

# A TIME TO HARVEST

A  
CULT OF CHAOS  
ORGANIZED PLAY CAMPAIGN



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Organized Play Edition

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# Episode 5

*Iä! Shub-Niggurath! The Black Goat of the Woods with a  
Thousand Young!*

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

## A Time To Harvest

The investigators have escaped the mi-go base, either through the entrance at Broken Hill or Round Hill, or by braving the underground river. However they escape, the investigators find the storm still rages and much worse is still to come.

The investigators finally come face-to-face with the cult of The Young and must seek shelter while suffering attacks from mad cultists intent on sacrificing any and all residents of Cobb's Corners to the glory of The Mother.

### Running Episode Five

This episode assumes the investigators entered the mi-go base in Episode Four and managed to escape—perhaps rescuing captured comrades in the process. Effectively, Episode Five begins as soon as the investigators have fled the alien complex.

If replacement investigators are needed, the Keeper has some options to consider:

- FOC mercenaries or other members of the investigators' team rescued from the mi-go base.
- FOC mercenaries who, when their camp came under attack, realized they had no way to fight the monsters coming out of the forest and so ran to save their lives. The investigators might come across one or two guilt-riddled survivors who now want nothing more than to avenge their fallen brothers.

- Residents of Cobb's Corners who are looking for either answers or escape (i.e. not cultists). Such individuals might be NPCs the investigators have already met during their research in town, or could be townsfolk whose paths have (until now) not crossed with the investigators.
- If all has gone horribly wrong and all of the investigators are dead or remain captured by the mi-go, the Keeper has the option for a back-up team of FOC employees (mercenaries, scientists, troubleshooters, etc.) to have been sent in by Abelard. In this case, Abelard had always planned to send in this backup team as a guarantee in case things didn't go to plan. Ever fearful of mi-go spies, Abelard kept the backup team's existence a secret.

Use whatever option or combination of options that works best. Think about introducing replacement characters while the surviving investigators head back into Cobb's Corners. Ultimately, how and when replacement investigators appear should be in keeping with the situation and events in your game. Whichever option is used, The Keeper may have to modify aspects of Episodes Five and Six accordingly.

Episode Five presents a range of encounters, all of which can be adjusted, omitted, or enhanced by the Keeper. This episode is designed to be somewhat reactive to the actions of the investigators. In this respect, encounters are described but no single resolution is provided, as each may be challenged head-on, skirted, or contrived by the investigators as they see fit. Use the encounters to build tension, focus decision-making, and present the investigators with the full-on horror of the Cthulhu Mythos. It should quickly become apparent that the investigators are caught in the middle of a chaotic descent into a maelstrom of terror.

As it's a New Moon, it's very dark. The approach of Shub-Niggurath (see **Before Nukes, There Were Dimensional Tears**, page 6) means there's no working electricity, and flashlights don't work either. The investigators must rely on pocket lighters and natural fire to see in the dark. Lucky investigators may be able to salvage lanterns from some of the farmhouses, which help a great

deal. Given the darkness, skill rolls based upon sight (e.g. Spot Hidden) should be at Hard difficulty. The Keeper must weight the difficulty of certain rolls based on the circumstances—multiple people using flaming brands or lanterns all looking in the same place might adjust the difficulty to Regular, whereas a single person using only a cigar lighter requires a Hard success. Judge each situation on the merits at hand and try to avoid overly penalizing such rolls, as constant failure can be dull and ensures the investigators miss out on the cool stuff.

**Note:** this episode begins with the assumption that the investigators exited mi-go base from either Broken Hill or the underground river. If they exit from Round Hill instead, see the nearby box **Alternative Start** for advice. Given the freeform nature of the episode, the only map provided is that of Cobb's Corners. Outlying farms and areas are not marked, allowing the Keeper to position encounters as desired.

For ease of reference, non-player character (NPCs) and monster statistics are provided in **Appendix A: Personalities and Monsters** (page 14). Where necessary, also refer to **Chapter 2: The Town of Cobb's Corners**.

## Investigator Ethics

There have been many horror books and movies concerning killer kids, not only because children are the embodiment of innocence, so making them killers is always shocking, but also for the tough moral questions such stories pose. After all, if a mad man in a hockey mask is trying to kill you, you are likely to fight back with everything you've got. But what if your attacker is a child? How far would you go to save your life or the life of someone else from killer children? This question is left up to the Keeper and their group to wrestle with. Some may not be comfortable harming children, even murderous, fictional ones, and so they may have to take extraordinary measures to incapacitate rather than kill the evil children. Others may revert to the more animalistic "us or them" mentality. There are no easy answers to this question. It's precisely why this dilemma is posed in this episode. *Call of Cthulhu* can be most dramatic when the players are faced with tough decisions. Of course, the game is yours—if you feel this topic will be difficult for your group, feel free to change "evil children" to "evil teenagers" or just plain "cultists," or skirt around the issue as necessary, and play things out in the way you see fit.

## Start: It's Going To Get Worse

Entering out into the open air, the investigators find the storm is still raging. Beyond the thick haze of rain, they can see large fires dotting the countryside. The pitch black, moonless sky is occasionally lit by streaks of lightning lashing out from cloud to cloud. In those all too brief moments of illumination, a successful **Spot Hidden** roll reveals an area of strange, coalescing black clouds, some miles distant, which appear to

be slowly descending towards the earth. It's clear to see these foreboding clouds are heading towards Cobb's Corners.

The black clouds are, in fact, the start of a dimensional rift heralding the approach of the Outer God, Shub-Niggurath. The great Mother has been called down by The Young at the behest of their leader, Deputy John Cutter. The deputy believes The Mother has decreed Cobb's Corners must become fallow for a time. The hour of The Great Harvest is at hand. Cutter has directed The Young to kill everyone in the valley—a mass sacrifice to Shub-Niggurath—and ordered the cultists to commit suicide at the moment The Mother arrives. Once Cobb's Corners has been cleansed of life, The Mother will sow her seed and start life anew and her faithful will be reborn. Whether Cutter is receiving these commands from Shub-Niggurath, or if this grand plan is nothing more than the bloodthirsty ravings of an insane mind, matters not. The Young follow their leader's wishes to the letter.

### Alternative Start

If the investigators escaped through the Round Hill exit, rather than Broken Hill or the underground river, they find themselves overlooking a dense forest of moving trees! Through the thunderous storm, the trees are not just swaying, they are moving! More of the monstrous tentacled behemoth "walking trees" are heading towards Round Hill. What's more, buzzing in the sky warns the investigators that flying mi-go are above them. It appears the only way of escape is either back through the mi-go complex or overland back to Broken Hill and Cobb's Corners. It's a five-mile trek through woods and scrubland but it's got to be safer than marching straight into more dark young. If the investigators insist on heading away from Cobb's Corners, have them encounter "walls of pain" (The Red Sign spell) set up by the dark young to effectively block off all routes of escape. Another option is for the investigators to come across an abandoned truck and use this to escape. Unfortunately, they find the road leading away from Cobb's Corners blocked by fallen trees (or even dark young), ensuring they must turnaround—the only way out leads back into Cobb's Corners. Playing up the sense of entrapment not only guarantees getting the investigators moving in the "right" direction, it also builds tension as the investigators begin to comprehend the scale of the mi-go assault. It should seem like a nightmare with no escape.

Due to the fierce downpour, the investigators have a hard time moving around the valley, as the ground has become a boot-sucking morass. Visibility is greatly reduced, making it difficult to get one's bearings. The wind howls with gale force,

drowning out other sounds. To reflect the grueling nature of the storm, increase the difficulty (or apply a penalty die) to skills such as Navigate, Spot Hidden, Listen, and so on. For example, shooting a firearm is liable for a penalty die due to the awful wind and rain, plus another penalty die for shooting in darkness—point-blank targets negate such penalties. Likewise, climbing a wall or tree in the heavy rain and with mud-soaked boots and clothes, is going to be at Hard difficulty. Judge each situation on merit and remember that such disadvantages should also affect the cultists as well.

To make matters worse, flashlights, radios, compasses, automobile batteries, and any other objects relying on magnetism or electricity are next to useless. As Shub-Niggurath breaks through into our world, the entity floods the surrounding countryside with high levels of electro-magnetic energy (see nearby box, **Before Nukes, There Were Dimensional Tears**). Unbeknownst to the investigators, several dark young are rampaging throughout the outlying farms of Cobb's Corners, destroying anyone and anything they come across—telephone and electricity lines are all down, and fallen trees block roads.

Any hope the investigators may have entertained of getting help or even shelter in this deluge is crushed as they slowly make their way from one disaster site to the next. Avoid having the investigators meet any dark young at this juncture. Instead, describe the chilling aftermath of the devastation wrought by these monsters: battered farmhouses, fences flattened, farm animals slaughtered, huge water-filled, cloven-hoofed prints deeply gouged in the earth, and so on. Likewise, a farmer running into the investigators in a blind panic as a small group of axe wielding cultists try to “show him the glory of Mother,” would certainly create a suitable dramatic scene within the capabilities of the group to handle.

If any of the mercenaries are still with the investigators, they'll want to head back to their campsite right away—if they haven't already been there and found it demolished (see **The Massacre**, page 13, Episode Four)—although the investigators may have other ideas. They could try to contact locals who may be able to help them, try to find a working telephone or automobile to summon help, or just try to find a safe place to wait out the storm. The last option of just waiting it out probably seems the safest course of action but it's also the dullest and least fun. The Keeper should gently prod the investigators into action: a dark young heard or seen shuffling in their general direction is ideal—the threat is, ideally, enough to keep the party moving. If needs be, a dark young triggering the deaths of any NPC comrades or hapless locals should be incentive for the investigators to get out of here!

Regardless of their plans, the investigators are going to run into some bad situations just trying to make their way through the rain swept countryside. Following are a range of encounters, in a suggested order, to pit against the investigators. The Keeper is encourage to invent further encounters, omit, and reorder scenes as best suits the actions of the investigators. The first half of this episode is fairly freeform in structure, allowing the game to progress in reaction to the players.

For ease of reference, statistics for cultists and monsters are provided in **Appendix A: Personalities and Monsters** (page 14). As necessary, the Keeper should refer back to **Chapter 2: The Town Of Cobb's Corners**.

### Before Nukes, There Were Dimensional Tears

Once humanity began toying around with nuclear weapons, a strange phenomenon was discovered, the Electromagnetic Pulse (EMP). An EMP is a short term but very powerful electromagnetic field produced by atmospheric ionization during the explosion of a nuclear bomb, severely damaging anything with an electrical circuit. Anything electrical is overloaded and destroyed. EMP's have been used in many sci-fi stories and movies, and something similar is recommended for the Keeper to use during this episode.

The arrival of an Outer God tears a great rip in the fabric of space-time. The air is ionized and substantial amounts of electromagnetic energy are released.

One difference to note between a nuclear weapon's EMP and the electromagnetic field caused by the arrival of an Outer God, is that once the rip in space-time has closed (and the Outer God departed), the electromagnetic energy fades away and electrical devices can function normally again; whereas, electrical devices are completely destroyed by the EMP of a nuclear weapon.

Thus, the arrival of Shub-Niggurath causes immense chaos. Firstly, the investigators lose all electrical lights—the darkness closes in and becomes that much more scary. Secondly, it's near impossible to call for help, since radios, telephones, telegrams, and teletypes won't work. Just getting around is made more difficult because no vehicle or airplane works, and every compass goes crazy. Drive up the tension. Nothing works for the investigators, their modern conveniences come to naught—they are forced to rely upon each other and themselves alone.

### Local Farmsteads

The first house the investigators arrive at looks as if it was crushed beneath the fist of some angry god. Nothing but debris litters the ground. Making their way through the wreckage, the investigators discover the pulped body of one of the people they once interviewed. The horribly mangled corpse lies in a puddle near several large hoof-shaped depressions in the mud. Not ten feet away, other family members lay dead; those with First

**Aid, Medicine, or Science (Forensics)** may determine the cuts and puncture wounds found on these bodies attests to more conventional methods of murder (i.e. killed by cultists). This ghastly sight calls for a **Sanity** roll (0/1D4 loss).

This scene sets the tone for most of the other farmsteads the investigators may come across as they trudge through the valley. In some cases the buildings have been set on fire by the cultists, rather than smashed by marauding dark young. How many farmsteads the investigators come upon as they head into town is left to the Keeper to determine.

Farm tools (shovels, lanterns and oil) may be found—some destroyed, some surviving at the Keeper's discretion.

## The Stalemate

If a successful **Listen** roll is made, one or more of the investigators hears a series of gunshots ring out over the storm. Following the sounds leads to a strange scene. On the porch of an intact farmhouse stands a weary looking farmer. Beside him is a large boy of not more than twelve. The boy is cradling a shotgun as he takes a quick swallow from a jug. The farmer is clumsily reloading a smoking rifle and yelling obscenities into the night. Immediately in front of the farmer's house lie the bodies of four children of various age and gender. About fifty yards beyond the front porch, three kids dance and chant around a cow that has had its legs tied together and tipped over. A fourth child makes intricate cuts upon the cow's body while chanting under her breath.

What the investigators are witnessing is the beginning of the end of a standoff. The farmer has proven fairly resourceful in keeping The Young from his house, as the rest of his family are well-armed and watching the sides and back of the home. The Young have found a cow roaming about the field and are in the process of sacrificing it in order to summon a "Brother" (a dark young) to help them. Normally these killer kids would just let a wandering Brother take care of this troublesome spot, but the farmer's oldest son, the large boy on the porch with his father, is a notorious bully who has always picked on the girl now cutting into the terrified bovine and leading the summoning spell. Thus, this family warrants special attention from the cultists.

If the investigators decide to do anything they'd best be very careful, as the farmer is fully intent on shooting at any movement he sees. The Young are armed with sharp, nasty looking farm implements and the three chanting children try to stop anyone from disturbing the girl cutting up the cow. Those attempting to stop the summoning have three rounds before the spell is complete—as, on the fourth round, a dark young steps out from the nearby woods and attacks. Even if the children are dealt with, the farmer trusts no one and shoots at anyone who approaches while his son reloads for him. Social skill rolls at Hard (possibly Extreme) difficulty, or outright force, may be required to move the family to safety.

## The Lonesome Death Of Mrs. Bellweather

The investigators may think to run to certain Cobb's Corners residents for aid. One such personality is Agnus Bellweather (see **The Folklorists Meet Agnus Bellweather**, page 51, Episode One). Those attempting to save or enlist the aid of Mrs. Bellweather are in for a rude surprise, as The Young have already paid her a most unpleasant visit.

Approaching her house, the investigators can see the front door banging in the wind. Inside the front room is the scene of an obvious struggle, with furniture overturned and scattered drops of blood. A quick search finds Beltane, her cat, in a corner of the room, with its head missing. In the kitchen, sitting in a wooden chair is the body of Mrs. Bellweather, riddled with slashes and cuts that go right to the bone. In the tacky blood spread out beneath her, a successful **Spot Hidden** roll notices the imprints of children's feet; apparently her murderers were dancing around as she lay dying. But that's not all, for Mrs. Bellweather's head is nowhere to be found. In its place is the head of her beloved cat resting on the bloody stump of her neck, its mouth opened in a silent shriek of defiance. Seeing this horrific sight calls for a **Sanity** roll (1/1D6).

## The Flytrap

This is a nasty trick for the Keeper to play on the investigators. The investigators come across a farmhouse that is still standing, well lit with oil lamps, and apparently occupied. Inside, the house is in uproar, with three separate families holed up here and everyone afraid to leave. What no one in the house knows is that two cultists lurk out front with a dark young in tow and six more cultists wait patiently in the back. A couple minutes after the investigators enter the house, the Young decide to play their "game": directing their Brother towards the house and attacking anyone who tries to escapes via the windows and doors in the back.

## A Test

A morality test the Keeper may use on the investigators, if so inclined. Before springing this encounter on an unsuspecting group, the Keeper should have the investigators run into The Young two or three times, so the players know what to expect.

The investigators come across another demolished farmhouse. Coming from the darkness inside the ruined building are the desperate cries of a young girl begging for help. If anyone calls out to her, she replies to say she's trapped in the root cellar and part of the wall has fallen in and her daddy is pinned unconscious beneath it. Confirming her location is easy, as entering what's left of the house, the girl's sobs can be heard coming from a yawning pit beneath the house.

The investigators must decide what to do. They already know that a group of children have gone insane and are murdering everyone: could this also be a trap? On the other hand, what if the little girl is telling the truth? Can the investigators just walk away and leave her?

In truth, the little girl is not a cultist. This little test is designed to see if the investigators can retain their humanity when faced with the overwhelming threat of the Cthulhu Mythos. Investigators who brave the dark cellar—possibly requiring a successful **Climb** or **Jump** roll, **STR** roll (versus STR 140) to lift the debris off her father, and the investigators working together to haul them out—and help the little girl and her father should be rewarded with an immediate gain of 1D3 Sanity points—their actions can make a difference, proving no matter what happens, their spirit cannot be broken.

## The Maclearan Farmhouse

Investigators looking for rest in their reinforced farmhouse are soon taught a powerful lesson: nothing of man can long stand before the might of the Mythos. On arrival, they find the steel and oak walls of their headquarters have been torn asunder, the insides of the farmhouse gutted and tossed about. The portable generator is smashed, both radios are destroyed, and all vehicles are crippled. Taking a look around the property reveals nearly all the traps have been sprung, but to little or no effect.

Some equipment can be salvage from the scene: binoculars, food and water, guns and ammunition, hand-grenades, first aid supplies, lanterns, gasoline, plus any other objects the Keeper feels could survive the assault of the dark young. Harsh Keepers might require a **Spot Hidden** roll to find certain items, or a **Climb** roll to rescue equipment tossed up into nearby trees, and so on.

This scene provides a moment of calm, allowing the investigators to regroup, lick their wounds, and gather their thoughts.

## Alexandru Cuzra's Last Stand

Those seeking the aid of Alexandru Cuzra find his house a burned out husk. Closer observation with a successful **Spot Hidden** or **Track** roll, or if an investigator is specifically searching around the rear of the house, discovers a muddy trail leading from the house through the woods—in the same direction as the standing stones (see **That Crazy Old Farmer**, page 8, Episode Four). It's clear someone has crawled through the grass and mud.

Investigators making their way to stones in the woods behind Cuzra's home can just make out the form of a man slumped over the altar stone. Coming closer, Cuzra is apparently kneeling before the altar, his hands gripping the stone and his head lowered and bobbing slightly as if in prayer. A sixteen-pound sledgehammer lies next to him, while a large kitchen knife is embedded in his back.

Nearby, three of the surrounding standing stones have been broken into large chunks. The bodies of three children, their corpses bearing signs of massive blunt trauma, are scattered about. In addition, the bodies of twenty or so adults lie in a heap at the bottom of the hill; several stylized cuts mar their flesh, although the apparent cause of death is a sharp object jammed through each of their hearts.

Despite the scene, Cuzra is still alive, although it's clear he is not long for this world. It's a testimony to Cuzra's sheer ornery nature that he has been able to hold on this long. An investigator making a successful **First Aid** roll is able to rouse Cuzra momentarily, providing the chance to hear, in broken English, **Alexandru's Last Tale** explaining what fate befell him—read aloud or paraphrase (see **Handout: Harvest Papers 17**).

With his story told, Cuzra's breathing becomes labored. While he still has breath, any attempt to move him causes him to scream and thrash about. He begs the investigators to leave before God unleashes His final wrath upon Cobb's Corners. With one shaky hand he points to the sky and says he can see it coming, indicating to a mass of swirling black clouds (see **Start: It's Going To Get Worse**, page 5).

Whether the investigators stay with Cuzra until he dies, leave him in the stone circle, or take him back to his house is, of course, up to them.

### Handout: Harvest Papers 17

#### Alexandru's Last Tale

I hear the striga's Sabbath outside my house. I hear many children and a man... I am thinking he is Sheriff Spencer. I crawl like dog through thickets. I see... I see...terrible things, many children dance and sing around hill. I see Mrs. Carmichael lying on the altar stone, she is alive, and her little Susie...that child of the Devil...she holds her momma's hand and she smiles at her. A man at the altar...his back is to me...he keeps cutting on Mrs. Carmichael but she just stared...stared at her daughter. She didn't scream until the end. Until her own Susie stabbed her in the heart. Then from the trees...came...came a devil. It was a blasphemy on God's world...and the little children...they ran to it like it was family. Dancing around it and singing. Another was brought up to the altar and killed...and another devil come out of the woods. They do this for a long time. I black out and wake with rain stinging me. Most children gone...most devils gone. I go back home, get hammer, then wait till all leave. I smash stones but striga children return...they strike me but I strike them too. This rain... I think... I think God sends this rain to wash away this evil. Like...Noah, yes?



## Heading Into Cobb's Corners

Investigators reaching the urban area of Cobb's Corners find the town has been the site of a (carefully planned) bloody slaughter. Most of the residents are already dead, with the rest running for their lives, barricaded in their homes, or having been captured by The Young and now awaiting their deaths in a final mass sacrifice to Shub-Niggurath.

The investigators can observe, as they make their way into town, that the rain becomes noticeably lighter. The dark clouds they may have previously spied centering on the town seem to be developing some degree of churning solidity as, on occasion, vague shapes are seen emerging, only to be quickly hidden by the rolling clouds and darkness. Staring too long at this mass of clouds provokes a **Sanity** roll (0/1D3 loss).

Entering the town, the investigators see several buildings burning. Murdered residents lie butchered in the streets, while small groups of children run wild, each clutching onto various knives and sharp farm implements. From a nearby street comes a bellowing and hooting sound, which is answered by further, distant hoots from across the town, as various dark young herald the approach of The Mother.

If the investigators are unwise enough to walk out in the open in this besieged community, they are attacked by gangs of cultists, and may possibly walk into a dark young. A wiser plan is to use **Stealth** to stick to the shadows and move quietly. With such tactics, the investigators may travel far unnoticed by the jubilant cultists, who are far more concerned with their fun and games.

Finding any kind of aid in Cobb's Corners is left to the Keeper's judgment; however, even if useful allies or equipment are found, it shouldn't be easily won. Most automobiles have already been disabled by The Young to prevent escape, or else accidentally smashed by dark young, not to mention the EMP effect Shub-Niggurath's arrival is causing.

Those townsfolk still alive and not already captured are unlikely to be overly trusting of anyone at the moment; although a successful **Charm**, **Persuade**, **Fast Talk**, or **Intimidate** roll could do wonders.

Following are a some places and encounters the investigators are likely to come across as they move through the hell Cobb's Corners has become. Each encounter is at the discretion of the Keeper. Allow the players to make use of the **Cobb's Corner Player Map** (see **Player Handouts** section at end of this episode) to navigate their way around. The Keeper may find it useful to refer back to **Chapter 2: Cobb's Corners** and earlier episodes as necessary.

## The Sheriff's Office

*Ref: page 24, Episode 1*

Sheriff Spenser's fortress of law and order has been abandoned. All the doors and jail cells are wide open but everything else seems to be intact. The situation may strike the investigators

### Limiting the Carnage

This episode, particularly towards the climax in the center of town, has a lot of dark young wandering about. Not easy adversaries to overcome, such monsters have a tendency to quickly kill entire groups of investigators. As this episode concerns the arrival of Shub-Niggurath, it is perfectly logical having such great numbers of dark young present. Some Keepers may wish to limit the exposure to these monsters, perhaps to give the investigators a greater chance of survival. In addition, if running this campaign for veteran *Call of Cthulhu* players, replacing some of the dark young with a "new" monster might be appealing.

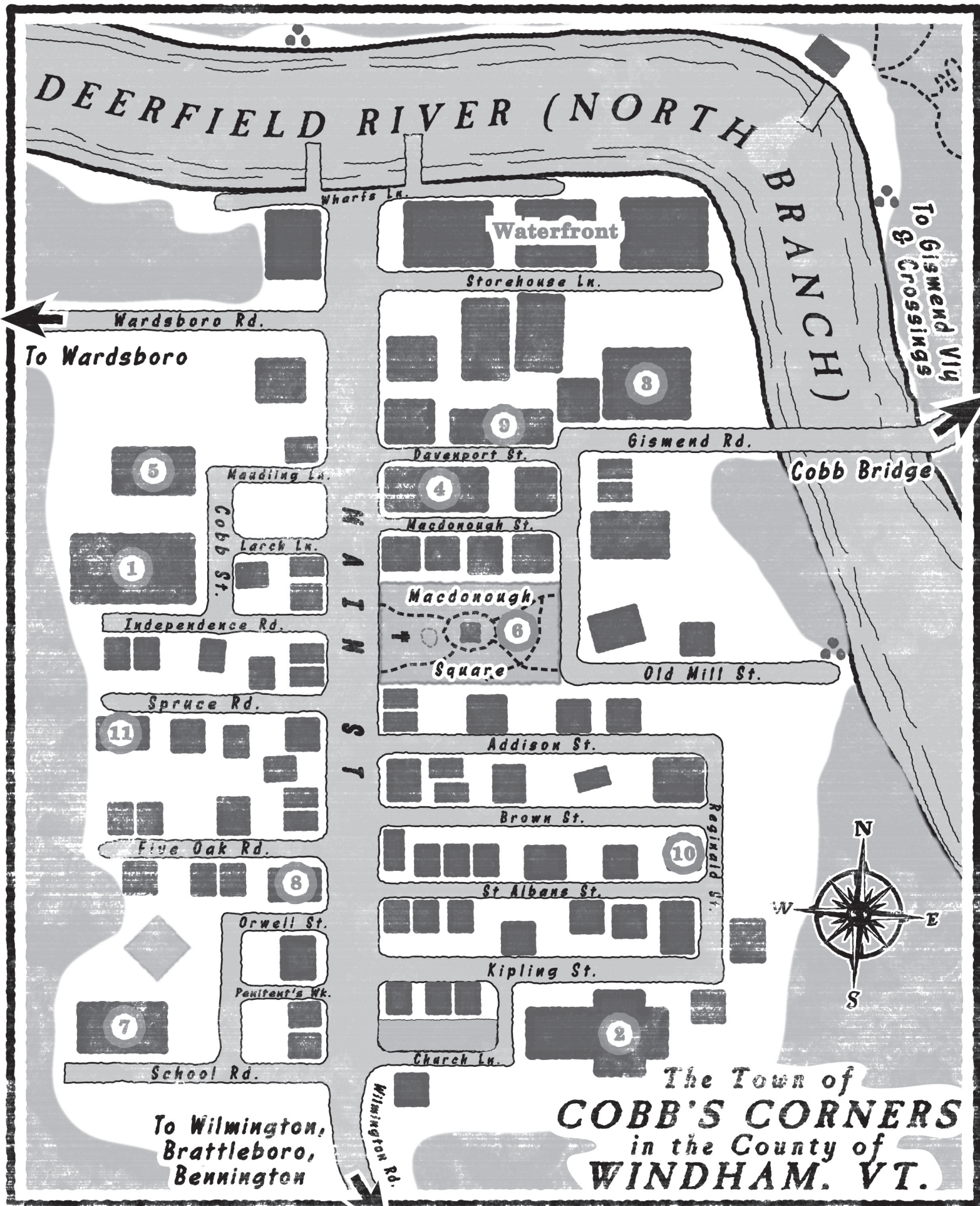
With these thoughts in mind, in the appendix of monster statistics, details are provided for the dark spawn of Shub-Niggurath. These twisted creatures are humans who have drunk the The Mother's milk, turning them into mutated and wicked things driven by insatiable hunger and devotion to Shub-Niggurath. The dark spawn are numerous but present far less of a threat than the dark young. Of course, if so inclined, have both dark spawn and a smaller number of dark young wandering the streets!

### A Note About Stealth Rolls

Don't call for repeated Stealth rolls; consecutive rolls drastically reduces the chance of success, and repeating the same roll numerous times can quickly become anti-climatic (as everyone knows they *will* fail eventually). For the most part, a single Stealth roll is enough per major location (i.e. don't call for a roll on every street). Clever thinking and the use of distractions should grant the investigators either automatic success or at least a bonus die to the roll. Likewise, dumb behavior may raise the difficulty to Hard.

as strange as all the surrounding buildings seem to have been thoroughly raided or demolished completely. In fact, the office is actually empty and devoid of any threat. This may be a lucky break for the investigators, as the gun cabinet contains three 12-gauge shotguns (two are double-barreled, the third is pump action). A successful **Spot Hidden** roll notices a small keg of black gunpowder—the sheriff uses this to fire the cannon in the center of town for special occasions. Next to the keg are a handful of two-inch long wicks (burn time is about five seconds).

As for Sheriff Spenser, see **Is That You Mother?** page 12.



- |   |                                   |                                |
|---|-----------------------------------|--------------------------------|
| 1. Cobb's Corners Town Hall                     | 4. Off. of Cobb's Corners Gazette | 6. Jim's Grill                 |
| 2. First Baptist Church of the Divine Ascension | 5. Town Library                   | 9. Karner's Goods              |
| 3. Police / Sheriff's Station                   | 6. Civil War Memorial             | 10. Dep. John Cutter's House   |
|   | 7. Cobb's Corners School          | 11. Dr. Owen Perry Home & Off. |

## Jim's Grill

*Ref: page 27, Episode 1*

A truly grisly sight awaits the investigators if they decide to explore inside. The front of the restaurant has had all of its windows broken and the place has been thoroughly trashed. Going inside, a burning or cooking smell comes from the kitchen in the rear. Those entering the kitchen soon find the remains of a man and woman. Both have been viciously hacked apart; body parts are missing. Nonetheless, what remains of the corpses can still be identified as Jim and Ann Haggerty, the diner's owners. Seeing these fine people reduced to such a pitiful end calls for a **Sanity** roll (0/1D4 loss). If any investigator is foolish enough to look into the two large pots steadily simmering on the grill, they find out what happened to the missing body pieces and lose 0/1D3 Sanity points more.

Upon leaving the kitchen, the last person out is attacked by a wild-eyed, blood-splattered, screaming maniac—young Jason Haggerty. Jason is hiding in the pantry and may be found if the kitchen is searched thoroughly. This deranged creature is wielding a large meat-cleaver and is far beyond rational thought. Allow the investigator a **Listen** or **Spot Hidden** roll to determine if Jason has surprise on the first round of combat. He attacks with abandon until incapacitated or killed; although a **Hard Psychoanalysis** success may be enough to get the boy to calm down and collapse into a catatonic stupor—allowing him to be restrained.

Jason's statistics can be found in **Appendix A: Personalities and Monsters**, page 14.

## Deputy John Cutter's House

*Ref: page 27, Episode 1*

Since this is the cult leader's home, it has stood untouched by the chaos surrounding it. Nearby houses are aflame and the mangled and blood-soaked bodies of their residents litter the streets. Perhaps one or two are still alive, hiding in cupboards and cellars.

If searched, refer to **Deputy John Cutter's Home** in the overview of Cobb's Corners in Episode 1. As Cutter is presently in the center of town waiting for The Mother, investigators wanting a safe place to hide will find no safer place in the entire town.

## Karner's Goods

*Ref: page 28, Episode 1*

The general store has been raided. The cultists have already taken all firearms and available melee weapons; however, they may have missed something useful (if the Keeper wishes it). Food, lanterns, and similar items are available here.

## Jason Haggerty,

*age 14, psychotic parent killer*

- **Appearance/Traits:** this good-looking kid, with light brown hair and brown eyes, is now blood splattered, drooling, and gibbering.
- **Common knowledge:** investigators who have eaten at Jim's Grill recognize the bloody, shrieking child as the son of the couple who own the eatery. The fact that Jason butchered his parents with the same meat cleaver he now brandishes should tell them all they need to know about his mental state.
- **Insider information:** as Jason stood over the bodies of his parents, watching the other children make a game of cutting up their corpses, he had one last moment of sanity. Remembering all the love his parents gave him, he rebelled against the cult. By the time the investigators arrive, Jason has seen off his fellow cultists (before they could finish their "stew") and now does his best to protect his parent's bodies by killing anyone who enters the diner.
- **Plot:** Jason is totally insane and has a sharp meat cleaver. What more is there to say?

Investigators searching the small house behind the store for signs of Fred Karner and his wife Christine, find the front door of their home wide open. Inside no bodies, living or dead, are found, but a large quantity of blood has been spilled in the front room (recently). Further, a successful **Track** or **Spot Hidden** roll discovers a bloody footprint of a child nearby, but little else.

## Doctor Perry's Home And Office

*Ref: page 28, Episode 1*

Going to the doctor for help is also a dead end. Dr. Perry's two-story home and office is in flames. Out front, in the shadow of an old tree, investigators see the unmoving form of an adult body. Closer inspection reveals it to be the good doctor, murdered by The Young in an unusual way.

Someone in the cult seems to have known of the doctor's secret fear of vampires, as poor Dr. Perry has a large wooden stake hammered deep into the center of his chest. Seeing Perry's body up close and understanding the twisted humor behind his death provokes a **Sanity** roll (0/1D4 loss).

## Cobb's Corners Gazette

*Ref: page 25, Episode 1*

The building has been stomped flat by a dark young under the direct command of Deputy Cutter—the cult's leader never liked the reporter. No sign of Richard Wendell's body can be found in the debris.

Wendell is alive, having been captured, and is being held in the center of town waiting to be sacrificed to The Mother.

## First Baptist Church Of The Divine Ascension

*Ref: page 30, Episode 1*

Past the overturned pews and smashed windows, upon a bloodied pulpit, lies the cooling body of Reverend Earl Wilson. Nearly every bone in his body has been shattered; a broken axe handle lying nearby is the instrument of torture. Someone has taken the time to stuff pages from a Bible in his mouth and left a note pinned to his chest with a kitchen knife, which reads:

*Those who see you will gaze at you, and consider you, saying Is this the man who made the Earth tremble, who shook kingdoms? Isaiah 14:16 - See daddy! I read your damned book.*

Of Earl's wife Martha, or his son Jacob, there is no trace.

## The School House

*Ref: page 31, Episode 1*

As might be suspected, in a town where many of the children have gone completely berserk, the school was one of the first buildings set on fire. By the time the investigators reach it, only a burned out and smoking husk remains.

Thankfully, Holly Rydell's body is not found in the ashes—she's another captive of the cult being held in the center of town.

## The Town Library

*Ref: page 22, Episode 1*

As the investigators approach the library, they see a group of four cultists piling up a large mound of books in front of the building. At first, it looks like the kids are going to have a old fashioned book burning—and that's true—but, as they get closer, the investigators see a wooden pole sticking up from the center of the pile and the bloody, yet still alive, Mabel Carruthers tied to it. She has books piled up to her waist while a cultist is pouring liberal amounts of gasoline onto the pyre.

Investigators who visited the library earlier may recognize one of the laughing youngsters as Amanda Wells, Mabel's seventeen-year-old niece and library assistant. Amanda is holding a burning torch and once Aunt Mabel's pyre is dripping with fuel, she begins to slowly and ceremoniously walk towards the pile to deliver the *coup de grâce*.

This is a chance for the investigators to actually save a life if they act quickly! If Mabel is saved, award an instant 1D3 Sanity points; however, if they allow the librarian to be burned alive, they lose 1D6 Sanity points. The rescue attempt may draw unwanted attention if the investigators don't proceed with cunning and stealth.

## Is That You Mother?

In the center of town, close to the Civil War memorial, a smiling Deputy Cutter is performing bloody sacrifices upon an altar of his dead neighbors. Nine of Cutter's fellow cultists sing and dance in a circle, moving counter-clockwise around their leader. Two of the vile dark young stand either side of Cutter, hooting loudly in the praise of The Mother, while a third dark young keeps watch over a group of eight frightened townspeople—Sheriff Spencer, Richard Wendell, and Holly Rydell amongst them—who have yet to be sacrificed. In the sky above, a churning mass of black clouds descends ever closer to the earth. The ritual is completed and Shub-Niggurath is about to make her dread presence known.

Investigators who stand by and watch the events unfold witness the following scene; otherwise, adjust the events according to what the investigators do.

First, vague shapes begin forming in the clouds directly above. Fang-lined maws, pus-rimmed eyes, and black, ropy tentacles break through the clouds and lunge into sight. Without warning, gigantic hooved legs thrust down from the sky, destroying homes and sending a tremor through the ground. Static electricity causes everyone's hair to stand on end and the air seems to grow thick and greasy.

White milk from a hundred teats falls upon the area; the cultists throw themselves forward to drink of this unspeakable brew. The full horror of The Mother is now apparent. Above the goat-like legs, a twisting and writhing mass of black eyes, tentacles, and gaping maws stands in mockery of all that is right and sane. Pustules rapidly grow outwards and then burst, giving birth to dark young, while other perverse creatures of nightmare begin to burrow forth from her budding flesh like fattened maggots dropping to the ground. Her tentacles lash down, smashing the pavement and grabbing townsfolk and cultists alike, greedily stuffing the unfortunates into her many wailing mouths. In this frenzy of death, not even the dark young are spared. The Mother is ravenous and she will feed.

Investigators party to the arrival of Shub-Niggurath (*i.e.* those watching, as well as those within one-hundred yards) must make a **Sanity** roll (1D10/1D100 loss)—looking away does not prevent this, as merely being in the presence of an Outer God is enough to warp human minds. Play up the effects

upon the investigators who are nearby: their skin crawls, it feels like worms are gnawing through the walls of their stomach, hot and cold sweats affect some, others have a headache that grows in intensity to the point where they (figuratively) feel like want to tear the flesh from their face for some form of release, while one or two convulse with nausea. Being in the presence of something so malignant and abhorrent is not something that should be easily forgotten.

## Saving The Day And Survival

If the investigators reach the center of town, there is little they can actually do to stop the appearance of Shub-Niggurath. The Keeper could allow the summoning to stop if Deputy Cutter is killed, thereby ending the blood sacrifice and the Outer God's full manifestation. Of course, another cultist could jump up and take Cutter's place, bringing the inevitable consequences as outlined below. If the Keeper decides to let the investigators somehow prevent The Mother's full appearance, the Outer God partially manifests, still causing untold damage to the town: flattening buildings, killing off the majority of the cultists, and generally devastating the area.

Escaping and hiding from the horror at the center of town may be the number one priority of the investigators; however, those who insist on sticking around may actually be able to save some innocent lives—as long as they act before The Mother arrives. Saving the Sheriff and the other townsfolk from certain death requires the dark young guarding them to be incapacitated, distracted, or killed. Here are three suggestions:

**Kill:** a group of determined and suitably armed investigators could, feasibly, take down a single dark young if they gain surprise or can cause enough damage before the monster's five attacks start to crush and stomp the characters to death. Given the dark young's armor, this is no simple feat and in all probability a suicide mission. Perhaps the combat distracts the monster enough to allow the captives to make a run for it?

**Distract:** one or more investigators cause a distraction, allowing the rest to gather up the captives and sneak away to safety. Those causing the distraction need to get pretty close to warrant the attention of the dark young guard—that means also getting close to the action. Harsh Keepers might call for a **Luck** roll to avoid a random tentacle from Shub-Niggurath snatching up and feeding the investigator into one of her mouths. Likewise, those causing the distraction have to face the dark young and possibly survive its attacks or magic.

**Incapacitate:** being in the center of town, perhaps the investigators remember the Civil War memorial with its small but fully functional cannon. A successful **Idea** roll could remind the investigators—be sure to have some cultists blocking the way to the cannon if the Idea roll is failed (*i.e.* they gain the clue whatever the outcome of the roll but, as a consequence of failure, they face some immediate danger or threat). As luck

would have it, the muzzle of the cannon is pointing right at the dark young guarding the townsfolk captives. If the investigators have something to set the cannon off with (like the gunpowder and wicks found in the sheriff's office, see page 9) and something to shoot out of it (like a rock from the nearby garden that fits snugly into the bore of the cannon), then someone could use **Stealth** to creep up to the cannon, load and fire it without being spotted (don't call for an Artillery roll—the cannon hits automatically). The heavy projectile strikes the dark young in the center of its nightmarish body. While the rock actually causes little damage to the monster, its impact knocks it over in a frenzy of surprise, giving the prisoners a chance to run for it.

Once the captives can make a break for it, they and the investigators still must get away from three rampaging dark young, not to mention the cultists and an Outer God only moments away from destroying everything. A group **Luck** roll (or the will of the Keeper) could have the rag-tag group fleeing through the darkened streets and happening to pass a strange looking automobile parked next to a burning house. A successful **Drive Auto** or **Hard Know** roll identify the vehicle as a 1926 Stanley Steamer, the last steam-powered car produced by Stanley before going bankrupt. With it being steam-powered, it has not been affected by the strange electromagnetic distortion caused by the summoning of Shub-Niggurath. Kind Keepers who allow the car to be found without calling for a **Luck** roll, might ask for a group **Luck** roll now to determine if the car's boiler is filled with water; failure means someone is going to have to get water and fill the tank as quickly as they can.

With a tank of water, someone must light the fire to heat the boiler, meaning that there is a tense wait while the water turns to steam, building up enough pressure to fire the pistons in the car's cylinder. The investigators hopefully lay low for a little while the steam builds (the exact duration determined by the Keeper). A single cultist or dark young could come sniffing around where they are hiding, seeming to be headed to exactly where some of the investigators or townsfolk are hiding, only to be distracted by a noise and run off before they are discovered.

Stanley Steamers usually have space for up to five people to fit inside comfortably. It's unlikely for all of the investigators plus up to eight townsfolk (if they saved them) to fit inside—some may have to brave it on foot. Lacking the steam-powered auto, the investigators had better run as fast as they can while sticking to the shadows.

Despite the general devastation, places to hide are pretty easy to find—the investigators have the entire town and outlying farms from which to pick a spot. Finding a cellar to hole up in should be simple, provided they aren't spotted by a group of cultists or a dark young.

As there is still one episode to play through in this campaign, it's advisable to think ahead and plan. If all of the investigators are in the center of town and Shub-Niggurath fully manifests, then it is highly likely they all die. Having all or some of the investigators wait things out, hidden away in a cellar or farm ensures continuity. Don't necessarily limit the might and power of the Outer God but be prepared to give the investigators chances to escape the worst, while also allowing (if necessary)

one or two to make heroic last stands and perhaps sacrifice themselves for the good of others. Note that Episode Six does contain advice for bringing in replacement investigators to finish up the campaign (as FOC agents sent in to clear up the mess), so if the Keeper thinks it's fitting (and that his or her players will find it enjoyable), feel free to have The Mother wipe them out in gloriously horrific ways the players will remember.

## Conclusion

If the investigators don't kill Deputy Cutter, they may hear the sound of (and possibly see if they are close enough) the cult leader's fitting end. As Shub-Niggurath manifests (fully or partially), Cutter laughs insanely as he is encircled in The Mother's loving embrace and slowly consumed. With this, the rest of Cutter's followers run towards The Mother, literally throwing themselves into her "arms," to know her love and answer her call.

If Shub-Niggurath fully manifests, all of the cultist die; consumed by the Outer God, who then proceeds to lay waste to the town. Those out on the street must face a gauntlet of dark young, as well as the tentacles of the god, in order to escape to a cellar and remain there until the worst is over. It is likely the vast majority of those alive in Cobb's Corners die. By dawn, the town is a wasteland and The Mother and her dark young have gone, returned from whence they came.

If Shub-Niggurath partially manifests, all of the cultists die as they leap into the maelstrom and are either eaten or sucked into the god's plane of existence as she departs. In those moments, the god's wrath is terrible, inflicting ruin on the town's center. For approximately a mile in diameter, Cobb's Corners is flattened. The death toll is not so great; although with so many people dying this night, the victory is Pyrrhic.

## Rewards For Episode Five

- Risking their lives to save the eight townsfolk from certain death bestows +1D10 Sanity points.
- Incapacitating rather than killing the young cultists and somehow ensuring they live, grants +1 Sanity point per cultist (to maximum of 6)
- Killing Deputy Cutter before The Mother eats him grants +1D4 Sanity points.
- Preventing the full manifestation of Shub-Niggurath grants +10 Sanity points.
- Hiding and doing nothing (not even helping others being attacked by cultists) means suffering -1D10+5 Sanity point loss.

# Appendix A: Personalities And Monsters

## Adversaries

### Jason Haggerty, age 14, psychotic parent killer

**STR** 55    **CON** 50    **SIZ** 60    **DEX** 70    **INT** 65  
**APP** 75    **POW** 60    **EDU** 46    **SAN** 00    **HP** 11  
**DB:** 0    **Build:** 0    **Move:** 8    **MP:** 8

Brawl                                    35% (17/7), damage 1D3, knife 1D4 + 2  
Dodge                                    35% (17/7)

**Skills:** Charm 60%, Climb 80%, Cthulhu Mythos 5%, Fast Talk 70%, Jump 50%, Listen 50%, Psychology 35%, Sleight of Hand 40%, Spot Hidden 45%, Stealth 75%, Swim 60%, Throw 60%.

**Spells:** Cloud Mind, Command Animal (Cat), Contact Mi-Go, Contact Shub-Niggurath, Lamé/Heal Animal, Wither Limb.

### Amanda Wells, age 17, book-burning killer

**STR** 65    **CON** 70    **SIZ** 45    **DEX** 75    **INT** 65  
**APP** 40    **POW** 70    **EDU** 45    **SAN** 00    **HP** 11  
**DB:** 0    **Build:** 0    **Move:** 9    **MP:** 14

Brawl                                    25% (12/5), damage 1D3  
Large scissors                        25% (12/5), damage 1D3+1  
Dodge                                    37% (18/7)

**Skills:** Charm 30%, Climb 70%, Cthulhu Mythos 11%, Fast Talk 45%, Library Use 60%, Spot Hidden 60%.

**Spells:** Augur, Bless/Blight Crop, Contact Shub-Niggurath, Lamé/Heal Animal, Shrivelling, Bind Dark Young.

### Dark Young of Shub-Niggurath

Use both of the following for the dark young encountered during this episode; the majority are averaged sized, with one or two being monstrous in size.

**Average size:**

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

## The Young, cultists of Shub-Niggurath

Following is a sample of seven homicidal cultists (reuse for all cultists). The Young vary greatly from one another. They range from age eight to eighteen, may be boys and girls, and come in all shapes and sizes. Note that the Keeper should adapt their depiction of the cultists based upon their ages—a seventeen year old would act very differently to a twelve year old.

**Note:** #1–4 reflect younger cultists, #5–7 show older cultists. All cultists have zero Sanity.

Cultist	STR	CON	SIZ	DEX	INT	POW	HP	Build	DB
1	25	50	35	50	60	60	8	-2	-2
2	30	60	40	50	50	40	10	-1	-1
3	40	45	45	65	70	50	9	0	0
4	50	50	50	60	60	50	10	0	0
5	60	60	65	70	65	40	12	1	+1D4
6	75	55	70	80	80	60	12	1	+1D4
7	85	70	80	60	60	60	15	2	+1D6

Attacks per round: 1

Combat: cultists #1–4

Brawl\* 25% (12/5), damage 1D3, weapon 1D4  
 Dodge 40% (20/8)

\*Choose from scissors, straight razor, screwdriver, knife, hatchet.

Combat: cultists #5–7

Brawl\*\* 50% (25/10), damage 1D3 + DB, weapon 1D6 or 1D8 + DB  
 20-g shotgun (2B) 35% (17/7), damage 2D6/1D6/1D3  
 Dodge 35% (17/7)

\*\*Choose from scythe, wood axe, pickaxe, pitchfork, meat cleaver.

Armor: none.

Skills: Charm 40%, Climb 60%, Cthulhu Mythos 5%, Fast Talk 60%, Jump 60%, Listen 40%, Psychology 25%, Sleight of Hand 30%, Spot Hidden 40%, Stealth 65%, Swim 50%, Throw 45%.

Spells: Each cult member has 50% chance to know 1D2 spells from the following: Alter Weather, Augury, Bless/Blight Crop, Cause Disease, Cloud Memory, Command Animal (specify type), Contact Mi-go, Contact Shub-Niggurath, Implant Fear, Lame/Heal Animal, Shrivelling, Summon/Bind Dark Young, Wither Limb.

Fighting 80% (40/16), damage 4D6 (or 5D6 if monstrous)  
 Grab (maneuver) grabbed and held  
 Trample 40% (20/8), damage 2D6 + 4D6 (or 5D6 if monstrous)  
 Dodge 40% (20/8)

Monstrous size:

STR 270 CON 120 SIZ 300 DEX 120 INT 100  
 APP — POW 100 EDU — SAN — HP 42  
 DB: +5D6 Build: 6 Move: 8 MP: 20

Fighting 80% (40/16), damage 5D6  
 Grab (mnvr) grabbed and held  
 Trample 50% (25/10), damage 2D6 + 5D6  
 Dodge 60% (30/12)

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

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

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

**Grab (maneuver):** may use its tentacles to grab and capture up to four victims. If a victim is grabbed, he or she may be held up to one of the horrible sucking mouths and drained of 1D10+5 STR per round (this STR loss cannot be restored). Those held are unable to break free, although a lithe investigator might be allowed an Extreme DEX roll to slip out of the monster's grasp (and suffer 1D6 falling damage).

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

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

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

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

### Dark Spawn of Shub-Niggurath, *mutated human monsters*

Misshapen and perverse mockeries of humanity; hairless flesh stretches and twists around distended limbs, some ending in claws, others in raptorial legs capable of flexing out to rent and cleave, while others sprout pseudopods that hover in the air seemingly to sense the location of warm prey. Able to climb and jump, they lurch and spring forward with surprising speed. Atop their bodies, mounds of flesh flex and twitch as numerous black eyes search for food, and a gaping maw, more like an open sore, slavers for sustenance.

Those who drink the milk of Shub-Niggurath are transformed into Her horrid, twisted spawn. The transformation is both messy and noisy. The skin turns scarlet red, as veins bulge and flesh is stretched. Organs burst and mutate, creating a cracking and sloshing sound, which can just be heard over the birth screams of the spawn. Flesh liquefies and quickly reforms around thrusting articulated limbs ending in cruel claws, while pink-red worm-like pseudopods emerge from sacks of pooled flesh. The whole transformation can take as little as 1D4 rounds.

For some, where The Mother's milk is diluted or ingested in tiny amounts, the initial stages of transformation seemingly bring health benefits, even regrowing lost limbs. As more milk is consumed the transformation speeds up, and rather than benefitting, it corrupts and twists, turning the human into a dark spawn.

<i>Char.</i>	<i>Rolls</i>	<i>Averages</i>
STR	(4D6+4) × 5	90
CON	4D6 × 5	70
SIZ	4D6 × 5	70
DEX	(3D6+6) × 5	80
INT	3D6 × 5	50
POW	3D6 × 5	50

**HP:** 14

**Average Damage Bonus:** +1D4

**Average Build:** 1

**Move:** 9

**Attacks per round:** 2 (pseudopod and/or claw)

**Grab (maneuver):** may use pseudopods to grab opponent. On following round, those grabbed are pushed towards a gaping maw to be consumed; the victim may attempt an opposed STR roll per round to break free or try to hit the spawn in the hope it releases its prey (which it does if 5+ damage is inflicted).

Fighting	60% (30/12), damage 1D4 + 1 + 1D4
Grab (mnvr)	opponent held, next round eaten for 1D6 + 1 +1D4 damage (per round thereafter)
Dodge	40% (20/16)

**Armor:** firearms attacks deal only half damage per bullet (full damage for an impale). Hand-to-hand weapons inflict normal damage. Attacks dependent on corrosion, electrical charge, or poisoning have no effect. Fire and explosive damage deal normal damage.

**Spells:** none

**Skills:** Lurch 80%, Jump 60%, Stealth 40%.

**Sanity loss:** 1/1D6 Sanity points to see a dark spawn of Shub-Niggurath.

### Shub-Niggurath, *the Black Goat of the Woods, The Mother*

Shub-Niggurath is often represented as a perverse fertility deity. In one description, the entity is said to be an enormous cloudy mass, boiling and festering, with parts coalescing at times, forming horrendous body parts, ropy black tentacles, slime-dripping mouths, or writhing legs ending in black hooves.

On arrival, "she" may produce dark young and any number of lesser horrors. Tales speak of her milk having remarkable healing properties; yet also tell of it causing monstrous transformations.

When summoned, Shub-Niggurath is liable to attack all non-devotees present, although the entity is also known for devouring her worshippers too. She is often summoned specifically to accept sacrifices. Those who know the correct ritual spell can dismiss the Outer God. It may be possible to damage the entity enough to make it leave.



STR 360 CON 850 SIZ 600 DEX 140 INT 105  
APP — POW 350 EDU — SAN — HP 145  
DB: +11D6 Build: 12 Move: 15 MP: 70

**Attacks per round:** 1 (tentacle flail, seize/bite, trample)  
Shub-Niggurath has a multitude of tentacles, which flail around and may hit opponents.

**Seize (maneuver):** Shub-Niggurath has dozens of tentacles, but can only seize one victim in a round. With a successful catch, the victim is seized and whipped to the goddess' body to be drained of body fluids by one of her many mouths, the bite permanently draining 3D10 STR from the victim per round. While being drained, the victim is held absolutely helpless, and may not cast spells, expend magic points, or perform any act whatsoever except to writhe in pain and scream.

**Trample:** once per round, Shub-Niggurath may trample beings of SIZ 300 or less. The trample attack is effective against all such beings in her path, which averages 10-20 yards across.

Fighting	75% (37/15) damage 5D6
Seize (mnvr)	grabs one victim and automatic bite next round
Bite	Automatic when seized, damage 3D10 STR drained per round
Trample	75% (37/15) 11D6

**Armor:** no armor, however her slimy mist body is immune to physical weapons. Magical weapons, fire, electricity, or similar energies damage her normally. Her ropy tentacles and goeey vapors can re-join, effectively allowing her to regenerate points of damage. Each magic point she expends enables her to heal 2 points of damage.

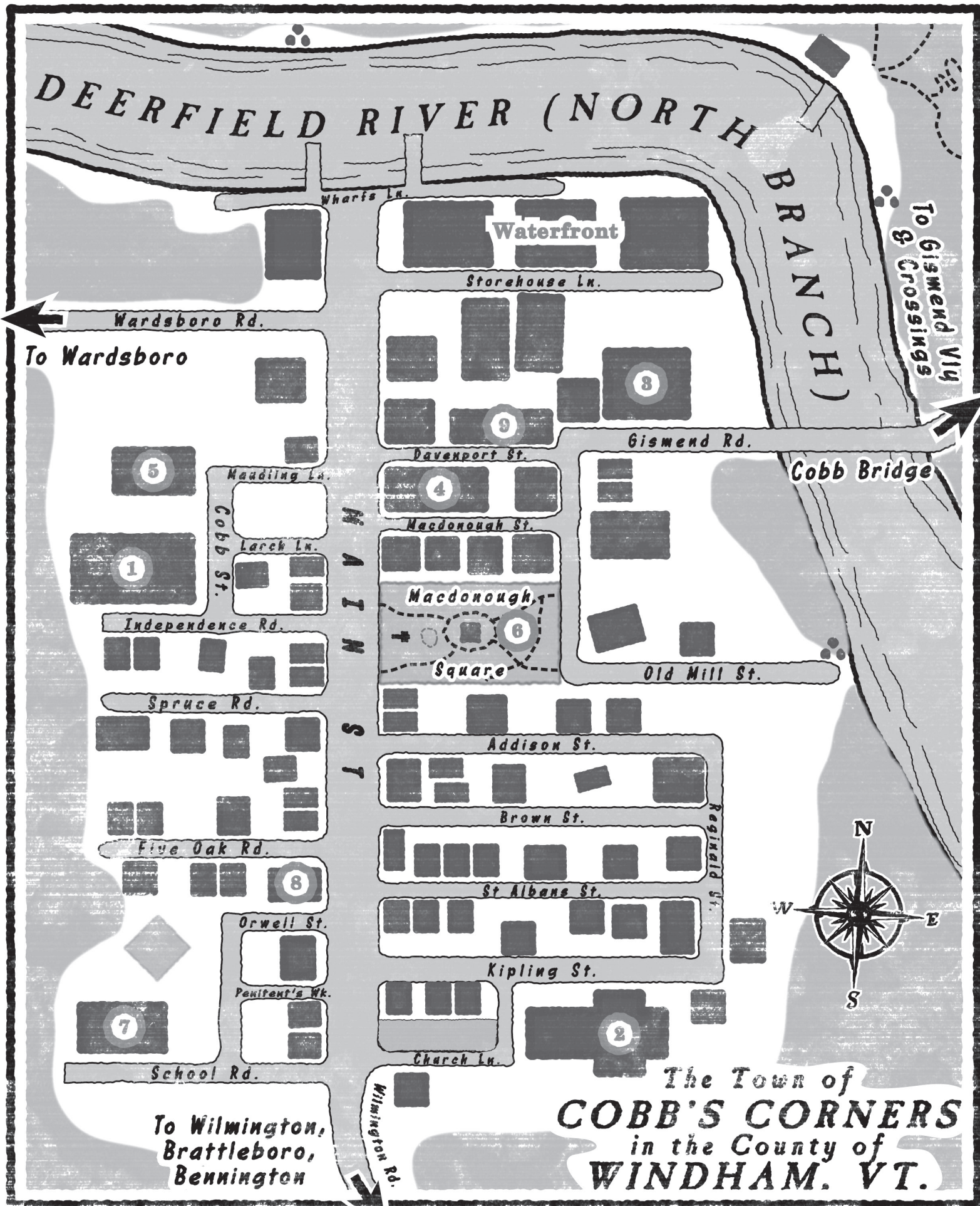
**Spells:** Shub-Niggurath knows at minimum all spells pertaining to the Mythos gods; she is known to have imparted Create Gate, Curse of Azathoth, and Voorish Sign to favorites.  
**Sanity loss:** 1D10/1D100 Sanity points to see Shub-Niggurath.

## Player Handouts

### Handout: Harvest Papers 17

#### Alexandru's Last Tale

I hear the striga's Sabbat outside my house. I hear many children and a man... I am thinking he is Sheriff Spencer. I crawl like dog through thickets. I see... I see...terrible things, many children dance and sing around hill. I see Mrs. Carmichael lying on the altar stone, she is alive, and her little Susie...that child of the Devil...she holds her momma's hand and she smiles at her. A man at the altar...his back is to me...he keeps cutting on Mrs. Carmichael but she just stared...stared at her daughter. She didn't scream until the end. Until her own Susie stabbed her in the heart. Then from the trees...came...came a devil. It was a blasphemy on God's world...and the little children...they ran to it like it was family. Dancing around it and singing. Another was brought up to the altar and killed...and another devil come out of the woods. They do this for a long time. I black out and wake with rain stinging me. Most children gone...most devils gone. I go back home, get hammer, then wait till all leave. I smash stones but striga children return...they strike me but I strike them too. This rain... I think... I think God sends this rain to wash away this evil. Like...Noah, yes?



- 1. Cobb's Corners Town Hall
- 2. First Baptist Church of the Divine Ascension
- 3. Police / Sheriff's Station

- 4. Off. of Cobb's Corners Gazette
- 5. Town Library
- 6. Civil War Memorial
- 7. Cobb's Corners School

- 8. Jim's Grill
- 9. Karner's Goods

The Town of  
**COBB'S CORNERS**  
 in the County of  
**WINDHAM. VT.**