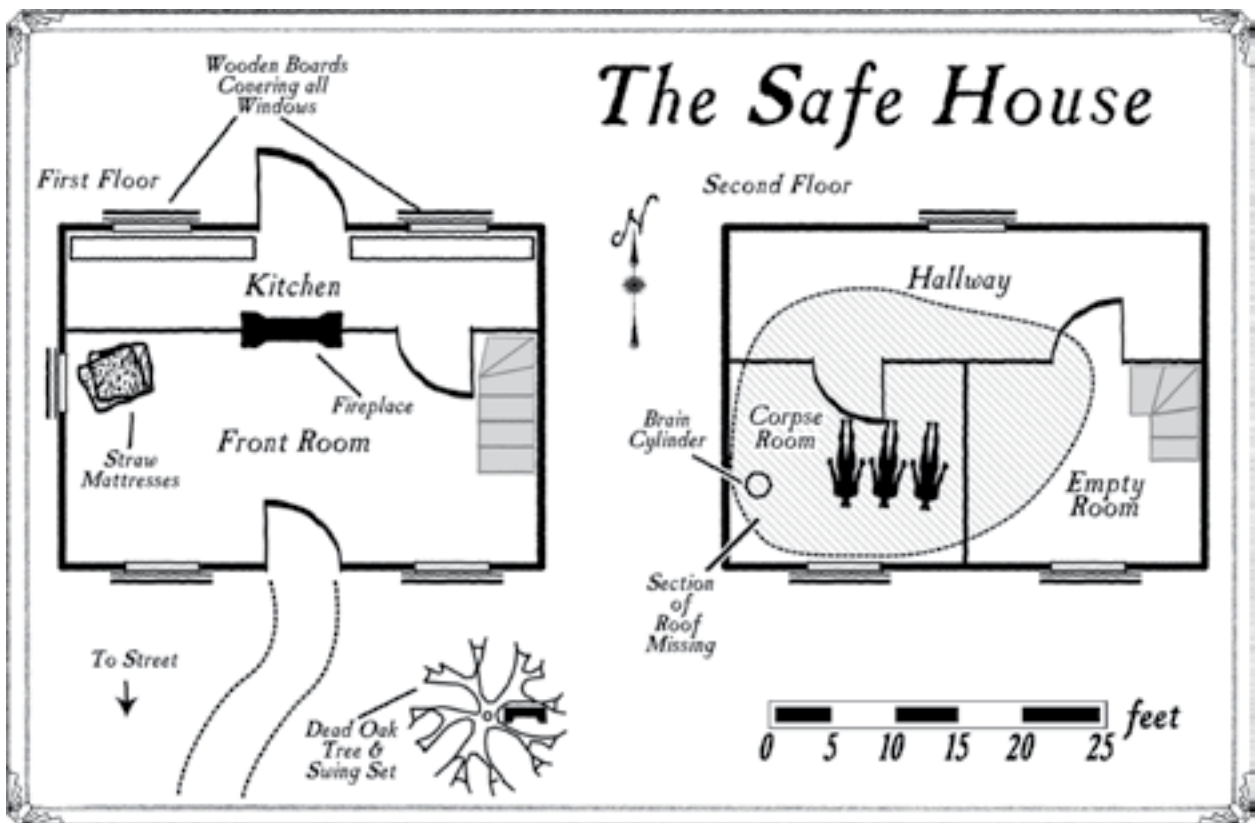
Handout: Harvest Papers 10

FAMILY FOUND DEAD IN VERMONT

June 12th, 1921

Yesterday, the bodies of Lou Ann Clark and her two sons, Simon and Samuel, aged 9 and 7 respectively, were found at a campsite at the base of the Green Mountains. Police speculate the family had been murdered over a week ago by an unknown assailant. According to locals, the Clark family arrived in the small town of Cobb's Corners on June 4th, prior to going on a fishing, camping, and hiking vacation in the forest, surrounding the town. As for Keith Clark, the husband and father of the slain family, no trace of him has been found at the scene of this terrible crime. Police continue to search the woods for evidence and have made a call for Mr. Clark to come forward to assist with their enquiries.

The Safe House Map by Dean Engelhardt



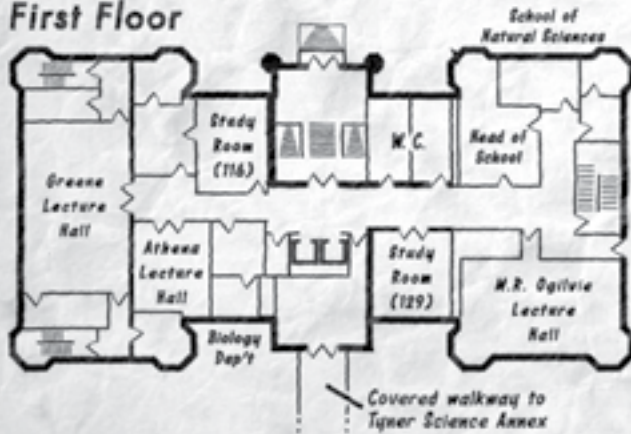


MISKATONIC UNIVERSITY

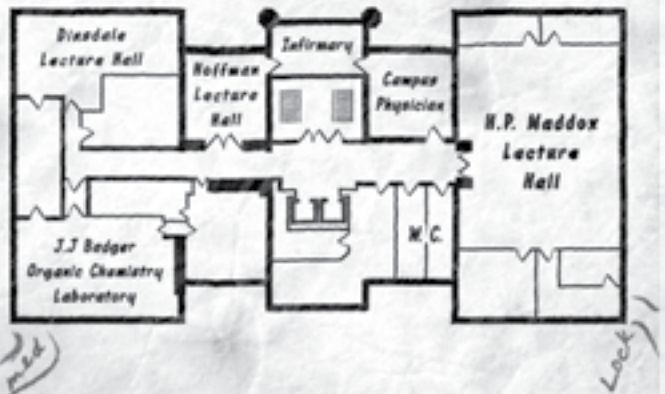
COLLEGE OF SCIENCES

STUDENT ORIENTATION MAP OF SCIENCE HALL BUILDING

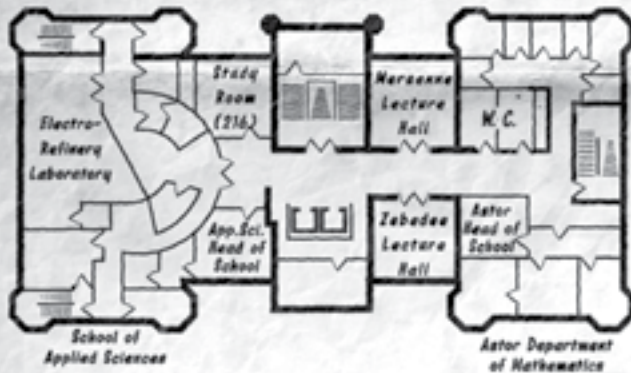
First Floor



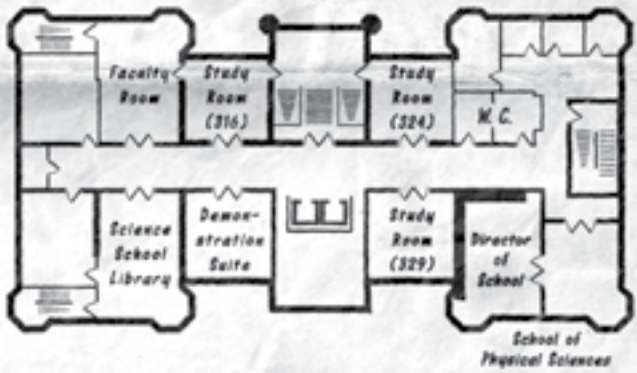
Basement



Second Floor



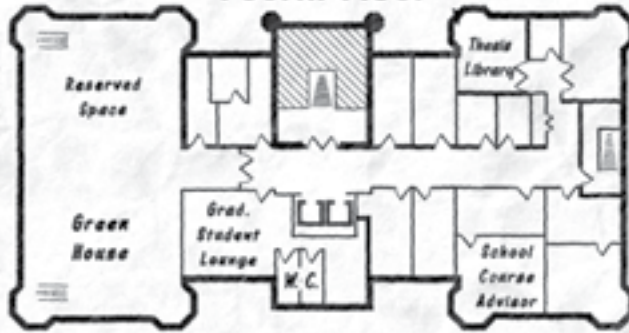
Third Floor



Important Notice

Students required to report to the personal offices of faculty staff should consult the noticeboards adjacent to the Hall's principal first floor entrance, and in the faculty office. Be advised that it is occasionally necessary for faculty staff to be relocated from office to office at short notice. In all cases, relocations will be immediately reflected on the relevant directory noticeboards. Where staff will be absent from campus for an extended period (e.g., on expedition) they may be obliged to surrender their office until their return to teaching duty. Consult the faculty office for details of substitutions.

Fourth Floor



Helpful Advice for New Students

The College of Sciences makes use of facilities in two, separate buildings—Science Hall and the adjacent Charles Tyner Science Annex. When locating a lecture hall, classroom, or faculty office first check in which building it is situated.

All lectures begin promptly on the hour and faculty reserves the right to deny access to late-comers.

The Science Hall basement houses an organic chemistry laboratory. In the event that noxious fumes are created during an experiment it may become necessary to evacuate the building. Students are requested to follow faculty direction and leave in a calm and orderly manner.

All information corrected and updated in preparation for Commencement, 1980.

M.U. Science Building Map by Dean Engelhardt

Dear Ms. Devine and colleagues,

I write this note to congratulate you and your team on the splendid work you have performed so far. It is most impressive and goes to prove how ideal you are for this task.

I'm also pleased that you all are having an enjoyable jaunt, and wholeheartedly approve of your return trip to Cobb's Corners.

Yrs.,

Roger Harrold

August 20th

Mrs. E. Cratchett
12 Orchard Road
Cobb's Corners
Vermont

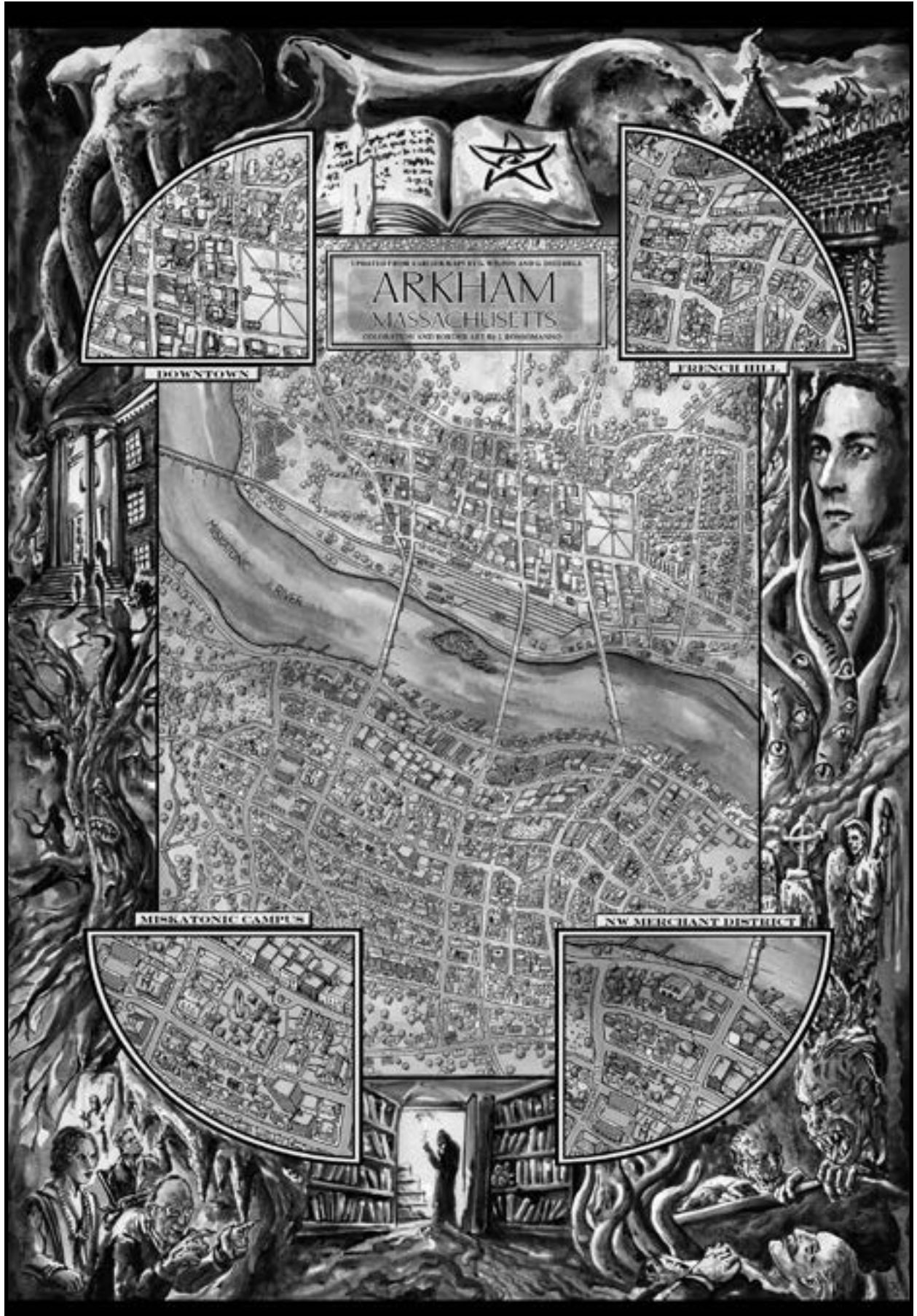
Mr. Blaine,

I write this letter only to tell you why you haven't received any response to your last three pestering letters. My beloved husband, Jethro, who was a great and honest man if ever there was, is dead. Dr. Perry says it was an accident but I think better of it.

I told Jethro not to get mixed up with you or that Ms. Devine and all of your oh-so-smart college foolishness, but you and that woman got him to go against me and now he's dead. I hope you are happy, sir, and I hope you rot in hell. I know he died because of the stories he was telling you. I don't know how, but I'm sure you had something to do with his untimely demise.

Please, if you have any mercy in your damnable heart, do not write to me again. May God forgive you because I cannot. You have made me a widow before my time.

Emelda Cratchett

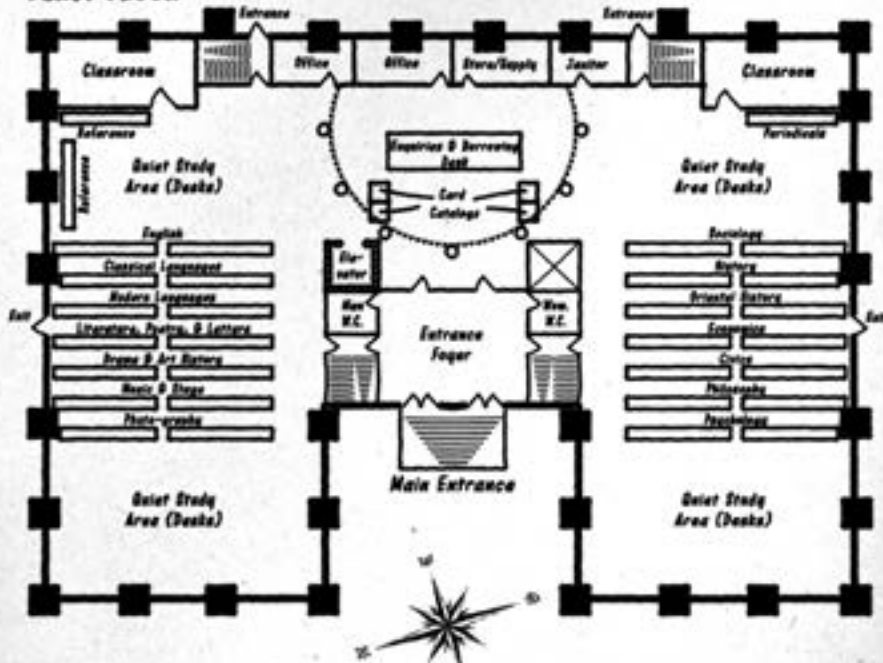


arkham Map by Joe Rossomanno

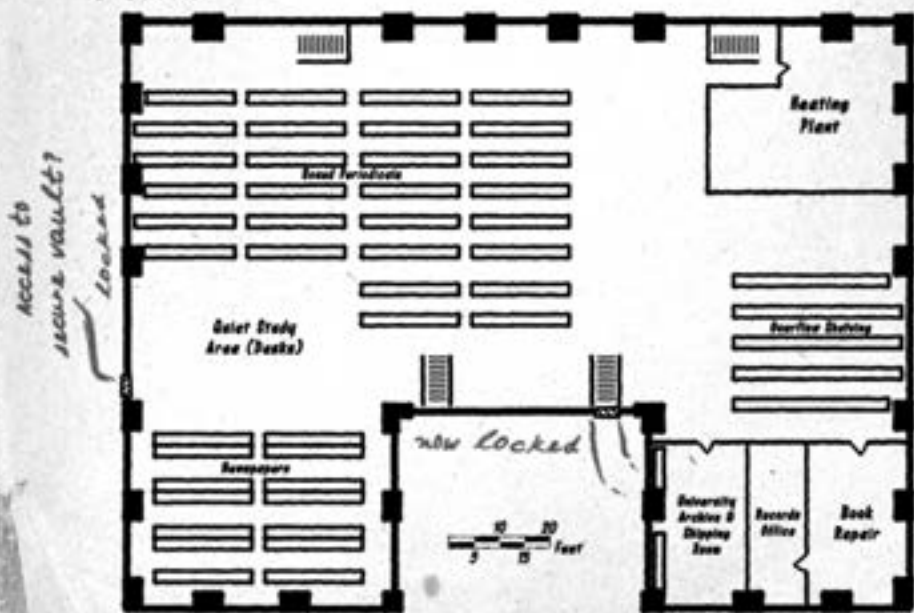
A Handy pocket reference for students, plainly shewing the layout of Principal Collections, Study Rooms and Reading Rooms for the

ORNE LIBRARY OF MISKATONIC UNIVERSITY, ARKHAM

FIRST FLOOR



BASEMENT

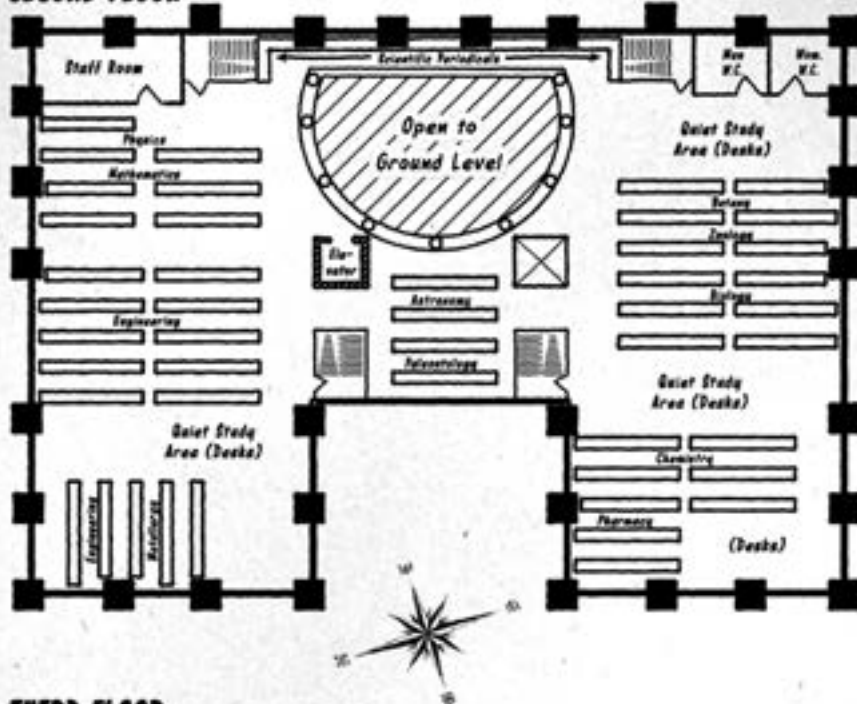


Orne Library Map by Dean Engelhardt

ORNE LIBRARY HOURS OF OPERATION

During standard term, the library shall be open from 8 a.m. until 9 p.m. each week day, and on Saturday from 10 a.m. until 6 p.m. On Sundays, only the first floor reference collection is open and no volumes can be borrowed. For the seven days prior to final University examinations, the library shall operate extended opening hours to permit student preparations, at the discretion of the Head Librarian. Such extended opening arrangements shall be clearly advertised throughout the library and campus.

SECOND FLOOR



THIRD FLOOR

