

A TIME TO HARVEST

A
CULT OF CHAOS
ORGANIZED PLAY CAMPAIGN



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A TIME TO HARVEST

Organized Play Edition

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Table of Contents

Episode 3	4
Federated Oil and Chemical	4
Running Episode 3	4
Fallout from the Attack	5
Start: A Mysterious Backer	5
Mr. Abelard, I Presume	6
A Gilded Prison	8
Recuperation	8
Plans and Preparations	8
Federated Oil and Chemical HQ Map	9
The Vermont Team	11
Conversations with Dr. Matherson	12
Conversations with Abelard	13
Unexpected Consequences.	16
The Night Before	16
Attack of the Deep Ones	17
Conclusion and Rewards.	18

Appendix A: Personalities and Monsters.19

Appendix B: Mission to Canada.21

Keeper Information	21
Investigator Information.	21
Thibault's Story	22
The Police Station	22
La Tuque Map	23
Detective Julien Degarmo	24
Anthony Cornett's Murder Scene	24
Nathan Roche's Murder Scene.	24
Interviewing the Homeless	25
Finding the Priest's House.	25
The Young Men's Christian Fellowship Center	25
YMCMC Map	27
In Conversation with Dubois	28
The House of the Homeless	28
The Charnel House	28
The Charnel House Map	29
Conclusion and Rewards.	31

Collected Player Handouts.32

Episode 3

You can't imagine the degree to which those beings have carried science.

There is nothing they can't do with the mind and body of living organisms.

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

Federated Oil And Chemical

Presuming the investigators were unable to completely stop the mi-go agents' plan, there are repercussions from the attack on the Orne Library and Science Hall. Miskatonic University cannot hope to sweep such events under the carpet. Local, state, and even national newspapers run the shocking story—the stories escalating dependent on just how far the agents were allowed to pursue their plan. Anything sensational or bizarre, such as a professor's body being found with the brain missing, will certainly be highlighted. Such press may cause unwanted and unfavorable attention to any surviving investigator—presuming they were spotted in library and laboratory that night. It seems everyone on campus knows, or at least suspects, the investigators were somehow in the middle of the whole mess.

In the days following the agents' attack, the investigators may be at an all time low. Some may be wounded; one or two could even be dead. The Arkham police may want to talk to them. If spotted around the library and science building during the attack, there will be talk of possible expulsion from the university. Most likely, any friends will be avoiding them.

The investigators may feel they haven't a friend in the world, but such is not the case. They will soon make the acquaintance of a powerful man who could be a great ally if he doesn't first destroy them in his all-consuming quest for vengeance.

Running Episode Three

The beginning of this episode is designed to give the investigators a much-needed break from the chaos they have endured in the first two episodes. Here, they can find time to heal, possibly recruit new investigators to replace any that were lost, and learn more about their enemy.

The main section of Episode Three is intentionally short and flexible, allowing the Keeper to provide enough time for the investigators to recoup hit points and a few Sanity points, as well as getting them acquainted with Michael Abelard and Federated Oil and Chemical (FOC). Events can be progressed fairly quickly, allowing time for a short adventure in Canada.

Before the main climax of this episode takes place, an optional mini-episode called **Mission To Canada** details a brief excursion to Canada. Here, the investigators are sent by FOC to look into a pair of strange murders, suspected by Michael Abelard of having been committed by the mi-go. This mini-scenario is gathered into a self-contained section in **Appendix B**, beginning on page 21. If played, **Mission To Canada** must take place before events proceed to **Unexpected Consequences** (page 16), allowing the investigators to return to Detroit before the evening conference and party as detailed in **The Night Before** (page 16).

FOC may appear to be a safe haven for the investigators, but even in the most guarded of places, the forces of the Mythos may strike with impunity. Within the Detroit offices of FOC are ten desiccated, yet very much alive, deep ones—foolishly assumed to be somehow associated with the mi-go and brought here for study. Events conspire so that the investigators come face-to-face with these oceanic monsters, who are displeased with having their slumber disturbed.

For ease of reference, non-player character (NPCs) and monster statistics are provided in **Appendix A: Personalities and Monsters** (page 19). Key information for NPCs particularly relevant to this episode (such as personal description and relevance to the plot) is provided in the scenario text.

Fallout From The Attack

Once news of the events at Miskatonic University reach Michael Abelard, the head of Federated Oil and Chemical, he takes quick and decisive action. Abelard sends a team of his own investigators to the university, led by Leon Pasqualle, a lawyer and expert troubleshooter—you may recall, Victor Pasqualle (brother of Leon) was the scientist who found the mysterious Pasquallium ore in the Vermont countryside.

Under Leon Pasqualle's leadership, the team tells the university's management that FOC wishes to put right any of the damages caused by the attack—this could be anything from redecorating fire-scorched walls to the full rebuilding of the Orne Library and science labs (dependent on how much actual damage the agents did). FOC will go so far as to state they will attempt to locate and replace any of the library's stolen or destroyed books. With such a generous proposal, the university happily welcomes Pasqualle and his seemingly limitless checkbook.

FOC are not offering to make all these repairs purely out of kindness, nor as a tax write off. The real reason for the generosity is that Abelard wants to learn everything he can about the raid. In the science labs, the FOC team examines any of Professor Learmonth's surviving notes. If the professor is still alive, Pasqualle arranges through the university to give the man a vacation to recover from the ordeal—in reality, Learmonth is quickly whisked away to FOC headquarters (against his will if necessary) for questioning. At the possibly blasted and burned Orne Library, the team compiles a list of all the damaged or stolen books—their goal being to find out exactly which books the agents were after. With this list, Abelard plans to increase his already extensive library of mi-go lore with any titles he previously wasn't aware of (provided he can find such rare books).

In the course of their research, Pasqualle's team question many of the students and university staff. Consequently, the names of the investigators are sure to be mentioned numerous times, leading Pasqualle to seek them out.

Start: A Mysterious Benefactor

Pasqualle wants to speak to any and all surviving investigators, and wants to make a good first impression. Firstly, he does something about any investigators who might be sitting in the Arkham jail (presuming they somehow fell foul of the law during Episode Two). With the power of FOC behind him, Pasqualle provides a team of lawyers for any of the investigators' legal troubles. The legal representation (as well as the odd bribe or threat) means jailed investigator are set free in a matter of days, all charges dropped. Secondly, if any of the investigators died, Pasqualle picks up any funeral costs; going so far as to pay for quite extravagant services, and the travel costs of any close relatives distantly situated—this is a great way to bring in a brother or sister, or another family member, who could serve as a replacement investigator.

Leon Pasqualle,

age 39, FOC troubleshooter

- **Appearance/Traits:** somewhat taller and thinner than average; he has sandy-blond hair, peppered with gray, brown eyes, and a sharp, angular face. Fond of expensive suits, his gold Swiss watch, and Italian leather shoes. Smart, charming, and can think on his feet.
- **Common knowledge:** after meeting Pasqualle, an investigator succeeding with a Law roll knows he is a very sharp lawyer. It's not hard to see that this is a man who gets things done.
- **Insider information:** older brother to Victor Pasqualle, the discoverer of the Pasqualle Ore, and currently missing. At first, Leon suspected FOC may have had something to do with his brother's disappearance and so began his own investigation of the industrial giant. Michael Abelard approached him directly and told him his brother was taken by the mi-go. This incredulous story was accepted once Abelard showed him concrete proof of the mi-go's existence. Faced with undeniable evidence, Leon quit his law firm and joined FOC to find his brother (or avenge him). Whenever FOC runs into a snag of any kind, Leon is the first man sent to fix it.
- **Plot:** Leon works his skills and charm to smooth out any wrinkles in the investigators' lives (from trouble with the police to covering funeral costs). His mission is to put them in contact with his employer, Michael Abelard.

At a suitable point, the investigators are approached—individually or together—by Pasqualle, who states that he works directly for Michael Abelard, the head of Federated Oil and Chemical. Investigators may recognize Abelard's name: a successful **Know** roll recalls him to be one of the richest men in America; a recluse of whom little is known. Pasqualle informs the investigators that Mr. Abelard wishes to meet with them to discuss mutually beneficial matters. On this point, Pasqualle is quite firm and he won't take no for an answer. If necessary, he reminds any dissenting investigator of his company's involvement so far: university rebuilding, funeral and travel costs, and how quickly any police charges have been dropped. If necessary, he'll show them an envelope containing papers signed by the Dean of Students, which expel the investigators

from Miskatonic University. He'll explain that the Dean's decision could be reversed, but only if the investigators agree to meet with his employer.

Any excuses the players can think up, Pasquale should be one step ahead of them; taking care of any problems, excuses, and so on. The investigators really have no choice in this matter, as Mr. Abelard has decided they will meet. Should all other incentives fail, Pasquale and his team are under orders to kidnap the investigators at gunpoint if necessary.

However the decision is made, Pasquale informs the investigators that they are to be taken to Boston Harbor to meet Mr. Abelard. On arrival, instead of the eccentric millionaire waiting for them, the investigators find an exotic amphibian airplane, a prototype of the British Seagull V, and her crew. Quickly hustled inside, by force if need be, the airplane takes off. If asked where they're going, Pasquale simply says, "To meet Mr. Abelard," and nothing more.

Mr. Abelard, I Presume

The flight takes a couple of hours but is relatively smooth. Looking out of the plane's windows, the passengers can see they're heading inland, away from the Atlantic Ocean. A successful **Navigate** roll reveals the airplane is flying due west. Soon, they descend and land upon a large body of water and on exiting the craft the investigators find they are on a rather large, but obviously private, dock. Looking across to the nearby shore, they can see an industrial complex consisting of three massive factory plants, their smokestacks pouring smoke and soot into the air. A successful **Spot Hidden** roll notices a sign over the rear gate of the complex, "Federated Oil and Chemical." Any questions asked about their current location go unanswered.

The group is, in fact, on the shore of the Detroit River, near Detroit, MI. Any investigator from this region may recognize certain landmarks; otherwise, a **Know** roll is necessary to determine approximately where they are.

Between the dock and the factory is a silver Rolls Royce. As the investigators approach, a giant of a man (six-foot, seven-inches), with flaming red hair and beard gets out from behind the drivers seat. He has a chauffeur's vest and jacket, but from the waist down wears a traditional Scottish Highland kilt. He strides out to meet the approaching group, smiles, and in a charming, Scottish accent, politely tells the investigators he must frisk them for weapons. Once done, the Scotsman escorts them back to the car and opens the rear passenger door.

Inside the large car sit two people. The first person the investigators see is a very attractive young woman with short blond hair in a neat bob, blue eyes, and a stunning figure in an expensive business dress. On the seat across from her sits an imposing man who can be none other than Michael Abelard. He is an obese man, with thinning gray hair and hazel eyes. Abelard is dressed in a suit so expensive that, if sold, could feed a large family for months. Clamped between his teeth is a fat Cuban cigar.

Abelard greets the investigators each by name, showing that he has done his homework about them, and welcomes them to his Detroit plant. He offers the four remaining seats in his Rolls Royce to any female, elderly, or injured investigator first. If the investigators number more than four, the others have to stand outside the car for this conference. Abelard introduces himself as president and founder of Federated Oil and Chemical and then introduces his companions. The large Scotsman is Mr. Murdoch and the beautiful woman is Selena Preston, Abelard's personal secretary. Once the pleasantries are out of the way, Abelard wastes no time getting right to the point.

Abelard tells the investigators about the mountain climbing accident that cost him his only son's life, and the use of his legs. He relates how aliens, called the mi-go, were behind this tragedy and how he has since been on a quest to hunt down the aliens and make them pay. He goes on to say that the real reason his company funded the Miskatonic University field trips to Vermont was to look for signs of the aliens. He knows about the recent raid on the university's library and science buildings and suspects the mi-go were behind the attack. He wishes to know the full story from the investigators' point of view.

Once this exchange of information is complete, Abelard makes a proposal. He wants the investigators to join a group of FOC scientists and security personnel he is sending back to Vermont to study the mi-go presence there. He would like to have the investigators along on this trip as they know the area and people, and have something that none of his men have—experience direct of the mi-go and their human agents. Abelard says there should be very little danger in this outing as his team will be well armed and equipped, and another team, comprised of ex-soldiers, are to be stationed nearby. This second team will be in constant contact with the investigators' group via radio and could arrive at their location in minutes if necessary.

Abelard is set on having the investigators in on this plan. He first appeals to their sense of curiosity and other, less noble feelings, like revenge for the loss of their fellow students. He can also offer financial compensation and promise to use his leverage to smooth things over with Miskatonic University on their behalf. If all else fails, Abelard is not above using threats (even if they need to be fabricated) to blackmail the investigators into joining his team.

The real reason as to why Abelard is so insistent for the investigators return to Vermont is because he wants to use them as bait. The visit is not about collecting information or studying the mi-go but is, in fact, a trap designed to lure the Fungi close enough to be captured and interrogated. Abelard is banking on the fact that the mi-go won't be able to resist the temptation to either capture the investigators or do away with them.

Michael Abelard,

age 57, head of FOC

- **Appearance/Traits:** a rotund man (due to being wheelchair bound) but was once an athletic young man who excelled in sports. Thinning gray hair, with hazel eyes, his face is lined and he has the look of a man old before his time. Usually dressed in an expensive suit. Abelard never goes anywhere without three items: his gold cigar case (containing at least five Cuban cigars), his silver plated Walther PP 9mm automatic pistol, and his chauffeur and bodyguard, Peter Murdoch.
- **Common knowledge:** those familiar with high society and big business most likely know of Abelard and his company Federated Oil and Chemical; however, few know him personally. He is a man shrouded in mystery and considered a recluse. What is known of his life is tragic (**Know** roll): his wife, Maria, died giving birth to a son, who also didn't survive the ordeal. His only surviving son Michael Jnr. was killed in a climbing accident in the Pyrenees. Abelard lost the use of his legs during the same accident.
- **Insider information:** raised an only child in a hard working family. When his parents died he invested his inheritance wisely. He purchased his first industrial plant and, after personally taking over the reins, it turned record profits, allowing him to invest further and eventually build the FOC empire. The accident that claimed his son's life and his ability to walk took place when the pair stumbled upon a group of mi-go. In fear, the pair took flight and in their frantic attempt to flee, they plummeted down a ravine. Abelard searched for answers and found a name for the things he had seen: the mi-go. He blamed the creatures for his son's death and has been consumed with seeking revenge ever since. His ultimate goal is to find the mi-go's main base on Earth and destroy it. While he has had some small victories, his actions have not gone completely unnoticed. Soon, the hunter may become the hunted.
- **Plot:** as ruthless, efficient, and driven as Abelard has been in building his business empire, he is even more driven in his relentless quest for vengeance against the mi-go. He will stop at nothing, will spare no expense, and is willing to sacrifice all to claim his revenge—if this means the investigators have to die, then so be it. Thus, he intends to use the investigators as bait to capture a live mi-go.

Peter Murdoch,

age 31, chauffeur and bodyguard

- **Appearance/Traits:** a huge, barrel-chested man, with ginger hair and green eyes, and a neatly trimmed change to: beard (which partially hides a four-inch knife scar running down his left cheek). Although his family left Scotland for America when he was only eight, he still speaks with a broad Scottish accent and is fiercely proud of his heritage, wearing a traditional kilt whenever possible.
- **Common knowledge:** after a few short moments in his company, a successful **Psychology** roll provides an investigator with the impression Murdoch is not a man to toyed with. Beneath his gruff demeanor he has a very short fuse.
- **Insider information:** Murdoch was in trouble with the law when he came to Abelard's attention, but with FOC's legal might, the murder charge was dropped and he was immediately hired to be Abelard's bodyguard. Over time, he and Abelard have formed a strong bond of friendship.
- **Plot:** Murdoch would give his life without a second thought to save Abelard.

Selena Preston,

age 28, Abelard's right-hand

- **Appearance/Traits:** a very beautiful woman, with short blond hair, and pale blue eyes. She is comfortable with her good looks and is not above using them to her advantage. When working, she dresses rather conservatively. Focused, determined, and extremely conscientious.
- **Common knowledge:** a successful **Credit Rating** or **Know** role deduces Preston is the daughter of the New York Prestons, whose fortunes took a turn for the worst with the Crash of 1929.
- **Insider information:** born of wealthy parents, Selena has spent most of young adult life as a society girl—she attended all the best parties the Roaring Twenties had to offer—but the Crash wiped out her family's money overnight, and so it was time to get a job. Luckily, she knew Abelard through family connections and started working at FOC. It soon became apparent she had a fine mind for business and has quickly risen through the ranks to become Abelard's right-hand woman, ensuring his commands are actioned and carried through. She is

grateful to Abelard for giving her a chance and thinks of him more as a close friend than a boss.

- **Plot:** the workhorse behind FOC, she takes care of implementing all of Abelard's plans. Once the investigators agree to work for the millionaire, they will be dealing with Preston more than Abelard. Investigators would be wise to notice she has a great deal of influence on Abelard's decision making.

A Gilded Prison

Once it is settled that the investigators are to join the FOC team to Vermont, they are taken to Abelard's home and the Detroit offices of FOC, where they stay as his guests for the next couple of weeks. During his stays in Detroit, Abelard lives in the top three floors of a six-story brick building, which from the outside looks to be nothing more than a large bank. The cars pull around to the back of this building to a small, guarded and private underground garage. From there, everyone takes the only elevator capable of reaching the millionaire's private domain. A safety stairwell runs up from the basement to the fifth floor; however, all doors leading to the areas of Abelard's private interests are reinforced, triple locked, and never used.

The basement is where Dr. Matherson and her colleagues study mi-go artifacts behind reinforced walls. The first through third floors hold the day-to-day concerns of the Detroit office of FOC, tended to by lawyers, secretaries, accountants, vice-presidents, and other functionaries. The fourth floor contains a kitchen, laundry room, and general maintenance equipment; additionally, here is where the servants live, including: cooks, maids, a butler, and nine armed guards. The guards work in three-man shifts: two on the first floor and one making the rounds through the other floors. The other guards tend to sleep, play cards, or visit the town when they aren't working. The fifth floor is reserved for Abelard's guests and his personal assistants. Selena Preston stays here, as will the investigators, each with their own room. The fifth floor is also where any business related to Abelard's personal crusade is conducted, within a sectioned off conference room and a well-stocked library. The sixth floor is the private sanctuary of Abelard and none may enter without his permission. It's accessible through a second elevator situated on the fifth floor that requires either a key or a switch on the upper floor to activate. Only Murdoch stays on the sixth floor with Abelard, and only the millionaire's most trusted servants, guards, and personal assistants are allowed to enter. Finally, investigators hoping for a view will be disappointed since all windows on the upper three floors, as well as the basement, have blackout screens fixed in place, which short of unscrewing them from their fittings, don't open.

When the investigators are shown to their rooms, they each find a brand new wardrobe of expensive clothes waiting for them. Next to each bed is a button for summoning a servant, should the guests require anything.

The investigators are not able to place telephone calls, post letters, or leave the building without Abelard's permission, and

even then not without an armed escort. The investigators are told this slight inconvenience is necessary because, in the past, Mr. Abelard suspects he has been under surveillance by "agents of the enemy." It may become apparent to the investigators that they are basically in a prison, albeit a gilded one. Despite this increased security, Abelard does all he can to ensure a pleasant stay, including making sure the investigators are in good physical and mental health.

Recuperation

While the investigators are Abelard's guests they have the opportunity to lick their wounds, both physically and mentally, and brush up on some skills. Treat this as an investigator development phase.

If wounded, injuries are treated by the very capable Dr. Matherson, who has access to the very best medical resources money can buy:

- If not suffering from a major wound, an investigator heals 1 hit point per day (7 per week).
- With a major wound, the investigator must make a CON roll per week, a bonus die is added due to the great care they are receiving: if successful, 1D3 hit points are healed; if an extreme success, 2D3 hit points are healed (see page 121, *Call of Cthulhu Rulebook*).

Thus, one month should give enough time for most investigators to fully recover from physical injuries.

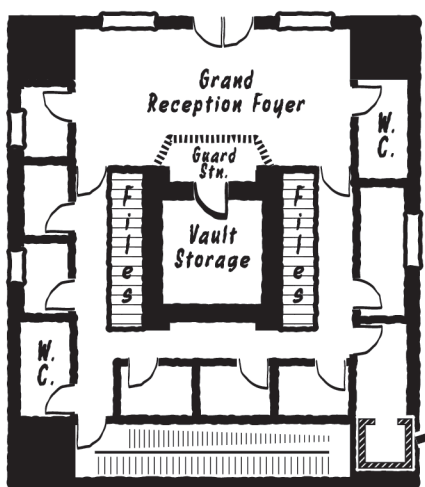
As for Sanity, healing mental wounds is always more difficult than physical ones. Intensive therapy with Professor Drake may help. Roll 1D100 for each investigator under Drake's care: a result of 01-95 indicates recovery of 1D3 Sanity points; 96-99 means no progress has been made, a result of 100 means there has been a setback, with the investigator losing 1D6 Sanity points. With a success, an indefinitely insane investigator may attempt a **Sanity** roll: if successful, they are also cured of their insanity (see page 164, *Call of Cthulhu Rulebook*)—at the Keeper's discretion, indefinite insanity could be cured automatically.

Plans And Preparations

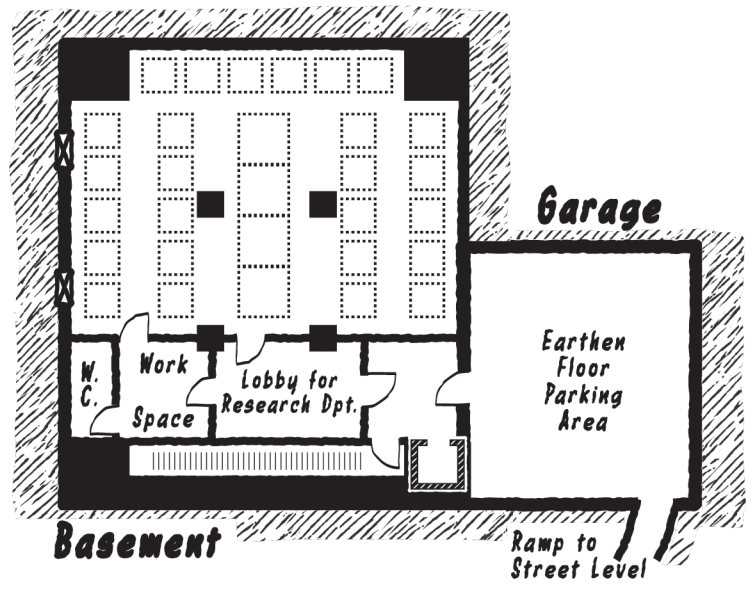
The day after the investigators arrive at Abelard's residence, preparations begin for the next Vermont trip. How long the investigators are kept here is dependent on the physical and psychological condition they are in. While Abelard is keen to achieve his goals, he wants the investigators in reasonably good shape before sending them out again; although, he won't wait for someone who requires more than a month for full recovery—affected investigators have to make the decision to either join the group regardless of injuries or be replaced.

Federated Oil & Chemical

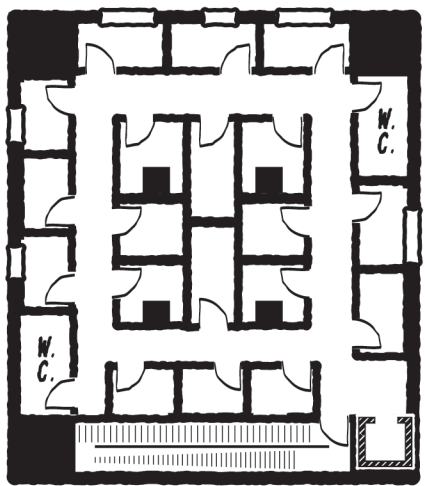
Headquarters Building Detroit, M.I.



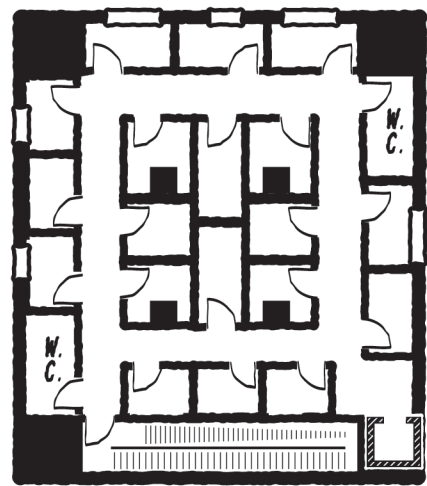
First Floor (offices)



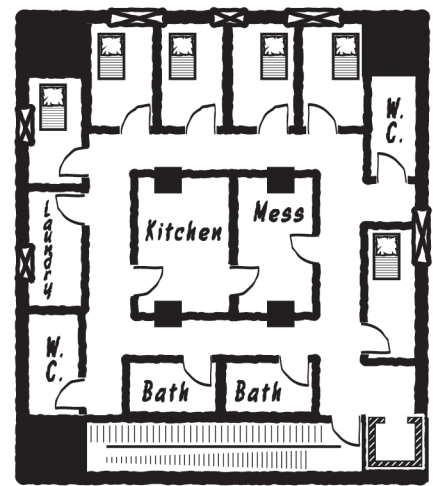
Basement



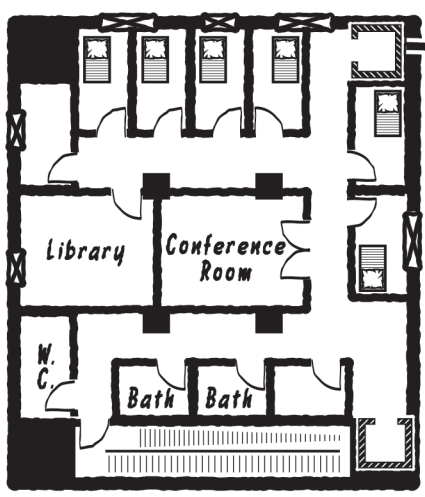
Second Floor (offices)



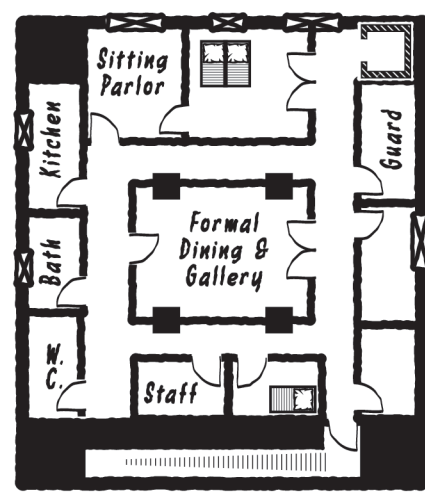
Third Floor (offices)



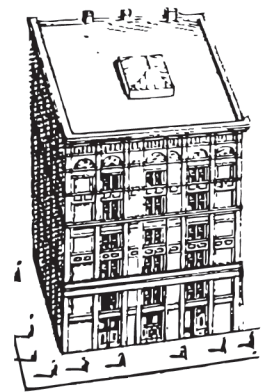
Fourth Floor (Staff)

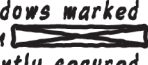


Fifth Floor (Quarters)



Sixth Floor (Private)



Note: All windows marked with the icon  are permanently secured by fixed blackout screens

Abelard calls a meeting in the fifth-floor conference room, during which investigators are introduced to the four people from FOC who are accompanying them to Cobb's Corners. The FOC team includes:

- **Larry Nekler:** expert mechanic, electrician, and the man responsible for maintaining the field radio the group can use to call for help in an emergency.
- **David Drake:** professor of history and folklore, psychologist, and a man well versed in the occult.
- **Sarah Matherson:** medical doctor, forensic pathologist, and one of Abelard's experts on the mi-go.
- **Sam Morrison:** battle-scarred veteran of the Great War, who is in charge of security (i.e. capturing and/or killing any of the aliens).

Now is an excellent opportunity for the Keeper to have any replacement investigators join the proceedings, who could be student friends or relatives of the investigators or people hired by Abelard to "beef up" the team.

The meeting takes the form of a round-robin discussion about the mission and how it is to be performed. Any information the investigators bring to the table is considered with all due seriousness. The plans are as follows; Allow the players to put forward suggestions to help them feel actually part of the discussion (i.e. try to avoid just reading out the following text—make it appear like a conversation with the investigators).

The plans for this outing are pretty simple and straightforward. The investigators, with the four FOC personnel, are to return to the same farmhouse as used on their first Vermont trip with Robert Blaine—assuming the original farmhouse was left standing and intact; if that structure was destroyed during the first episode, then another farmhouse nearby has been purchased by FOC. Once in Cobb's Corners, the investigators can resume interviewing locals for tales and folklore concerning the "strange creatures from the hills." They should follow up any leads as long as it seems safe to do so. In addition, Sam Morrison aims to lead short excursions into the hills looking for signs of the aliens. Larry Nekler will stay at the farmhouse to maintain a regular schedule of making radio contact with the second FOC team. These transmissions should take place once in the morning, late afternoon, and evening; serving to pass on information and ensure all is well.

During the nights, everyone will regroup at the farmhouse to compare findings and review any evidence found. For the protection of the group, Morrison will spend most of the first day setting up alarms and traps around the farmhouse. In addition, one member of the team should always remain awake and on watch. Morrison and Nekler perform this duty but ask for at least two of the investigators to share the responsibility.

The team is well equipped. The following items are provided:

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

As for their own protection, in addition to any weapons individuals may already own, they are provided with a case of six British Lee-Enfield Mk3 .303 rifles, with 600 rounds; four Colt model 1917 .45 revolvers; two Thompson M1921 submachine guns, with 800 rounds; and a case of 24 hand grenades.

Finally, investigators are invited to write down any private items they might require—unless they ask for something totally off-the-wall, like a 75mm field gun or armor-plated Cadillacs, any reasonable requests will be completely taken care of.

If the investigators have concerns about the small number of people going with them, Abelard restates that the intention is to minimize drawing attention to the team. The more people, the more likely the mi-go notice them. Of course, this is a lie—Abelard doesn't want too large a group as that might make the mi-go keep their distance. Any safety concerns raised by the investigators are dismissed, as a group of well-armed and combat-tested men will be close by in constant radio contact. Their assistance and aid are just minutes away. This small army will be encamped on the other side of the valley in a well-

forested area FOC is leasing from a local farmer. It is hoped they can avoid detection due to the dense woodland providing the second team plenty of camouflage and cover. It is a hope that shall be proven tragically wrong.

Note: if during the discussion the investigators mention their encounter with John Jeffrey, the Dream Gate, and any of the strange critters they came across, Abelard and his companions show no surprise. He apologetically says that a team he sent to follow up on the investigators' visit traced their movements in the woods, "cleaning up" any evidence of their encounter with the mi-go's twisted experiment.

The Vermont Team

Professor David Drake,

age 46, psychologist and historian

- **Appearance/Traits:** average height, but overweight. The crown of his head is bald and what's left of his dark hair is graying. He sports a handlebar mustache, wears brown suits, and smokes a long-stemmed pipe. He also has the habit of sticking his tongue out when deep in thought.
- **Common knowledge:** investigators might know Drake if they attended the University of Michigan.
- **Insider information:** born and raised on a farm in Michigan, Drake's early education was largely self-taught. Working as many as three jobs at a time, he was able to save enough money to put himself through school. He attended and later taught at the University of Michigan. A personal hobby is the study of the occult; he has published several papers and three books on the subject and how it relates to abnormal psychology. His work in this field has been well received and, as a consequence, Abelard became aware of Drake and brought him into his inner circle.
- **Plot:** Drake is a member of the team accompanying the investigators back to Cobb's Corners. While not as knowledgeable about the mi-go as Matherson, the psychologist can relate many tales and legends he believes derive from sightings of the mi-go. Additionally, he can provide psychoanalysis for mentally scarred investigators.

Doctor Sarah Matherson,

age 48, scientist

- **Appearance/Traits:** a short, slightly built woman, with straight black hair. She has large brown eyes, giving her an owl-like look due to the thick bottle glasses she wears. Constantly seen drinking strong coffee, no matter what time of day or night it happens to be.
- **Common knowledge:** investigators might know Drake if they attended the University of British Columbia in Vancouver.
- **Insider information:** a Canadian citizen, working at the University of British Columbia, Matherson was approached by Abelard and asked to identify a strange substance (which turned out to be the slimy remains of a dead mi-go)—to say the doctor was intrigued would be putting it mildly. Matherson left university life and joined FOC. She is now as nearly single-minded in the hunt for the mi-go as Abelard; although, rather than driven by revenge, she has an insatiable hunger for scientific understanding of the aliens. Possibly, deep down, she believes Abelard has misunderstood the aliens, who perhaps only need to be given a chance to show that they actually come in peace.
- **Plot:** Matherson is a member of the team accompanying the investigators back to Cobb's Corners. She is driven by an almost insane need to understand everything she can about the mi-go. Consequently, she is capable of risky, reckless actions, and inadvisable experiments—all in the name of science. Additionally, she is a very competent doctor, able to tend to injured investigators.

Sam Morrison,

age 40, security chief

- **Appearance/Traits:** average height, an impressively muscled physique, blue eyes, and brownish-blond hair in a crew cut. His neck, chest, and arms all bear numerous shrapnel scars. While he can be nice and polite, he does not suffer fools and foolish behavior gladly.
- **Common knowledge:** there is a slim chance an investigator might know Morrison if they are a veteran of the Great War and were a member of the 77th infantry division fighting in the Argonne woods.
- **Insider information:** after the war, Morrison remained in the army and rose to the rank of Captain. Always thirsty for action, he grew tired of his

peacetime military duties and left the army. A stint as a mercenary was short but successful, where he came to the attention of FOC and Abelard. Subsequently, Morrison has been involved in helping to hunt down the mi-go. He is well respected and often goes by the nickname “Captain.”

- **Plot:** Morrison is a member of the team accompanying the investigators back to Cobb’s Corners. Morrison tends to insist on being in absolute control of security, which may cause friction with the investigators. Despite his experience and training, he has yet to come face-to-face with a large force of mi-go.

Larry Nekler,

age 28, mechanic

- **Appearance/Traits:** a stocky man, with thick arms and neck. He has brown hair and eyes, and large tattoos of a heart, a rose, and the name “Lovely Lucy” on his forearms. His misshaped nose is the clear result of it once having been broken.
- **Common knowledge:** investigators might know Nekler if they have spent any time in the U.S. Navy.
- **Insider information:** Nekler was too young to fight in the Great War but did join the navy for a term before becoming a merchant marine. He had a head for engineering and he found he had a natural knack for working with radios. The lure of better pay and a more comfortable lifestyle led him into FOC’s employ.
- **Plot:** Nekler is a member of the team accompanying the investigators back to Cobb’s Corners. He is responsible for maintaining the equipment and radio operation. His former military training means he’s pretty handy in a fight, and will be the first to back up Sam Morrison if an argument or fight breaks out.

Conversations with Dr. Matherson

Before returning to Vermont, the investigators may want to learn more about the mi-go. For this, Dr. Matherson is an excellent source of information and can answer any physiological questions about the aliens to the best of his knowledge. She can provide the investigators as much information about the Fungi from Yuggoth as the Keeper wishes to impart. Suggested pieces of knowledge are:

- The mi-go are aliens and not native to the Earth.
- They possibly come from somewhere referred to as “Yuggoth.”
- Physically, they appear to be a strange fusion of flesh and fungus, able to change their skin color at will.
- Some have wings and are able to fly.
- They communicate by producing a buzzing, insect-like voice.
- The aliens are looking for something on Earth, perhaps minerals or metals, as they are most glimpsed in remote mountainous areas.
- They are also interested in human brains, as corpses have been found with their brains completely and surgically removed. Some form of brain transplantation technology appears to be in evidence.
- They have some form of mind control and can recruit humans to do their bidding.
- The aliens utilize tools and strange, deadly weapons.

Discussing the mi-go with the doctor results in a gain of +5 percentiles to Science (Biology), +2 percentiles to Cthulhu Mythos, as well as the loss of 1 Sanity point if a **Sanity** roll is failed. If one of the investigators clearly has a good knowledge of science or medicine, Matherson may offer them a rare treat—the chance to enter the basement and hear a recording of the interrogation of the only live mi-go that FOC has been able to capture. Note that investigators considered mentally unstable are not invited or allowed down in the basement.

Those investigators invited to the basement, find the area well lit and clean, though a strange mixture of scents, mainly mold and bleach, permeate the air. Immediately to the right is a lobby area where the scientists put on their lab coats and wash their hands in a large circular sink. A large workspace is equipped with both scientific and medical tools. The rest of the basement is either clear or taken up with metal framed cells, each about six and a half feet tall; all covered with curtains.

What vile artifacts of the Mythos (if any) lie in wait here for the inquisitive investigator is left to the imagination of the Keeper. Possibilities include any of the Dreamland’s creatures from the Maple Tree forest, such as vivisected zoogs, dissected Lengites, even John Jeffrey’s remains wired up to medical apparatus—assuming the investigators didn’t completely destroy or bury his corpse. Adding such elements from the Dream Gate sequence of Episode One pushes the investigators to assume FOC has been shadowing their steps for some time, perhaps sowing seeds of doubt about Abelard his company.

As the doctor leads the investigators to the workspace, they see three cells where the curtains are partially open. In the

Mythos Tome

The Andes Tablet

R'lyeh Glyphs, author unknown

- **Sanity loss:** 1D6
- **Cthulhu Mythos:** +0%/+2%
- **Mythos Rating:** 6%
- **Study:** 12 weeks
- **Spells:** Contact Cthulhu

The tablet is carved from a curious greenish-black stone that, with a successful **Science (Geology)** roll, can be identified as extraterrestrial in nature. Carved into its surface are curious symbols and sigils in no known human language (R'lyeh Glyphs). Additionally, chiseled into the center is a crude depiction of a humanoid figure, hunched over with wings spread, and great clawed hands resting upon its knees. The figure's head is octopoid in appearance and exudes a brooding malice.

If deciphered, the tablet is essentially a meditative device created to assist the deep ones in communicating with their god. The text describes the coming of Cthulhu and his kin from outer space and the glory of the god's eventual return.

first, sits a steel examination table, fitted with several leather restraints. An electric generator sits on the floor nearby. The second cell contains people who appear to be studying two mummified bodies. Behind the scientists, who are gingerly removing dehydrated organs from the two corpses, lie eight (as yet untouched) mummified bodies. Each is submerged in a tank of water. Inquisitive investigators are steered away by Matherson reaching to close the curtains on this scene. If pressed, the doctor explains the remains were recently discovered in the Andes in a supposedly derelict mi-go base. Matherson explains that they believe the mummies to be a yet unseen form of the mi-go, perhaps one designed to mimic human appearance. Although they can't get a particularly good look at what exactly is going on, what is seen provokes a **Sanity** roll (0/1D4 loss).

Note: the mummified bodies are actually deep ones. See **Unexpected Consequences** (page 16) for further details.

The third cell contains several items originally found with the mummified remains (deep ones): hunting spears, obsidian knives, rough-hewn gold jewelry, and a greenish-black tablet (see box nearby, **The Andes Tablet**). Matherson explains that a

team of the country's best cryptographers is being assembled to analyze the unknown language written on the stone.

Matherson leads the investigators to an area containing a phonograph and chairs. She explains the investigators are about to hear a recording of an interview she conducted with an alien. An attempt to film the interrogation was also made, but amazingly, the creature did not appear on the film. When viewed, it was as if the doctor was talking to himself. The doctor is astounded if one of the investigators is able to show her Richard Wendell's photograph of the mi-go from Episode One, or the brain cylinder and other tools from the conclusion of Episode Two.

Matherson says the recording was made on November 18th 1926. FOC agents had captured the mi-go two days earlier in the Himalayas. At this point, she shows the investigators an artist's sketch of the creature (**Handout: Harvest Papers 10**). Very painful electric shocks were administered to the alien to induce it to speak. She then plays the recording (**Handout: Harvest Papers 11**). Listening to the entire recording (particularly the uneasy and horrific sounds of the creature being electrocuted) provokes a **Sanity** roll (0/1D3 loss) but also grants +1% to the listener's Cthulhu Mythos skill.

Conversations With Abelard

While he is absent for long periods, the investigators may wish to speak with Abelard about the plan, the mi-go, and why the millionaire has gone to so much trouble and expense. If approached and a successful **Persuade** roll is made, Abelard allows an investigator to read from his private journal. The journal records the man's study and hunt for the elusive mi-go (see page 16, **The Abelard Journal**).

Harvest: Handout Papers 10



Harvest: Handout Papers 11

Federated Oil & Chemical

Transcription

Interview held November 18th 1926.

STARTS:

Dr. Matherson: Can you hear me? Can you understand me?

Subject: (A slow, almost mechanical sounding high-pitched buzzing voice.) Yes, we understand.

DM: You have been here for two days, why did you wait until now to speak to me?

S: We did not speak your language.

DM: You mean that you learned English in just two days? How?

S: Listening to human speech. Since capture two solar cycles ago.

DM: That's amazing. So why do you wish to speak to me now?

S: Hungry. Require food.

DM: Well, I've tried feeding you everything I can think of... but you haven't eaten anything.

S: Cannot consume food. Must return to Mountain.

DM: Well, I just can't let you go back to the Himalayas now can I?

S: We have not harmed you. Leave us to be left alone and in secret. No harm to you. Need food. Will die.

DM: Well... I'll see what I can do, but let's get back to the questions shall we. What shall I call you?

S: We are Mi-Go.

DM: Mi-Go eh? We found you in the Himalayan Mountains. Where did you come from before that?

S: Far away. You do not know of it yet.

DM: Yes, but what is it called? How far away is it?

S: Very far. Food. Must have food... soon.

Federated Oil & Chemical

DM: I'll get you some food soon, but I must know more about this place.

S: Food. Food.

DM: I warn you, if you do not answer my questions I will be forced to administer an electric shock to make you talk.

S: Talk no more. Must have food! Food!

(A flurry of sounds lasts for three minutes of the recording. The cacophony seems to include an electric hum, the hiss of static discharge, a metal scraping sound, Dr. Matherson shouting for the mi-go to answer the questions, and an eerie, buzzing scream. Finally, the subject speaks an almost unintelligible word.)

S: Yug-goth...Yug-goth. We come... from Yuggoth.

DM: And where is this Yuggoth?

S: Ninth planet... in this system.

DM: You're lying. This solar system only has eight planets. Am I going to have to turn the electricity back on?

S: No. Your species has not... found it yet.

DM: Well what brings you to Earth then?

(A ten-second pause.)

DM: I asked you what is your reason for being on Earth?

S: Food. I must have...

(A return to the horrific sounds of an electric hum and an ear-splitting, high-pitched wail. One minute silence followed by buzzing sound that begins to form words.)

S: Ia! Ia! Shub-Niggurath! Black goat of the woods with a thousand young! Ia!
Ia! Nyarlathotep! Release me!

(This, repeated three more times, then subject falls silent. Electric hum heard and further high-pitched wailing.)

DM: It appears that the subject, this "Mi-Go," has died. Its head is no longer changing colors and the process of decomposition appears to be advancing rapidly. Its whole body is beginning to discolor to brown and quickly putrefy. End the recording. I have to rush the carcass to the lab and start an autopsy before its too late.

ENDS

The Abelard Journal

English, by Michael Abelard

- Sanity loss: 1D6
- Cthulhu Mythos: +1%/+2%
- Mythos Rating: 9%*
- Study: 12 weeks
- Spells: Contact Mi-Go

**If used as a reference source solely for mi-go lore, the Mythos Rating is increased to 30%.*

Written in Abelard's scrawling hand, the first entry is dated May 21st 1922, just nine days after the climbing accident that cost Abelard his legs and his son's life. This first page contains a vow to make those responsible pay. The rest of the journal, spanning almost eight years, attests to the man's passion and thoroughness in completing his single-minded task. The journal is filled with detailed notes of Abelard's hunt for mi-go: his initial search through folklore and books of ancient wisdom, to his use of FOC's personnel to conduct field research. Later, the journal records the information his scientists and researchers have gathered about the aliens along the way.

A particular version of the Contact Mi-Go spell is described, named as "Procedure to beckon Mi-Go." Abelard discusses its use in calling the aliens out to allow his agents to eliminate those who respond. He also notes that only one alien has been successfully captured, noting with anger that it died before any information of real value could be drawn from it.

Due to the Fungi growing wise to Abelard's tactics, using this version of the Contact Mi-Go spell has a 30% chance of summoning a large and well-armed group of mi-go (who attempt to kill all humans present).

In conversation, Abelard is a forceful personality. While he clearly despises the mi-go, viewing them as "alien scum" who are trespassing on "his" planet, he is genuinely pleased the investigators have joined his team, calling them "brothers and sisters in the fight for humanity." A successful **Psychology** roll confirms that Abelard is single-minded and relentless in his pursuit of revenge for his son's death. Despite such matters, Abelard is a wonderful host, always attentive to his guests and keen to make their stay as comfortable as possible. If any concerns regarding the plan are raised, he listens carefully and, if appropriate (i.e. will not affect his actual goal for the mission) he will take steps to accommodate any reasonable requests.

To The North

If the Keeper is intending to play through **Appendix B: Mission To Canada** (page 21), where the investigators are sent to Canada for a day or two, that mini-scenario should take place now, before the following section (**Unexpected Consequences**).

Unexpected Consequences

When Abelard started his worldwide search for the mi-go, he would, from time-to-time, unknowingly stumble upon other traces of the Cthulhu Mythos. In the mountains of China, one of his teams discovered ten mummified bodies, which were human-like, yet not human. The mummies were removed and transported to the Detroit facility for study.

The mummies are in fact withered and dehydrated deep ones, who are still alive (deep ones being immortal). Back in ancient history, the deep ones were captured and experimented upon by the mi-go. The sea creatures were starved of food and denied water. Without such things, the deep ones eventually fell into a hibernation-like state; their skin shriveled up and turned a pale yellow color. Seemingly dead, the mi-go put aside their experiment and moved on to other concerns.

Now in the Detroit facility, the FOC scientists have been studying the deep one bodies. Two have been dissected (effectively killed), while the rest have been placed in tanks of water. The scientists found the dried remains to be quite brittle and not ideal for study. Thinking that hydrating the mummies will make the corpses more malleable, the scientists hope to conduct further research once the bodies have sat in water for a time.

The Night Before

On the night before the investigators are due to leave for Vermont, Selena Preston asks the investigators to join her in the conference room for a final briefing. As they enter, the investigators find Abelard, Murdoch, and the rest of Vermont team already seated. Abelard grins and pulls out a chilled bottle of expensive French champagne, calling for everyone to toast to the success of the mission. The mood becomes relaxed, with everyone (gently) letting his or her hair down before the serious mission ahead. Preston turns on a radio and dances with anyone able or willing. Abelard talks about better days with his family, occasionally his eyes get a little misty as the fond reverie overtakes him. Everyone else pretty much follows suit: discussing funny stories, what they hope the future holds for them, and so on.

Meanwhile, in the basement, the deep ones are returning to life. Rejuvenated by being immersed in water, the eight surviving deep ones attack and feed on the bodies of three FOC

Consumption Level	Example	Effect
Low	2 glasses	No impairment.
Medium	3-4 glasses	Make a CON roll: if failed, all skill and characteristic roll difficulties are increased by one level for 1D4 hours.
High	5-6 glasses	Make a CON roll: if failed, all skill and characteristic roll difficulties are increased by one level for 4 hours.
Excessive	7+ glasses	Make a CON roll: if failed, all skill and characteristic roll difficulties are increased by one level for 4 hours. In addition, all rolls in this period also suffer from one penalty die.

scientists before making their way up through the building to where the party is being held. On their way through, two of the monsters tear through the building’s power and telephone lines. Plunging the investigators and their companions into darkness.

By the time of the deep one attack, the investigators, if they so desire, have had time to get pretty intoxicated. Determine how much the investigators at the impromptu party have drunk. The Keeper can either agree on a number based upon each of the investigators’ behavior (not forgetting to take into account any backstory traits, habits, and such like), or call for a Luck roll—use the following guide:

Luck Roll	Alcohol Consumption
“01”	Low: 1D2 glasses of champagne.
Passed	Low: 1D2 glasses of champagne.
Failed	Medium to high: 1D6+1 glasses of champagne.
“100”	Excessive: 1D4+6 glasses of champagne.

Once the level of consumption has been determined, use the nearby **Alcohol Effects Table** to see if and how the investigators are affected.

Attack of The Deep Ones

At an appropriate moment, describe the office lights suddenly turning off. The room and corridor outside are plunged into darkness. As is it night outside and blackout blinds cover the windows, there is little to no ambient light at all. Preston lets out an involuntary scream as Abelard curses the power company and wheels himself over to a cabinet, pulls out some candles and flashlights, and gets those around him to light them. Abelard then picks up the telephone, but the line, an unreliable thing at best, is dead.

If none readily volunteer, Abelard calls upon some of the investigators to accompany Larry Nekler down to the basement where the fuse box is located. Nekler breaks out three flashlights and hands two to the investigators volunteering to

accompany him. Murdock opens the locks on the door leading to the stairway, providing access to Nekler and the investigators. If asked, Murdock refuses to leave Abelard’s side and remains with him no matter what happens.

As the investigators descend the dark stairway, screams can be heard coming from the next floor down (the fourth floor), where the access door can be found slightly ajar. Occasionally a gunshot might ring out and, if an investigator succeeds in a **Listen** roll, a deep guttural croaking-like sound can be heard as well. On this floor, six deep ones are making short work of the staff. Meanwhile, the remaining two deep ones, having been delayed in the basement while tearing out the power and telephone lines, are on the stairway (at the second-floor landing) and shambling upwards towards the investigators.

Nekler refuses to enter the open door to the fourth floor, saying everyone should continue towards the basement and get the lighting working. It would be wise for the investigators to follow his lead. If they step through the door, they witness a terrible sight. The beams of their torches pick up blood-spattered and smashed furniture, broken bodies, and six deep ones tearing FOC staff limb from limb—call for a **Sanity** roll (1/1D6+1 loss). Over the carnage, the investigators hear a shriek from the doorway as Nekler encounters the two deep ones climbing the stairs.

Frightened out of his wits, Nekler abandons the mission, turns tail, and returns to the conference room on the fifth floor. It is up to the investigators whether they join him or tackle the deep ones. If the latter, the investigators may quickly find themselves in dire straits, under attacks from the two deep ones on the stairs, and possibly joined by some of the others exiting the fourth floor. If two or three of the deep ones are killed, the rest escape, exiting the building by any means necessary and into the night.

Should the investigators ignore the sounds from the fourth floor and continue downstairs with Nekler, he runs at the first sight of the deep ones. If the investigators manage to reach the basement (perhaps bashing through the monsters or side-stepping them as they charge downstairs) they find various cables torn through, requiring at least an hours’ work and a **Hard Electrical Repair** roll to get the electricity working again.

The telephone system's connection box has been ripped out and is beyond repair. Those in the basement are followed down by at least two deep ones, while the others ascend to the fifth floor.

Murdoch is armed with a .45 automatic, but it's unlikely anyone else has a weapon near to hand. The investigators could try to barricade the conference room door with the table. A barricade slows the deep ones down, but it doesn't take long for their strength and claws to begin to bash through (there's even conveniently placed fire axes in the stairwell for the monsters to use!) Alternatively, the investigators might think to break off the table's legs to use as clubs. Others may think of trying to get past the deep ones to reach the stairwell, or attempting to climb down the elevator shaft to where it rests one floor down and go through the service door on top. Likewise, getting to Abelard's private elevator and using its ceiling mounted service door to climb up to his private floor might be a good option as the deep ones will eventually give up their pursuit, deciding that escape rather than revenge is their priority.

Remember that seeing the deep ones calls for a **Sanity** roll (0/1D6 loss) in addition to any scenes of carnage encountered (assume 0/1D4 loss). Additionally, candles need to be used (assuming the investigators with the flashlights are elsewhere), and someone has to carry Abelard (most likely Murdoch will need help), as his chair cannot fit through the elevator's service door. If possible, try to avoid Abelard's death; ideally, he should remain, embittered and craving for revenge for the time being.

Conclusion

The aftermath of the attack shakes Abelard to the core. He increases security and launches a full investigation. Any surviving deep ones somehow escape into the night and no further trace of them can be found.

If the investigators are in good shape following the attack, they are directed to continue on to Vermont as planned. If wounded, then the Vermont trip is delayed until injuries are more or less healed. Those dead are mourned and buried. If any of the NPCs going to Vermont were killed, replacements are found.

Whatever the situation, Abelard's plan is set in motion. The investigators eventually head to Vermont for Episode Four, to reacquaint themselves with the hospitality of Cobb's Corners.

Rewards For Episode Three

- Defeating the deep one grants +1D8 Sanity points.
- Allowing the deep ones to escape means suffering -1D4 Sanity points.
- Saving any of the key NPCs from certain death grants +1 Sanity point per person saved; if all of the key NPCs (Abelard, Drake, Matherson, Morrison, Nekler, and Preston) are saved, then award +1D10 Sanity points. Note that Murdoch doesn't count—he would have willingly given his life to save Abelard.
- For each key NPC killed through the inaction of the investigators, lose -2 Sanity points.

Appendix A: Personalities and Monsters

FOC Personnel

Leon Pasqualle, *age 39, FOC lawyer and troubleshooter*

STR 55 CON 65 SIZ 70 DEX 80 INT 85
APP 70 POW 60 EDU 85 SAN 60 HP 13
DB: +1D4 Build: 1 Move: 8 MP: 12

Brawl 30% (15/6), damage 1D3
Dodge 40% (20/16)

Skills: Accounting 45%, Appraise 35%, Charm 60%, Credit Rating 65%, Cthulhu Mythos 5%, Fast Talk 70%, First Aid 40%, History 50%, Intimidation 70%, Law 85%, Library Use 65%, Listen 45%, Persuade 70%, Psychology 45%, Spot Hidden 50%, Stealth 45%, Throw 35%.

Languages: English 85%, French 30%, German 10%, Spanish 35%, Latin 20%.

Michael Abelard, *age 57, obsessed millionaire*

STR 60 CON 40 SIZ 75 DEX 35 INT 75
APP 65 POW 75 EDU 75 SAN 64 HP 11
DB: +1D4 Build: 1 Move: 1(4*)MP: 15

**In wheelchair.*

Brawl 25% (12/5), damage 1D3 + 1D4
.38 automatic 50% (25/10), damage 1D10
Dodge 17% (8/3)

Skills: Accounting 80%, Art/Craft (Predict Stock Market) 80%, Charm 30%, Credit Rating 95%, Cthulhu Mythos 13%, History 40%, Intimidate 75%, Law 30%, Listen 65%, Natural World 40%, Occult 30%, Persuade 65%, Psychology 70%, Spot Hidden 40%.

Languages: English 75%, French 60%.

Peter Murdoch, *age 31, loyal bodyguard*

STR 85 CON 75 SIZ 90 DEX 65 INT 80
APP 50 POW 55 EDU 60 SAN 49 HP 17
DB: +1D6 Build: 2 Move: 7 MP: 11

Brawl 80% (40/16), damage 1D3 + 1D6
.45 automatic 70% (35/14), damage 1D10 + 2
12-g shotgun (2B, sawed-off) 55% (27/11), damage 4D6/1D6
Dodge 65% (32/13)

Skills: Climb 55%, Cthulhu Mythos 8%, Drive Auto 70%, Intimidate 80%, Jump 50%, Listen 55%, Mechanical Repair 60%, Natural World 45%, Operate Heavy Machine 40%, Persuade 45%, Sleight of Hand 55%, Spot Hidden 55%, Stealth 60%, Throw 50%, Track 55%.

Languages: English 60%, French 10%.

Selena Preston, *age 28, private secretary*

STR 40 CON 80 SIZ 50 DEX 80 INT 80
APP 85 POW 65 EDU 75 SAN 58 HP 13
DB: 0 Build: 0 Move: 8 MP: 13

Brawl 30% (15/6), damage 1D3
Dodge 40% (20/8)

Skills: Accounting 65%, Appraise 20%, Art/Craft (Dancing) 60%, Charm 60%, Credit Rating 65%, Cthulhu Mythos 6%, Drive Auto 35%, Jump 60%, Fast Talk 40%, Law 10%, Library Use 45%, Listen 60%, Occult 10%, Persuade 65%, Psychology 40%, Ride 60%, Stealth 70%, Throw 30%.

Languages: English 75%, French 15%.

Prof. David Drake, *age 46, psychologist*

STR 40 CON 45 SIZ 75 DEX 45 INT 85
APP 50 POW 75 EDU 93 SAN 53 HP 12
DB: 0 Build: 0 Move: 6 MP: 15

Brawl 30% (15/6), damage 1D3
Dodge 22% (11/4)

Skills: Anthropology 45%, Archaeology 50%, Credit Rating 59%, Cthulhu Mythos 7%, First Aid 45%, History 80%, Library Use 60%, Medicine 40%, Navigate 50%, Occult 80%, Persuade 55%, Psychoanalysis 70%, Psychology 80%.

Languages: English 93%, French 20%, German 40%, Latin 20%.

Dr. Sarah Matherson, *age 48, scientist*

STR 55 CON 60 SIZ 40 DEX 75 INT 90
APP 55 POW 60 EDU 96 SAN 36 HP 10
DB: 0 Build: 0 Move: 8 MP: 12

Brawl 25% (12/5), damage 1D3
 .38 revolver 30% (15/6), damage 1D10
 Dodge 44% (22/8)

Skills: Charm 30%, Climb 50%, Credit Rating 61%, Cthulhu Mythos 9%, First Aid 75%, Intimidate 45%, Jump 60%, Library Use 50%, Listen 60%, Medicine 80%, Natural World 60%, Persuade 55%, Psychology 45%, Science (Biology) 75%, Science (Chemistry) 60%, Science (Forensics) 85%, Science (Pharmacy) 65%, Science (Physics) 50%, Spot Hidden 55%, Stealth 50%, Swim 50%, Throw 30%.

Languages: English 96%, French 15%, German 10%, Greek 20, Latin 40%.

Sam Morrison, *age 40, security chief*

STR 80 CON 80 SIZ 65 DEX 75 INT 60
APP 55 POW 65 EDU 55 SAN 57 HP 14
DB: +1D4 Build: 1 Move: 8 MP: 13

Brawl 70% (35/14), damage 1D3 + 1D4, trench knife 1D8 + 1D4
 .45 revolver 55% (27/11), damage 1D10 + 2
 Lee-Enfield rifle 70% (35/14), damage 2D6 + 4
 Thompson SMG 50% (25/10), damage 1D10 + 2
 Dodge 50% (25/10)

Skills: Climb 70%, Credit Rating 50%, Cthulhu Mythos 10%, Drive Auto 55%, First Aid 55%, Intimidate 70%, Jump 60%, Listen 70%, Medicine 20%, Natural World 50%, Navigate 60%, Persuade 45%, Pilot (Aircraft) 45%, Psychology 55%, Spot Hidden 60%, Stealth 80%, Survival (All) 45%, Swim 60%, Throw 60%, Track 65%.

Languages: English 65%, French 10%, German 20%.

Larry Nekler, *age 28, mechanic*

STR 80 CON 75 SIZ 60 DEX 50 INT 65
APP 40 POW 45 EDU 65 SAN 36 HP 13
DB: +1D4 Build: 1 Move: 9 MP: 9

Brawl 60% (30/12), damage 1D3 + 1D4, knife 1D4 + 2 + 1D4

.45 revolver 40% (20/8), damage 1D10 + 2
 12-g shotgun (pump) 45% (22/9), damage 4D6/2D6/1D6
 Dodge 30% (15/6)

Skills: Art/Craft (Operate Radio) 70%, Charm 45%, Climb 60%, Credit Rating 46%, Drive Auto 50%, Electrical Repair 70%, Fast Talk 60%, Intimidate 40%, Jump 50%, Listen 35%, Locksmith 60%, Mechanical Repair 80%, Navigate 60%, Pilot (Boat) 50%, Psychology 40%, Operate Heavy Machine 60%, Science (Engineering) 60%, Spot Hidden 60%, Stealth 50%, Swim 60%, Throw 40%.

Languages: English 45%.

FOC Guard

Use the following for all FOC guards.

STR 70 CON 65 SIZ 65 DEX 70 INT 65
APP 45 POW 45 EDU 60 SAN 45 HP 13
DB: +1D4 Build: 1 Move: 9 MP: 9

Brawl 60% (30/12), damage 1D3 + 1D4, nightstick 1D6 + 1D4
 .45 automatic 45% (22/9), damage 1D10+2
 Dodge 35% (17/7)

Adversaries

Deep One, *eight denizens of the deep*

Use the following for all deep ones encountered.

STR 70 CON 50 SIZ 70 DEX 50 INT 60
APP — POW 45 EDU — SAN — HP 12
DB: +1D4 Build: 1 Move: 8 MP: 9

Attacks per round: 1 (claw or weapon)

Fighting (claw) 45% (22/9), damage 1D6 + 1D4
 Dodge 25% (12/5)

Special powers: Breathe underwater; dwelling under the sea, deep ones require no exterior help to breathe underwater and are equally capable of breathing on land.

Armor: 1-point skin and scales.

Spells: none.

Sanity Loss: 0/1D6 Sanity points to see a deep one.

Appendix B: Mission to Canada

Abelard calls the investigators to the conference room and explains that reports have reached him regarding the discovery of two mutilated bodies in La Tuque, a small city in Canada. He suspects the deaths are connected to the mi-go, as the tops of their skulls had been sliced off and the brains removed. A hilly, forested region surrounds La Tuque and, although the nearest mountains are some miles off, Abelard feels the mi-go are somehow involved. He wants the investigators to go to La Tuque and look into the matter. FOC covers all costs and expenses. The main mission to Vermont is put on hold until the investigators return, as Abelard is keen to ensure they make the most of this opportunity to gain further insight into the activities of the mi-go.

Abelard has wired ahead to have one of his men, Nicolas Thibault, an FOC lawyer, to meet the investigators on arrival at La Tuque. Transport is waiting to transfer the investigators to a private FOC airplane, which takes them to Quebec. There's little the investigators can do or say to get out of this mission. They have just enough time to gather a travel bag together before they are whisked off into the waiting car.

Keeper Information

This short scenario provides an interlude to the main action of the campaign, while also serving to build paranoia about the global threat of the mi-go. With success, the investigators are reminded that the aliens are not the only dangers lurking in wait. This interlude is designed to be played in a single session, but could span out to two sessions.

The situation looks to be a cut and dry case of mi-go intervention, but is really nothing to do with the aliens at all. In fact, the men killed were actually victims of a serial killer.

The murderer, Father Maxime Dubois, runs a small center for homeless men on the east side of town, The Young Men's Christian Fellowship Center—he uses the center to select his victims. Dubois, a man as dangerous as any mi-go agent, is soon to choose his next victim, and the investigators may just prove interesting enough to attract his attention.

Nicolas Thibault,

age 33, FOC freelancer

- **Description/Traits:** a petite man, with short blonde hair. He has a surprisingly deep voice for his small frame that carries a French lilt; occasionally slips French words into his speech without realizing it. Always smartly dressed.
- **Common knowledge:** n/a
- **Insider information:** after studying law in Quebec City, Thibault successfully defended an FOC employee arrested for trespassing on private land. Other FOC work followed on the success of that case. After returning to his hometown, La Tuque, where he now runs a small legal practice, Thibault is occasionally asked to perform small tasks for FOC.
- **Plot:** an expert in Canadian law, Thibault can help investigators who get into sticky situations while in La Tuque. He speaks French fluently and can translate for the investigators. He may prove a useful ally.

Investigator Information

The investigators reach Canada by private FOC airplane, arriving at the Aéroport Saint-Louis in Quebec City. From here they hire a taxi to take them to the Gare du Palais (Palace Station), and then use the Canadian National Railway. With first class tickets already waiting for them, they arrive at the La Tuque Railway Station some three hours later. Their first sight of La Tuque is a small city surrounded by hills covered in thick woods. Smoke can be seen rising from the many paper mills flanking the wide Saint-Maurice River.

The first thing the investigators note upon leaving the train is the strange odor permeating the air (this is nothing sinister, but they shouldn't know that yet). It is sulfurous and quite disgusting, but no one else seems to notice it. Their liaison, Nicolas Thibault, is easy to find as he is standing on the platform bearing a small sign with the words FOC on it. He is short and thin, blond-haired, and dressed in a dark blue suit. A tan leather trench coat and a black fur aviator hat protect against the cold. He introduces himself, speaking with a French accent, tosses the sign into a nearby wastebasket, and asks the investigators if they would like to join him at the station café. Once there he begins his story.

Thibault's Story

Thibault tells the investigators that he doesn't want to know what business they do for FOC—all he knows is that they deal with some sticky situations for Mr. Abelard. He understands that Abelard has sent the team to look into the recent murders.

The two men were found dead under the strange circumstances. He knows their names, Anthony Corbett and Nathan Roche, and that they were both rumored to be living outdoors. Thibault was able to discover that the tops of their heads and their brains were missing—from a contact he has in the police force—although, this information is common knowledge now.

The detective in charge of the case is Julien Degarmo.

If asked about the strange smell around the city, Thibault explains it's the paper mills: sulfur and water is cooked to soften the wood pulp. "You'll get used to it, everyone does."

Thibault gives the investigators his business card and an envelope containing 500 Canadian dollars, expenses for the trip, which he has one of the investigators sign a receipt for. He says the Hôtel Beaudetmore is nearby and recommends they stay there—should they need to remain overnight. He provides directions to the Police Station, which is located at 1060 Blvd Ducharme, just to the south of the train station. Lastly, he explains that he won't be able to provide any real help with the police, but can be at the investigators' side to help with other things if they give him a call, and that they should call him as soon as they have anything. With this, he nods and departs.

The Police Station

The smell of sulfur grows stronger as the investigators approach the police station, which they should reach after ten minutes of walking from the café.

Lawns surround the unimpressive, one-story, police station. A parking lot sits to the right holding three squad cars. The plaster-walled reception has two rows of benches and an alcove in the wall facing the door where the desk sergeant sits. Notice boards line the walls with notices written in French. On being approached, the desk sergeant smiles pleasantly.

Presumably, the investigators ask to see Detective Degarmo.

La Tuque, Quebec

La Tuque is a city in north-central Quebec, Canada, on the Saint-Maurice River. Isolated in a huge, hilly forest zone in the heart of the Maurice region, it was built at the start of the 20th century upon the site of a former trading post. The indigenous Atikamekw people originally inhabited the territory; however, in the early 1850s, settlers were drawn to the area to exploit the forest resources. The town was built upon the pulp-milling industry. By 1904, the Brown Corp, an American paper company, bought the neighboring lands and constructed a pulp mill powered by electricity from a dam—the town proper was born. Apart from the pulp mills, the town is now the gathering point for forest workers. The majority of residents in are French migrants and, as such, many speak French as their first language.

Although called a city, La Tuque appears quite small by American standards, and certainly doesn't come with the hustle and bustle of one in the USA. The streets are wide, as are the sidewalks, and trees and grassy lawns surround most of the houses and businesses. Many buildings proudly bear the Canadian flag. Pedestrians are well wrapped against the chilly air and traffic is minimal.

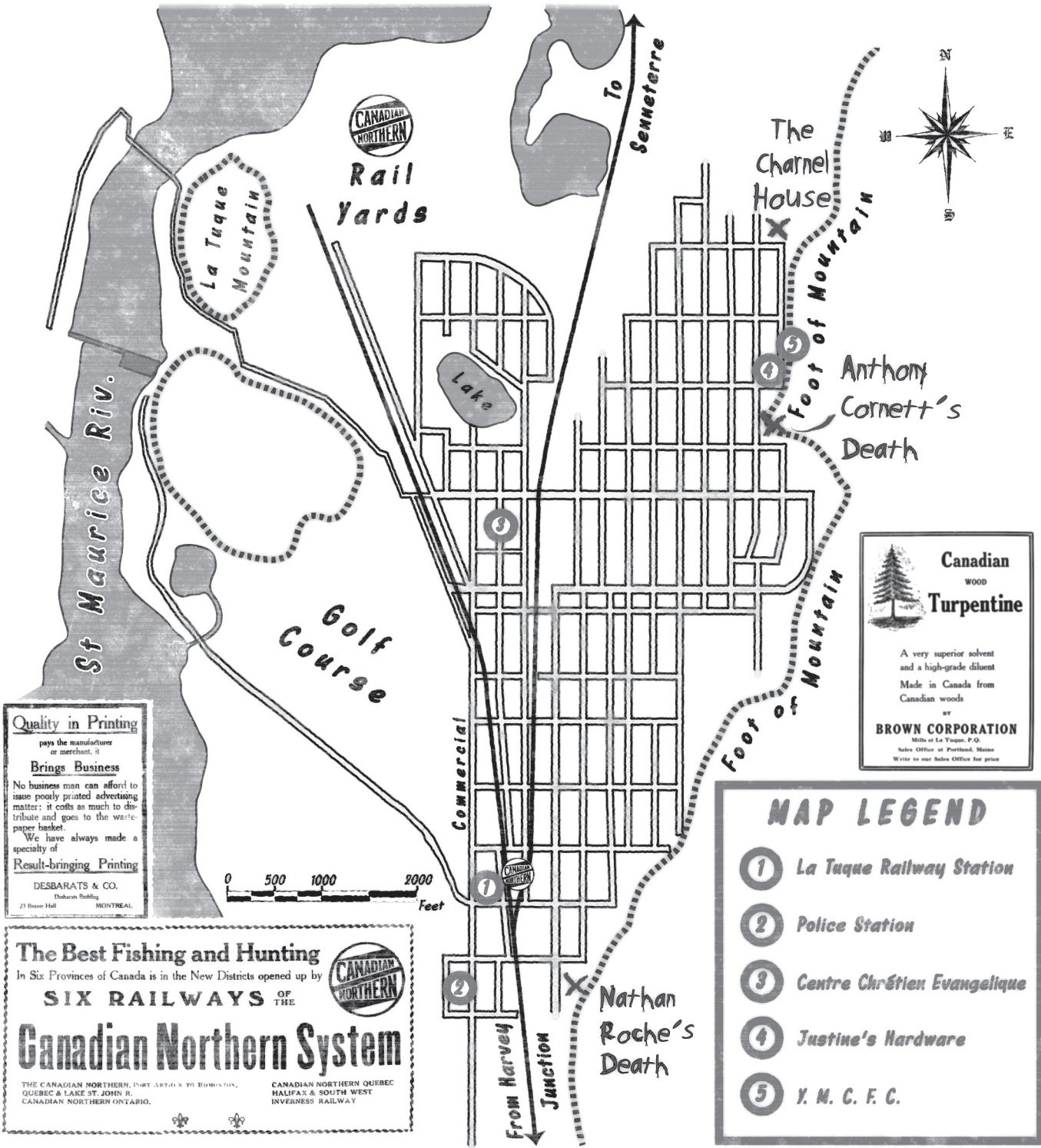
Surrounding the city are the ever-present hills covered in forest. Boulevard Ducharme bisects the city, with the paper mills and the Saint-Maurice River to its west.

Parlez-Vous Anglais?

When speaking with a citizen of La Tuque, have the investigator make a Luck roll. Success means they have found someone who speaks English. Failure means the person only speaks French. If the investigator doesn't know any French, they might try pantomime and talking—really—slowly—because—that—is—sure—to—help. The Keeper may wish to make a Psychology roll for French speaking NPCs to see if they can gather the gist of what the crazy investigators are saying.

Of course, if at a complete loss, the investigators can call on Thibault to act as translator. Note that any social skill rolls are at Hard difficulty when speaking through a translator.

The town of
Ville de
LA TUQUE
P.o. Quebec



Quality in Printing
 pays the manufacturer or merchant, it
Brings Business
 No business man can afford to issue poorly printed advertising matter: it costs as much to distribute and goes to the waste-paper basket.
 We have always made a speciality of
Result-bringing Printing
 DESBARATS & CO.
 23 Beaver Hall MONTREAL

The Best Fishing and Hunting
 In Six Provinces of Canada is in the New Districts opened up by
SIX RAILWAYS OF THE
Canadian Northern System
 THE CANADIAN NORTHERN, DART MOUTH TO EDMONTON, QUEBEC & LAKE ST. JOHN R., CANADIAN NORTHERN ONTARIO.
 CANADIAN NORTHERN QUEBEC, HALIFAX & SOUTH WEST INVERNESS RAILWAY.

Canadian WOOD Turpentine
 A very superior solvent and a high-grade diluent
 Made in Canada from Canadian woods
 BY
BROWN CORPORATION
 Mills at La Tuque, P.Q.
 Sales Office at Portland, Maine
 Write to our Sales Office for price

- MAP LEGEND**
- ① La Tuque Railway Station
 - ② Police Station
 - ③ Centre Chrétien Evangelique
 - ④ Justine's Hardware
 - ⑤ Y. M. C. F. C.

They need to have a plausible reason for seeing him, such as saying they want to talk about the murder victims. The desk sergeant asks them to be seated at the reception while he goes to inform the detective of their presence.

Detective Julien Degarmo

A short, overweight man with black hair in a comb-over enters the room. His brown suit is heavily creased but his black shoes are freshly polished, and his thick jowls are unshaven. He asks the investigators their business in an abrupt manner. Unless they really go out of their way to make up some preposterous story, Degarmo is satisfied with their explanation, and leads them down a white corridor lined with doors. The second door to the left leads to his office: a small, square, white-walled room lined with filing cabinets and a desk against the west wall. A window looks out to the north. There is only one spare seat and this is piled high with files, as is Degarmo's desk. Once the investigators are inside, he squeezes behind his desk and slumps into his seat. Now the interview can begin.

When asked about the murdered men, Degarmo tells the investigators the first man found, Anthony Cornett, was discovered dumped in the woods near the Rue Elizabeth. They could find no trace of the top of his head or of his brain. The medical examiner said a saw was used antemortem (pre-death). Cornett was a mill worker who got laid off some months ago. By the condition of his clothes, Degarmo suspected he was sleeping rough, but a card on his body for a homeless refuge called the Y.M.C.F.C, up on the Rue du Côteau, suggests he had spent some time there.

The other man, Nathan Roche, had no identification but the name on the tags on his clothes. He was found on the outskirts of the woods near the Rue Roy, his brain and upper skull missing. His name is French, and the police assumed he was a local, although the officers didn't recognize him. They tried talking to some of the local bums but nothing of value came from it. A sketch of the deceased was distributed locally, but no one has come forward to say they recognize the man.

If asked about any leads on what or who killed the men, Degarmo says, "I wish. Perhaps they were both in some kind of bizarre mill accident. Not much credence to that. Ran afoul of moneylenders, gangsters? We don't have trouble with that sort here. If you find anything out, you just come back here and let me know."

Investigators wishing to see the bodies are disappointed, as with no family to claim them, the remains have already been cremated.

If asked for the exact locations where the bodies were found, Degarmo reluctantly draws a simple sketch with crosses marked on it. "I don't have the manpower to spare to take you," he explains, "just follow the footprints."

When leaving the police station, call for a **Spot Hidden** roll in the reception area. A success means, amongst the notices, a sketch of Nathan Roche is seen. It shows a nondescript, middle-aged man. In French, below the face, it says: Do you know this

man? Nathan Roche, age unknown. Please contact Detective Degarmo at La Tuque Police Station. The investigators can easily steal the sketch from the wall, presuming the desk sergeant is distracted.

The investigators hopefully now have some clues: location of death scenes, the Y.M.C.F.C., and possibly the idea to interview some of the homeless people. If they give Thibault a call to tell him what they've found and ask about where the homeless tend to gather, he suggests they look around the east side of town.

Anthony Cornett's Murder Scene

Rue Elizabeth runs along the eastern side of the city, a long road of two-storied homes and various small businesses. Degarmo's sketched marker lies about halfway down the road, at a section where woods press into the city. It doesn't require a **Track** roll to detect the heavily walked path leading into the woods. If followed, the path meanders for about twenty feet and then stops in a small clearing.

A casual search of the clearing reveals little of interest, while a successful **Spot Hidden** roll reveals a few sets of claw shaped indentations or tracks in the northeast area—these are actually heavily weathered deer tracks, but the investigators might not know this unless they succeed in a **Natural World** or **Science (Zoology)** roll. A **Cthulhu Mythos** roll proves useless (unless it fails, allowing the tracks to be misidentified as anything the Keeper wishes). The tracks disappear shortly beyond the clearing. Other than the area being a point where the forest meets the city, there are no clues to be found here.

Note: no amount of time or searching finds any evidence of the mi-go.

Nathan Roche's Murder Scene

Rue Roy is another long road of houses and businesses, Degarmo's marker indicating a spot at the very southern edge of the road where it stops at the woods. There is no path here and a ten-minute search and a successful **Track** roll is required to find footprints heading into the woods. Following the footprints leads the investigators to a small clearing. Here, a successful **Spot Hidden** roll detects a set of drag marks, from the dead man's heels no doubt, coming from the north. If the drag marks are followed, they continue for around one hundred feet into the woods. At this point, call for a **Spot Hidden** roll: if successful, a small piece of black cloth is found stuck to a branch. The tracks continue to a large overgrown field behind the Rue Roy. Here the trail goes cold.

Note: no amount of time or searching finds any evidence of the mi-go.

Interviewing The Homeless

If the investigators head to the eastern side of town, after a little wandering they're bound to encounter a couple of homeless men on a street corner. The men's clothes have seen better days, and their faces are lined and weatherworn. Even from a distance, they don't smell too good either. Upon approaching, the men fall quiet and start to head away from the investigators. A successful **Charm, Persuade, Fast Talk**, or possibly **Intimidate** roll is required to stop the men in their tracks. These two are suspicious of strangers, especially ones they view as "foreigners," so after being stopped they answer all questions in the negative. A cash bribe of five Canadian dollars each does wonders here (if the investigators don't think of it themselves, have them make an **INT** roll). If the investigators offer more money, they are considered as easy marks—word about them will go around and, consequently, they might get jumped and robbed at knifepoint later on at the Keeper's discretion. Once paid, the homeless men introduce themselves, in French accents, as Harold and Joe.

Asked about the missing men and given their names, Joe replies that he knew Cornett: a quiet man who hung around with him for a couple of months, before he upped and went to stay in the priest's house on Rue du Côteau. He has never heard of Roche.

Shown the picture of Nathan Roche, Harold clearly recognizes the man. He says the man came to town a while back looking for work and hung around for a week. Harold later saw him and Mickey palling around. Mickey is a hobo who blew into town a few weeks back from parts unknown, who usually lays low down by the train yard.

The Train Yard

The train yard is located in the northwestern corner of the city, a grim, dusty area filled with cargo boxes lined up upon the scores of tracks. The train cars form a veritable maze; so much so that the investigators have a hard time finding the man they're after. While there, call for a group **Luck** roll: if failed, the investigators are approached by a rail worker and told to leave the private property. A successful **Charm, Persuade, Fast Talk**, or **Intimidate** is needed; otherwise, they are escorted from the yard and have to return later.

After half an hour of searching the train yard, the investigators come across Mickey, sat in an open rail car taking sips from a bottle of moonshine. He won't be happy at the interruption.

A large, sour-faced man dressed in raggedy clothes, Mickey waves a filth-encrusted fist threateningly at the investigators and tells them in no uncertain terms to leave him alone. Mickey is an American and a criminal on the run from the police in Vancouver (after he beat another man half to death in a bar fight). Not easily intimidated and leery of strangers, it takes both a successful **Charm, Fast Talk**, or **Persuade** roll and a cash bribe to get him to open up. If **Intimidation** is used, the roll requires a **Hard** success.

If convinced to talk, Mickey tells the investigators he hung around with "That weasel of a friend" Nathan for a few weeks. Though, soon after, Nathan got to live in at that "no-good the priest's house." Mickey wasn't allowed in the house due to the fact someone had warned the priest about Mickey's temper—no doubt by the aforementioned weasel. With this, Mickey starts grumbling and swearing to himself—if the investigators loiter any longer they may get a bottle thrown at them.

Finding The Priest's House

The Rue du Côteau is located in the northeast of the city. If the investigators ask pedestrians they can get directions, as they will if they call Thibault as they promised. Thibault asks them to meet him at a café near the Rue du Côteau, on the south corner of Côteau on Rue Gouin. The café is actually Justine's Hardware, a store and café known for its good coffee. If the investigators mention the Y.M.C.F.C. to Thibault, he says it's the Young Men's Christian Fellowship Center and that they could talk to the priest there, Father Dubois—which the investigators were, no doubt, already thinking of doing.

Dressing Down?

Inventive investigators might think to have one or more of their number disguised as homeless people, allowing them to see Father Dubois' house from an insider's point of view. With a bit of thought, an investigator can be looking like a bum quite easily: dirt smeared on clothes and face, some rips to the knees and the pockets, etc. There are even the materials to create a stick-bundle available in Justine's Hardware store if they want to be the stereotypical tramp. If time is taken to affect a "good" look, allow a bonus die to the investigator's **Disguise** skill roll.

Meantime, the other investigators may decide to come up with a suitable excuse to allow them to approach Father Dubois. If Thibault is involved in their planning, he suggests they tell the priest they are from out of town and looking to give donations to charitable causes

The Young Men's Christian Fellowship Center

The Rue du Côteau is a street of large, two-storied terraced brick houses, each with stone steps leading to the front door. The Y.M.C.F.C. is at number 12 and stands out from the other houses as it has three down-and-outs sat on the stairs rolling dice. If approached by the investigators, the men are uncommunicative; however, if approached by an investigator dressed like a bum, they act more friendly, with one of them saying, "Hello brother, go on inside if you're looking for a place to stay." They won't be of any help if questioned about the missing men. The front door to the house is unlocked.

Father Maxime Dubois,

age 51, deranged priest

- **Description/Traits:** a huge, burly man, with a wild-eyed look about him—which most mistake for religious fervor. He wears a black suit with a white priest's collar. What with his long, ginger hair and full beard, he a very imposing character. Has a broad French accent, but can speak English fluently.
- **Common knowledge:** asking around about Dubois, locals regard him as a friendly and helpful member of the community. He used his own savings to support the opening of the Y.M.C.F.C. He now works to bring the word of the Lord to society's misfits and down-and-outs.
- **Insider information:** a second-generation French immigrant, raised in Toronto by a drunken and abusive father, Dubois lived his life wondering about the nature of evil. He arrived in La Tuque ten years ago and began preaching at St. Mary's Church. One day, he was called to a paper mill to perform the last rites for a man who'd suffered severe head injuries in an accident. From seeing the dying man's open, pulsing brain, Dubois macabre interest in Phrenology grew. His unhealthy regard for Phrenology combined with an underlying psychopathy, has led him to murder so he can study his victim's brains. In his madness, Dubois believes God condones his actions, and his obsession is a service to mankind.
- **Plot:** a criminal psychopath, Dubois continues killing until he is caught. He uses the Y.M.C.F.C. to identify his victims and then takes them to his secret murder house. The only thing that frightens him is the thought of being taken to trial and being publically accused of his crimes—he would rather die than have this happen.

The Hall

A large oak-paneled room, it has doors on either side, leading to Dubois' office and to a stairwell leading to the second floor. A door toward the rear of the hall leads into the main room where many of the guests spend their time. Two windows flank the main entrance door, proving the room with some light. A

dusty chandelier hangs from the ceiling. There are a lot of chairs in this room, and there is a 50% chance Father Dubois is here, reading from a bible, while a group of tramps lounges in the chairs feigning interest. Otherwise, it is empty.

- If well-dressed investigators interrupt the sermon, Dubois stops what he's doing and asks them their business. If used, Thibault's "charitable investor" idea works like a charm and Dubois will want to discuss this in more detail with the investigators. He'll stop the sermon and lead them through the door towards his office (see **In Conversation With Dubois**, page 28).
- If a disguised investigator interrupts the sermon, Dubois asks him* to sit and makes him wait through an hour of droning Bible talk before Dubois stops. The investigator is then taken aside for a brief interview. Dubois asks for the investigator's name, what he did for a living, and how he came to be on the streets. The priest appears amenable to the investigator's plight, telling him he can have a bed upstairs, and directing him upstairs through the east door (see **The House of the Homeless**, page 28).

**The Y.M.C.F.C. only caters for down-on-their-luck males; unfortunate ladies are directed to female only establishments elsewhere in the city (and which play no part in this scenario).*

The Main Room

This room is oak-paneled and centered by a large oak table. It is illuminated by a chandelier by day and night, as there are no windows. Depending on the time of day, the bums may be seated around this table eating the food Dubois has prepared; otherwise, a few of them are seated around the table playing cards. The room has two doors against the north wall, one leading to a small, well-stocked kitchen, the other to Dubois' office. If the investigators haven't encountered Dubois already, questioning one of the bums directs them to the office. The investigators are asked their business by Dubois, and again the "charitable investor" idea gains them an interview. Other ploys may also work depending upon the Keeper. The disguised investigator gets the same treatment as before.

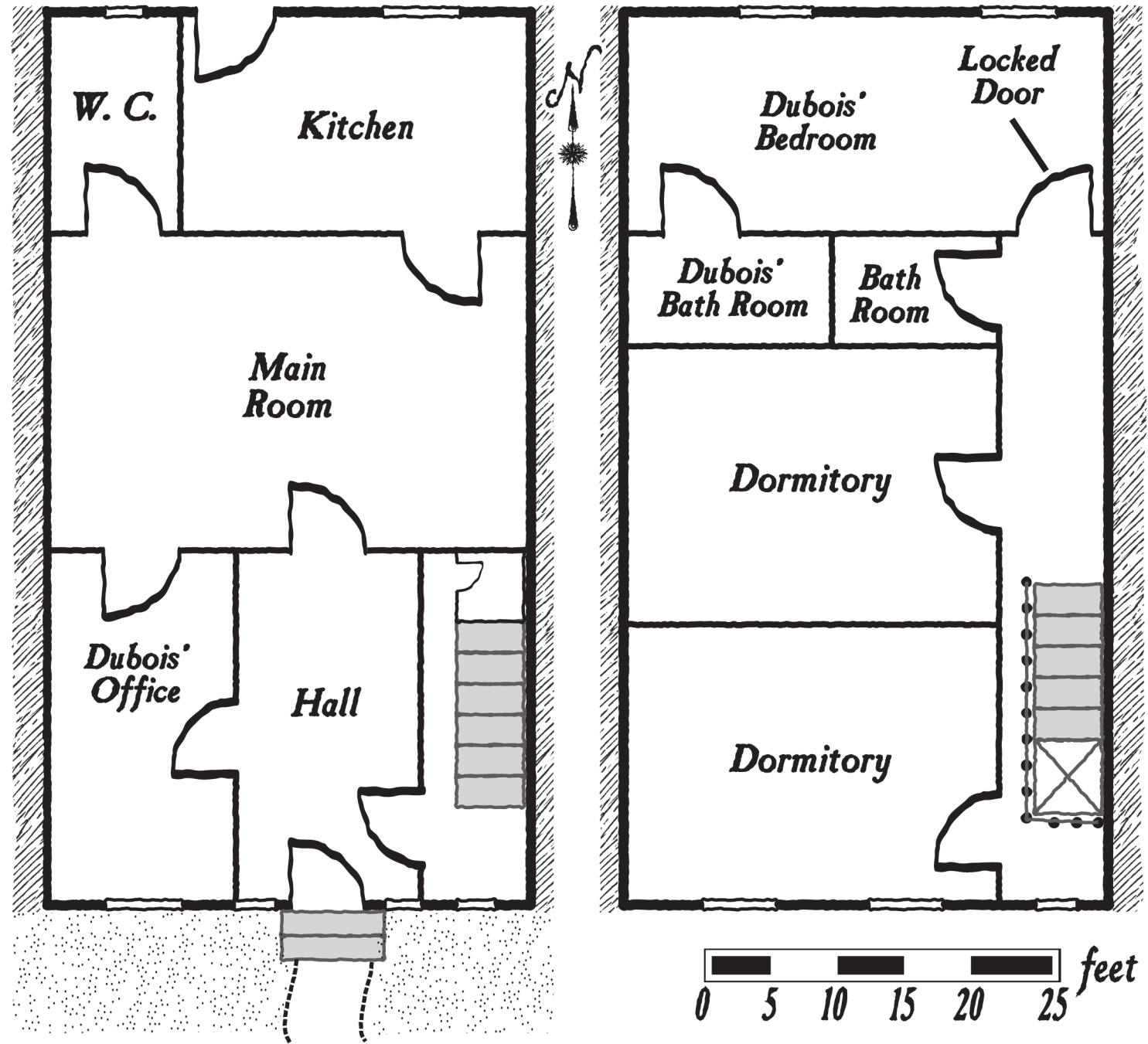
Dubois' Office

Dubois' office is decorated with green wallpaper, with a thick carpet to match. A desk is flanked by two empty bookcases. On the desk stands an oil lamp, ink blotter and pen, a couple of newspapers, and a Phrenology head—sticky with fingerprints from use. There are half a dozen chairs stacked near the entry door.

The YFCMC Building

First Floor

Second Floor



Phrenology

Popular in the early 19th century through to the early 20th century, phrenology is a pseudoscience developed by German physician Franz Joseph Gall. The subject focuses on the physical measurements of the human skull, assuming that the corresponding brain areas beneath the skull can be inferred from the shape and size of the cranial bone. Phrenologists (wrongly) believed the relative sizes of the brain areas corresponded to an individual's capacity for a given personal trait, and a person's conduct can be explained due to these relative brain areas. To a phrenologist of the period, the simple measurement of an area of a skull could, for them, determine the capacity for a personality trait, such as the likelihood of the person being a criminal.

Phrenology has been discredited as obsolete; an amalgamation of primitive neuro-anatomy aligned with old fashioned and racist and sexist views on moral philosophy.

The Second Floor

A staircase leads up to a long corridor. Three doors stand along the western wall of the corridor, the first two open into rooms lined with guest bunk beds. A few men can be found sleeping here at any time of the day. The third door leads to a small guest bathroom. A fourth door, at the far end of the corridor, is usually kept locked and leads to Dubois' private bedroom and bathroom. There is nothing of interest in these rooms, as Dubois keeps no incriminating evidence in this house.

In Conversation With Dubois

Father Dubois is very eager for donations, asking the investigators about their backgrounds and business interests, why they are interested in charity, if they go to church regularly, what brought them to La Tuque, and so on. If the investigators have trouble with their cover story, a roll using Dubois' **Psychology** roll opposed by an investigator's **Charm**, **Fast Talk**, or **Persuade** may, if Dubois wins, allow him to smell a rat. If so, he says he's just realized he is late for an appointment and asks them to leave.

If the investigators ask about Anthony Cornett, Dubois says he has so many men passing through this doors hat he can't quite place him. Any mention of Cornett or Nathan Roche (or the production of his picture) puts Dubois on the defensive and he'll use an excuse to end the meeting (a successful **Psychology** roll notes he is unhappy about the line of questioning).

Speaking to any of the guest residents brings little information as all either fall silent (and remain so) when approached or say very little indeed.

If the investigators haven't already decided to send in one of their number disguised as a down-and-out, they might consider it now. Otherwise, the investigators may decide to set a watch on the house in the hope they see something looking like a clue. The front of the Y.M.C.F.C. is visible from Justine's Hardware, so if the investigators wait there long enough they could see Father Dubois leave with their disguised companion or another victim (see **The House of the Homeless**, following).

The Keeper should determine whether the investigators return in time to see Dubois and his victim leaving the house. At a pinch, they could bump into one of the tramps walking along the street—this time, if questioned, the bum is a little more forthcoming saying the Father has gone to his house on the Rue du Cardinal Léger with a new "recruit."

If the investigators don't think to go undercover, Thibault could be used to suggest that they stake the house out. After a couple of hours, Dubois is seen leaving with one of his homeless tenants (his next victim) heading towards his house on the Rue du Cardinal Léger.

The House of the Homeless

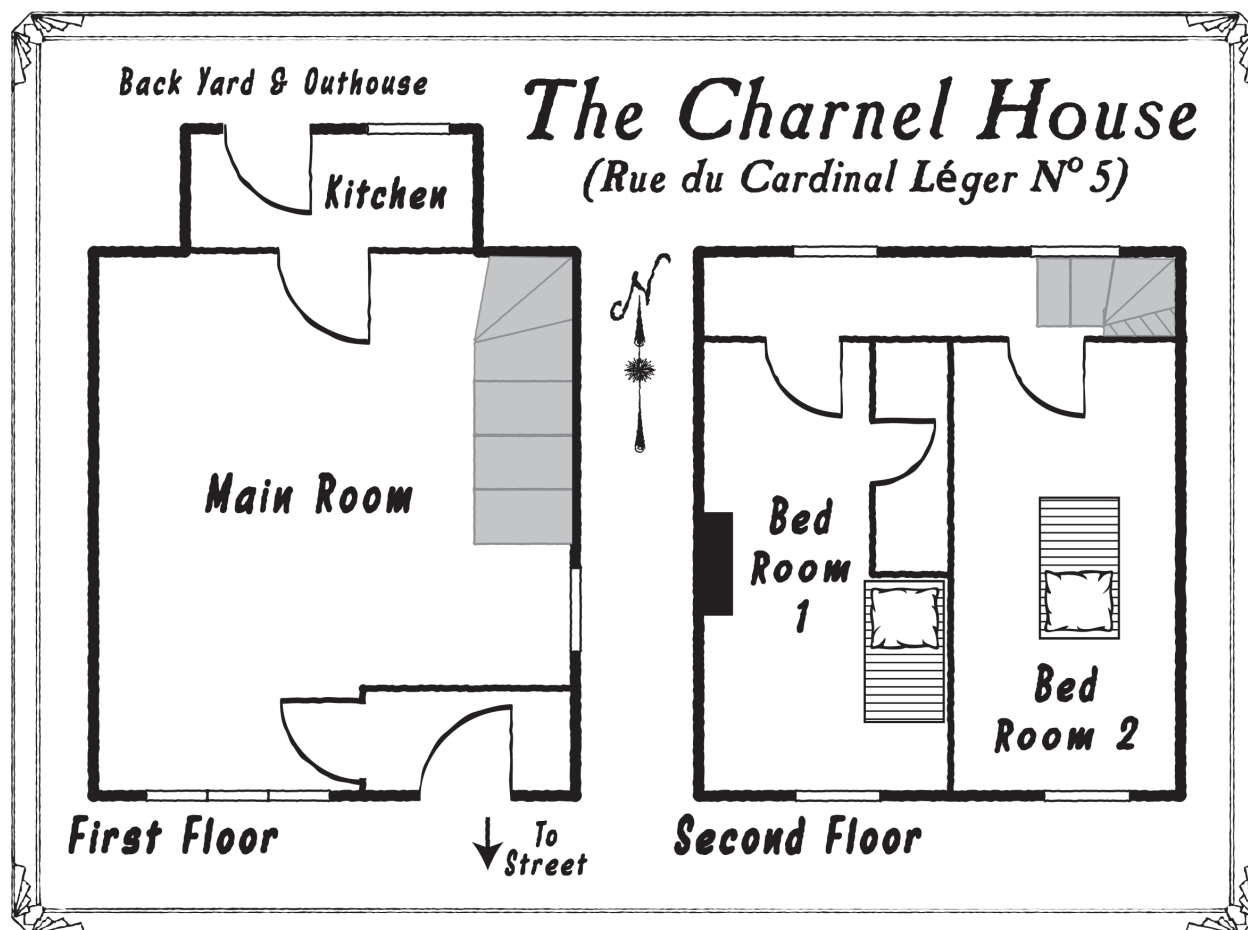
The Y.M.C.F.C. routine is a simple one. Meals are served at 12:00 p.m. and 6:00 p.m. If they aren't out panhandling or looking for work, the residents entertain themselves in the house's main room downstairs by playing cards or chewing the fat.

A disguised investigator is treated like one of their own by these men, so information can be gained pretty easily. Dropping the names of either Anthony Cornett or Nathan Roche, one of the men says yes, both men stayed for a little while but left overnight. After such a conversation, one of the men leaves the group and goes to tell Father Dubois that their new guest is snooping and asking questions. If Dubois' suspicions aren't raised already, they are now. While the men aren't complicit with Dubois' crimes, they are fiercely loyal to the one man in this entire city who treats them well.

About half an hour after he's realized his new tenant is a plant, Dubois comes to seek the disguised investigator out, asking if he'd like to earn a little money by doing odd jobs in a house the church has bought on Rue du Cardinal Léger. He says it's what the other residents do to help earn their keep, making it plain that if the investigator doesn't say yes, he won't have a place to stay. If the investigator suspects a trap, he is right. Now it is up to him, or his companions, to get him out of it.

The Charnel House

The majority of this section assumes an investigator went undercover into the Y.M.C.F.C. In the event of there being no undercover investigator, events unfold in the same manner, but with an NPC victim in place of the investigator.



The Rue du Cardinal Léger lies a few roads north of the Y.M.C.F.C., and only takes a few minutes to reach. The house, number 5, is a small building in a row of detached houses. The neighborhood is quiet and, chances are, no one is around to see Dubois enter with his victim. Investigators who are keeping a watch on the house and Dubois should attempt a **Stealth** roll to ensure they remain hidden—but unless any of them do anything particularly crazy, Dubois won't necessarily notice or suspect them (he is more concerned with his next victim).

After heading past an unkempt garden of long grass and weeds, Dubois unlocks a door that opens into a small foyer piled high with unopened cardboard boxes. Once inside, he locks the door and explains he hasn't had an opportunity to unpack yet due to some business at the church and the shelter. True to his word, beyond the foyer is the main room with bare plaster walls and a concrete floor filled with tea chests, each stuffed with clothes and other household items. A door and a staircase lead out of the room. Illumination is provided by an electric lamp on a low table, beside a heavily shuttered window. There is a large window on the south wall, also shuttered.

In the center of the room stands an unmade sideboard, beside which is a toolbox. Dubois tells the investigator to get to work opening up the boxes and unpacking, and then heads to the kitchen door, saying he'll get some refreshments.

Dubois is in fact off to the kitchen to collect the chloroform hidden inside a cupboard. On his return, with the chloroform bottle and a rag in his pocket, he'll be holding a glass of lemonade for the investigator. While the investigator works, or pretends to, Dubois steps up behind him with the chloroformed rag.

A successful **Listen** roll alerts the investigator to fact Dubois is right behind him, negating a surprise attack. Likewise, an investigator stating they are suspicious of Dubois might be allowed a **Psychology** roll to detect that the priest is about to attack.

Failing the Listen or Psychology roll, Dubois gains a surprise attack, attempting a combat maneuver to cover the investigator's mouth and nose with the chloroformed soaked rag. If the investigator is unsurprised, then determine the combat based on DEX. If the maneuver is successful, the investigator should make a Hard CON roll: if failed, they fall unconscious. If using the chloroform is having little success, Dubois pulls out a knife and orders the investigator upstairs. Combat may ensue if the investigator doesn't comply. There are a lot of things the investigator can use here for defense, such as a hammer, crowbar, or pieces of the sideboard, which could be utilized as a club.

If investigator states they are screaming or making a significant noise, there's a chance for any investigators outside

the house to make **Listen** rolls to hear the call for help (likewise to hear an NPC victim).

If the investigator falls unconscious (whether through the use of chloroform or a major wound), he is in a great deal of trouble. Hopefully, his companions' intervention stops things going from bad to worse.

Without intervention, Dubois drags his victim upstairs to the bedroom at the top of the stairs (bedroom 2), where he has a table and tools set up for his task. He ties the victim to the table with leather restraints and, after a suitable tension building pause, takes a large surgical hacksaw and begins to saw through the victim's skull. The Keeper should give the poor investigator one final chance, an Extreme **CON** roll to awaken due to the pain, allowing him to attempt to struggle against the restraints (a Hard **STR** roll). It takes Dubois two rounds to fetch his chloroform to put the awkward investigator back to sleep—allowing for a pushed roll if the **STR** roll is failed first time. If they can break free, the investigator is still groggy from the sedation—increase the difficulty level of rolls by one step, or apply a penalty die as appropriate, for 1D6+1 rounds.

If the other investigators are quick on their feet in following Dubois, they see him enter the house with the investigator, and unknown to them, the clock is ticking. If they just wait around, allow a **Listen** roll should the investigator inside make some noise. If they specify they are sneaking up to house (**Stealth** roll) to peer through cracks in the boarded-up windows, then they may (**Luck** roll for timing) see Dubois' chloroform attack.

From the moment Dubois entered the house, the investigators have 12 rounds to save their companion. Round 6 is when Dubois attacks and the investigator gets a chance to scream; round 12 is when Dubois starts sawing off the investigators skull, and a struggle or second scream might be heard. Each round of sawing causes the poor investigator to suffer 2 points of damage. After 4 rounds, the top of the skull has been removed. Thereafter, the brain is removed and the investigator is dead.

Investigators wanting to enter the house have to use **Locksmith** on either the front or back door. Alternatively, a Hard **STR** roll breaks through doors, while a Regular **STR** roll bashes through window shutters. Any loud noise alerts Dubois, possibly buying extra time for the trapped investigator. Upstairs, Dubois fetches his 12-gauge shotgun (hidden under his bed in the other bedroom) and goes to see what the commotion is all about. If cornered and in the face of irresistible force, Dubois is likely to turn the shotgun on himself.

Other Rooms in the Charnel House

First Floor: Kitchen

The kitchen, an extension to the main house, is lined with cupboards and looks unused. A door and window lead out to

the backyard. There is a faint, sweet smelling chemical odor, which a successful **Science (Chemistry)** or Hard **Know** roll detects as chloroform. Tracing the smell to one of the cupboards finds a chloromethane residue—this is where Dubois stores the chloroform. A foul smell issues from the sink, which is encrusted with a brown substance. A successful **Know, First Aid, Medicine, or Science (Biology)** roll reveals this to be dried blood. Otherwise, the kitchen is empty.

Second Floor: Bedroom 1

The room where Father Dubois does his “work.” It is undecorated and has an un-shuttered window in the south wall. A large, wooden table centers the room with a smaller workbench beside it. The table's surface is heavily scarred and stained a reddish-brown color.

If Dubois has captured and killed an investigator or another victim here, the horrible sight of a corpse tied up on this table, sans the top of their skull and brain provokes a **Sanity** roll (1/1D6 loss). The workbench holds a bloodstained saw. On the floor directly beneath the head of the table is a discolored bucket, used by Dubois to collect his victims' blood. There is a second bucket next to this, which may or may not hold the scalp, upper skull, and brain of Dubois' last victim—**Sanity** roll (0/1D3 loss, but if it's an investigator's brain, increase to 1/1D4 loss).

If the investigators catch Dubois at work removing the top of his victim's head, call for a **Sanity** roll (0/1D3 loss). If caught here, Dubois attempts to fight his way to the other bedroom where he keeps his shotgun.

Second Floor: Bedroom 2

This is where Dubois stores his grisly trophies. This room is undecorated with bare floorboards, the window is un-shuttered, and the only furniture is a single bed and a dressing table. Atop the dressing table can be found a ceramic Phrenology head, an old tattered book, *A System of Phrenology*, by George Combe (dated 1855), a ruler and a set of measuring tongs, and at least three decomposing human brains; four if Dubois is given enough time to prepare his new prize.

Close inspection of two of the brains sees areas have been painted black. Pieces of notepaper show sketches of the brains, with the black-painted areas seemingly corresponding to areas on the Phrenology head. The different notes mention the surnames of Dubois' victims so far: Abel, Cornett, and Roche. Abel was Dubois' first victim, and whatever happened to his body, Dubois, if he survives, will never tell.

Inside the dressing table are priestly vestments, a folded black jacket with a chunk missing from the sleeve (see *Nathan Roche's Murder Scene*, page 24), a Bible, and a small notebook (see *Handout: Harvest Papers 12*). Under the bed are a 12-gauge, single-barrel shotgun and a box of 24 shells.

Federated Oil & Chemical

Transcription

Interview held November 18th 1926.

STARTS:

Dr. Matherson: Can you hear me? Can you understand me?

Subject: (A slow, almost mechanical sounding high-pitched buzzing voice.) Yes, we understand.

DM: You have been here for two days, why did you wait until now to speak to me?

S: We did not speak your language.

DM: You mean that you learned English in just two days? How?

S: Listening to human speech. Since capture two solar cycles ago.

DM: That's amazing. So why do you wish to speak to me now?

S: Hungry. Require food.

DM: Well, I've tried feeding you everything I can think of... but you haven't eaten anything.

S: Cannot consume food. Must return to Mountain.

DM: Well, I just can't let you go back to the Himalayas now can I?

S: We have not harmed you. Leave us to be left alone and in secret. No harm to you. Need food. Will die.

DM: Well... I'll see what I can do, but let's get back to the questions shall we. What shall I call you?

S: We are Mi-Go.

DM: Mi-Go eh? We found you in the Himalayan Mountains. Where did you come from before that?

S: Far away. You do not know of it yet.

DM: Yes, but what is it called? How far away is it?

S: Very far. Food. Must have food... soon.

Federated Oil & Chemical

DM: I'll get you some food soon, but I must know more about this place.

S: Food. Food.

DM: I warn you, if you do not answer my questions I will be forced to administer an electric shock to make you talk.

S: Talk no more. Must have food! Food!

(A flurry of sounds lasts for three minutes of the recording. The cacophony seems to include an electric hum, the hiss of static discharge, a metal scraping sound, Dr. Matherson shouting for the mi-go to answer the questions, and an eerie, buzzing scream. Finally, the subject speaks an almost unintelligible word.)

S: Yug-goth...Yug-goth. We come... from Yuggoth.

DM: And where is this Yuggoth?

S: Ninth planet... in this system.

DM: You're lying. This solar system only has eight planets. Am I going to have to turn the electricity back on?

S: No. Your species has not... found it yet.

DM: Well what brings you to Earth then?

(A ten-second pause.)

DM: I asked you what is your reason for being on Earth?

S: Food. I must have...

(A return to the horrific sounds of an electric hum and an ear-splitting, high-pitched wail. One minute silence followed by buzzing sound that begins to form words.)

S: Ia! Ia! Shub-Niggurath! Black goat of the woods with a thousand young! Ia!
Ia! Nyarlathotep! Release me!

(This, repeated three more times, then subject falls silent. Electric hum heard and further high-pitched wailing.)

DM: It appears that the subject, this "Mi-Go," has died. Its head is no longer changing colors and the process of decomposition appears to be advancing rapidly. Its whole body is beginning to discolor to brown and quickly putrefy. End the recording. I have to rush the carcass to the lab and start an autopsy before its too late.

ENDS

Handout: Harvest Papers 12

Dubois' Notebook

The first few pages of the notebook contain a handwritten, rambling account of Phrenology terms and theories. Page 3, on the other hand, bears the following:

Job 7:17 - What is mankind that you make so much of them, that you give them so much attention?

ABEL - background: discharged from army, now an alcoholic. Areas 6 and 6a of brain (Combativeness) normal. Area 13 (Self Esteem) is indented.

CORNETT - background: mill worker, unemployed and a heavy drinker. All areas APPEAR NORMAL.

ROCHE - background: unknown, taciturn, homeless man. Area 10, for Secretiveness IS LARGE.

Harvest: Handout Papers 10

