

A TIME TO HARVEST

DARK SHADOWS FALL UPON MISKATONIC UNIVERSITY

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A
CULT OF CHAOS
ORGANIZED PLAY CAMPAIGN



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A TIME TO HARVEST

Organized Play Edition

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Introduction

About this Book

This book is the first of six monthly installments in the *A Time to Harvest* Organized Play campaign. Members of The Cult of Chaos can download forthcoming installments as they are released at www.chaosium.com.

Key campaign information is presented in the first chapter of this book, including a plot overview and remarks about key characters and opponents, as well as guidance on creating investigators, introducing replacement characters, the passage of time during the episodes, and an option for running pre-campaign scenes to help Keepers build their characters and get a sense of everyday university life.

The second chapter looks at a key campaign location, Cobb's Corners in Vermont, and provides information on the important sites, buildings, and residents the investigators are likely to meet during the campaign. The Keeper is advised to carefully read over these initial chapters, as information from both will be useful in running many of the scenarios that make up *A Time to Harvest*.

The campaign itself is made up of six episodes, provided in monthly installments. Each episode presents a different but linked scenario:

- Episode One (in this book): the Miskatonic University students head out to Cobb's Corners, Vermont, to undertake research into folklore and a geological study.
- Episode Two (to be released in month 2) : returning to Arkham, the students uncover strange things afoot at Miskatonic University. An appendix provides information on the university campus, key buildings used in the campaign, and a brief overview of Arkham.
- Episode Three (month 3): made an offer they cannot refuse, the students find themselves working for a company and a man set on revenge.

- Episode Four (month 4): sent back to Cobb's Corners, the students must pick up their research while seeking traces of a hidden alien menace.
- Episode Five (month 5): the investigators are hurled into a nightmare and must race to rescue their comrades who face a fate worse than death.
- Episode Six (month 6): an out of this world experience offers a chance to save humanity and save the world.

Episode Six is rounded out with an epilogue that provides the Keeper with a range of possible outcomes and possible plot hooks for further adventures.

For easy access, the Spell Appendix provided in this book features revised and updated 7th edition versions of a range of spells mentioned in the campaign.

Getting Ready to Play

To play through *A Time to Harvest*, your players will each need to create an investigator character. Full details on how to do this are provided in the *Call of Cthulhu Rulebook* (7th edition), as well as the *Investigator Handbook*. You can either use the standard creation process as described in these books or, if you want to get playing quickly, use the "Quick Fire Method" to be found on page 48 of the *Call of Cthulhu Rulebook* (page 60, *Investigator Handbook*). Ensure you have enough investigator sheets for each of your players—blank investigator sheets including a writeable PDF version are available as a free download from www.chaosium.com. Talk your players through the character creation process, referring to the guidance provided for this campaign on page 9.

Campaign Background

My brain whirled; and where before I had attempted to explain things away, I now began to believe in the most abnormal and incredible wonders. The array of vital evidence was damnably vast and overwhelming

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

This chapter forms two halves: the first is an overview of the campaign, its background and some of the key players; the second looks closely at the main villains of the piece, as well as the various forms technology that might make an appearance during the campaign. All of this information is important and reveals secrets that would spoil a player’s fun if it were to be read rather than played—so, only the Keeper should read beyond this point!

Recent History

In the summer of 1929 at Arkham’s illustrious Miskatonic University, Professor Roger Harrold of the Anthropology Department sought students to assist him in a research project cataloguing the folklore of Massachusetts, New Hampshire, and Vermont. Professor Harrold was delighted to have twenty-three young and eager volunteers to choose from, including a number of his first and second year anthropology students.

A colleague of Professor Harrold’s, Professor Albert Wilmarth had reasons of his own for trying to dissuade Harrold from undertaking this research project. Unable to relate his own horrific experiences in Vermont (as described in Lovecraft’s “*The Whisperer in Darkness*”), Wilmarth instead chose to discourage Harrold by questioning the value of this line of research. Unfortunately, this tactic proved to be a big mistake and only served to make the already stubborn anthropologist more determined to pursue his goal.

When Harrold was unexpectedly denied university funding for his research outing (primarily due to Wilmarth pulling strings behind the scenes) he was pleased to accept sponsorship money from Federated Oil and Chemical (FOC) with the aid of Professor Ashley Learmonth. Learmonth

needed ore samples from Vermont to assist him with research he was conducting for FOC, and he proposed sending some of his geology students out with the anthropology students. Using his connections with FOC, he got the company to foot the entire bill for the field trip, enabling both academic ventures to go ahead. FOC had been interested in the mining profits to be made from the New England hills and saw the sponsorship as a means to undertake a relatively cheap initial survey.

Harrold organized five groups of four students, with him heading up a sixth group of three students. He assigned specific areas for each group to visit during the summer break of 1929. The group assigned to one isolated area of Vermont departed on 26th June and was comprised of:

- Daphne Devine, anthropology student
- Boyd Patterson, history student
- Robert Blaine, science student
- John Jeffrey, geology student

John Jeffrey was the student sent by Professor Learmonth to collect ore samples, but instead of going out alone to look for ore samples Jeffrey decided to stay with the other students and falsify his reports when it was time to go home. This lack of work ethic was not due to laziness, but due to the fact that Jeffrey had quite simply fallen head-over-heels for Daphne Devine and couldn’t bear to be apart from her. The students, ably led by the brilliant Ms. Devine, compiled an impressive amount of factual and anecdotal data in a short period of time. During which, all three men of Devine’s group developed fond feelings for the beautiful and capable girl, but none fell more in love with her than Robert Blaine. The young lady, on the other hand, only liked Blaine as a friend.

Devine, an astute and open minded woman, saw patterns in the Vermont folklore. Coupled with the attitudes of many local residents, the patterns led her to draw some rather astonishing conclusions. These conclusions were, in part, confirmed in a brace of interviews with one Jethro Cratchett, a local who was very open to talking about the strange things happening in the hills near the town of Cobb’s Corners. Plied with illegal bathtub gin

by Blaine, and more than just a little taken with Devine's good looks, he told them all he knew. Cratchett's outlandish tales were, on the surface, the stories of a drunken man; yet Devine found a touch of authenticity within them. Devine would need more verifiable proof before she would put voice to her thoughts.

Subsequent interviews with other nearby residents only appeared to reinforce what Devine was beginning to believe: that she had discovered a consistent pattern of Native American belief and that an area of the nearby hills had been the haunt of supernatural creatures since a time pre dating the arrival of the white man. Furthermore, these beliefs were shared by the descendants of the white settlers even to the present day. Something real had to be at the root of such a long-lived legend, and the clever anthropology student was determined to find out what it was.

Upon returning to Arkham, Devine conducted more research on her own with the aid of the university's Orne Library. She presented her theory to the other students in her research group during a private meeting and proposed a return expedition to Cobb's Corners as part of another field trip. Her colleagues readily agreed. The group submitted a synopsis of their results to date to Professor Harrold and outlined what they hoped to achieve on their return visit to Vermont. Harrold was glad to see the students enjoying their work so much and was happy to approve their second outing.

All was going well until the night before the group was about to leave on their return trip to the Vermont hills. Blaine threw caution to the wind and proposed to Devine—she said no. Blaine left in a fury and tried to drown his sorrows with whisky. Later, upon returning to his off-campus apartment quite inebriated, he fell down a flight of stairs and broke his arm. Being unable to travel the following morning, Blaine was left behind as the other members of the group left on 13th August. It was shortly after that Devine and the others came to grief.

One of the male members of the group, Patterson was discovered at the foot of the Green Mountains, his body mangled by a long fall. Of Devine and Jeffrey there was no sign. When this climbing accident and double disappearance became evident, Blaine blamed himself and immediately traveled to join the search parties, even with his arm aching inside a fresh cast. The last campsite of the missing students was found at the foot of Broken Hill, but Devine and Jeffrey were never found.

Blaine spent the next few months brooding and sinking into black despair, during which time his family persuaded him to speak to a psychologist. Despite this intervention, Blaine stopped meeting with his doctor after only three sessions. He all but abandoned his academic studies for private research in the depths of the library. During this period he spent two weeks in New York where he purchased expensive volumes of occult lore to further his private research. Then, on the evening of 22nd January, Blaine returned to Vermont, stood at the foot of Broken Hill and chanted the words of a ritual he had found during his research. He was filled with a sense of achievement when an odd buzzing voice spoke to him and offered to tell him certain secrets. Blaine returned to Arkham far more knowledgeable but completely insane.

Secrets Revealed

Robert Blaine, Daphne Devine, Boyd Patterson, and John Jeffrey planned to return to Cobb's Corners to look for physical evidence supporting the local legends concerning horrible insect monsters from the sky that supposedly haunted the nearby mountains. Despite having to leave Blaine behind, Devine and her male colleagues succeeded only too well. In their search for evidence they fell afoul of the Fungi from Yuggoth—the mi-go.

Deeply disturbed by the implications of his would be lover's disappearance, Blaine applied his keen scientific mind to Devine's suspicions. He studied her notes and many diverse books looking for answers. As his search took him in pursuit of esoteric knowledge, he used his family's wealth to purchase rare arcane volumes. In these odd writings he discovered that others had written about insect demons, which uncannily resembled those described by the people of Cobb's Corners. He also found a ritual to summon the insect demons.

In accordance with the instructions, Blaine sought out an Earthly domain of the insect demons in which to perform his new found ritual. He chose the area where one of his friends had died. The mi-go, ever inquisitive, answered his call. Blaine pleaded with them for the return of his lost love and, surprisingly, the mi-go agreed. They would reunite him with Devine, who was still alive (well part of her, anyway). In return, the lovesick student would supply something the mi-go desired: humans from Miskatonic University. A deal was hastily struck. With his scientifically ordered worldview shaken to the core, Blaine was too far-gone to question the motives behind the agreement.

Blaine returned to Miskatonic University to fulfill his part of the bargain. He befriended Professor Harrold, who shared a common burden of guilt with Blaine over the loss of his star pupil, Daphne Devine, as well as the loss of both Patterson and Jeffrey. When the time was right, Blaine proposed another field trip, to which Harrold reluctantly agreed.

Motives of the Mi-go

In recent years a number of surveyors in the employ of Federated Oil and Chemical (FOC) have been working in the Vermont hills looking for mineral resources such as coal, oil, and gold. Some of these men have disappeared, taken by the mi-go, or have suffered terribly fatal accidents (caused by the mi-go). One surveyor, Victor Pasqualle, sent startling samples of a hitherto unknown ore back to FOC. The ore yielded an unusual metal of significant strength and electromagnetic properties—later named "Pasquallium" in the surveyor's honor. Unfortunately, Pasqualle mysteriously disappeared before returning with the exact location where the ore was found. Subsequently, FOC has been trying (unsuccessfully) to discover more of this ore in the hope of exploiting this valuable resource.

The ore is one of the rare minerals unique to Earth that the mi-go have come here to harvest. The ore is being used by the mi-go to fashion an enormous Dimensional Gate on the far side

of the Moon. If this Gate is completed, it will provide a massive permanent route for the mi-go to come and go as they please. What's more, the alien science behind the Gate's construction means that it will draw its power from the Earth, turning this planet into a blackened and charred lump of rock devoid of life.

Opportunities and Threats

FOC approached Professor Ashley Learmonth, an eminent metallurgist to assist in identifying the Pasquallium. Through this work, Learmonth has seen opportunities both for himself and for Miskatonic University. Learmonth was instrumental in obtaining sponsorship and places for his science students on the Vermont field trip. Learmonth also knows of the new impending expedition and has once again arranged for corporate sponsorship from the very helpful people at FOC.

The truth behind Pasquallium is that it was discovered in a long abandoned mi-go mine in Vermont. The abandoned mine is not particularly important to the mi-go, as they have mostly mined the hills dry. The problem is the abandoned mines are in Broken Hill close to Cobb's Corners. This old mine connects to a mi-go base beneath nearby Round Hill. The Fungi do not want their main outpost in the region discovered by meddling humans and will abandon it only as a last resort.

The mi-go want students from Miskatonic University so they can utilize them as agents (of a sort) to recover any pertinent evidence of Pasquallium from the University. It is their intent to remove the living brains from the members of the latest field trip and use their bodies as vessels for the brains of mi-go allies they already have in their possession. Agents so perfectly disguised are preferred since the mi-go do not wish to attract undue attention by actually visiting a large population center. Nor do the Fungi wish to make use of their few valuable (and fully whole) human allies in such a risky venture. Familiar students draw far less attention at the university than any outsider could hope to achieve.

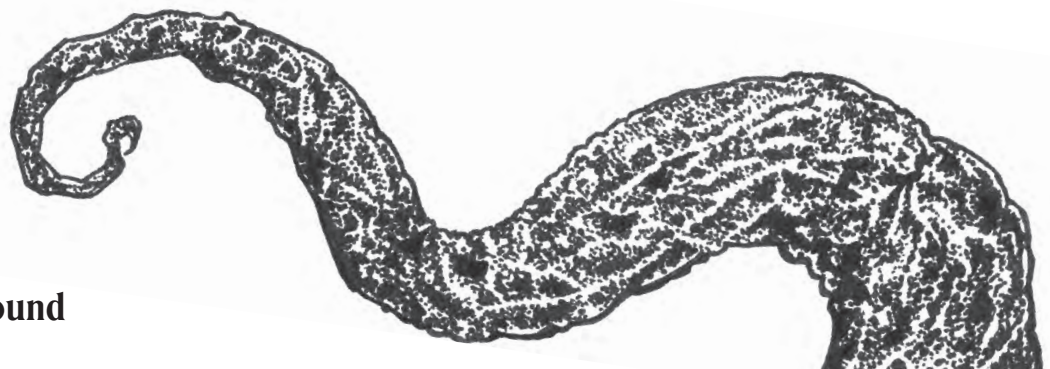
Once all the physical evidence has been recovered from Miskatonic University, the mi-go turn their attention toward FOC and its millionaire owner, Mr. Michael Abelard.

Federated Oil and Chemical (FOC)

A huge international company formed in 1908, FOC is involved in the exploitation of mineral resources including oil, coal, natural gas, and others. They also manufacture raw chemicals for industrial use. FOC has major facilities in Canada, Great Britain, Italy, and three in the United States, as well as smaller operations worldwide.

Michael Abelard is the founder and current president of the board. Horrendously wealthy in post crash America, he wields great financial and political clout, yet his personal life has been marred by tragedy after tragedy. His beautiful 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. Now confined to a wheelchair, he runs FOC with draconian vigor and retains the keen mind and ruthlessness of his youthful years.

Since the death of his son, Abelard has financed many surveys in geographically remote areas under the guise of expanding FOC's global power. The real purpose behind these surveys is his relentless pursuit of the mi-go themselves. Abelard blames his son's death on the mi-go and wants revenge. Thus, he pursues any and all possible mi-go sightings. He has only recently turned his attention towards the United States, having previously believed that remote ranges, such as the Andes and the Himalayas, offered the best chance of catching up with the alien creatures. In this respect, through Abelard, the investigators will be forced to face not only the mi-go, but also deep ones and a serial killer.



Pasquallium Ore

PROPERTIES OF PASQUALLIUM

Atomic Weight: 322.430532

Atomic Number: 124

Specific Gravity: 31.4 (making it about 1.6 times heavier than gold or uranium).

Color: exhibits pleochroism, as it appears to have two colors, these being green and black.

Luster: metallic to pitchy and dull.

Texture: in its raw state it has a very rough texture reminiscent of sandpaper. In addition, it possesses a greasy feel, even after it has been worked into other forms.

Transparency: crystals are opaque.

Crystal System: isometric, 6/m bar 4 3/m

Crystal Habit: large botryoidal, dark, lamellar reniform aggregates. Defined octahedral and cubic crystals are few.

Cleavage: rare in any direction due to the overall brittleness involved.

Hardness: on the Mohs scale of hardness it would rate greater than ten for its resistance to scratching—harder than diamond. (In the 1930's, nothing known to man can scratch it.)

Malleability: the Brinell test is useless for determining its overall toughness as there currently isn't a hard enough metal to make an impression in it.

Reactivity: it is unaffected by extremes of air, moisture, acids, or solvents. When exposed to detonation however, it undergoes a rapid chemical change followed by an explosive reaction.

Associated Minerals: none.

Melting Point: 8420° F (compared to the current record holder Tungsten, which melts at around 6170° F).

Other Characteristics: non radioactive; very brittle, once its threshold for stress has been reached it shatters instead of bending.

Notable Occurrences: Broken Hill, Vermont. Speculation exists for deposits in the Andes, Appalachia, the Himalayas, and possibly regions deep beneath the Earth's crust.

Best Field Indicators: color, luster, texture.

As far as FOC is concerned, the ore has one truly astounding property: it acts as a superconductor at room temperature, meaning zero electrical resistance at 77°F (currently an unheard of property in a metal). As a superconductor it also exhibits diamagnetism (it's repelled by magnetic fields). The applications for such an element are legion: it could be of great use in armament and armor, for conducting electricity, for making trains that travel above magnetized rails, for making metals that don't rust, and so on.

Of far more interest to the mi go is the amazing potential this metal yields when used in Gate configuration. With this material manufactured into certain shapes and angles, two realities can be anchored to each other, so that they co-exist in the same space, allowing instant transport from one place to another without the usual cost in magic points. The only drawback is that the ore is a finite resource and it costs a dreadful amount of POW to energize a small piece. The ore is also difficult to find; the mi-go have some difficulty locating it with their machines. Mostly the ore can only be found in small, sparsely scattered quantities.

Campaign Considerations

Creating and Involving

Investigators

The investigators should ideally be students or post-graduate students at Miskatonic University. Miskatonic's academic body comprises the following departments:

- Administration
- College of Languages, Literature, and the Arts
- College of Sciences
- College of Medicine
- College of Law and Business

For *A Time To Harvest*, the investigators should be drawn from either the College of Languages, Literature, and Arts, or from the College of Sciences; however, it is not beyond the bounds of possibility that housemates or friends studying medicine or law might be drawn into the campaign in the opening stages, or be called upon to become replacement investigators perhaps later on. The two colleges consist of the following schools; investigators could belong to any of these, although particular focus should be given to Human Conduct (Anthropology), Rhetoric (English), Applied Sciences (Metallurgy), and Natural Sciences (Geology).

- The College of Language, Literature, and the Arts houses five schools: Antiquities (Classics, Archaeology), Arts (Fine, Music), Human Conduct (Anthropology, Geography, History), Rhetoric (Classical and Modern Languages, English), and Natural and Revealed Religion (Philosophy, Religion).
- The College of Sciences houses four schools: Applied Sciences (Engineering, Metallurgy), Natural Sciences (Biology, Geology), Physical Sciences (Chemistry, Physics), and Mathematics.

Of the investigators connected with Miskatonic University, at least one or more of them should have had a relationship with John Jeffrey, one of the missing students who took part in the first visit to Cobb's Corners. Jeffrey was studying geology, so the relationship may have been academic, social, a friendship, or possibly a failed romance. More on Jeffrey can be found in the **Recent History** section of this chapter (page 5), as well as in **Chapter 4: Episode One**. Likewise, another investigator might

have a backstory connection with Boyd Patterson (whose body was discovered at the foot of the Green Mountains), providing additional motivation and a desire to find out just how Patterson fell to his death.

Another possibility has one or more investigators being representatives (possibly support staff) of Federated Oil and Chemical, who could be accompanying the science students in their survey.

Regardless of qualifications and affiliations, the investigators should not have any prior knowledge of the mi-go.

If integrating *A Time For Harvest* into an ongoing campaign there are a number of options available to the Keeper:

- Professor Learmonth has a personal stake in the scientific aspects of the field trip and arranges for one or more ex-students to be invited to join the expedition.
- Professor Harrold has some misgivings about the field trip (given the disastrous previous venture), although not enough to warrant its cancellation (especially with Blaine's coercion). As he cannot be away from his pressing university work, he arranges for some of his acquaintances to accompany the students to ensure their safety.
- Michael Abelard of Federated Oil and Chemical hires suitably qualified investigators to supplement the personnel involved in the survey. In this case, Abelard is looking for objective reports on the field trip and its discoveries.

As the campaign progresses it is likely that one or more of the investigators will depart the game due to insanity or death. Any of the options above could be used to bring in a replacement character. In most cases, a student friend or concerned university staff member might be the most realistic replacement investigator; however, other locations in the campaign present different opportunities, such as someone the investigators meet in Vermont or an FOC technician. Be aware of the various non-player characters (NPCs) and whether their interaction with the investigators could be the spur to rally them into becoming a fully-fledged replacement player character.

A Different Era?

While the nominal date for this story is 1930, the actual year is of little importance and this campaign would work equally well if presented in the 1890's, or even the Modern era. The Keeper would only need to adapt the various dates, as well as the names of some unique characters from the Miskatonic University of the 1930s—two characters in particular would definitely need to be renamed if the Keeper wishes to mesh the story closely with Lovecraft's stories: Professor Albert N. Wilmarth and Dr. Henry Armitage. (See "*The Whisperer in Darkness*" and "*The Dunwich Horror*"; both predominantly set in 1928.)

The Passage of Time

The amount of game time that elapses during play is fairly elastic. The first episode of *A Time to Harvest* begins during a summer break at Miskatonic University and is intended to last five days, but it could be stretched out to last a week or two. The second episode has the investigators returning to school and attempting to figure out what is going on while still attending classes and maintaining some semblance of a normal life; this could last a month or longer or just a few weeks. The third episode might stretch from a couple of weeks to a month as things come together as there is a possible sidetrack investigation. The next two episodes happen in a relatively short amount of time, a couple of days at most, as things begin to heat up and the threat of death (or worse) increases for the investigators. The final episode takes the investigators to a bold new frontier where things are likely to move swiftly and end quickly.

Overall, the players should have enough time to conduct their investigations without allowing them to dawdle too long and for the action to become stale. When necessary, drive the story forward and revitalize player engagement through dramatic events, horrific realizations, and appropriate clues. Try to maintain a steady pace, leaving some time for players to gather their thoughts, while also building to dramatic climaxes where quick thinking is a necessity.

Pre-Campaign Set Up

Episode One of the campaign starts with the investigators arriving in Vermont to undertake field research—they do not return to Miskatonic University until Episode Two. This set up places the investigators straight into the plot and an unfamiliar setting; however, some Keepers might prefer to begin the campaign more gently by running a pre-campaign scene or two.

Running a pre-campaign scene allows the players to visualize their investigators' lives before the madness and drama of the plot takes hold, helping the players to establish their characters. Playing through some scenes of normal university life for the investigators helps to establish the Miskatonic setting as “home” and “safe”—concepts that will become twisted and warped through the events of Episode Two.

In running pre-campaign scenes, go around the players one at a time and ask them to describe a typical day for them at Miskatonic University. What lecture did they attend? Did they have a seminar with a professor? Were they cramming in the library? Are they a member of any of the student societies? Did any of the investigators get together at any point? What did they do? And so on. Asking one or two open questions with each player hopefully gives them a spur and direction to talk about.

Going around the table, the players build a collective framework for the university. If everyone is enjoying the scene setting, roleplaying through a few scenes involving one or more

of the investigators might be fun. Ensure that everyone gets an opportunity to share the limelight, and keep the scenes brief. Some scenes could relate or highlight differing investigator backstories.

The Keeper might find it useful to jot down a few notes for use later in the campaign. Things to note could include: names of professors, names of non-player character friends, roommates, and the like. Store such information away until needed—the game becomes much more immersive when the Keeper is able to use setting material invented by the players in the game.

Alien Science And Technology

While the mi-go's motives are described earlier in this chapter, their technology and science is explained here and acts as a resource to be drawn upon by the Keeper as needed. In addition, here are examples of six different types of mi-go the investigators may encounter during the campaign.

About the Mi-Go

The Fungi from Yuggoth are an interstellar race with a main colony in our solar system on Yuggoth (what we know as Pluto). The mi-go are poly-dimensional sentient fungi. They communicate with one another using telepathy and by changing the colors of their brain-like heads. With the proper surgery, they can communicate with humans by producing a buzzing, insect-like voice. They are able to fly through the interstellar aether on their great wings, though Earth's atmosphere makes their flying maneuverability clumsy at best.

Masters of science and bioengineering, the mi-go surgically adapt their bodies to suit differing environments or roles. In all cases, due to their poly-dimensional nature, they cannot normally be captured by human photography. After death, a mi-go dissolves into a puddle of yellowish-green goo in minutes to hours depending on the environment and circumstances of death.

The aliens have mining colonies in the mountains of Earth where they hunt for rare ores found only on this planet. Unable to eat terrene food, the mi-go must import theirs from other worlds.

The mi-go worship both Nyarlathotep and Shub-Niggurath, and possibly others. They hire or compel human agents to simplify and front their operations on Earth and, consequently, establish new or commandeer existing cults as needed to suit their purposes.

Tools of the Mi-Go

One of the major differences between humanity and the mi-go, other than the mi-go being an amalgam of fungus and other organic matter, is how far advanced their technology is compared to ours. Here are items of key Fungi technology investigators are likely to come across in *A Time to Harvest*.

Amnesia Enzyme

This colorless, near invisible liquid can cause any human who ingests it to suffer total amnesia so severe that the victim remembers nothing of their personal life, not even their native language. Both voluntary and involuntary muscle control remains, but that is about it. This would seem like an ideal tool for the mi-go in their harvesting of human brains, but because of some major drawbacks to the enzyme, the Fungi only use it when they wish to sow panic in a human populace.

After the enzyme is consumed it takes five hours before it begins to work. Once it starts, it acts quickly but its effects are short-lived. In about two hours, the victim returns to normal and usually regains all memory. Furthermore, any events that happened during the two-hour span of amnesia are also remembered. As if the enzyme's slow onset time was not a big enough strike against it, it has a nasty side effect of sometimes causing permanent brain damage. Naturally, this is the last thing the mi-go want to do if they are trying to preserve someone's brain. To see if a person afflicted by this fluid suffers brain damage, a CON roll is required: if failed, subtract the investigator's CON from the dice roll, the result is then subtracted from the investigators INT characteristic. For example, the investigator has INT 70 and CON 60, but fails the CON roll with a dice result of 80. Subtracting 60 from 80 leaves 20. Thus, the investigator's INT now falls to 50 (70 minus 20 equals 50). Should INT reach zero, the investigator suffers from incurable catatonia.

Anti-Bacteriological Mistlers

These devices are placed in all entrance and exit points of rooms the Fungi wish to keep biologically sterile. The mister consists of a non-toxic, opaque green fog that flows from micro-ducts at one end of an opening into vents at the other. This fast moving mist disinfects anyone moving through it by killing any prokaryotes (viruses and bacteria), yet has no effect on eukaryotes (animals, fungi, and green plants).

Anyone who breathes in this vapor suffers intestinal cramps as the symbiotic bacteria living in their intestines are killed off. Anyone affected must make a Hard CON roll: if failed, they suffer increased difficulty to physical actions (increase difficulty level by one step or apply a penalty die) for 1D6+3 hours as they suffer what amounts to "Montezuma's Revenge." Otherwise, apart from stomach ache, they suffer no further penalty.

Arterial Contraction Cream

This is a sticky paste the mi-go devised as both a local anesthetic and a means to reduce blood loss while performing surgery on Earth's life forms. This whitish goo is rapidly absorbed through the skin, causing veins or arteries to temporarily contract and push blood away from the affected area while it shuts down the axons (transmitters) and dendrites (receivers) in the nerves of the area of application.

When extracting brains, the mi-go typically apply this substance at the top of the skull and work their way down to just above the ears. They use a sonic emitter (see page 13) to remove the top of the skull and then remove the gray matter for placement in a cylinder. If they intend to replace the brain with that of one of their agents, they simply place the agent's brain in its new home, make the necessary connections, and use a healing dispenser (see page 12) to seal the head, leaving no scars. In a pinch, the mi-go can accomplish this task in just over ten minutes.

The cream has also been found to be very effective in the hands of mi-go agents assassinating or rendering unconscious people who have sparked the interest of their alien masters. On seeing a target, the agent scoops the cream onto some gloved fingers and rubs this on the left side of the target's neck—where the aortic artery is located. Depending on the dose, the duration of the stoppage of blood to the brain either causes the victim to fall unconscious or dead.

Bio-Armor

In dangerous situations, mi-go typically don these webs of semi-luminous green slime. The harnesses provide 8-point armor against blows, flames, electricity, etc., but do not protect against impaling attacks.

These bio-webs may be worn by humans, but they cause a point of damage each time they are taken off as they rip away hair and flesh. A web slowly degrades because humans do not excrete the proper nutrient solutions to care for it. Each time it is worn by a human, a web of armor decreases in protection by one point and provokes a **Sanity** roll (0/1D3 loss).

Brain Cylinder

These shiny cylinders are used to preserve extracted brains. Lovecraft described them as, "a foot high and somewhat less in diameter, with three curious sockets set in an isosceles triangle over the front convex surface." Each cylinder is filled with a nutrient solution for sustaining the brain within, and the inner surface of each cylinder is lined with a complex array of sensory filaments that detect electrical activity within the captive brain, interpret it, and channel neural impulses to a complex micro-computer behind the sockets, which in turn sends impulses through the sockets into connected machines, or funnels input from those machines back to the brain via a

network of electrodes which directly stimulates the neurons in specific centers of the brain within.

Three accessory machines—a tall rig with twin lenses mounted on the front, a box with vacuum tubes and a sounding board, and a small box with a silver disk on top—comprise the mi-go sensing apparatus. These machines, when connected to the proper sockets (a **INT** or **Mechanical Repair** roll allows an investigator to deduce what goes where), provide the brain with the faculties of speech, sight, and hearing. The mi-go, not possessed of human senses, have done their best but only in approximation. All visual input is grainy, of low general resolution, and the audio is flat, like that of a monaural phonograph. Speech, with all its nuances of inflection and emotion, is utterly lost on the Fungi. The speech machine talks with a mechanical, monotone voice, devoid of emotion. When the sensory machines are disconnected or deactivated, the encased brain falls into a semi-insane sleep state filled with strange dreams and hallucinations. Every month a human brain is enclosed within a cylinder, the brain must make an **INT** roll. If successful, the brain remembers it is stuck inside a tin can and loses 1D3 Sanity points.

Most of the cylinders the investigators find in the mi-go base during Episode Four have three cables attached to their sensory sockets. These cables connect the brain to all the other brains in the base, where a mi-go computer regulates their thoughts into something like a chat room on our Internet. This organic computer is capable of creating virtual simulations of all the places in the universe the mi-go have been. The simulations are quite realistic and allow the brains to explore planets on which they would normally be unable to survive and observe creatures that are usually quite hostile. Often, groups of brains journey together and share incredible adventures on these alien worlds.

Disc Books

These are a series of five-sided discs engraved with strange symbols on their edges. They are stacked on a rod and read by turning the discs so that they line up correctly. Without knowing the mi-go language, the discs are worthless unless many years are spent studying them. If such an endeavor is undertaken, two to five years of constant work grants the researcher the skill **Language (Written Mi-Go)** at 20% + 1D10%. Even with this basic understanding of the mi-go language, a successful **Science (Mathematics)** roll is required to correctly line up the discs. Anyone fluent with the mi-go's language (50% or better) can read the discs without needing to succeed with the **Mathematics** roll.

Earthquake Mining Machine

A massive cube, twenty feet on a side. The machine is hollow, each wall being roughly one foot thick. The exterior sides are covered with small convex windows of a cloudy, glass like substance, spaced irregularly. The bottom is lined with anti-gravity nodes which cause it to hover about two inches off

the ground (once turned on). When the device is activated it can be adjusted to pull a deeply buried stratum up through intervening layers of rock. This is due to an immensely powerful device built into the inner walls which simultaneously sends out a sonic wave that pulverizes and loosens rock and dirt while also attracting desired objects on a molecular level. If the mi-go knew the molecular composition of a Chthonian they could lock onto it with this machine and it would appear to swim through the intervening layers of rock and dirt as it was dragged into the device. The machine can reach down four to five miles, and can affect an area up to five cubic miles in area at a time. The raw ore is then stored within the machine until it is filled, then the machine is moved to an area designed for smelting the raw ore.

The machine has the unfortunate side effect of causing earthquakes when it is used. The size and depth of the area affected are directly correlated to the magnitude of the earthquake. Also, deep holes are often formed as the dirt sinks to fill in the gaps made by the missing ore. For this reason mi-go tend to use such machines only in largely uninhabited areas, to avoid detection. A human unfamiliar with the mi-go technology would unlikely be able to use the earthquake mining machine, except perhaps accidentally.

Electric Gun

This weapon looks like a warty, doorknob-sized lump of black metal, covered in tiny wires. Mi-go fire this weapon by clutching it tightly and changing the electrical resistance of the lump. When activated, the weapon fires a bluish bolt of sparks, causing 1D10 points of damage to the target. When it hits, the electric jolt acts like a Taser, causing violent muscle spasms that immobilize the victim for a number of rounds equal to the damage inflicted. The target must make a **CON** roll or fall unconscious for 1D6 rounds—if the roll is fumbled the target suffers cardiac arrest and dies, unless immediate medical intervention is received. Mi-go take normal rolled damage (surface burns to the carapace) from these weapons, but do not have electrical nervous systems and are immune to the other possible effects of damage from the electrical charges.

To be able to fire this alien weapon humans must realign the wires on the electric gun, a feat requiring a **Hard Electrical Repair** roll. So jury-rigged for human use, the weapon fires uncertainly. Roll 1D6 when attempting to fire: the weapon fires only on a result of 1–2. The base chance for a human attacking with the **Firearms (Electric Gun)** skill is 10%. Each gun is good for ten shots before needing recharging in a mi-go facility.

Healing Dispenser

This tool is in actuality a wingless, legless, baby mi-go, surgically engineered to provide a quick, scarless, post-op suture. The dispenser is small, about six inches in length. All excess brain matter (meaning any not needed to keep it alive and do its job)

has been removed. The grotesquely pinkish body tends to bloat in-between uses. Squeezing the creature about the middle causes it to secrete an enzyme enriched with organic fungal “nanites” capable of near instantaneous healing. For instance, in your “normal” brain swap operation, this creature would be used to reconnect the nerve endings, fuse the skull back into place, then close and stitch the skin around it. The microscopic fungi burn themselves out as they heal the wound and are passed harmlessly through the body, eventually being excreted with the other waste products. These creatures are good for four uses per twenty-four hours, but they are ravenously hungry and die within five days without the mi-go’s strange other-dimensional food.

Application of the creature to an investigator’s wound heals 1D6 hit points. Sanity loss for using this creature is 0/1D2.

Living Masks

Since their encounter with Professor Albert Wilmarth (detailed in Lovecraft’s “*The Whisperer in Darkness*”), the mi-go have advanced their method of using human faces to masquerade as others. When Wilmarth first encountered Henry Akeley, the mi-go masquerading as him wore the man’s skin flensed from the skull, scalp and all. Their masks are now far less crude, although still skinned from their victims’ skulls. When removed from a (hopefully) dead victim, the fleshy insides are coated with the harvested brain matter of an infant mi-go. A sealant is then applied, sprayed across the inside of the flesh. This living mask now functions and appears like a regular human face; the mi-go controlling the facial movements through a telepathic connection via the brain matter embedded in the mask. The wearer is limited however. As mi-go are unable to comprehend human emotions, any attempt to express laughter or other feelings will appear strange in the extreme.

Should they wish, a human can wear such a mask to masquerade as another person, but, without the telepathic abilities of the mi-go, it will be little more than a slack, pallid mockery of a face. The mask degrades over time and eventually rots away after being used five times—unless immersed in special life-sustaining chemicals. Sanity loss to use one of these masks is 0/1D4.

Mist Projector

A cluster of twisted metal tubes about three feet long which project a cone of icy mist in a fat cloud about ten feet across. The mist looks like thick white fog, and is intensely cold. The mist does 1D10 points of damage per round of exposure, less one point if the targets are dressed in warm clothing, or three points for thick, arctic clothing. Hiding inside a car affords four points of protection, but the mist freezes automobile engines, running or not, and they will not start or restart until they have warmed. The weapon’s projection can be sustained—mi-go generally mist over a target for several rounds, ensuring the death of unprotected humans.

Because the mist travels much more slowly than a bullet, investigators who have seen mist projectors in action and who have freedom of movement (i.e. they are not caught in an enclosed space), can dodge the slow-moving mist streams with a successful DEX roll.

An investigator can figure out how to use this weapon with a successful INT roll. The base chance for use is 25%. The weapons carry enough charge for twenty shots, each potentially lasting an entire combat round.

Sonic Emitter

This device is a multi-functional tool the mi-go use during their many surgeries. The sonic emitter is roughly ten inches long with a two-inch diameter shaft, the upper three inches of which are bent at a 45-degree angle. This bent portion sprouts three small, motorized parabolic disks, which generate and focus the sonic waves produced by the tool. On its tightest setting, the disks face inward, creating a cutting tool of silent vibration. This invisible blade is about three inches long and is useful for cutting through flesh and bone during surgery. Alternately, when the disks are facing away from one another, the sound waves are used to push liquids and matter around for cleaning purposes; this effect fans out from the disks in a vibratory cone about nine feet in diameter and eight feet in length at its furthest point.

If used as a weapon, the sonic blade inflicts 1D4 points of damage (no damage bonus). The aspect of the emitter used for cleaning may, at the Keeper’s discretion, cause humans to become disoriented and nauseous as the sound waves play havoc with their inner ears (increase difficulty of skill rolls or apply penalty die). The sonic emitter requires understanding and fine manipulation; in the hands of a human it has a 25% chance of blowing up per use, causing 1D6 points of damage to the person holding it and 1D2 to everyone within ten feet from shrapnel.

Spore Gun

This mi-go weapon was initially created to help in the task of harvesting brains from unwilling donors. The gun is actually a living organism, albeit a mindless one, grown in their laboratories. Like the mi-go, it is fungoid based and is a direct result of tampering with their own physiology. The weapon is roughly nine inches long and can easily be held in one hand or nipper. It is egg-shaped with five thin, tube-like structures sprouting from the thinner end. These five tubes coil around each other and point forward, forming the barrel for the gun. It has a sickly pinkish-green color and the whole weapon pulsates and squirms when touched.

The gun fires a high pressure stream of spores that, once inhaled, cause a human brain to partially shut down—placing the target in a deep, coma-like sleep for 2D6 hours. This effect can be countered if the target succeeds in a Hard CON roll:

they remain conscious but are stunned for 1D6 rounds (DEX is effectively halved: apply increased difficulty to skill rolls or a penalty die). Each spore gun has 3D4 charges, which cannot be replaced; when the weapon is empty it withers and dies.

This weapon does have some weaknesses. First, it is only reliable at short range. The high-pressured spore jet can only reach up to 10 yards and still be fully effective (beyond this the gun's effects are negated). The range and potency of the spores are further reduced by the amount of moisture in the air. If it is raining and the gun is used outside, it has an effective range of 5 yards (this effect can be modified by the Keeper as they see fit to reflect anything from a slight drizzle to a major downpour—which should render the gun useless). Finally, this weapon was specifically designed to affect human brains and cannot be used on any other creature.

An investigator can learn to use this weapon if a combined INT and Science (Biology) roll is made. The base chance to use this weapon is 20%. The mi-go spore gun is so hideous to human touch that it provokes a Sanity roll (0/1D3 loss) when handled for the first time. Also, as humans don't know how to properly care for this alien life form, it loses a charge per week until dead.

Weird Science

The mi-go's incredible weapons and gadgets spring from alien minds ever questing for knowledge. As a race, they follow many fields of inquiry that, for the average human mind, would fall somewhere into the no-man's land between what we consider science and magic. Some aspects of Fungi science that play a part in *A Time For Harvest*, are described below.

Dimensional Tampering

The Fungi from Yuggoth do not come from Yuggoth originally. Yuggoth (or Pluto as humans call it) is their largest outpost in this solar system. It is possible they have stretched from one end of our universe to the other. If so, and they want to get from one colony to another, they may have many thousands of light-years to cover. Mi-go can fly safely through space with their great, membranous wings, which they do for short trips, but this is costly in terms of both effort and time. Thus, the mi-go began studying cross-dimensional teleportation.

The mi-go created Gates that could take them from one part of the cosmos to another in an instant. In the simplest terms possible, a Gate manipulates dimensional fields and punches a "hole" through the fabric of space-time, allowing two locations to occupy the same area at the same time. Travel in such a fashion is near instantaneous and requires no more physical exertion than it would take to step from one room to another. The mental effects of Gate use are another story.

As mi-go are different from humans, they suffer no ill effects from the use of their Gates (aside from distance-dependent magic point loss). For humans, each trip through

a Gate costs a variable amount of magic points (dependent on the distance traveled) and 1 Sanity point.

Here are three possibilities that could occur when a human tries to use a Gate without having enough magic points to activate it—there is no need to pick and keep only one possible outcome—Gate magic is strange and can effect people differently at different times.

1. The Gate simply doesn't work, and the investigator is knocked unconscious as their remaining magic points are drained from them.
2. The investigator's magic points are depleted and the remaining points taken directly from hit points (causing wounds to open in the flesh, blood to pour from eyes, and so forth), allowing the investigator to travel through the Gate. This option is in line with the combination of magic point and hit point depletion as described in the *Call of Cthulhu Rulebook*.
3. The investigator travels through the Gate but is drained of all magic points and permanently loses 5 POW. On arrival, the investigator is unconscious for 1D6 rounds.

Gates, their destinations, and corresponding magic point costs are covered in Episode Four.

Mental Meddling

The mi-go's fascination with human brains is not just limited to their habit of scooping them out of people and storing them away in cylinders. It has long been hinted at in such arcane tomes as the *Necronomicon* and the even more ancient *Book of Dzyan* that the Fungi from Yuggoth have been altering human evolution for countless aeons for their own diabolical purposes.

The ageless humans from the underground, blue-lit city of K'n-Yan have long claimed that only their lineage has remained pure and thus unhampered by the Space Devils' taint that has affected all other surface dwellers. It is their belief that after the mi-go came to Earth the aliens began to surgically experiment with the brains of our primitive ancestors. The result was a blocking or limiting of humanity's natural capacity for psychic powers.

If the mi-go were able to engineer a block to the human brain's abilities they could, in theory, also undo their handiwork. In reality, this process of opening up the human brain takes many years to complete and requires many lengthy operations; the human mind can only be reacquainted with its full potential slowly or else it literally overloads and causes severe brain damage. Because it is such a time-consuming task, the Fungi only perform such procedures on the brains of their most competent and loyal human agents: those few who are trusted to further the ambitions of the mi-go. One such brain is Lawrence Jarvis, a long-lived agent that the investigators will first bump into in Episode Two.

Physiological Tinkering

During the campaign the investigators are likely to catch a glimpse of, but hopefully avoid too much direct contact with, a variety of mi-go not discussed in the *Call of Cthulhu Rulebook*. Masters of bioengineering, the mi-go adapt themselves according to the task, adding, transforming, or deleting parts as necessary. The winged mi-go that kidnapped an inquisitive farmer tonight could very well be a wingless scientist tomorrow. The Fungi have taken this pragmatic philosophy to the next level. With the proper application of chemicals and surgery, they can alter their own genetic makeup to produce many of the tools they require. Examples of this are seen in the spore gun, the organic computer, and the mi-go librarian (both of the latter are seen in Episode Four), and their bio-armor. In more human terms, imagine having a baby, but as soon it's born you tinker with its genetic make-up and turn it into a desk lamp because your old one broke. To the mi-go's alien mentality, they are their own most easily obtained, renewable resource.

Mi-go are physically altered to suit the needs of the colony. Those acting as soldiers would be faster and tougher than scientists who would probably be wingless and have a larger head due to genetically increased intellect. Workers would be hardy and strong but not necessarily designed for combat, while the mi-go that spies on humanity or contacts human agents would be wingless, have fewer arms, and be adapted for a slightly more humanoid shape to help in avoiding detection. Any variant is conceivable and it would be beyond the scope of this book to try to document all the combinations possible to a race with the regenerative nature, scientific prowess, and lack of individual identity which the mi-go possess. Thus, the Keeper should feel free to be creative.

Adapted Variations

As described in **Physiological Tinkering**, the mi-go are experts at adapting their physiology to perform different tasks. For the purpose of this campaign, the four most common varieties of mi-go an investigator is likely to encounter are detailed here, as well as two other variations, the mi-go computer and librarian. In addition, statistics are given for mi-go engineered human clone bodies that are used to house the brains of trusted human agents.

Note: the mi-go encountered in Episode One are standard examples of their race—see following.

Common Abilities

All mi-go (except the computer and librarian) have the following special powers unless otherwise noted.

Hypnosis: by introducing ultra-high and ultra-low frequency tones into its buzzing, the mi-go can put one or many humans

listening to it into a trance state. Those within forty-feet of a buzzing mi-go must succeed in an opposed POW roll or become incapable of action.

Telepathy: mi-go can speak telepathically to humans, costing 1 magic point per 5 rounds. A human can resist the communication by winning an opposed POW roll.

Void Light: creates a sink from which photons will not emerge. The mi-go must spend 1 magic point for every cubic yard of blackness desired. No light can escape the affected area, making a useful visual protection for these fragile aliens. The darkness may be like a sheet or a spherical volume.

MI-GO, STANDARD

A typical example, with only basic modification for habitation and activity on Earth.

<i>Char.</i>	<i>Rolls</i>	<i>Averages</i>
STR	3D6 x5	50
CON	3D6 x5	50
SIZ	3D6 x5	50
DEX	4D6 x5	70
INT	2D6+6 x5	65
POW	2D6+6 x5	65

HP: 10

Average Damage Bonus: none.

Average Build: 0

Average Magic Points: 13

Move: 7 / 13 flying

Attacks per round: 2 claws or 1 grab/hold, or 1 weapon.

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

Fighting 45% (22/9), 1D6 + DB

Seize (mnvr) seize victim (of their build or smaller)
and carry them into the sky

Dodge 35% (17/7)

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

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

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

MI-GO SOLDIER

These are the "Special Forces" of the mi-go. Designed to be fast, killing machines they were used against the Elder Things and Cthulhu Spawn during the wars fought over this planet in times past. The addition of glands which produce an adrenalin-

like substance, large, lobster-like front claws, and a hardened carapace, as well as superior combat training, make these mi-go truly devastating in combat. The wings of these aliens are far more maneuverable in our atmosphere than their lesser kin.

<i>Char.</i>	<i>Rolls</i>	<i>Averages</i>
STR	4D6+6 x5	100
CON	4D6+6 x5	100
SIZ	3D6+6 x5	80
DEX	3D6+6 x5	85
INT	2D6+6 x5	65
POW	2D6+6 x5	65

HP: 18

DB: +1D6

Build: 2

Move: 9/11 flying

Attacks per round: 2 claws or 1 grab/hold, or 1 weapon.

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

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

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

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

MI-GO SCIENTIST

Mi-go scientists are easily distinguished from their brethren by the size of their heads, these being roughly twice that of typical mi-go. Whatever foul substance the mi-go use for brain matter is slowly injected into their head, its alien composition adhering to the present matter and adding expanded computational abilities to those already present. The regenerative properties of the mi-go allow it to slowly expand its brain casing as the brain matter is fed into it, or it would burst like an overripe pumpkin.

The duties of the mi-go scientist include the design of new technology and the interrogation of captive brains. These mi-go are most often found wingless and with only 4 to 6 limbs.

<i>Char.</i>	<i>Rolls</i>	<i>Averages</i>
STR	3D6 x5	55
CON	3D6 x5	55
SIZ	3D6 x5	55
DEX	3D6 x5	55
INT	5D6+6 x5	110
POW	2D6+6 x5	65

HP: 11

DB: 0

Build: 0

Move: 7

Attacks per round: 2 claws or 1 weapon

Fighting	30% (15/6), damage 1D6 + DB
Spore gun	30% (15/6), damage (see Spore Gun)
Electric gun	25% (12/5), damage 1D10 + special (see Electric Gun)
Mist Projector	30% (15/6), damage 1D10 per round (see Mist Projector)
Dodge	30% (15/6)

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

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

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

MI-GO SPY

In order to pass casual scrutiny in human society the spy has its wings and some of its limbs removed; its ellipsoid head is reduced in size, given a narrower shape that no longer changes color, and the tendrils are removed. Claws are removed and replaced by vat grown human-like hands and feet. The vocal chords are then surgically enhanced to better approximate human speech. The spies usually wear specially constructed headgear (as described in *Living Masks*, page 13).

Dressed in several layers of clothing (used to disguise the unusual outline of their bodies) and with organic-looking eyes fitted into their mask's eye sockets, it requires a successful **Spot Hidden** roll to notice that this person's eyes don't blink and his or her lips don't always move when speaking. Another sure giveaway is that, since mi-go "breathe" through their carapace, a spy may forget to pause for breath when it speaks, thus rambling on long past the point when a human would have stopped for air. Many spies have had their telepathic abilities boosted so they can more easily probe the minds of humans.

<i>Char.</i>	<i>Rolls</i>	<i>Averages</i>
STR	3D6 x5	55
CON	3D6 x5	55
SIZ	3D6 x5	55
DEX	3D6 x5	55
INT	2D6+6 x5	65
POW	2D6+6 x5	65

HP: 11
DB: 0
Build: 0
Move: 7

Attacks per round: 2 claws or 1 weapon

Fighting 30% (15/6), damage 1D6 + DB
 Spore gun 30% (15/6), damage (see Spore Gun)
 Electric gun 25% (12/5), damage 1D10 + special
 (see Electric Gun)
 Mist Projector 30% (15/6), damage 1D10 per round
 (see Mist Projector)
 Dodge 50% (25/10)

Special: Each has a 20% of having mi-go telepathy (see box, nearby).

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

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

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

MI-GO WORKER

The mi-go worker has been modified to perform such physically demanding jobs as the creation or expansion of bases, mining, and a host of more menial jobs calling for the application of brute force. To this end, the mi-go worker is hardier, stronger, and a great deal larger than a typical mi-go. Also, its carapace has been hardened to resist damage from falling rocks and its wings are normally removed.

<i>Char.</i>	<i>Rolls</i>	<i>Averages</i>
STR	3D6+6 x5	80
CON	3D6+6 x5	80
SIZ	3D6+6 x5	80
DEX	3D6 x5	55
INT	2D6+6 x5	65
POW	2D6+6 x5	65

HP: 16
DB: +1D4
Build: 1
Move: 7

Attacks per round: 2 claws or 1 weapon

Fighting 30% (15/6), damage 1D6 + DB
 Spore gun 30% (15/6), damage (see Spore Gun)
 Electric gun 25% (12/5), damage 1D10 + special
 (see Electric Gun)
 Mist Projector 30% (15/6), damage 1D10 per round
 (see Mist Projector)
 Dodge 30% (15/6)

Regenerative Properties

Much like the deep ones, the mi-go are possessed of long, if not immortal, lives. In the Fungi's case this is due to a regenerative nature powerful enough to regrow limbs and organs over time. This process is slow and can take weeks or months, depending on the extent of damage and complexity of the limb, so the mi-go have found it more efficient to simply replace lost limbs and organs with vat grown copies. In game terms, they regenerate one hit point per hour. Those trying to track a wounded mi-go will be in for a disappointment, by the time it's ten feet away, the "blood trail" has already stopped.

Once reduced to zero hit points even the mi-go's self-healing properties cannot stop the critical failure of their internal organs, and they quickly dissolve into a puddle of slime.

Armor: 2-point; extra-terrene body causes all impaling weapons to do minimum possible damage.

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

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

MI-GO COMPUTER

Fully twenty feet in circumference, this mi-go appears to be little more than a head sparsely covered with tendrils, the rest of its body dangles behind it—an atrophied husk. This is a mi-go re-engineered to be a powerful organic computer. Unable to move about or even feed itself, the computer's purpose is to run simulations of the effects of new Fungi technology and medical procedures, and to keep in mental contact with the rest of the colony.

STR 05	CON 105	SIZ 160	DEX 00	INT 300
APP —	POW 250	EDU —	SAN —	HP 26
DB: 0	Build: 2	Move: 0	MP: 10	

Attacks per round: None

Dodge n/a

Special: Mi-go telepathy (see box).

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

Skills: All possible Science skills 99%; Telepathic Communication 95%.

Sanity Loss: 0/1D4 sanity points to see the mi-go computer.

MI-GO LIBRARIAN

Appearing as huge fungoid growths with many thin tentacle-like appendages, these masses of mold are alive and have a dim awareness. These creatures were designed to act as the librarians for the mi-go's archives of information. Other mi-go communicate with librarians chemically by touching their head to one of its many vine-like arms. The librarians are basically idiot savants, knowing the location of thousands of mi-go discs, but nothing else. They are completely harmless and cannot even warn other mi-go in situations of danger (of course, there's no way the investigators would know this).

STR 25 **CON** 100 **SIZ** 300 **DEX** 50 **INT** 10
APP — **POW** 05 **EDU** — **SAN** — **HP** 40
DB: 0 **Build:** 4 **Move:** 0 **MP:** 10

Attacks per round: None

Dodge 25% (12/5)

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

Skills: Locate Desired Disc 100%.

Sanity Loss: 0/1D4 sanity points to see the mi-go librarian.

MI-GO HUMAN AGENT: ENHANCED BODY

These creations are vat-grown hosts designed to house the brains of trusted human agents. They are clones and a "work in progress" which could conceivably provide host bodies many times more powerful than ordinary humanity. Unborn humans are gene-tailored to their optimum capacity and then the fetus has its brain removed. The remaining body is supercharged with mi-go designed chemicals (akin to hormones, nutrients, and steroids). The resultant artificial host body possesses enhanced senses, reactions, strength, and health, as well as slight regenerative qualities aligned with a reduced capacity to feel pain and no buildup of fatigue poisons in their muscles. Statistics for these host bodies are provided in case a Keeper should like to incorporate them into their games.

<i>Char.</i>	<i>Rolls</i>	<i>Average</i>
STR	2D6+12 x5	95
CON	2D6+12 x5	95
SIZ	2D6+6 x5	65
DEX	2D6+12 x5	95
INT	N/A*	N/A*
POW	N/A*	N/A*

**As original human agent.*

HP: 16

DB: +1D4

Build: 1

Move: 10

Mi-Go Telepathy

Mi-go utilize a weak form of telepathy to communicate in addition to (or allied with) communication by means of color changing their heads. This telepathy is constant and operates on both a conscious and subliminal level and can be used to express raw data, such as the presence of intruders in a base. On a less conscious level it allows coordination their movement in a frighteningly efficient manner, as each "feels" what the other is going to do. Some, such as the mi-go computer and possibly the mi-go spy, have had these abilities raised to levels above those of their comrades.

Mi-go can consciously use telepathy on others, although it costs a varying amount of magic points to do so. The effective range is 50 feet and, like the mi-go's communications with one another, is easily blocked by stone and other obstructions. The mi-go's living computers have a greater range for sending and receiving.

Sending simple thoughts and images to a human mind costs 1 magic point per sending and involves an opposed **POW** roll if the human is unwilling. This communication can be used over time to drive a person insane if the mi-go sends Mythos knowledge or mental pictures of Mythos entities (the exact amount of Sanity loss and accompanying gains in Cthulhu Mythos is determined by the information sent).

Additionally, the mi-go can probe the minds of humans. This is an unpleasant task as our feelings of individuality and emotions are utterly alien to the mi-go and our primitive senses tend to leave them disoriented. Mental probing costs 3 magic points to initiate and 1 magic point per round thereafter. Unwilling targets must be overcome with an opposed **POW** roll. Each round, the mi-go may delve deeper into the thoughts of the recipient, until the entire contents of its mind have been absorbed. The exact nature of the mi-go's discoveries from a mental probe is determined by the Keeper.

Attacks per round: 1 (attacks are based on the abilities of the current brain)

Armor: None, regenerates 1 hit point per hour.

Spells: As current brain.

Sanity Loss: None

Cobb's Corners

I knew I was entering an altogether older-fashioned and more primitive New England than the mechanised, urbanised coastal and southern areas where all my life had been spent; an unspoiled, ancestral New England without the foreigners and factory-smoke, billboards and concrete roads, of the sections which modernity has touched. There would be odd survivals of that continuous native life whose deep roots make it the one authentic outgrowth of the landscape—the continuous native life which keeps alive strange ancient memories, and fertilises the soil for shadowy, marvellous, and seldom-mentioned beliefs.

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

Cobb's Corners and its surrounding area features heavily in Episodes One, Four, and Five; it is strongly recommended the Keeper becomes familiar with the information found in this chapter when running those episodes.

Three episodes of this campaign take place in this small town. Therefore, Cobb's Corners is detailed here so the Keeper can easily reference the community as needed when running the game.

Cobb's Corners lies in the mountainous woodlands of western Windham County, just to the north of the state highway, which joins Bennington and Brattleboro. Visitors coming from Arkham need to take a twenty-mile drive from Brattleboro to Wilmington, and then turn due north for just under ten miles to reach Cobb's Corners.

The town is blessed with a booming trade industry due to its location on the Deerfield River and the fecundity of its farms. Chartered in 1787 by a group of farmers out of New Hampshire, the town was named after Franklin Cobb; the leader of the settlers, and the surrounding land is often referred to as Cobb's Corners as well. The farmland in the valley has

garnered a growing reputation as the “Breadbasket of Vermont” due to the variety and abundant yield of its crops in a region usually known for its rocky, if not infertile, soil. A small tributary of the much larger Deerfield River bisects the valley.

Cobb's Corners is a place of great scenic beauty, a Rockwell painting come to life. Small shops line the unpaved Main Street leading to the waterfront district consisting of a couple of warehouses and a few short piers. Spread out behind the stores are a collection of homes, a public library, the town hall, a local sheriff's office, the office of the *Cobb's Corners Gazette*, a one room schoolhouse, and an assortment of other buildings. Access to the valley is by a two-lane road that meanders through the surrounding mountains.

Beyond the town proper lies the Gismend River Bridge (great for bass and trout fishing). Farming covers hundreds of acres of tilled soil bursting with a variety of crops, such as sweet corn. Any inch of land not used for farming boasts a cluster of trees, with thick forests of elms, oaks, and hickories in danger of taking over abandoned farms. Standing majestically in the background, the Green Mountains rear up like a bulwark against the rest of the country.

A Note About Character Information

For ease of reference, non-player character (NPCs) statistics for key residents is provided in the appendices of the scenarios in which they appear, rather than repeated here. Some personal information is repeated in this chapter for completeness' sake. Where minor NPCs are attached to a certain town location, but who play no significant role in the campaign, statistics are given in this chapter.

Mixer's Motor Maps and Tours

Mixer's 1930 Auto-mobile Touring map for the State of VERMONT

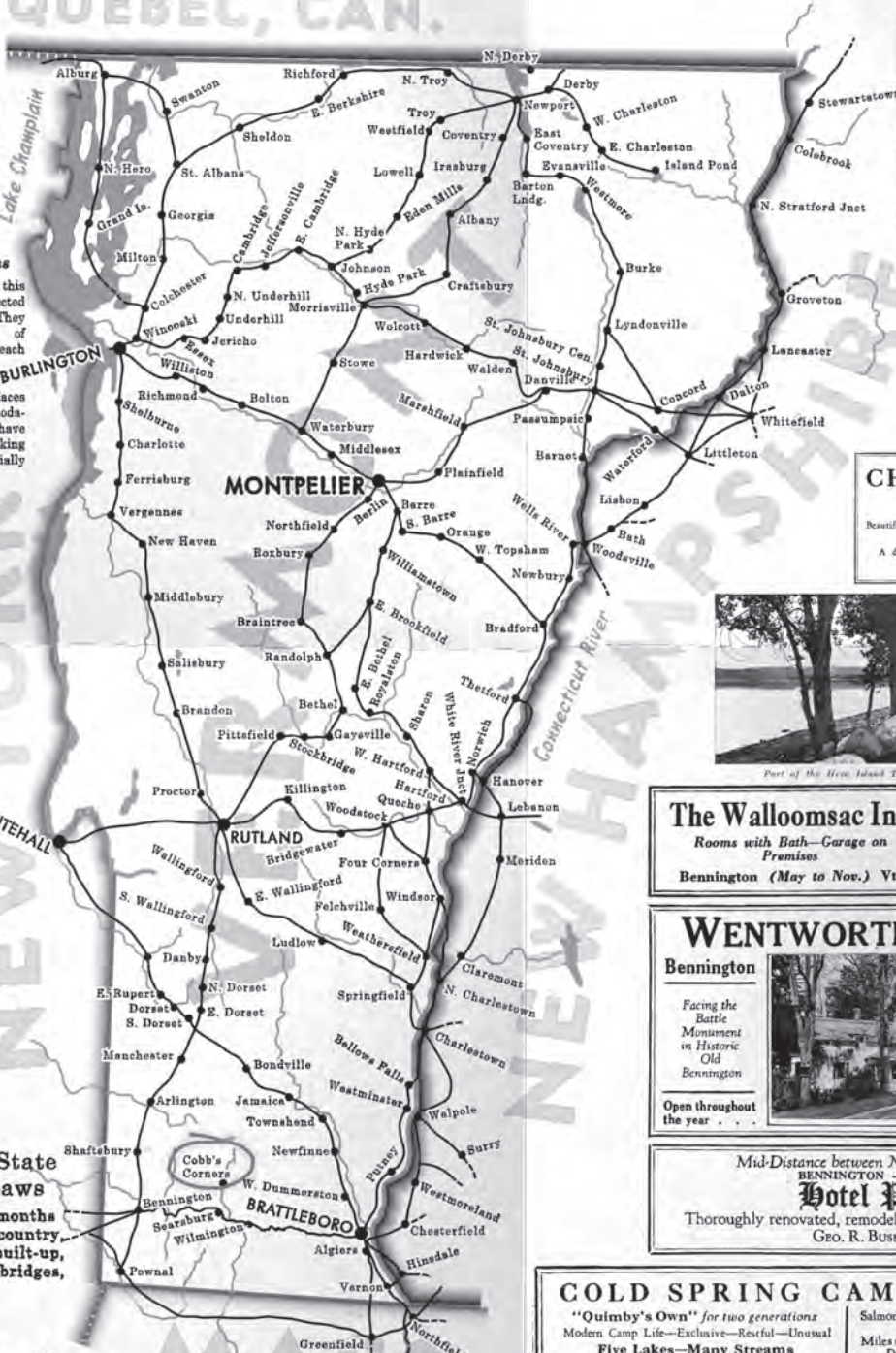
QUEBEC, CAN.

Lake Champlain Ferries

Services run from locations in New York to Alburg, Swanton, Isle La Motte, Burlington, Grand Isle, Chimney Point, Larrabee's Pt. & Chipman's Pt.

Acomodations

Hotels advertised on this map have been selected with great care. They offer the best of accommodations in each Vermont locality. We will welcome the names of such places where the accommodations and services have been a factor in making your stops especially memorable.



Road between Rutland and Woodstock, Vt. on the way to President Coolidge's old home

BURLINGTON PORT DOUGLAS FERRY

Shortest route from Burlington to Ausable Chasm, Plattsburg and Lake Placid. Capacity of boat 16 cars. Burlington landing foot of College St. All macadam road.

CHILDS TAVERN

Wilmington, Vermont
Beautifully Located in the Scenic Section of the Berkshire Hills and the Green Mountains. A delightful stopping place between Bennington and Brattleboro, Vermont.



Part of the Hesse Island Trip—Sandbar Bridge, Grand Isle, Vt.

The Walloomsac Inn On the Hill Near the Monument
Rooms with Bath—Garage on Premises
Bennington (May to Nov.) Vt.
From the South turn left from Savings Bank. From the North turn right from Savings Bank

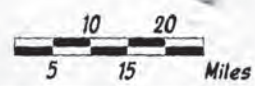
WENTWORTH ARMS INN
Bennington Vermont
Facing the Battle Monument in Historic Old Bennington
Attractive Rooms with Bath. Restaurant Service all day. Gift Shop.
H. F. Osborn, Mgr.
Open throughout the year . . .

Mid-Distance between New York & Montreal
BENNINGTON - VERMONT
Hotel Putnam
Thoroughly renovated, remodelled and refurbished this year.
Geo. R. Bush, Manager

COLD SPRING CAMPS FOREST AND AVERILL LAKES
"Quimby's Own" for two generations
Modern Camp Life—Exclusive—Restful—Unusual
Five Lakes—Many Streams in Unbroken Wilderness
AVERILL northeastern VERMONT
Salmon! Lakers! Bass! Trout! Tennis! Bathing! Canoeing! Saddle Horses!
Miles of Trails. Cabins, open fires and baths. Delightful Table! Excellent Roads.
H. A. Quimby, Mgr.
May 1st—Oct. 15th

Vermont State Motor Laws

Reciprocity—3 months
Speed—Open country, 25 miles; built-up, 10 miles; bridges, 10 miles



Vermont Map by Dean Engelhardt

The Young: A Brief History

The Young are a cult of Shub-Niggurath worshipers living in the Cobb's Corners area. They are exclusively younger people ranging in age from seven to eighteen. Their oldest member and leader is John Cutter, the town's fresh-faced deputy, who has reached the ripe old age of twenty. The cult has been active for many years and has begun to spread throughout Windham County. One of its distinguishing features is the sacrificial removal of older members. The cult's practices are based upon its interpretation of the cycle of life and death personified by The Mother.

In 1790 the farmers of Cobb's Corners noticed the yield from their crops was becoming substantially less each year, a result of Vermont's notoriously thin, granite rich soil. Eventually, a small group of like-minded individuals began performing what they believed to be witchcraft up in the hills at night. They sacrificed chickens, held orgies, and renounced their baptisms, believing they would bring fertility and abundance to the crops, as well as their lives. Of course, they achieved very little and their rites did not enrich the soil. Then, one night, the mi-go made an entrance. From the darkness their buzzing alien voices cajoled the farmers to worship the true god; the one who would answer their prayers. The farmers were frightened, yet amazed and curious to know more. From that night on, the mi-go began teaching the joys of worshiping Shub-Niggurath—called The Mother by the farmers.

To help facilitate the learning process, the Fungi selected the brightest candidates and taught these to read the mi-go language, presenting them with a book of knowledge in the form of a series of disks connected by a central rod. Thus, the cult was born and named in honor of Shub-Niggurath's title of Black Goat of the Woods with a Thousand Young. Soon after the cult's conception the crops in Cobb's Corners were doing very well.

The Fungi had introduced their religion to the humans as a means of establishing a recruiting ground for human agents. At first the relationship worked out well for the mi-go, but over the years The Young have developed their own special ties to the Black Goat and their own beliefs and agenda. Bloody duels for leadership of the cult became common and over time members began claiming they heard The Mother calling them home, leading them to take their own lives to be among the honored dead. This suicidal calling began to happen at a younger and younger age, until now, the cult is exclusively the province of young people. It is not uncommon for fourteen and fifteen year old children to believe they hear the "Mother's Call" and to commit suicide. Such victims of the cult have their blood collected and shared by the other members during a "Memory Rite." Nowadays, The Young deal with the mi-go only when necessary, with both parties willing to aid one another if it is mutually beneficial.

Despite their youthfulness, the members of The Young have each formed a strong connection with Shub-Niggurath, giving them access to a variety of spells. Additionally, cult members freely teach one another the spells they know; often the younger ones make a game out of doing so. Each cultist

knows 1D3 spells on a successful Hard INT roll. Possible spells include:

- Alter Weather*
- Augury*
- Blight/Bless Crop*
- Call Shub-Niggurath
- Cause Disease*
- Command Animal (specify animal)*
- Contact Mi-go
- Lame/Heal Animal*
- Raise Night Fog*
- Shriveling
- Summon and Bind Dark Young
- Wither Limb

Details for these spells (not in the 7th Edition Rulebook) can be found in the **Spell Appendix. Note that all of these spells can be found in Chaosium's forthcoming Greater Grimoire of Cthulhu Mythos Magic.*

Relevance to the Campaign:

The Young do not play an active role in early episodes of the campaign; however, during Episode Five, the investigators will come face-to-face with the cult. Prior to that, information regarding the cult and its members should be vague, piecemeal, and pose more questions than answers.

Statistics for cultists of The Young can be found in **Episode Five**.

Places and People of Interest

A selection of key locations in and around Cobb's Corners perhaps of interest to investigators.

Details are provided for key characters, including what might be considered common knowledge, as well as "insider information" that would only be known by someone close to the character, or through close scrutiny.

Town Library

The library is a single story wooden building, painted brown once or twice but now weathered with age. Two windows overlook a ground level porch, complete with awning, and two recently painted, green metal benches.

Within, it can be a scene of chaos as there are enough books stacked upon the floor to require another building of equal size to properly house them all. Upon a well-trodden, threadbare carpet, small paths are kept open between the aisles, the librarian's crowded desk, and the front door.

The library is overseen by Mabel Carruthers, a nice enough woman with a mean streak for overdue returns. Assisting Mrs. Carruthers is her seventeen-year-old niece Amanda Wells—who also happens to be a member of the local Shub-Niggurath cult, The Young.

The library contains works of fiction, magazines, editions of the *Cobb's Corners Gazette*, and a smattering of children's literature. There is a small section devoted to the scientific disciplines, as well as books of a philosophical nature, and a surprisingly large amount of poetry collections (a reflection of Mabel's personal tastes). There are no books dealing with the occult, folklore, or mythology anywhere in the library. According to Mabel, any time she would get a book on the subject, someone would steal it so she just doesn't bother anymore.

Unfortunately, the library uses the "Carruthers Card Catalogue System," which means that without Mabel's help it requires a combined **Luck** and a **Library Use** roll to find anything in this mess. If Mabel is assisting, then just a **Library Use** is needed.

Mable Carruthers, age 52, *kind hearted librarian*

Appearance/Traits: a kindly lady, gray hair always tied up tight in a bun, and pale blue-green eyes. She wears long dark dresses and keeps her fingernails short (for better book sorting). She has a slight Yankee accent and a tendency to speak in a whisper even when outside of her library.

Common knowledge: Mabel is the town librarian and a spinster. She is well known around town for her love of both books and cats. The Cobb's Corners' library has always been overseen by a Carruthers woman and Mabel is now teaching her niece Amanda the ropes for when its time for her to take up the running of the library.

Insider information: Mabel has lived here for all of her fifty-two years. She can be of great help to investigators looking for evidence of strange goings on. Mabel is the third generation of Carruthers to oversee the library and has never married. She thinks Amanda will be a fine librarian; little does she know Amanda is a member of The Young.

Plot: unfortunately, Mabel uses her own cryptic system for cataloguing books, so she is needed every time the investigators try to research a topic. If the subject sought is in any way linked to The Young, it will (most likely) have already been removed and destroyed by Amanda Wells.

STR 30 **CON** 60 **SIZ** 50 **DEX** 45 **INT** 70
APP 60 **POW** 55 **EDU** 80 **SAN** 55 **HP** 11
DB: -1 **Build:** -1 **Move:** 5 **MP:** 11

Brawl 25% (12/5), damage 1D3-1
Dodge 22% (11/4)

Skills: Accounting 70%, Art/Craft (Arcane Cataloguing) 85%, Art/Craft (English Literature) 75%, Charm 45%, Credit Rating 42%, Cthulhu Mythos 01%, First Aid 45%, History 70%, Library Use 90%, Listen 30%, Occult 40%, Psychology 30%, Spot Hidden 70%, Stealth 25%.

Languages: English 80%, French 35%, Latin 50%.

Amanda Wells, age 17, *cultist and book stealer*

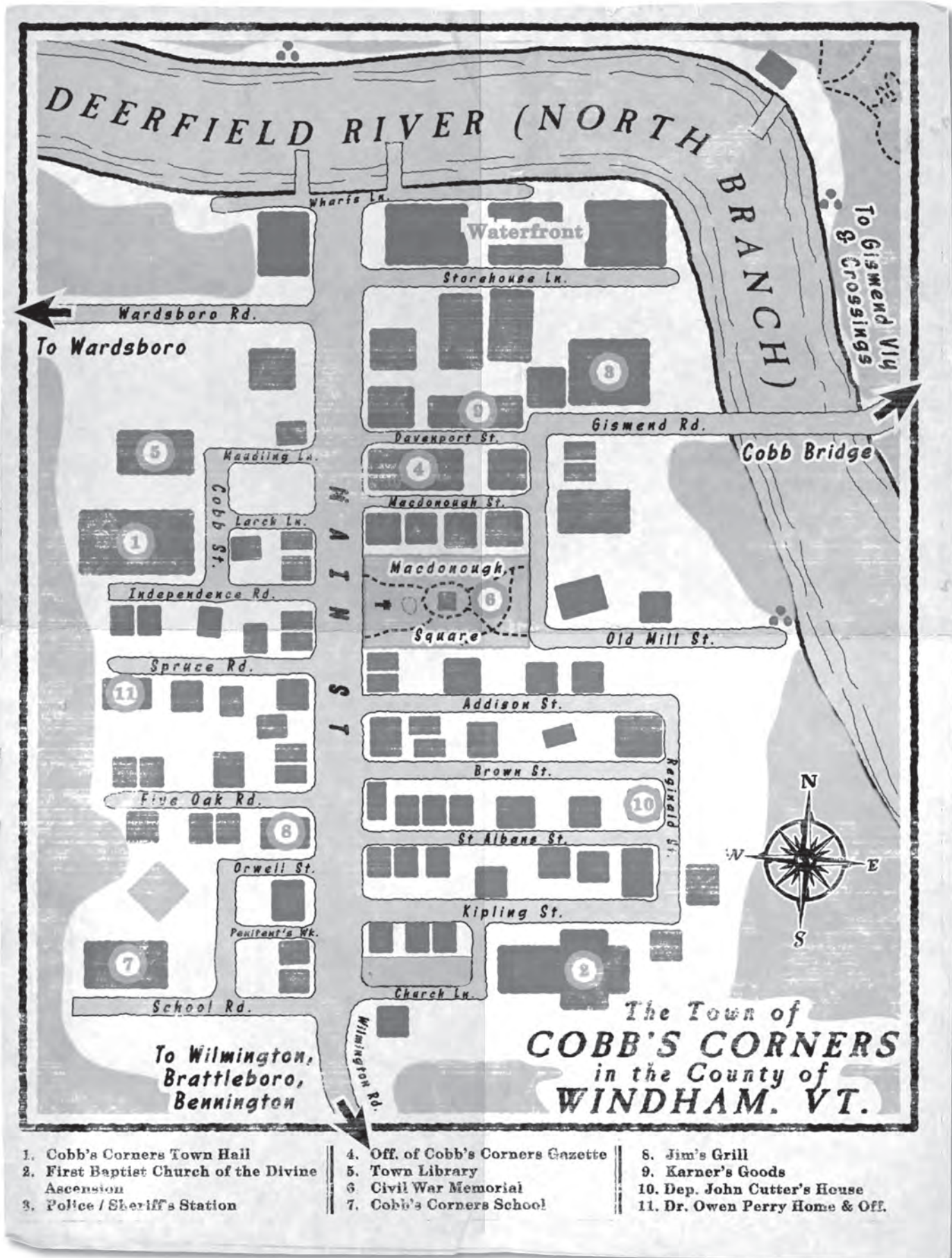
Appearance/Traits: homely looking, with lank, oily black hair, a bad case of acne, and crooked teeth. To make matters worse, one of her brown eyes wanders to the right. The young lady often wears voluminous dresses of brown or gray, complete with long sleeves and a high collar.

Common knowledge: Amanda is Mabel Carruthers' niece.

Insider information: Amanda never had many friends and was often picked on at school because of her looks and her lazy eye, so she was surprised when a group of other children invited her out one moonless night to a special party in the woods. Once she felt the acceptance, the love, and the power of The Young, she knew she would be a member until the day she died. The cult has given Amanda purpose in life. She hates the library and, once her old biddy of an aunt dies, she plans on burning it to the ground.

Plot: as a member of The Young, Amanda has done her best to get rid of any books or newspapers that could hint at the presence of the cult. Investigators finding Amanda, rather than Mabel, helping them conduct research will find the experience difficult to say the least. When in the library, Amanda subtly spies on the investigators, keeps track of what information they seek in a notebook, and reports everything back to John Cutter. If suspected of anything, she runs and hides rather than revealing any useful information.

Relevance to campaign: the library has a huge stack of *Cobb's Corners Gazette* back issues. Time spent searching through these can uncover the uncommonly high death rate among the youth of Cobb's Corners.



Cobb's Corners Keeper Map by Dean Engelhardt

Later on in the campaign, once the investigators discover the cult of The Young, they might want to come back to the library. Mentioning the cult to Mabel makes her remember a damaged copy of *Ecstasy, Flames and the Druids of Briton* she has hidden in the backroom. Of course, if Amanda Wells knows the investigators are looking for information on cult, she informs her fellow cult members—and things could get very interesting.

Finally, if the Keeper wants to liven things up, there is one Mythos related book the investigators may come upon by chance in the poetry section: Edward Pickman Derby's *Azathoth and Others* (see p225, *Call of Cthulhu Rulebook*). Investigators could find this on their own with a combined **Luck** and **Spot Hidden** roll while looking through that section, or Mabel could remember this disturbing work if an investigator makes a **Luck** roll while talking to her about poetry or esoteric matters. The book plays no role in the campaign; it could simply be a red herring, or a source of useful Mythos information.

Statistics for Amanda Wells can be found in **Episode Five**.

The Sheriff's Office

This building, much like Sheriff Dan Spenser, has no frills or unnecessary adornments. The jail is single story in height, composed of thick brick walls, barred windows, institutional green paint, and three Spartan cells. The central work area has two large desks, several filing cabinets and a gun cabinet containing three shotguns and plenty of shells.

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).

The current occupant of the jail is James Maclearan, the town drunk, who is incarcerated at least twice a week for being intoxicated during prohibition.

From here, Sheriff Dan Spenser launches his unceasing attack on the perpetrators of crime and alcohol production. Spenser is a no-nonsense unimaginative type, with the heart of a puritan and the will of a zealot when it comes to enforcing prohibition. His reasons are personal, deep set, and the fact that the aforementioned James Maclearan used to be his brother-in-law doesn't help matters.

Sheriff Spenser has one deputy, John Cutter, who's unusual as he's only twenty-years-old and (unbeknownst to Spencer) the leader of The Young cult.

Relevance to campaign: see the section entitled **Day One** (page 39) in Episode One for details about the first meeting between Sheriff Spenser, Deputy Cutter, and the investigators.

Mythos Tome

Ecstasy, Flames and the Druids of Briton

English, by Dr. Nigel Fisk, 1910, Golden Goblin Press

- Sanity loss: 1D3
- Cthulhu Mythos: +1%/+2%
- Mythos Rating: 9%
- Occult: +5%
- Study: 1 week
- Spells: none

Handsomely bound in black leather, a small, gold embossed oak leaf is etched into the cover. Considered a definitive edition about druidry when first published, Dr. Fisk's tome has since come under attack for being sensationalistic and wildly inaccurate. According to the author, evidence suggests the druids were instigators of blood-soaked orgies and other more insidious acts of sub-human barbarism.

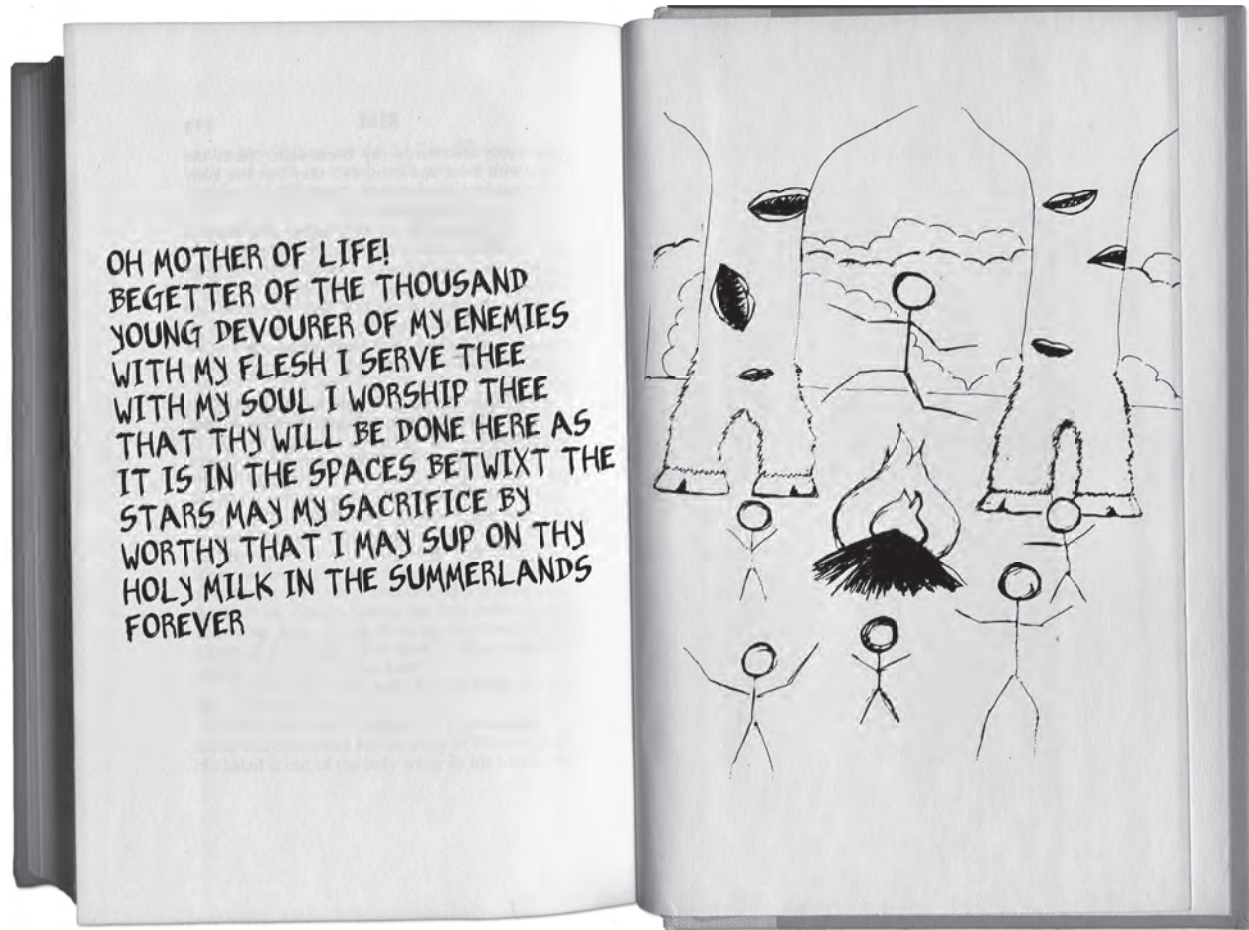
On the end fly page of the book is a handwritten prayer to The Mother (**Handout: Harvest Papers 1**) and a crude depiction of a Summer Solstice rite—considered a time of powerful magic—involving the participants lighting bonfires and jumping over the flames to celebrate the sun's power to bring life on the night before Midsummer's Eve. The illustration of the rite shows children and trees dancing around a large fire.

The copy held by Mabel Carruthers has corrective notes penned by a now deceased member of The Young, revealing a relationship between that cult (*i.e.* the human worshippers of The Mother (Shub-Niggurath)) and an unnamed group of "Others" who are described as "not of this world" (*i.e.* mi-go worshippers of Shub-Niggurath).

Sheriff Dan Spenser, age 40, *puritanical lawman*

Appearance/Traits: well-built, with muscles easily seen through his shirt. Dark blue piercing eyes sit beneath jet-black hair; a streak of gray hair runs along his left side. His face is craggy, leathery, and aged beyond his years. He has very crooked teeth, but not too many people know this because he hardly ever smiles.

Common knowledge: just meeting Spenser once is enough to tell the investigators he is a no nonsense kind of guy and fanatical about his job of bringing law to Cobb's Corners. He also seems about as fun and exciting as a bag of wet socks, so investigators would do well to steer clear of him.



Handout: Harvest Papers 1

Insider information: a Baptist minister and a God-fearing mother raised Spenser, the oldest child of a small family, he only had one other sibling, a sister three years his junior named Sarah. Because he was their only son, his parents piled most of their hopes, attention, and stringent beliefs onto the boy. As he grew up, Spenser never really knew love, but he knew what was “Right” and what was “Wrong”. This led him to run for Town Sheriff at the young age of twenty-five. Due to a general unhappiness with the current sheriff at that time, young Spenser won. He has since maintained his position through his unyielding moral code. Naturally, Spenser was never approached by The Young to join the cult. John Cutter reminds Spenser of himself at that age, and so has made him Deputy—little does he know Cutter is the leader of the Shub-Niggurath cult.

Plot: Spenser won't hesitate to lock up any of the students if he suspects them of drinking, tomfoolery, and other menial offenses. The sheriff is the absolute last person who is going to believe any stories the investigators tell about alien monsters living in the nearby hills. The gunpowder and wicks may be useful in Episode Five.

Statistics for Sheriff Spenser can be found in **Episode One**.

The Cobb's Corners Gazette

The *Gazette* is the office and home of Richard Wendell, editor, photographer, and sole reporter for the newspaper. The building is two stories tall, the living quarters being located upstairs and the office occupying the ground floor. Three large windows overlook Main Street, and a brass plaque nailed to the front door reads “Cobb's Corners Gazette, Richard Wendell – Editor in Chief.”

Wendell rarely sleeps upstairs in his bed, having long ago grown accustomed to sleeping at his desk. The office is not well kept; notes, pictures, and articles are strewn across the threadbare blue carpet as if a brawl had taken place here, the yellow plaster walls smothered in disorderly layers of maps and newspaper pages. A fully stocked darkroom and a small printing press surrounded by stacks of blank paper stock can be found at the rear.

The majority of the *Gazette's* articles are standard small town fare: births, marriages, deaths, farm reports, advertisements, second hand information from sailors on the Deerfield River, and assorted religious tracts. All this is dressing for the stories that Wendell enjoys the most—the feature articles in which he prints gossip, rumors, and innuendo that would cause modern-day tabloid editors to blush.

Relevance to campaign: Wendell meets the investigators on their arrival in Cobb's Corners, see *A Trip To Jim's Grill*, page 40, in Episode One.

There are a few ways in which Wendell can help the investigators. Firstly, he can point out that an inordinate amount of young people die accidentally in this region. For example, about eleven years ago, the entire graduating class of 1909 (comprised of four young men and two women) died by various means not long after leaving school. Secondly, if Wendell thinks the investigators can be trusted and if they are able to enticed him with the possibility of landing him a "really big story," he may well tell them a strange tale about something he saw one night.

Wendell's Tale: six months ago, Wendell was trying out a new emulsion he had created to take better photographs at night. While walking about town, he heard a peculiar sound coming from above. Looking up, he saw a fast-moving flying thing in the night sky. Wendell says it's impossible to describe what he saw as he only caught a brief glimpse of it, but of what little he did see, he says it was something unnatural, and it gave him the shivers. As it flew in front of the moon, he took a picture of it and then ran home and was exhausted by the time he got there. He stuck the camera under his desk and fell sound asleep. Sometime before morning he awoke to the sound of the front door closing. Looking up, he saw Deputy Cutter staring through the window at him, then he noticed the burning smell—the darkroom was in flames! He was barely able to put out the fire before it spread. The following morning Wendell went to the jail and confronted Deputy Cutter about the fire. Cutter made it clear that, "Not only do you not have any evidence, who do you think people are gonna believe? Everyone knows you're a liar and a troublemaker. If I hear any more of this rubbish, I promise you will not like what happens to you."

If the investigators ask about the photograph Wendell took that night, the reporter says it was still in his camera and was saved from the fire. He later developed it, but it didn't come out well. If the investigators want it, he'll give it to them. The picture (**Handout: Harvest Papers 2**) is very grainy and dark; it seems to show a blurry silhouette image of something flying in front of the moon. The photo in itself is unremarkable, but the fact it exists at all is exceptional, as mi-go cannot normally be photographed. Thanks to Wendell's experimental film emulsion, the Fungi from Yuggoth can now, in theory, be captured on film.

This useful knowledge may come in handy for the investigators once they uncover more about the nature of the creatures that haunt the hills. Wendell still has the notes on how to make this particular emulsion somewhere in his chaotic office—presumably with diligent searching, the investigators can find it and persuade Wendell to prepare some more of it.

Richard Wendell, age 35, *nosey small-town reporter*

Appearance/Traits: average in almost every way possible regarding height, weight, and facial features. Brown hair and eyes. He is the kind of person whose name is always forgotten, whose face is never remembered, and whose presence often goes unnoticed.

Common knowledge: the people around town don't have too many nice things to say about their local ace reporter. Investigators get the feeling Wendell has upset almost everyone in Cobb's Corners at one time or another; although, this doesn't seem to stop them from eagerly paying for his particular brand of "yellow journalism."

Insider information: Wendell never really excelled in school, social life, or in any other way. He desperately tries to do better, hoping to one day have a story big enough for one of the city newspapers. Unfortunately, not much happens in a small town—and what does is usually covered up. Wendell takes certain liberties with the stories he writes in an attempt to spice things up and make them more interesting; resulting in him being unpopular with his neighbors. He has garnered a reputation as a muckraker and liar.



Handout: Harvest Papers 2

Plot: Wendell can provide access to back issues of his newspaper, as well as divulge all sorts of sordid gossip and rumors. Because of his curious nature, he could be one of the easiest sources of help for the investigators—but only if there’s a chance for a good story in it. Perhaps his most important potential contribution to the investigators is his grainy, blurry photograph of a mi-go in flight. The fact it exists at all is amazing—see opposite page.

Statistics for Richard Wendell can be found in **Episode One**.

Jim’s Grill

Owned by Jim Haggerty and his wife Ann, this small diner is the only restaurant in town. Well lit with clean and whitewashed walls, the diner smells of good food. Six round tables dominate the floor, with several smaller booths lining the walls. The front counter is oak and has several stools lined up before it. The kitchen is directly behind the bar and open for all to see. Large pots bubble upon the stoves and the grill is almost always in use. Beyond the kitchen are a largish pantry and a door leading out back.

Ann works the front counter and Jim cooks in the kitchen, while their fourteen-year-old son Jason (member of The Young cult) waits on the tables and booths. All of the Haggertys are friendly people; Ann is a real sweetheart, always happy to talk with anyone about anything and never too busy to dispense motherly advice. This little restaurant is so well run that even people outside of Cobb’s Corners know of Jim’s Grill as a great place for large portions of good food and fast, friendly service. Investigators looking for home cooking or just a place to enjoy the local atmosphere are sure to come to Jim’s Grill.

Relevance to campaign: their son Jason, a member of the cult of The Young, murders Jim and Ann Haggerty in Episode Five.

Jim and Ann Haggerty, age 42 and 39, owners of the diner

Appearance/Traits: Ann is usually seen wearing her waitress uniform, while Jim wears a white shirt and trousers hidden beneath a cooking apron. Ann has long blonde hair, blue eyes, and a slender frame. Jim is stocky, with short-cropped hair and brown eyes. Both are genial hosts, ever friendly and welcoming.

Common knowledge: the pair have owned and run the diner for the last eight years.

Insider information: no big secrets here, Jim and Ann are far too busy at the diner to have other interests. They have no knowledge of The Young.

Plot: the husband and wife team don’t play any significant role in the campaign. They are murdered by their cultist son in Episode Five.

Jason Haggerty, age 14, son and cult member

Appearance/Traits: a bright, good-looking kid, with light brown hair and brown eyes. Always polite, keeps himself neat and clean, and is always happy to lend a hand.

Common knowledge: investigators who eat at Jim’s Grill see Jason. He appears to be like any normal fourteen year old.

Insider information: Jason is probably the last kid in Cobb’s Corners one thinks would join a cult. Good looking, intelligent, and with doting parents, yet all it took was the promise of a kiss from a girl he had a crush on to get him to attend one of The Young’s ceremonies. Once Jason beheld the grandeur of Shub-Niggurath and supped on her milk, he was an instant convert.

Plot: if the investigators enter the diner in Episode Five, a now completely insane Jason attacks them. Prior to then, he acts like a regular teenage boy.

Statistics for Jason Haggerty can be found in **Episode Five**. No statistics are provided for Jim and Ann Haggerty.

Deputy John Cutter’s Home

Deputy Cutter’s residence is unremarkable. The white-painted house consists of a living area, kitchen, bathroom, John’s bedroom, a guest bedroom, and a small attic. The furnishings are plain yet comfortable; there’s very little art on the walls, those being a painting of a crying clown in the bedroom and a large painting of a wooded scene in the living room. The place is kept neat and everything seems normal.

Relevance to campaign: investigators might want to search this building after they uncover evidence that the deputy may be up to no good. Possible entrances include: the bedroom window, the kitchen window, or the front and back doors. There are three possibilities for gaining entrance: by day, when the deputy is at work, in which a successful **Luck** roll is required to avoid being seen by his neighbors; at night, while the deputy’s asleep, which is dangerous as he is both a light sleeper and armed; or during a night of the full moon, while the deputy’s is at a meeting of The Young, in which case he takes all of the evidence from the attic with him.

During a search, the only place holding anything of interest for the investigators is the cramped attic. The house used to belong to Cutter’s grandmother until she passed away three years ago, and so it is filled with all of her knick-knacks. Unless

they carefully take stock of the room, investigators are liable to spend around three hours of rummaging through dust-caked boxes just to be able to reach the back of the attic. If they don't rush into searching the boxes and use a flashlight to examine the attic first, allow a **Spot Hidden** roll straight away—success shows footprint marks in the dust wending around the piles of dusty boxes to the back of the attic. Once past the boxes and in the rear of the attic, a successful **Spot Hidden** roll notices a loose board in the wall. If Cutter is at a cult meeting, then nothing is found in this cubbyhole. Otherwise, the investigators find a peculiar dagger with a goats-head pommel and some curious five-sided metal disks covered in unintelligible script and connected by a central rod (mi-go discs). These items are the symbols of leadership in the cult of The Young.

Deputy John Cutter, age 20, *baby faced cult leader*

Appearance/Traits: at a glance, Deputy Cutter could easily be mistaken for somebody two or three years younger than his twenty years; that is, until they notice the corded muscles of his arms and shoulders, and the whip crack of authority that sometimes enters his voice. Standing almost six feet tall, with short brown hair, sky-blue eyes, and a position of prestige in the community, Cutter seems like the perfect catch (yet no one can ever seem to recall him courting a girl).

Common knowledge: investigators may think it odd that such a young man (looking younger than most of the students) should be the deputy; however, Cutter appears very competent in his duties. Asking the local residents about the young lawman finds that most think John does a fine job despite being a “young pup.”

Insider information: the oldest living member of The Young, Cutter has proved to be its best and most capable leader. Under his watchful eye, the cult has swelled in numbers, even branching out to other parts of Windham County. Cutter has yet to suffer the hysteria which causes the other cultists to take their own lives. He knows his fellow cultists are beginning to look at him strangely and there are hushed questions about his place as their leader. The stresses of trying to keep up the facade of normality, the ever more reproachful attitude of his younger peers, and the wait for a long-overdue invitation from The Mother, have caused Cutter to begin hearing voices calling for a night of blood and sacrifice. Voices he plans to obey very soon.

Plot: Cutter informs the mi-go about the arrival of the university students but otherwise stays out of the way, as he doesn't want his cult getting involved. He might lock up the investigators at the end of this episode, but that would be the limit of his involvement at this point. Cutter has grand plans in the works for the near future and he wants no undue attention placed upon his cult until the night of the great harvest (see **Episode Five**). Statistics for Deputy Cutter can be found in **Episode One**.

Karner's Goods

This old fashioned, quite long but very narrow, wooden building is home to the local general store. Immediately beyond the front door sits one of the Karner family, behind a short table with an old cash register at one end. Shelves lined with goods comprise most of the store, while hemp bags full of grain and feed are piled up to the far right of the entrance. Behind the counter can be found items the Karners don't want little children getting into: a small selection of candy, toys, firearms with ammo, and such like.

Fred Karner and his wife Christine own the store. They live in a small house right behind the store. The store has been in the Karner family for three generations and surprisingly, none of the Karners have ever been members of The Young.

Relevance to campaign: Karner's Goods contains many useful items the investigators and fellow university students could use while working in Cobb's Corners—particularly if they forget something back at school. Fred sells a wide variety of tools, farm implements, grain, livestock feed, freshly butchered meats, and groceries. If the keeper wishes, Karner's may have other items, such as dynamite or bathtub gin, for sale.

No statistics are provided for Fred and Christine Karner.

Doctor Owen Perry's Home and Office

Dr. Perry's office is a two-story affair; the top floor serving as his living quarters, the main floor as his office, and the basement acting as the town morgue. The walls inside are painted white, and a heavy medicinal smell crinkles the nose of anyone who enters. The good doctor is genuinely happy to speak to educated people from the “Outside World,” as he's originally from New York and occasionally yearns for the big city. The doctor provides for the town's medical well being and is the first port of call for injuries and other ailments.

Relevance to campaign: if being questioned about strange goings-on, Perry feigns ignorance but a successful **Psychology** roll indicates he's hiding something. Beneath his grandfatherly facade lurks a terrible fear. If the investigators give the doctor the impression they know something's wrong, along with a **Charm** or **Persuade** roll, the doctor confesses to the terror that is eating him up inside.

Perry moved to Cobb's Corners about twelve years ago so he could semi-retire in a quiet little town. Not long after he got here, he was called to an unusual case. A group of men had been apprehended digging up Sara Maclearan's grave. Sheriff Spenser (the dead woman's brother) wanted the doctor to see if the grave robbers had done any mischief to the body. After removing the remaining nails, the doctor lifted the lid to her coffin. To his and the sheriff's horror, they found the remains of a calf, its legs broken to allow it to fit inside the casket. The grave robbers were let go with a stern warning not to speak

Deputy Cutter's Cult Artifacts

Horn of the Black Goat

This blackened iron dagger measures 15 inches in length. The blade is serrated, engraved with strange runic designs, which seem to lie just beneath the smooth surface of the metal. The handle is wrapped in black-dyed (human) skin and ends in a goat-headed pommel. The blade is enchanted—it bestows a Bonus die to the chance to cast all spells involving Shub-Niggurath or her dark young if, as part of the spell's casting, the blade is buried in the living heart of a creature of SIZ 40 or as part of the spell casting. In combat the blade inflicts 1D4+2 damage and is considered a magical weapon with regard to damaging Mythos creatures.

- Language: Mi-go
- Sanity loss: 2D6
- Cthulhu Mythos: +3%/+7%
- Mythos Rating: 30%
- Study: variable
- Spells: Call and Dismiss Shub-Niggurath, Contact Mi-go, Summon and Bind Dark Young.

Mi-Go Disc Books

This set of discs contains an abbreviated history of the mi-go and the planet Earth, and a rather thorough treatise on Shub-Niggurath and her children. For further information about mi-go discs see **Disc Books** in Chapter 2.

about anything they had seen that night. The grave was covered back over but the coffin and its contents were cremated.

What Perry doesn't know is that, in his madness, Jimmy Maclearan substituted the calf's corpse for that of Sara's and buried his wife in the flowerbed behind their farmhouse as she so loved flowers.

In addition to the coffin mystery is the fact that, on occasion, when a youngster (between the ages of eight and nineteen dies), their bodies are sometimes missing large amounts of blood. Perry became concerned when, in the course of examining the bodies of some young people who had suffered from accidental deaths, there just wasn't as much blood at the site or in their bodies as there should have been. Concerned, the doctor tested the blood from one of these accidents: it was pig's blood. In a twisted leap of logic, the doctor has come to the conclusion that there is a vampire of some sort in Cobb's Corners, and its name is Sara Maclearan. To this end, Perry has garnered quite an impressive library of vampire lore. His mania has begun to creep into his

professional life. It is now not uncommon for him to tell a sick person to eat garlic and wear their crucifix.

The truth behind the deaths of the young people, their loss of blood, and the subsequent cover up with animal blood, is the fact that these children were members of The Young and were willing sacrifices responding to the "Mother's Call."

Dr. Owen Perry, age 61,

terrified town doctor

Appearance/Traits: well proportioned, with a round, jovial-looking face. His hair, what little he has left, is snow white and his eyes are a sparkling blue. Always kind and courteous with the ladies, and surprisingly bawdy and comical with the gents.

Common knowledge: the only doctor in town. The latest gossip says Dr. Perry has been acting strange for the last couple of years. It is also next to impossible to get him to come out and do a house call at night anymore.

Insider information: born and raised in New York, he was looking for a small, quiet town to semi-retire in. He thought he found it in Cobb's Corners. Boy, was he wrong. Dr. Perry has witnessed many strange things since coming to town, but it all came to a head when he was called out by Sheriff Spenser to look at the sheriff's sister's grave. Since then, things have made dreadful sense to his slowly maddening mind. He is now convinced all the unexplainable deaths of children he has seen over the last twelve years are the result of Sarah Spenser—who is now a vampire! Dr. Perry came to this fantastic conclusion largely due to a German silent movie he saw when he visited his brother in New York. The movie was called *Nosferatu*. Now Dr. Perry is torn between morbid scientific curiosity to uncover the mystery of Sarah's Shade, and fear of death or worse for himself.

Plot: if any member of the university group gets seriously hurt they can pay a visit to Dr. Perry. He might be convinced to tell the investigators his theories of vampirism and further perpetuate the myth of Sarah's Shade.

STR 50 **CON** 65 **SIZ** 70 **DEX** 70 **INT** 90
APP 75 **POW** 55 **EDU** 91 **SAN** 36 **HP** 13
DB: 0 **Build:** 0 **Move:** 5 **MP:** 11

Brawl 25% (12/5), damage 1D3
Dodge 35% (17/7)

Skills: Accounting 40%, Charm 45%, Credit Rating 55%, First Aid 80%, History 50%, Library Use 60%, Listen 50%, Lore (Vampirism) 50%, Occult 30%, Medicine 70%, Persuade 55%, Psychology 60%, Science (Biology) 60%, Science (Pharmacy) 70%, Spot Hidden 60%, Stealth 40%.

Languages: English 91%, Latin 60%.

Civil War Memorial

In the center of town stands a granite statue of a young man in the uniform of a Union soldier from the Civil War. This soldier's clothes are torn and ragged, his head bandaged and his left arm in a sling, yet he still has a proud, determined look on his handsome face. Below the statue is a plaque, reading: "For our brave sons who fought to keep this great nation whole but who never returned home to hear our thanks." Beneath this sentence is a list of eight names. Next to the statue is a small and highly decorative iron cannon, measuring just over three feet in length (and has a bore seven inches in diameter). If investigators think to ask a local resident about the cannon, they might be surprised to hear it actually works. Every July Fourth, Memorial Day, and on other special occasions, Sheriff Spenser packs it with gunpowder and fires it off, albeit without a cannon ball.

This memorial is set upon a small grassy hill to the right of Main Street and not too far from the sheriff's office. It is encircled by four old, iron park benches. Between the statue and the cannon is a small flower garden filled with daisies and lilacs surrounded by a ring of whitewashed, fist-sized stones. This pleasant location is a favorite spot for the old-timers to come together, sit for a spell, and trade stories.

Relevance to campaign: the Keeper is advised to remember this location well, as towards the climax of Episode 5 it could come in handy and just might save a few lives.

First Baptist Church Of The Divine Ascension

The only church in Cobb's Corners is a whitewashed, single room affair with adjoining living quarters for the Reverend Earl Wilson and his family. Within, eight sets of pews are split by a central walkway, and before them, on a raised platform stands an oak podium upon which a well-thumbed Bible rests. On the floor next to the podium sits the large oval plate used to collect donations. The church, located on the edge of the town proper, overlooks a large, well-maintained graveyard. Rev. Wilson and his family are new residents of Cobb's Corners, having only moved into the church two months ago to fill a three-year vacancy.

Those who speak to the reverend find he is a fire and brimstone sort of preacher; his sermons filled with terrible punishments for sinners. In his eyes, everyone's a sinner. In contrast to Earl's intimidating demeanor, his wife Martha, who at twenty-three is twenty years his junior, and their eight-year-old son Jacob, are somewhat timid and mousy. Unbeknownst to the reverend, his heavy handedness has driven his son into the waiting arms of The Young.

Relevance to campaign: the investigators have to work hard to gain Reverend Wilson's respect. If he doesn't see them in church on Sundays, he is disinclined to answer their questions—

requiring a **Hard Persuade** roll to convince him of their piety. If the investigators can get him talking, Wilson confides that some of the local children do seem odd. When leading prayer, he often notices some of the children share mocking grins with each other, as if they have some secret between them. The good reverend doesn't know his congregation well enough to put names to faces yet, but when he does, there'll be Hell to pay.

Keepers may wish to point out that Sheriff Spenser and the Reverend Wilson are often seen together, potentially instigating all kinds of wild speculation.

Rev. Earl Wilson, age 43, *dogmatic zealot*

Appearance/Traits: an imposing figure; above average height and build, his powerful physique gives the impression that, were he to wrestle the Devil, Old Scratch just might lose. His blue eyes squint, his hair is a prematurely gray, and he has an old scar running down his right cheek (received during his "ungodly days as a youth"). Stubborn and loud.

Common knowledge: in conversation, a **Psychology** roll reveals him to be a complete control freak.

Insider information: a traveling preacher for some time, Wilson thought God was rewarding him when he came across a long-vacant church in the beautiful town of Cobb's Corners. Having settled his family in and started the process of winning souls back to God, Wilson is starting to have second thoughts about his apparent good fortune. Twice he has caught his son climbing out his bedroom window at night (and beaten the boy for it); the only thing the boy says is that he was going to meet friends. Wilson fears the local youths are not a good influence.

Plot: should the investigators tell the reverend about the migo, he thinks they are trying to make a fool out of him. He's apt to tell the sheriff about the students "foolish games," perhaps adding that he thought he could smell alcohol on their breaths. The good reverend is not above committing a little sin every once and a while, as long as it's for the greater good.

STR 80 **CON** 75 **SIZ** 85 **DEX** 60 **INT** 55
APP 65 **POW** 50 **EDU** 45 **SAN** 50 **HP** 16
DB: +1D6 **Build:** 2 **Move:** 6 **MP:** 10

Brawl 60% (30/12), damage 1D3 + 1D6
Dodge 40% (20/8)

Skills: Accounting 40%, Charm 30%, Credit Rating 50%, Fast Talk 50%, Intimidate 70%, Library Use 60%, Listen 50%, Lore (Religion) 80%, Occult 25%, Persuade 40%, Psychology 45%, Spot Hidden 45%, Stealth 60%.

The School House

If, or when, the investigators find out about the cult of The Young they may wish to visit Cobb's Corners only school. Being a small, rural town, the school is a one-room building, painted bright red, with a bell out front to ring for the start of class. Twelve desks are lined up in four rows, two seats to a desk. The inside walls are covered with maps, student artwork, and a large chalkboard. Behind her pine desk can be found the schoolmarm, Holly Rydell, an attractive middle-aged woman.

Note: investigators succeeding with an INT roll notice there doesn't seem to be enough seats to accommodate all of the children in town, let alone the outlying farm region—this is because many children are needed at home, especially on the farms, and therefore do not attend school.

Relevance to campaign: if asked about noticing any strange behavior from her students, Mrs. Rydell has only good things to say about her kids; however, a successful **Psychology** roll determines she is not telling the whole truth and she's afraid of something. If a successful **Charm** or **Persuade** roll can be made, she tells the investigators that yes, some of her students do act strange, frighteningly strange. Some of her students are always clustered together, whispering and giggling, and this same group often plays queer games at recess that somehow just seem sinister.

Investigators gaining her confidence may get her to reveal even more of what she's holding back. Mrs. Rydell says some children draw horrid pictures, ones that are truly ghastly. She says she once found one of her boys in the process of cutting open a live cat behind the schoolhouse while the other children in his little group spun around him in a circle, singing a horrible sounding song. When she confronted the children, the boy cutting the cat threatened to kill her if she ever told anyone, and oddly, she completely believed him. Five days later, that boy was killed in an apparent accident. Speaking of this seems to provoke another memory in Mrs. Rydell, who then says that before moving back to Cobb's Corners to take care of her elderly mother, she had worked as a teacher in two other schools, both much larger than this one, and never has she seen such a high death rate among children. Last year she lost one pupil and has already lost two this year. Add to this the fact that the teacher she replaced two years ago, Mrs. Hunter, died under mysterious circumstances (falling down the stairs in the dead of night while carrying a large kitchen knife) and the investigators should have a good idea why Mrs. Rydell might be a little afraid of her students.

If the investigators ask Mrs. Rydell to name the students she's most frightened of, she absolutely refuses, saying it wouldn't be right and she should not have said anything to begin with. If they ask to see any of the horrible pictures her students drew, she hands them two pieces of paper she confiscated only this week (**Handout: Harvest Papers 3**).

Holly Rydell, age 31,

confused schoolteacher

Appearance/Traits: a striking lady with auburn, shoulder-length hair and brown eyes. She always dresses in flowery, frilly dresses extending down to her ankles. Even outside of her school she is usually seen clutching a bundle of books and student papers.

Common knowledge: it is well known around town that the young schoolteacher has a husband who's a firefighter and lives quite a distance away. She recently became the schoolteacher after the last teacher passed away. So far the children think she's great, especially the boys who all seem to have a crush on her.

Insider information: born and raised in Cobb's Corners, Holly never took to small town life. She left her hometown to find work in Montpelier as a schoolteacher, working at two different schools, and eventually married a local firefighter named Russ. Three years ago, her mother fell gravely ill and Holly returned to Cobb's Corners (thinking her mother would not be long for this world). The old girl has been barely holding on now for much longer than anyone thought she would. Holly's husband stayed in Montpelier and their relationship is beginning to fall apart. Holly took over as schoolmarm at the local one room school after the previous teacher died; she is now starting to suspect that some of her students had something to do with the woman's death. Worse yet, they might have similar plans for her.

Plot: Holly can relate her growing unease and fear of some of her students. This might give the investigators some foreshadowing of events to come in Episode Five.

STR 45 CON 70 SIZ 50 DEX 75 INT 80
APP 75 POW 75 EDU 85 SAN 73 HP 12
DB: 0 Build: 0 Move: 9 MP: 15

Brawl 25% (12/5), damage 1D3 + 1D6
Dodge 45% (22/9)

Skills: Art/Craft (English Literature) 55%, Art/Craft (Teaching) 75%, Charm 40%, Credit Rating 47%, Fast Talk 40%, Library Use 60%, Listen 50%, Natural World 60%, Persuade 60%, Psychology 40%, Science (Mathematics) 45%, Science (Biology) 40%, Science (Chemistry) 40%, Spot Hidden 60%, Stealth 60%, Throw 60%.

Other Notable Residents

Agnus Bellweather, age 88, *knowledgeable local*

Appearance/Traits: a little gnome of a woman, yet there's still plenty of spark left in her hazel colored eyes. Her knee length, silver hair is worn in a single thick braid. She wears rimless spectacles for her nearsightedness and employs a cane to help her walk.

Common knowledge: investigators asking around for a person with plenty of strange tales to tell will hear Agnus' name mentioned over and over again. She has a reputation for being a wise woman by those who like her, and witch by those who don't.

Insider information: Agnus was the town mid-wife before Dr. Perry arrived in Cobb's Corners. She learned her trade from her mother. Nowadays she makes a meager living concocting herbal remedies and dispensing sage advice to anyone with coin to spare or a chicken to trade. Once married long ago, her husband died of influenza before they had any children. She could never bring herself to marry again.

Plot: Agnus can be found on her porch at all hours, dozing away the time or petting Beltane her cat. She can be of help to the investigators in relating what she knows of the history of the town.

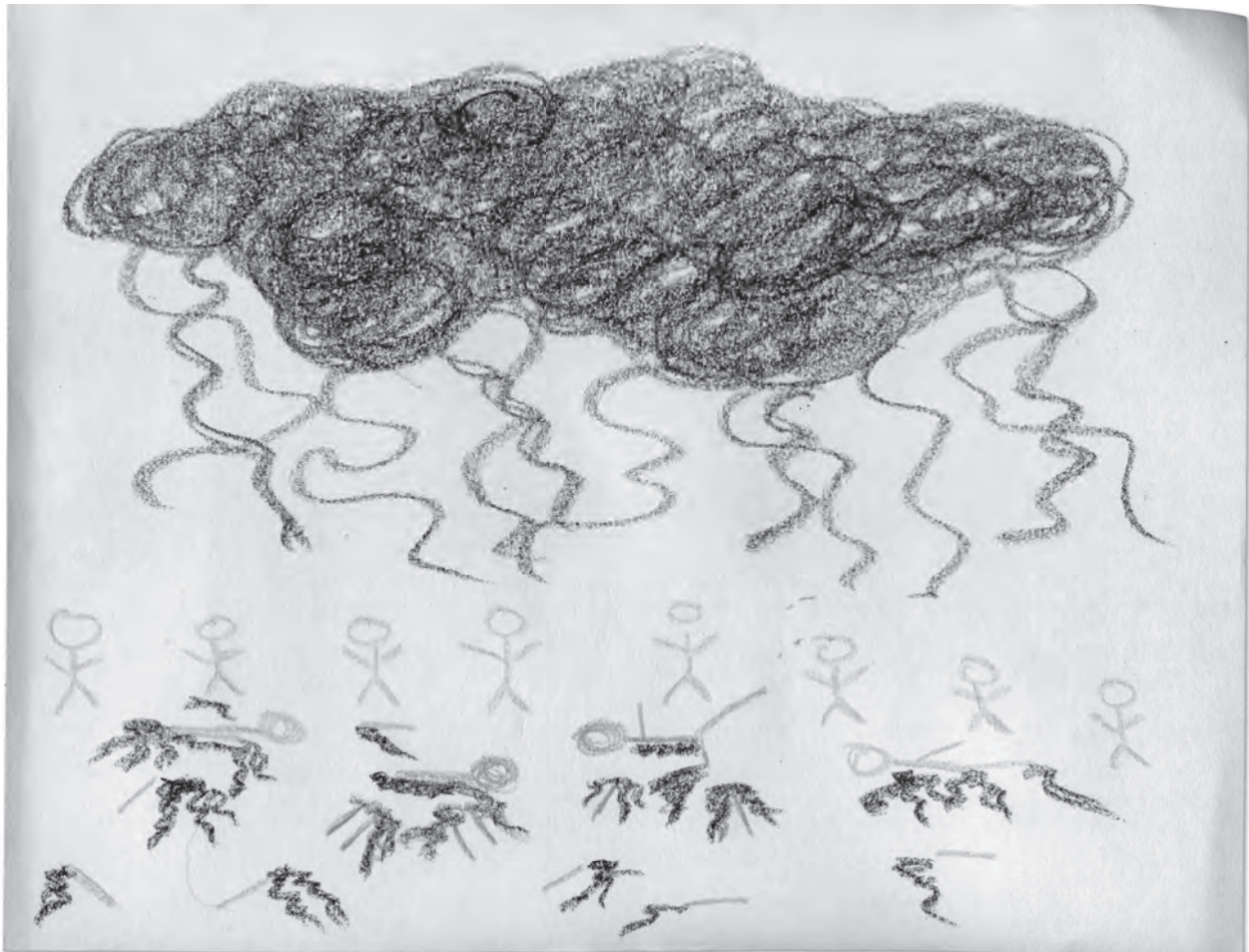
STR 30 CON 50 SIZ 35 DEX 45 INT 75
APP 50 POW 70 EDU 35 SAN 70 HP 8
DB: -1 Build: -1 Move: 3 MP: 15

Brawl 25% (12/5), damage 1D3-1
Dodge 22% (11/4)

Skills: Charm 60%, Credit Rating 32%, First Aid 60%, Listen 55%, Lore (Local Folklore) 60%, Medicine 50%, Natural World 65%, Occult 85%, Persuade 40%, Psychoanalysis 45%, Psychology 60%, Spot Hidden 50%.

Emily Braithwaite, age 18, *simple-minded girl*

Appearance/Traits: a pretty girl, with long red hair and freckles on her nose. Her knees are scabby from playing, her nails black from scrubbing through dirt to catch bugs. With the mind of a three-year-old child she is very trusting.



Handout: Harvest Papers 3a and 3b (Opposite)

Common knowledge: Emily lives with her parents on the edge of town, not far from the Maple Tree woods. Most townsfolk know she has learning difficulties.

Insider information: Emily suffered a difficult birth and, as a consequence, she has learning difficulties, and is also mute. Emily functions as a three-year-old child, understanding basic commands, but may wander off if not under constant supervision.

Plot: investigators may hear about Emily Braithwaite's disappearance from the townspeople. She went missing while her mother was hanging washing—Emily saw a butterfly and followed it into the woods and became lost. After wandering, Emily came across a deserted shack and the men of Leng. It is up to the investigators to save her.

Statistics for Emily Braithwaite can be found in **Episode One**, page 60.

James “Jimmy” Maclearan, age 48, embittered drunk

Appearance/Traits: a typical, big and strong, none-too-smart local drunk who's as likely to punch you, as he is to say hello. He has dirty, long brown hair and eyes the color of river mud. Usually dresses in a pair of oily jeans, stained t-shirt, and a faded New York Yankees baseball cap.

Common knowledge: everyone around town knows Jimmy; most of what is said about him is not very nice.

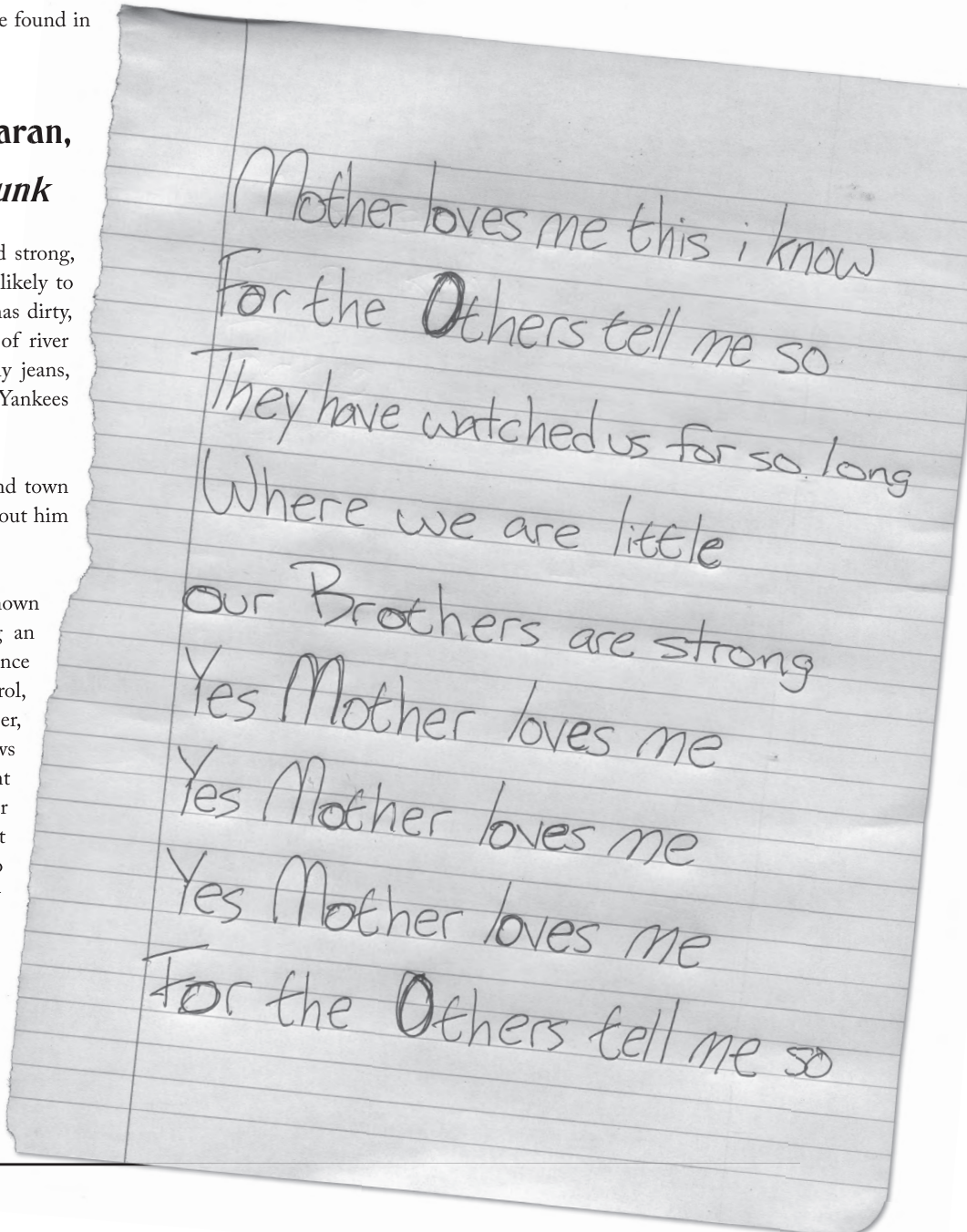
Insider information: Jimmy's known for his drinking, fighting, and being an all-around troublemaker. There was once a time when Jimmy was under control, when he was married to Sarah Spenser, the sister of the sheriff. No one knows why such a pretty, kind, and intelligent young woman like Sarah would ever marry such a no-account bully. But there's not a man or woman alive who could say the two didn't completely love one another. Sarah calmed the rowdy Jimmy down and turned him into a farmer and a respectable citizen. When Sarah died due to Consumption (Tuberculosis) it drove Jimmy mad with grief. Now, he is more than a little insane and meaner and nastier than ever before.

Plot: Maclearan doesn't like strangers staying at his old house and disturbing Sarah's rest. If he gets drunk and mad enough he is likely to do something drastic to the “university people” to drive them away from his wife.

STR 75 **CON** 35 **SIZ** 80 **DEX** 60 **INT** 45
APP 45 **POW** 50 **EDU** 40 **SAN** 15 **HP** 11
DB: +1D4 **Build:** 1 **Move:** 6 **MP:** 10

Brawl 70% (35/14), damage 1D3 + 1D4, or hunting knife 1D6 + 1D4
 Dodge 40% (20/8)

Skills: Art/Craft (Drink Heavily) 85%, Climb 65%, Credit Rating 8%, Fast Talk 50%, Jump 60%, Listen 60%, Natural World 55%, Occult 20%, Psychology 30%, Spot Hidden 60%, Stealth 50%.



Episode 1

*It was then that I heard the story, and as the rambling voice
scraped and whispered on I shivered again and again despite the
summer day.*

—H. P. Lovecraft, *The Colour Out of Space*

Field Research

It is now the final term of the academic year 1929–1930. Another university field trip to Vermont is planned for the summer months under the management of Professor Harrold of the Anthropology Department and the expedition's coordinator Robert Blaine, a senior student. Blaine will be leading the trip as Professor Harrold has a pressing workload and must stay behind at the university.

Extra credit is available for students of history, anthropology, and folklore. At the behest of Professor Learmonth of the Geology Department, geography, geology, and students of other sciences will also be able to gain extra credit by joining the field trip to conduct geological surveys of the area.

Running Episode One

This first chapter covers five days from the investigators arriving in Cobb's Corners. Each day has certain events highlighted but you should in no way feel restricted to this timeline or list of events. Having the investigators spend more time exploring and snooping about before the mi-go make their big move presents no real issue and does allow for the investigators to become familiarized with Cobb's Corners. The investigators may do unforeseen things that could alter or even eliminate some of the events described—if this happens, don't worry, just

decide which of the encounters you want the players to face and gently guide your group to them, adapting the events as needed. If the group circumvents an event entirely or somehow reaches an event earlier or later than expected, just roll with it and adjust accordingly.

Much of this episode has the investigators largely reacting to events—namely Robert Blaine's plans with the mi-go to abduct the students—this is by design and is important for setting up the second episode of the campaign. There are more than enough strange events, mysteries, and mundane activities to keep the investigators busy, including their daily duties (either interviewing locals or digging in the soil for long hours). The town of Cobb's Corners is available to explore, and there is the cult of The Young—which, while it should not be a big presence in this early episode, the investigators could learn a few clues to seed their interest (see **The Young**, page 21, Chapter 2). A number of mysteries and red herrings are presented to keep the investigators guessing as to the nature of the threat they face. Finally, there is subplot that is literally beyond their wildest dreams. Hopefully with all that going on, the investigators will be far too busy to actually stop Robert Blaine from proceeding with his own plans.

The end of this episode makes some assumptions as to how things should (ideally) turn out. Once again, if your game plays out as it is written here, then no problem. Still, sometimes things don't happen exactly as we would like them to. Just remember there are only four basic things that should occur by the end of this chapter to allow the second episode to proceed and run smoothly:

1. The majority of the investigators should escape capture by the mi-go—otherwise, if they all get captured, that's game over.
2. Ideally all of the non-player members of the outing should be captured.
3. Robert Blaine should be alive at the scenario's end.
4. Professor Harrold should come to Cobb's Corners to check on his students so he can be captured by the mi-go.

If necessary, these four goals can be changed as long as the linking elements within Episode Two are also adapted to suit.

For ease of reference, non-player character (NPCs) and monster statistics are provided in **Appendix A: Personalities and Monsters** (page 58). Key information for NPCs particularly relevant to this episode (such as personal description and relevance to the plot) is provided in the scenario text—this information is more or less the same as that provided in **Chapter 2: The Town Of Cobb's Corners**.

Start: The Trip To Cobb's Corners

The investigators leave Miskatonic University on August 15th well before dawn. They travel in two automobiles and a large truck. Before starting out, introductions are made by Robert Blaine:

- Robert Blaine: good-looking and sardonic expedition leader.
- Clarissa Thurber: a beautiful and charming chemistry major.
- Jason Trent: a small and shy history major.
- Roderick Block: a large and friendly football hero and geography major.
- Louis Gibbons: a chatty botany major and former pre-med student.
- Harold Higgins: a ceaselessly joking geology major, originally from Ireland.
- William Noakes: a bookish anthropology major.
- Terrence Laslow: a snobbish bore with double majors in history and psychology.
- Ask the players to introduce their investigators.

The group will be lodging in the formerly deserted Maclearan farmhouse; a rundown building surrounded by uncultivated land, located three miles outside the town of Cobb's Corners.

Blaine explains the expedition will be split into two groups:

- Group One contains the geologists, archeologists, and other “workers in the soil.” This group will be provided with an assortment of tools and surveying gear to conduct soil surveys. While Roderick Block will drive the truck from Arkham to Cobb's Corners, a local man named Joe Harlow has been commissioned to arrive each morning at the farmhouse and drive the

students to and from their work site (Harlow is being paid to be responsible for the truck's care and for his local knowledge—the back roads of Cobb's Corners can be quite treacherous).

- Group two includes the anthropologists, historians, folklorists, psychology students, plus any other areas of study. They will be equipped with notepads, pencils, and “incentive” money to encourage locals to share folklore and stories from the area's oral tradition. A camera with a flash powder tray is available if someone knows how to use it (Arts/Crafts (Photography) skill of 10% or greater). In addition, a phonograph with recording cylinders has been carefully packed should any of the students wish to record their conversations with willing locals. Two Chevrolet Model K automobiles are available, allowing the students to canvas the area. Terrence Laslow will drive one car and the other is placed in the care of William Noakes (or the investigator with the best Drive Auto skill).

Joe Harlow, age 58, *truck driver*

Appearance/Traits: very little hair left on his head and what he has is short, wispy, and as white as snow. Always dressed in a buttoned-up work shirt, faded bib overalls, and a ratty straw hat. It's difficult to tell that Harlow's eyes are blue because he's constantly squinting.

Common knowledge: investigators meet Harlow for the first time when they arrive in Cobb's Corners. Asking about him around town finds he has a reputation for being a “Jack of all Trades.”

Insider information: born and raised in Cobb's Corners along with his eight brothers and sisters, he has held jobs as a farmer, miner, dockworker, trapper, moonshiner, carpenter, and now a (temporary) Miskatonic University truck driver. For this job, Harlow is a good pick because, as a moonshiner, he got to know all the back roads around his town. He is a friendly man who tells tall tales about his adventures in all of his previous careers; however, Harlow knows quite a bit more than what he lets on about the local legends concerning the mi-go. He suspects something strange lives in the nearby hills and mountains, and although he won't tell the investigators anything about it, he can warn them to stay out of those hills because, as he puts it, “Bad things are known to happen up there.”

Plot: Harlow drives the large truck for the team of surveyors. He knows all the short cuts and the best places for fishing. He is not above selling some of the students some of his homemade moonshine, as long as they promise to keep their transaction a secret.

Statistics for Joe Harlow can be found in **Appendix A: Personalities and Monsters**, page 58.

Prior Knowledge

Investigator students who had some form of relationship with John Jeffrey or Boyd Patterson (see **Creating and Involving Investigators**, page 9, Chapter 1), or who may be junior members of the academic staff, know the following. Otherwise, a successful **Know** roll is required to recall this information.

What is known: last year during the summer break, teams of students led by Professor Harrold conducted research in Vermont. The expedition ended in tragedy. One student, Boyd Patterson, was found dead from a climbing accident, while two others, John Jeffrey and Daphne Devine, were classified as missing. To date, no one knows what happened to Jeffrey or Devine. Robert Blaine was a member of the same team, however he fell ill and did not join them towards the end of the expedition.

If the investigators wish to approach Professor Harrold (Anthropology Dept.) or Professor Learmonth (Geology Dept.) to discuss last year's events, the professors have little more they can add to the facts already known. Both consider the outcome of the fieldtrip as terribly tragic and both hope this year's expedition goes ahead safely. If pressed (**Charm**, **Fast Talk**, or **Persuade** roll), Professor Harrold admits he was initially reluctant to mount another research visit to the same region where the tragedy happened, but was reassured to let it go ahead when Robert Blaine volunteered to take on the leadership of the student team. If a successful **Psychology** roll is made, it's clear Harrold feels great guilt about the loss of the students, especially Daphne Devine.

If Robert Blaine is approached about the previous expedition, he initially grows quiet and only relates the facts as publicly known. Pressing him for further details makes him uncomfortable. All he will add is that he lost good friends and blames himself for not being with them in their time of need. A successful **Psychology** roll reveals Blaine is telling the truth and feels great loss for Daphne Devine. He says no more on the matter.

Professor Roger Harrold, age 44, *anthropologist*

Appearance/Traits: Harrold is a friendly man with wavy blond hair, bluish-green eyes, and a pale complexion. He is fond of brown suits, gold-rimmed glasses, and smoking cherry flavored tobacco in his ever-present pipe.

Common knowledge (Know roll): anyone even remotely connected to Miskatonic University knows of Professor Harrold. He is an anthropologist of great renown, who has spoken at several major universities, but has always called Miskatonic home. He first gained international fame after writing a book entitled *Ghosts Of The Ice* (concerning an elusive Inuit tribe found in the most northern reaches of Canada).

Insider information: the one time the professor's remarkable academic career has ever been sullied was when he allowed three students to go to Cobb's Corners, Vermont, to follow up on some personal research. A student was later found dead and the other two, including his star student, Daphne Devine, were never found at all. The Professor has been unable to shake the subsequent sense of guilt for the tragedy.

Plot: for the most part, Harrold only plays a minor role in this episode as his fate is sealed by Robert Blaine and his alien allies at the end of this episode, when his body becomes a host for the brain of Daphne Devine. Thus, in episode two, the investigators may see the professor around, but it won't actually be "him" the investigators deal with (see **Chapter 4: Episode Two** for more details).

Statistics for Professor Harrold can be found in **Appendix A: Personalities and Monsters**, page 58.

Getting To Know You

As the investigators are also students of Miskatonic University, discuss if any of the students are already known to any of the investigators. Use the following information to develop personal connections between the differing student NPCs and the investigations, and ask the player concerned to define the relationship (a good friend, an enemy, a rival?). Note that, while an investigator may have had contact with Robert Blaine around campus, none of them should have a close relationship with him. Likewise, none of the investigators should be close friends of Jason Trent.

Common and private information for each student is provided below. Use the journey to Vermont to roleplay a short conversation for each of the player's investigators with one of the non-player students. Such small scenes help to illustrate the NPCs and foster links with the investigators.

A successful **Know** (EDU) roll means an investigator knows some common information about one of the student NPCs. If the investigator is more than a passing acquaintance then he or she may know more personal information at the Keeper's discretion. Statistics for each character can be found in **Appendix A: Personalities and Monsters**, page 58.

Robert Blaine, age 24, *expedition leader*

Appearance/Traits: good-looking, with a lean, muscular physique. Wears understated clothes of brown and gray. Rarely smiles, except to deliver sardonic comments. At times of stress he unconsciously grinds his teeth.

Common knowledge (Know roll): any investigator involved in the debate team, wrestling, or studying geology is likely to have

encountered Blaine once or twice before around the campus. Blaine is intelligent, with a biting sense of humor and a strong sense of purpose. In recent months he has become withdrawn and more acidic in his dealings with people. He no longer represents the university debating team or wrestling team, and is rarely seen at any of his old haunts. It is widely known around campus that Blaine once had a somewhat serious drinking problem. He seems to have few friends now.

Insider information: Blaine has switched courses away from science to focus on anthropology, history, and folklore. He has been driven into a black despair over the loss of his only love, Daphne Devine and is willing to do *anything* to get her back.

Plot: Blaine is the tragic villain of the piece, a moderately wealthy and intelligent student who has been driven to the brink of madness by the loss of his love—Daphne Devine (see **Recent History** page 5, Chapter 1). His only goal in life is to be reunited with the woman he loves and he will gladly do whatever the mi-go tell him to so he can achieve his dreams. For this purpose, he had handpicked Clarissa Thurber to unwittingly supply a new body for Daphne Devine’s brain.

Clarissa Thurber, age 21, *chemistry major*

Appearance/Traits: long, light brown hair and hazel eyes, with athletic physique. Has a very faint lisp that she works hard to conceal. She enjoys wearing pretty dresses of a conservative length. The only piece of jewelry she wears is a silver locket (a family heirloom from her mother).

Common knowledge (Know roll): Any investigator with an interest in science will most likely have met this lovely chemistry student. Thurber is not well known in other social circles because of her strict study habits. It is known Thurber is not currently seeing anybody, so she may be a tempting target for those looking for a bit of romance.

Insider information: Thurber’s father was a chemistry professor for three universities during his career; his second and most fondly remembered teaching position being at Miskatonic. The old professor pushed his two sons into a life of science but he had no intention of letting his daughter attend a university. Professor Thurber was firmly grounded in the beliefs of his generation and a university was no place for a young lady. Finally, after the relentless pestering of both his daughter and his wife, the professor relented, but with one condition—Clarissa could attend Miskatonic University, but she must major in chemistry and always make the Dean’s list (like her two older brothers had done). So far, Clarissa has been attending the university for two years and her GPA is 3.8—better than either of her brothers.



Robert Blaine

Plot: Clarissa was handpicked by Blaine to accompany this outing for the sole purpose of her providing a body for Daphne Devine’s estranged brain. As such, she is never long out of Blaine’s watchful gaze. However, Clarissa is a typical young lady and she enjoys the attention of handsome men. Should one of the male investigators start flirting with her, Blaine does everything in his power to keep the two separated (see **The Romance**, page 39).

Jason Trent, age 20, *history major*

Appearance/Traits: dark brown hair and eyes, thin lips, and a round face. Dresses primly and acts as stiff as his over-starched shirts. His eyesight is so terrible that he must wear thick-lensed glasses to see. His shyness means he only speaks when spoken to, and he tends to avert his gaze when speaking to others. His bashfulness is doubled when dealing with females.

Common knowledge (Know roll): none of the investigators should be close friends to Trent prior to the university outing. Some might have seen him once or twice before wandering the campus, but that would be all. While he has attended Miskatonic for some time, he is silent, shy, and one of those people that seem to disappear into the background. He has few, if any, friends at school and never attends social activities. Those extremely well versed in campus society might remember Trent has a reputation for being a little bit odd.

Insider Information: Trent is the only child of a domineering, overprotective widow. He never knew his father. The only reason Trent is going on the field trip with a group of complete strangers is because, while pursuing his own private research, he has let his grades slip and now needs the extra credit. It is

Trent's compelling interest in the history of witchcraft that has caused his grades to fall, as well as earning him a reputation around campus as being spooky and strange. While a little strange in his own way, Trent is completely harmless and could provide the investigators with a wealth of occult knowledge—if only they can win his trust.

Plot: Trent provides a potential red herring to distract the investigators away from the real threat of Blaine.

Roderick “Little Rod” Block, age 21, *geography major*

Appearance/Traits: dark, wispy hair and light brown eyes. A broad and pleasant-looking face, marred by a small “U” shaped scar on his chin (from a long-forgotten incident as a child). Proudly wears his football jersey and jacket.

Common knowledge (Know roll): any investigator involved in school sports or studying geology is likely to become friends with “Little Rod,” if they haven't already. Block is one of the best players on the varsity football team. Originally from Georgia, he speaks with a slight southern accent. In addition to his formidable size and athletic prowess, Block is quite bright and is getting high grades.

Insider Information: Block is the typical big lovable guy. He is funny and friendly with everyone and it takes quite a lot to get him upset. He also has a natural empathy with others (note his Psychology skill), despite the fact he has never taken a “psych course.”

Plot: Block is the friendliest, most outgoing member of the group, save for any of the investigators. He is always willing to lend a hand and usually does the brunt of the physical work without ever issuing a complaint. With his natural empathy, he also knows when a person is upset and will try his hardest to make them laugh.

Louis Gibbons, age 22, *botany major*

Appearance/Traits: average height and build, with blue eyes and blond hair. Perfect teeth and dimples that most girls think are the cutest things. He dresses sharply (although a little threadbare). Speaks with a very broad Boston accent.

Common knowledge (Know roll): investigators studying either medicine or botany have had a chance to know Gibbons. Hailing from a wealthy Boston family, his father has a lucrative medical practice, Gibbons began college enrolled in the pre-med courses, but after one year at Miskatonic's St. Mary's

Teaching Hospital, he abruptly changed his major to botany. Louis is also known to play piano at the Regatta restaurant in Arkham from time to time.

Inside Information: because of his father, Gibbons was pressured to become a physician but after a year of pre-med he realized he just didn't have it in him to be a doctor, and so he changed majors to botany. His family did not approve, so they stopped paying for his tuition; however, Gibbons was smart enough to earn a scholarship. His few piano playing gigs at the Regatta restaurant allow him to make ends meet. He is too proud to ask for help and too vain to let his wealthy friends know he has suddenly been cut off from his family's funds, so he tries his best to hide this fact and tells people that he plays piano in the restaurant just for laughs.

Plot: due to his medical training, Gibbons can provide first aid/medicine to anyone that requires it—possibly making him quite valuable to the investigators and someone they should befriend quickly.

Harold Higgins, age 20, *geology major*

Appearance/Traits: a thin, frail-looking young man, with reddish-brown hair and green eyes. Born with a large, (silver dollar-sized) birthmark on the right side of his face. Makes friends easily due to his wonderful sense of humor.

Common knowledge (Know roll): everyone on campus knows Harold. He is the quintessential class clown. In any class he's in, Higgins is well liked by all, including his professors. He does have a serious side, but usually only shows it when studying his chosen major, geology. In addition to his skill as a geologist and comedian, Higgins has a wonderful singing voice that is only strengthened by his broad Irish accent. Lewis Gibbons is a close friend, and the two often perform together (one singing and the other playing the piano) at campus gatherings.

Insider Information: Higgins is cousin to Arkham Irish mobster, Danny O'Bannion. The two aren't particularly close but because of their common blood, the gangster has been known to look in on his little cousin from time to time. Higgins, having come from the more law-abiding side of the family, does his best to keep his relationship to O'Bannion a secret, as he is embarrassed of his cousin's criminal reputation.

Plot: Higgins is the one person on the field trip always joking and never taking anything seriously. As such, he is the last one to believe the investigators' strange stories until, typically, it's too late.

William Noakes, age 20, *anthropology major*

Appearance/Traits: a big, strapping lad with curly auburn hair, blue eyes, and freckles. He dresses in inexpensive clothes and has a pleasant, unassuming manner. Carries an old pocket watch his father gave him right before he started college, which he checks at least a dozen times a day.

Common knowledge (Know roll): Noakes is outgoing and friendly, with a generous nature and a genuinely kind heart. These traits have made him very popular at the university, not to mention he's an Arkhamite and knows all the fun places in town. Noakes is also a star on the university swim team.

Insider Information: Noakes is in the minority at Miskatonic University, as he's a local boy from Arkham. He got his strong physique helping his father out on the farm, where he thought he would remain; however, his uncle saw smart he was and wanted the boy to attend the university, so he paid his way. Although he has taken many classes and has shown some interest in both anthropology and history, Noakes has been a little overwhelmed by this sudden change in his life and has yet to choose a major.

Plot: he befriends all the investigators if given the chance. With his strong rural background, he is more readily welcomed by the locals of Cobb's Corners and could prove a real asset in connecting and communicating with the townsfolk.

Terrence Laslow, age 22, *history and psychology majors*

Appearance/Traits: a face so thin and sharp that, coupled with his small dark eyes, he sometimes resembles a rat. Black hair and a thin moustache that has never filled out accentuate his weasel-like appearance. Coming from a wealthy family, he is always immaculately dressed; however, his attitude is less than sparkling. He loathes getting dirty.

Common knowledge (Know roll): just like Harold Higgins, everyone on campus knows Laslow, but for completely different reasons. He's a snobbish, uppity, mean-spirited, rich boy whom no one likes. Even the small clique of other wealthy students he associates with don't really like him; they just tolerate him as he's part of their social circle and it's expected of them. To make matters worse, Laslow is brilliant, so he discriminates against any who fall short of either his high social and intellectual standards.

Insider Information: the only son of the New York Laslows; a wealthy couple who didn't even blink when the big crash of '29 hit. He has been spoiled rotten all his life and the fact that he

is highly intelligent only makes matters worse as he knows full well how gifted (both mentally and financially) he is. Laslow has never been afraid to flaunt his blessings in another's face. In fact, showing someone up is one of the few things that can bring a smile to his ratty visage. At school, Laslow is tackling two majors, history and psychology.

Plot: a caustic little worm who insults and belittles anyone given the chance. This includes the locals of Cobb's Corners that he and the other folklorists are interviewing. This should make things interesting to say the least.

The Romance

Robert Blaine will constantly be attending to Clarissa Thurber. Blaine grants her every wish to the best of his ability. She will be made comfortable, even if it means inconveniencing one of the other students, and she will never be placed in a situation that could damage her health. To the casual observer, it appears Blaine is hopelessly in love with her.

The investigators (and other non-player students) may quickly pick up on this interaction between the pair, judging it to be nothing more than young love. For those taking a greater interest, a **Psychology** roll uncovers that while Blaine appears to dote on Thurber, he actually has little regard for her feelings, appearing to be far more interested in her physical health. Thurber is a beautiful young woman who is used to being fawned over by men, so she thinks nothing of Blaine's attentions.

- **Plot:** Blaine wants to make sure that nothing happens to Thurber's lovely body. He could care less about the mind inside it, as his intention is for Daphne Devine's brain to soon occupy Thurber's good-looking shell.

Day One: Arrival

The students arrive in Cobb's Corners at about 1:30 pm. This day is for settling in, so there will be no interviewing or digging work. The investigators can pretty much do as they please; however, if they try to break away from the group they had better have a good reason as Blaine says he's responsible for all of them, so he will be keeping a close eye on them.

The Maclearan Farmhouse

The farmhouse is a two story unsightly eyesore surrounded by thigh-high grasses. Behind the farm, large Sugar Maples grow where once corn or wheat held sway. Within the house a few unbroken chairs sit facing one another before a brick fireplace in which cold black ashes lie. A large window looks out on what was a front yard.

Miskatonic University has been good enough to run a phone line to the house, but unfortunately, the dwelling has neither electricity nor gas. The layout consists of a front room, a large kitchen area, and what must have been a parlor downstairs, as well as two large bedrooms upstairs. The place is dusty and obviously could do with a clean. Oddly enough, the place doesn't really feel abandoned, as if someone or some thing still visits here from time to time...waiting.

Hanging on the wall above the hand pump in the sink is a faded yellow and blue hand stitched plaque that reads "God bless our happy home." Below the window looking out on the backyard stands a large insulated metal box into which ice can be poured and used to keep food cold. Through the rear window can be seen a decrepit outhouse that sits like an wooden island amongst a sea of grass—a collapsed barn, some fifty feet behind and surrounded by the Sugar Maple forest.

The female students elect to take the rooms upstairs, while the men make do with cots downstairs. Blaine chooses the parlor as his own private sleeping space.

During the day, someone returning from a trip to the rear privy may notice the flowerbed in full bloom surrounded by a ring of stones; the violets, daisies, buttercups, and lilacs that comprise the flowerbed are much too neatly ordered to be the product of mere chance. What the investigators don't know yet is that beneath this pretty garden molders the decomposing body of Sarah Maclearan; buried in secret by her grief stricken husband, James.

A Trip To Jim's Grill

Once everyone has chosen their sleeping arrangements, Blaine, to prove that he's not a bad guy, says he's taking everyone to Jim's Grill to buy them all a late lunch. Use this short drive to provide a brief overview of Cobb's Corners—refer to the introduction to the town in Chapter 2, as well as the entry for *Jim's Grill*, page 27.

As the student's cars and truck pull up in front of Jim's Grill, before anybody can enter, Richard Wendell, the local reporter, approaches the group and introduces himself. He proceeds to ask questions about their names, roles, and reasons for being in the area, as well as asking to take a group picture. Wendell intends to use the photograph alongside a short article about the students' mission. After some small talk, and assuming everyone is fine to have their photograph taken, Wendell goes on his way, leaving everyone to enter the restaurant.

Ann Haggerty greets the new arrivals with a smile, while her husband, Jim, prepares food. Sitting at the counter is their fourteen-year-old son, Jason, who is drawing a picture of a spooky-looking tree—should an investigator strike up a conversation with Jason about the picture, he smiles and says there are "Lots of cool trees around here." Before much more can be said, the door swings open and the sheriff strides in.

Jim and Ann Haggerty, age 42 and 39, owners of the diner

Appearance/Traits: Ann is usually seen wearing her waitress uniform, while Jim wears a white shirt and trousers hidden beneath a cooking apron. Ann has long blonde hair, blue eyes, and a slender frame. Jim is stocky, with short-cropped hair and brown eyes. Both are genial hosts, ever friendly and welcoming.

Common knowledge: the pair have owned and run the diner for the last eight years.

Plot: the husband and wife team don't play any significant role in the campaign. They are murdered by their cultist son in Episode Five.

Jason Haggerty, age 14, son and cult member

Appearance/Traits: a bright, good-looking kid, with light brown hair and brown eyes. Always polite, keeps himself neat and clean, and is always happy to lend a hand.

Common knowledge: investigators who eat at Jim's Grill see Jason. He appears to be like any normal fourteen year old.

Plot: if the investigators enter the diner in Episode Five, a now completely insane Jason will attack them. Prior to then, he acts like a regular teenage boy.

Statistics for Jason Haggerty can be found in *Episode Five*.

Richard Wendell, age 35, nosey small-town reporter

Appearance/Traits: average in almost every way possible regarding height, weight, and facial features. Brown hair and eyes. He is the kind of person whose name is always forgotten, whose face is never remembered, and whose presence often goes unnoticed.

Common knowledge: the people around town don't have too many nice things to say about their local ace reporter. Investigators get the feeling Wendell has upset almost everyone in Cobb's Corners at one time or another; although, this doesn't seem to stop them from eagerly paying for his particular brand of "yellow journalism."

Plot: Wendell can provide access to back issues of his newspaper, as well as divulge all sorts of sordid gossip and rumors. Because of his curious nature, he could be one of the easiest sources of



The

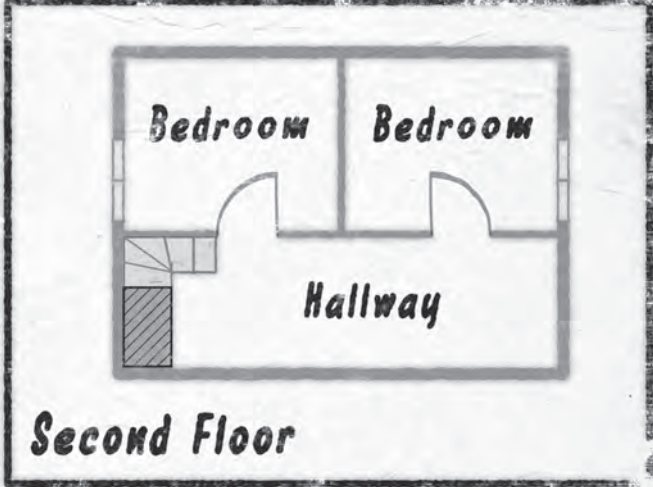
Old

Maclearan Farmhouse



This CHARMING PROPERTY near COBB'S CORNERS, VT. is presently available for SALE OR LEASE, with WILMINGTON REALTY acting as solo agent.

The vicinity of COBB'S CORNERS is beautiful beyond description. You must visit it . . . from Brattleboro, the village is a pleasant 20 mile drive by well-maintained all-weather roads. The Maclearan property lies 3 miles to the north of the charming town. Make an appointment to see it, to-day!



We have listed this season a very large variety of good trades in city and village homes, and farms both large and small. If intending to buy or sell we believe it will pay you to consult us.

Wilmington Realty.
Pleasant fellows to deal with, Main St. Wilmington, VT.

The Maclearan Farm Map by Dean Engelhardt

help for the investigators—but only if there’s a chance for a good story in it. Perhaps his most important potential contribution to the investigators is his grainy, blurry photograph of a mi-go in flight. The fact it exists at all is amazing—see *The Cobb’s Corners Gazette*, page 25 in Chapter 2.

Statistics for Richard Wendell can be found in *Appendix A: Personalities and Monsters*, page 58.

Enter The Sheriff

Sheriff Spenser and Deputy Cutter are spending the day as they usually do: the sheriff is preaching to his brother-in-law, Jimmy Maclearan (see page 33, Chapter 2) about the sinfulness of alcohol, while the deputy is reading from a stack of mystery novels. After the investigators’ vehicles pull up and everyone disembarks, the sheriff waits until he thinks everyone’s comfortable inside the restaurant, then he gets up, nudges Deputy Cutter, and the pair walk into the Grill. As they enter, the sheriff gets a cup of coffee from Ann Haggerty and saunters over to the erstwhile investigators, while Deputy Cutter loiters nearby.

The sheriff glares down at the students, as if looking at a group of hedonist anarchists, and delivers **The Sheriff’s Speech** (see box nearby). The sheriff will not allow his little talk to be interrupted, as he ramrods through all arguments and naysayers.

With his speech delivered, Sheriff Spenser drains his coffee, puts the cup on the counter, and strolls out. Deputy Cutter flashes the party a grin and now approaches, apologizing for his boss’s behavior. He then asks if he might join them for lunch as afterwards he could maybe give them a tour of the town.

Cutter appears around the same age as students, and his friendly and good-natured manner makes him quite likeable (when compared to the sheriff). He’s also handsome—youthfully muscled, with sky-blue eyes and short brown hair—should any of the investigators wish to be observant of such things.

During lunch—if the investigators allow Cutter to join them—Cutter asks Blaine if he has heard anything about Mr. Jeffrey or Ms. Devine; it doesn’t require a Spot Hidden roll to see Blaine quickly go pale and sickly at the mention of Ms. Devine as he shakes his head. Cutter apologizes and changes the subject to the reason for the new outing.

At this point Deputy Cutter is not “in the know” as to the mi-go plan; however, tonight he contacts the aliens and learns their intentions. The very friendly deputy attempts to pump the investigators for information while pointing out residents who aren’t likely to want to talk to the students (as well as those who may actually know some scrap of real information). He especially warns them off on Mr. Wendell, the local reporter they have already met, who had a field day for the two weeks he speculated about the grisly demise of the other students.

During the conversation, the deputy asks them where they’re staying. When he finds out it’s the Maclearan farm he smiles sadly and shake his head. If pressed, he’ll relate the

The Sheriff’s Speech

Hello. I am Sheriff Spenser and this is Deputy Cutter. We are the law in Cobb’s Corners. We will not hesitate to make your stay here most unpleasant if you break the rules. I am aware how you city kids enjoy your brothels and speakeasy’s, staggering around drunk all hours of the day and night. I realize that there are so many of you delinquents that the authorities in the city let you run amok without a care for your lives or your souls. Well not here! This is a God-fearing town! There will be no stories of drunken carousing, shoplifting, cow tipping, or any other perversions your idle minds can come up with! Not here. This town has already seen more unwanted attention than it deserves thanks to the last group of drunken hooligans who rampaged through here and wound up dead and missing in the mountains. We don’t need you stirring up trouble! Watch yourselves and God bless.

following story: the farm used to belong to Sheriff Spencer’s sister Sarah and her husband James Maclearan. James was a rough character, who got into lots of fights and such, but he always treated Sarah like gold and loved her dearly. They lived a good life on that farm. Unfortunately, there was something wrong with Sarah and they couldn’t have kids. About twenty years ago Sarah got real sick. Turned out it was the Consumption (tuberculosis) and there was nothing anyone could do for her. It took some time for her to die. Jimmy went crazy about then and went back to the bottle. After her death he claimed he could still see her sometimes. It all went downhill. The bank took possession of the farm and, even though the sheriff still thinks of Jimmy as a brother, he doesn’t want him in his house. Jimmy pretty much lives in the jail nowadays, coming and going as he pleases until the sheriff finds him drunk and locks him in a cell till he’s sobered up. The deputy warns the group that Jimmy’s got a vile temper and he’s more than a little crazy, so most people do well to avoid him.

The Lawmen

Sheriff Dan Spenser, age 40, *puritanical lawman*

Appearance/Traits: well built, with muscles easily seen through his shirt. Dark blue piercing eyes sit beneath jet-black hair; a streak of gray hair runs along his left side. His face is craggy, leathery, and aged beyond his years. He has very crooked teeth, but not too many people know this because he hardly ever smiles.

Common knowledge: just meeting Spenser once will be enough to tell the investigators that he is a no nonsense kind of guy who is fanatical about his job of bringing law to Cobb's Corners. He also seems about as fun and exciting as a bag of wet socks, so investigators would do well to steer clear of him.

Plot: Spenser will not hesitate to lock up any of the students if he suspects them of drinking, tomfoolery, and other menial offenses. By coincidence, this just might save their lives at the end of this episode. Also, the sheriff is the absolute last person who is going to believe any stories the investigators tell about alien monsters living in the nearby hills.

Deputy John Cutter, age 20, *baby faced cult leader*

Appearance/Traits: at a glance, Deputy Cutter could easily be mistaken for somebody two or three years younger than his twenty years; that is, until they notice the corded muscles of his arms and shoulders, and the whip crack of authority that sometimes enters his voice. Standing almost six feet tall, with short brown hair, sky-blue eyes, and a position of prestige in the community, Cutter seems like the perfect catch (yet no one can ever seem to recall him courting a girl).

Common knowledge: investigators may think it odd that such a young man (looking younger than most of the students) should be the deputy; however, Cutter appears very competent in his duties. Asking the local residents about the young lawman finds that most think John does a fine job despite being a “young pup.”

Plot: Cutter informs the mi-go about the arrival of the university students but otherwise stays out of the way, as he doesn't want his cult getting involved. He might lock up the investigators at the end of this episode, but that would be the limit of his involvement at this point. Cutter has grand plans in the works for the near future and he wants no undo attention placed upon his cult until the night of the great harvest (see Episode Five).

Statistics for Sheriff Spenser and Deputy Cutter can be found in **Appendix A: Personalities and Monsters**, page 58.

The Full Treatment

Following lunch, Deputy Cutter says that since its quiet around town he would be more than happy to take the group on a tour of Cobb's Corners. He shows the students around the town and takes them to the center of town to see the Civil War memorial with its “working” cannon, and then to the growing warehouse district, where fresh produce is loaded onto shallow-draft vessels traveling the Connecticut River. Along the way

he introduces the students to Mabel Carruthers the librarian, Doctor Owen Perry, and a host of other friendly people—refer to Chapter 2 for details of Cobb's Corners and its residents. As evening approaches, the deputy suggests dinner back at Jim's Grill and then leads the students back to the Maclearan farm in his squad car.

On arrival at the farmhouse the investigators might be surprised when Cutter produces a small bottle of whisky and offers everyone a taste—“long as no one tells the sheriff, of course.” Louis Gibbons and Harold Higgins then set about building a campfire outside. Naturally, that means it's time for ghost stories and Deputy Cutter has one to tell.

The deputy explains how it's common practice for kids to try to spend the night out here at the old Maclearan farm; but, as far as he knows, no one has made it all the way through a night yet due to the ghost of Sarah Maclearan. Sarah's Shade (the name the locals call her) has even been blamed for all manner of animal disappearances, bouts of sickness, and even for the death of several children over the years. Cutter doesn't claim to have ever seen Sarah's Shade—and for that he says he's happy. Locals say, to see Sarah's Shade means that death will soon be at hand.

After spending an hour or so with the students, Deputy Cutter says farewell and drives off; however, instead of returning to town, he heads up to the mountains and informs the mi-go of the town's new visitors.

Red Herrings Galore

To help keep the investigators busy, the Keeper is advised to make use of innocent yet creepy events—things only partially seen or heard—and of course, red herrings. Here is a brief list of some possible red herrings to incorporate for the investigator's stay in Cobb's Corners.

- If the investigators are focusing too much on Robert Blaine then Jason Trent, the history major, can provide a suitable distraction. Trent is painfully shy and only speaks when spoken to, leading to possible interpretation as him being overly secretive. Also, as a history major, he has an acute fascination for witchcraft, and the Salem Witch Trials in particular. An investigator might notice Trent reading a copy of Margaret A. Murray's *The Witch-Cult in Western Europe* (Oxford University Press, 1921). Perhaps he is seen digging an odd looking root out of the ground, which, once identified by a **Natural World** or **Science (Botany)** roll, turns out to be *Mandragora Officinarum*, a rare plant not native to North America—more commonly called Mandrake Root. A successful **Occult** roll recognizes the root as a key ingredient for witchcraft and potion brewing. Young Mr. Trent also seems to like taking long, solitary walks in the woods out back of the farmhouse around sunset. There are many other easy things Trent could do to cast him as a villain in the eyes of the investigators.

- Build some tension by having the drunk and slightly insane Jimmy Maclearan (page 33) start lurking around the farmhouse. Maclearan's presence should only slowly become known and most likely starts with scattered footprints, glimpses of a raggedy man spying on the investigators from the woods, or having the students return from their work to discover that someone has been searching through the farmhouse and their private things. When encountered, Maclearan is just as likely to be nice to the students as he is to be belligerent and, with his ever present hunting knife, dangerous. Moreover, Maclearan is very likely to start grumbling on about how his lovely wife, "Don't like having strangers in her house," and how "you college types had better not upset my wife," and so on. Such confrontations might mean the involvement of the sheriff, and can also lead directly to a third possible red herring—the ghost of Sarah Maclearan (see next bullet).
- After hearing about Sarah's Shade from Deputy Cutter, the investigators might begin to think they've got a haunting on their hands—if so, run with it. In reality, there is no ghost haunting the area, but the locals do genuinely believe that any life threatening or unseasonable sickness is caused by Sarah's Shade. Many locals confess to hearing about someone who found dried husks of animals, their blood sucked from them. Many children can truthfully claim that something gibbered and groaned when they approached the Maclearan house on a dare—but what they don't know is this was only Jimmy Maclearan, who comes back to his old house in a drunken stupor to tend the garden. Most animal disappearances attributed to Sarah's Shade are in fact perpetrated by The Young as sacrifices to Mother. As for the unexplained deaths of children, those were the devoted disciples of Shub-Niggurath, members of The Young, being called to The Mother. Of course, the investigators won't know any of this (at least not yet) so this ghost story could be used to great effect by the Keeper.

The Dream Gate

A year prior to the events in Episode One, the unfortunate students vanished when they accidentally stumbled upon a mi-go mining operation. One of them, Boyd Patterson, died trying to escape mi-go capture, while the other two, Daphne Devine and John Jeffrey, were taken prisoner. Devine had her brain removed and placed in a mi-go cylinder, while Jeffrey, having an especially high POW, proved to be an ideal test subject for an unusual experiment.

The ever-inquisitive mi-go have long wanted to understand the dreams of humans. They know their captured human

brains in cylinders dream, and have listened to the brains describe another realm only accessible through dreams (the Dreamlands), and so the Fungi wish to understand more fully just what this dream dimension means and whether it truly exists. As the mi-go cannot dream (they find the very concept strange and somewhat outside their terms of reference), they cannot mentally enter the Dreamlands. Despite these limitations, certain mi-go scientists hatched a plan.

Human psychic ability would be far more powerful if the mi-go had not limited it in pre-history—or so the hidden and ancient people of K'n-Yan claim, and for the sake of this campaign, they're right. The mi-go's plan involved boosting John Jeffrey's psychic ability and placing him in a permanent REM (Rapid Eye Movement) sleep state. This procedure, in addition to their own Gate technology, has created a Gate to the Dreamlands—similar to the mechanism Randolph Carter used to enter the Dreamlands in Lovecraft's story *The Silver Key*.

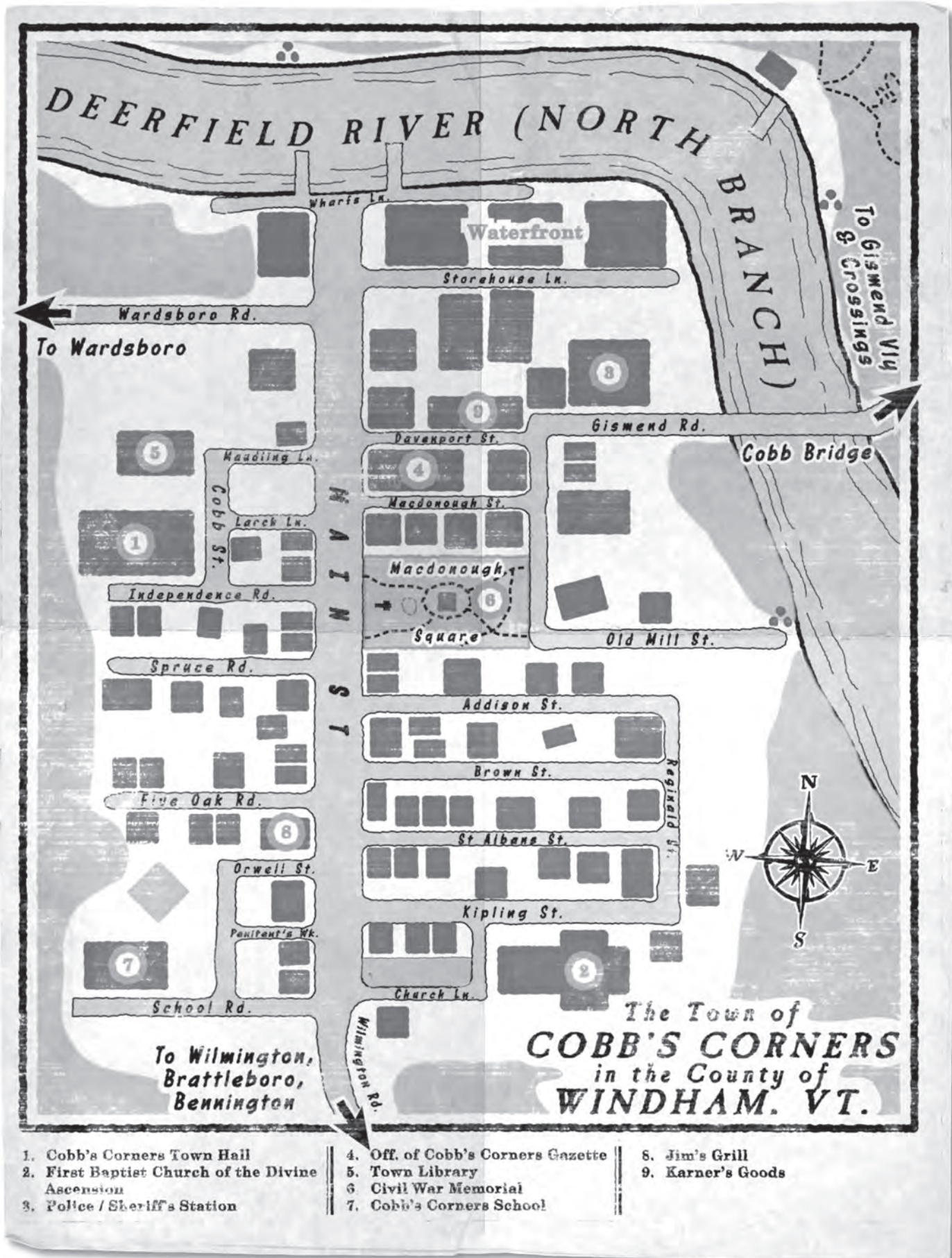
The Dream Gate allows humans and real-world items to pass into the Dreamlands and then return to the Waking World. Thus, the mi-go were able to send human agents into the dream dimension to explore and study (the curious mi-go find it safer to use agents rather than themselves in potentially dangerous experiments). Artifacts and living creatures could be brought back from the Dreamlands for mi-go study—all thanks to a now insane John Jeffrey.

Somehow, Jeffrey semi-awoke from the forced sleep and in a somewhat catatonic state slipped through the Dream Gate and disappeared into the Dreamlands. Without the ability to follow (the Dream Gate now gone), the mi-go lost Jeffrey, but ever the scientists, they marked him as a failed experiment and moved on to other areas of research.

Days after his disappearance, Jeffrey reemerged in the Waking World, a shadow of the man he used to be. On reappearing, he materialized into a chunk of solid stone within the Sugar Maple forest behind the Maclearan farmhouse—dead in body but not in mind. In its biotechnological altered state, Jeffrey's brain still lives, keeping the Dream Gate open. Due to his heightened psychic abilities, Jeffrey has been transmitting dreams to those perceptive enough to receive them. Those minds with which he had a connection in life are the easiest for his wandering, dreaming mind to contact.

As recommended, at least one of the investigators should have backstory connection to John Jeffrey: a former romance, a college buddy, a family member, or an old friend. Thus, any investigator with a connection to Jeffrey experiences the dreams described in the following sections (see **Pernance to Dream**—parts **One**, **Two**, and **Three**). If none of the investigators are connected to Jeffrey, their proximity to his remains mean they may begin to experience the dreams with a successful POW roll.

When the dreams begin to manifest for the investigators is determined by the Keeper; it may be on the night of their arrival in Cobb's Corners or a few days later, depending on how involved you wish the investigators to be with the field research, red herrings, and so on. The dreams should eventually lead the investigators to the location of John Jeffrey's body, and the encounters his Dream Gate has created.



Cobb's Corners Player Map by Dean Engelhardt

Perchance to Dream: Part One

An investigator connected to John Jeffrey automatically receives this dream transmission (see **Handout: Harvest Papers 4**). Otherwise, a successful **POW** roll is required to see if the dream is experienced; failure means they sleep soundly and are not connected to Jeffrey.

The Keeper may print out and give copies of the dream to the player(s) concerned. It is advised to give the investigators the opportunity to discuss the dream the following morning as this can lead to fun roleplaying if more than one investigator received Jeffrey's dream—allowing them to realize that they shared the same dream and provoking a **Sanity** roll (0/1D2 loss).

Day Two: Research Begins

Following breakfast, Blaine organizes the students into two parties: those conducting the soil survey, and those interviewing the locals. The day is already starting to feel hot and sticky—and will only get worse.

Once the truck driver (good old Joe Harlow) arrives, Blaine gives each group a survey map indicating the areas he wants canvassed—Blaine purposefully keeps everyone away from the Broken Hills region. Blaine intends to spend each day with a different group; today he will join the folklorists.

If necessary, allow players to refer to **Cobb's Corner Player Map** (see page 45).

The Wild Hunt

On the morning of Day Two, when one of the investigators leaves the main farmhouse to use the outhouse (choose or determine which investigator randomly), they are in for a sinister sight. As they head towards the outhouse, they noticed a skinny brown hare nibbling on weeds in a small clearing to the west. A few seconds after seeing the hare, a strange thing happens. What looks to be a large rat appears behind the unsuspecting beast, but oddly enough, this rat walks on its hind legs and appears to be holding a dagger in its paw! Other oddities become quickly apparent, like the rat's huge, bulbous obsidian eyes, and the twisting tentacles dangling from its snout.

The rat-creature is actually a *zoog* (a native of the Dreamlands) and one of many haunting the Sugar Maple forest. The investigator has "caught" the creature mid-hunt. Two things might happen:

- Should the investigator call out before it reaches the hare, the hare darts away. The *zoog*, unhappy its prey has escaped, turns to face the investigator, waves its paws crossly before darting off through the tall grass towards the Sugar Maple forest.

- Should the investigator choose to watch events unfold, they see the *zoog* leaping onto the hare and stabbing it viciously in the throat. The *zoog* then throws the dying beast onto its back before jogging away through the grass.

In either case, call for a **Sanity** roll (0/1D3 loss) for seeing the strange rat-thing and witnessing its bizarre and obviously intelligent behavior. Should the investigator attempt pursuit they reach the clearing and edge of the forest but can find no trace of the nimble creature. A successful **Track** roll identifies signs of a scuffle in the clearing but no tracks can be traced into or through the forest—which is quite dark and uninviting, despite the morning sun. The investigator would be wise to be now wary of strange things lurking within the Sugar Maple forest.

Folklore Interviews

Assume the students conducting interviews meet between five and ten families per day; spending upwards of two hours with those people willing to talk. The Keeper is free to roleplay the encounters or simply provide a brief overview of how many people talked, didn't know anything, or slammed the door in their faces. No social skill rolls are required unless an investigator is attempting something specifically to their advantage.

Following are a number of possible responses to the folklorists' questions, each relating a tall tale or folklore. The Keeper should feel free to make up tall tales—ghosts, werewolves, vampires, witches, the Devil, river monsters, and countless other beasts are all suitable topics for legends. Of course, not every local person is going to tell a tale, so limit these colorful quotes to one or two per day or else they will become overused. Also, note that there will be opportunities in Episodes Two and Four for the investigators to learn any of these "tales" missed during this episode.

- "There's a big mound over at the base of Landin Mountain. Sometimes, when there ain't no stars in the sky, a huge dog stands on it and howls. The dog's as big as a bull and it's got these glowing green eyes, and its howl is all-mournful like. Some folk say pilgrims are buried in that mound, murdered by Wampanoag Indians for trying to teach them the ways of God, and the dog is the pilgrims' guardian. One time, I was walkin' home from my friends house, he lives close by there ya see, an I'll be damned if the thing didn't jump out at me, all snarlin' an such. Well I straightaway made the sign of the cross and said the Lord's prayer. It gave up the ghost an disappeared. I ain't been bothered by it since, but others say they still hears it a howling sometimes."
- "You heard o' old woman Bellweather? Ah wouldn't go messin' with her if ah were ya! A couple o' years back mah boy trew some rocks at 'er 'ouse. Ya know

Handout: Harvest Papers 4

You open your eyes to find that you are not in bed and instead lay upon a flowerbed. The immense night sky is full of twinkling stars and a huge gibbous moon rises directly above you. The moon is somehow sinister in a way that you cannot properly explain. As you rise from the flowerbed the flowers make a rustling noise, and as you stand, you realize the rustling noise continues. Turning around you see the flowers seem now to shudder of their own volition. Backing away in fear, you find your gaze is taken towards the dark woods. Ugly shapes and creeping shadows move between the tree trunks, somehow almost human but twisted and smaller. Suddenly a myriad of glowing eyes appear in the tree line, blinking and feral. The rustling stops and from deep within the woods you hear a man's cry, long and painful. You hear your name shouted aloud, twice. The second time so loud it wakes you. You are in your bed, sweating, confused, and frightened.

'ow boys are. Well, that spring, one o' mah calves was born wit two 'eads an they mewled like cats. Ah 'ad ta put da evil thing down so's we could sleep at night. Ah 'eard dat woman can sour milk 'n wilt crops wit a glance. Most devilish ah all. The way ah 'eard it, she was married to a fella who didn't care none much bout 'is vows, if ya git mah meanin'. She caught 'im wit anotha woman and took 'is manhood away with 'er magic. Hehehehe, smooth as a babes bottom 'e was. Word is, 'e made it ta Brattleboro, afore 'e couldn't take it nah more an killt hiself."

- "I 'ear the Braithwaite girl went missing again, but she is prone to wander off... Not right in the 'ead you know? But still that mother and father of 'er's should take better care of the poor touched thing. Eighteen years old but with the mind of a babe, who knows what might 'appen to 'er, wandering the roads and the woods in the middle o' the night?"
- "Sara Maclearan is a blood sucking fiend! I know this to be the truth as on occasion I come up missing livestock, an I heard as a bunch a folks dug up her grave cause they was tired of their kin an animals dyin' an all. Well that woman weren't in her box where she belonged! We got no idea where she lay during the day. I wouldn't be surprised if it weren't her that killt those city kids on that mountain. Nope, wouldn't be surprised tall."
- "My granny once told me that there's a Indian graveyard around here somewhere's, an that the farmers who originally founded this town dug it up and found

all kinds a gold and fancy things. She also told me that the gold was cursed and that the youth of our town was paying a blood debt for what was taken. Now, I don't know, but we do lose a lot a young folks to stupid accidents around these parts. If you ask me, that blood debt is still being paid."

- "At times late at night I seen weird lights and heard strange sounds coming from the hills. I believe there's a way into Hell up there. I've heard growling like a mad dog, bleating like a sheep, buzzing like mosquitoes. Hell, I even heard singing a few times, as if someone was at the Devil's own church. Sometimes it looks like there's fires up there, other times it looks like one of those new electric torches, but real big and changing color."
- "Sometimes, afore someone dies, I heard that a tree would start bleeding and a crowd of whippoorwills would gather in its branches. Starting up such a cry as to raise the dead. A lot of people think the whippoorwills are Sarah's Shade, waiting to feed on the spirit of the dead before it flies up ta Heaven. Now, there weren't no birds in my trees the day my daughter Sally died. She just had that faraway look in her eye and a strange smile on her lips. I asked her why she was carrying such a queer expression and she said something 'bout going home to her momma—but her momma was right here. We found my baby girl in the barn. She'd been running. Fell on a pitchfork and bled to death without a sound. And no damn birds around nowhere's."
- "Rats! Them things are everywhere in the woods. Big brown things leaping around the trees like they're monkeys. Ugliest rodents I ever did see and no use for trapping what with that foul fur and meat. Damned nuisances! I think they been breeding in the Maclearan farmhouse and fled the place when you college folks arrived. Watch yourselves at night. Those vermin come back, they might eat you in your sleep. Heh, heh, no really!"
- "Once, when my granpappy was a youngin', he was eatin' lunch by a big mound in the woods where he hunted. Well out pops the Devil an he tries to bargain for my granpappy's soul. Well, ol' pappy weren't havin' none of that as he was God-fearin'. The Devil promised him women, Indian gold, the office a mayor, and whatever else he was a wantin', but my granpappy just started a prayin'. All of a sudden, a ray of light come outta the heavens and strikes the Devil cold. That Devil just started screamin' and a hollerin' and disappeared. My granpappy got on his knees an' and prayed thanks. Later in life he married my grams, ran this farm, and was elected mayor—with God's help mind you."

- “Something lives in the Gismend River. Now, I don’t pretend to know exactly what it is mind you, but sometimes when it rains, you can catch a glimpse of it floating along... Its spiny head just breaking the surface. I heard it might follow the river outta the mountains, but my guess is that it lives in the underground caves along the riverbed. If the sun’s comin’ down just right, you can see them caves from the shoreline, black as a witch’s heart.”

Slim Pickings For Diggers

Unfortunately for those researchers working in the soil, the best they can hope for is to make a **Spot Hidden** and find an old American Indian arrowhead (roughly 200 years old). Blaine has purposefully chosen the spot as it is far away from the “real” action as possible. On top of this, it turns out to be a really humid and hot day. While the group recording folklore will occasionally be invited in to drink iced tea or lemonade, the members of this group will be baking in the sun and laying out grid patterns in the dirt.

At The End Of The Day

As the students pack up and head for the farm, huge black clouds start roiling in, heralding a very dark night and possible summer storm. It’s been a long day for everyone. That evening, after everyone eats and discusses their day, most probably want to get right to bed. It’s a terrible night as the humidity just builds and builds. One or two investigators might wake up awash in sweat, feeling like they’re sleeping on a wet sponge.

When he’s sure everyone’s asleep, Blaine sneaks outside and uses a flashlight to contact a mi-go watcher in the hills. Uncomfortable sleepers who succeed with a **Listen** roll may hear odd buzzing noises at the limit of their hearing as the aliens and Blaine cement their plans to kidnap the students.

Perchance to Dream: Part Two

Unless the investigators have already traveled to the woods and encountered John Jeffrey (an unlikely event at this point, but possible), any investigators who had the first dream automatically receive this second one (see **Handout: Harvest Papers 5**). All other investigators should make a **POW** roll: a success means they experience the same dream; otherwise, they sleep soundly.

If the investigators previously discussed their shared dream from the night before, they know something is strange about this one from the start and should make a **Sanity** roll (1/1D4 loss); those experiencing this dream for the first time also make a **Sanity** roll (0/1D3 loss).

Handout: Harvest Papers 5

You awake in complete darkness. Not due to a starless night or curtained room, but rather the absolute darkness of the void. Frozen and immobile, there is no possibility of movement. Though your eyes feel open, nothing can be seen through the impenetrable blackness. The only sensation is a slight buzzing in your ears, and this, through slow increments, grows in volume until it becomes a terrible buzzing. You think you can hear words throbbing through the uneven tones. A sharp, excruciating pain follows, and the darkness is replaced by a sudden influx of light as nebulous shapes come into focus.

Discordant images flash before you. A fragmentary vision of a forest of huge twisted oaks thick with loathsome fungoid growths appears first, the sky barely visible beneath the canopy of leaves. This scene is followed by a city of sky blue marble. Slender minarets are visible, as are high walls lined with bronze statues dressed in medieval garb. The scene then shifts to a windswept and desolate place spotted with squat granite huts. Unclear humanoid shapes lurk nearby, dancing and capering around flickering green flames. A massive vista of cylinder-shaped towers follows. A twilight world illuminated by sickly yellow orbs. A sudden cold fear builds as you stare at the shadows lurking beyond the city’s thirty-foot high doorways.

These visions fade and you find you are still immobile but now seem to be in an overgrown clearing of twisted weeds surrounded by trees. Sugar Maple trees. It is broad daylight, yet no bird sings. Powerless and immobile, you sense things moving nearby. From nowhere you hear a gut wrenching woman’s scream. You awake back in bed, frightened and confused.

Day Three: The Accident

Thick, angry looking clouds set the tone for a bad time had by all. What starts as a misty sprinkle turns into a biblical deluge during the course of the day.

The folklore group gets maybe one or two quotes (see **Folklore Interviews**, page 46) before they are threatened by a gun wielding farmer, angry because, as he puts it, “Those hills are cursed, even the birds an animals stay away from them wooded groves an foul stones. Can’t ya see? Ya stirred up the Devil an the ghosts of dead Injuns, an now we gotta pay fer it!” You can either play this scene out (investigator violence will be met with calls for the sheriff) or summarize as necessary. Once the rain really starts to come down the interviewers cut their losses and return to the farmhouse early.

Meanwhile, Blaine spends the day with the land surveyors. When the rain starts to become a problem, he suggests the

students wait in the truck with the driver until he comes back. He tells them he's going to a nearby farm to use their telephone to call the Maclearan house to see if the other group is back yet. Before leaving, Blaine smiles and says the rain shouldn't last too long; just wait it out in the truck and things will be brighter when the sun comes out. With that, he disappears through the heavy rain.

Blaine has arranged for the soil surveyors group to be abducted by the mi-go today—the weather is just the perfect ally to make sure they all stay put. Blaine goes into the nearby hills to contact the mi-go and then jogs to the Maclearan farmhouse, telling the folklore students that he got separated from the diggers in the storm and was lucky to find his way back here.

Unless the investigators act sooner, three hours after Blaine leaves them, the majority of the survey team decides something must have happened to Blaine and that they need to go look for him. If there are any investigators in this team, provide them the opportunity to determine what to do (“you’ve been sitting in the truck for what seems like hours now, what do you want to do?” Etc.). Lucky for the surveyors, the storm is far more powerful than the Fungi anticipated. The heavy downpour means the mi-go are unable to fly and, as a consequence, are late arriving. Attempts to look for Blaine are beaten back by the weather and those leaving the truck are soaked to the skin in seconds. Despite looking, the survey team can find no trace of Blaine. Calls to return to the farmhouse in order to get the other students to join in looking for Blaine are made by a growing number of the students. If an investigator is adamant to remain at the site searching for Blaine, the others try reasoned debate but soon grow angry at the investigator's intractableness, ganging up and manhandling the awkward investigator back into the truck and getting Joe Harlow to drive them to the farmhouse. That's when they run into trouble.

As the truck crosses the Gismend River Bridge, the surging river sweeps part of the bridge away. The rear of the truck swings out and the vehicle is plunged into the river, partially submerging it in the water. There's no way it can climb the muddy slope of the river unaided. It's not far to the shore, just a matter of climbing on the hood and making a **Jump** roll: failure probably means slipping as the jump is made, causing the investigator to fall into the water—they can decide whether to make a **Swim** roll to reach the shore or quickly climb back on the truck's hood and attempt to push the **Jump** roll; failing the push could mean they succeed in reaching the shore but land hard on a rock, causing 1D4 damage. Failed **Swim** rolls can be pushed, with failed pushes possibly meaning the investigator gets caught in vegetation (and needs saving) or that they make it across but suffer an injury (1D4 damage) from scrapping against rocks under the water. No one should drown at this point; if the investigators get into serious trouble, one or more of the students or nearby town residents (see following) jump in to save them. It is, however, entirely possible for the driver, poor old Joe Harlow, to fall into the river and drown, as he's really out of shape. Trying to rescue Harlow requires a **Hard Swim** roll. Things can very quickly descend into chaos amidst the torrential rain.

Nearby residents hear the bridge collapsing and come out to assess the situation. Seeing the students and truck, they call the sheriff and then go over to the river to assist the troubled students.

Meanwhile, the sheriff is actually on his way to the Maclearan farmhouse to get the other students. Sheriff Spenser bangs on the door of the Maclearan farmhouse asking for help. He needs their automobiles, rope, and able bodies to haul their friend's truck up the riverbank before the debris it's caught in breaks loose and everything is lost. Hopefully the students agree.

Waiting at the river is the survey team and hopefully their driver, all soaked to the bone. The next part is dangerous, as someone has to tie three ropes to the bumper of the truck. Anyone can do it except for Blaine or the sheriff; they both claim to have bad backs. The NPC students come forward unless the investigators do. An investigator needs to make a **Jump** or a **Swim** roll to get back onto the truck and tie the ropes.

After the ropes are tied to the cars, with the sheriff and the two other drivers behind the wheel, everyone else grabs a rope and starts to pull. As the truck is slowly pulled ashore, a random person (not an investigator) starts shouting and pointing at the water. Investigators can make a **Spot Hidden** roll: if successful, ask for a **Sanity** roll (0/1D2 loss). What they behold is a rapidly deteriorating mi-go corpse. In this poor light it looks like the top of a large pinkish blob (the thing's head) from which sprout several growths (tendrils). A dark-red clawed appendage can just be seen sticking out of the churning water.

The next instant, Blaine “accidentally” knocks into someone else and they in turn knock one of the students into the river. This poor soul might very well be an investigator if the Keeper is feeling sadistic enough. The commotion caused should take everyone's eyes off the lumpy “thing” slipping below the water. If the person knocked into the river was not an investigator, feel free to save them, otherwise call for a **Swim** roll to get to safety (apply a bonus die if another quick thinking investigators provides some kind of assistance). If the **Swim** roll is failed this time, the investigator is carried down the river and may begin to drown (see **Table III: Other Forms of Damage**, page 124, *Call of Cthulhu Rulebook*). If a pushed roll is used, he or she becomes snagged on a rock or root—calling for a **DEX** or **Climb** roll to extricate themselves and get to safety, but also providing time for someone else to run to their assistance. With so many people nearby, ready to run or jump to their aid, it's unlikely an investigator will die; if necessary, apply 1D4 or 1D6 damage but have them reach safety after a suitably dramatic “near death” escapade.

After all the excitement, everyone gets back to work and the truck is soon pulled out. It's up to the Keeper what, if anything, is salvageable from the surveyors' gear. Of course, there's no further sign of the strange pink blob.

Harry Higgins' Rant

That evening, Blaine is frustrated; the survey team should have been collected by the mi-go. After returning to the farmhouse,

he sneaks off in the rain to signal his masters. About this time, Harry Higgins, one of the surveyors, decides to vent his concerns. Read aloud or paraphrase the following:

“Look, I know Blaine’s supposed to be the chief, but he left us out in a proverbial monsoon. Before he left, he said to wait for him, as he’d be right back. Now we find out he was all dry in here with you guys. Was that idiot just going leave us out there? I mean, did he even mention that we were waiting back at the truck? Some of us were thinking about having to stay the night there! Well, I got him figured as a jinx. Did you guys hear about his last foray out here? One person dead and two still missing...one of them his girlfriend! Apparently, he was laid up with a broken arm and couldn’t go with them that day. Pretty lucky on his part, eh? Anyway, I’m not saying we go home, this is a great opportunity to get in the professors’ good books. I guess what I’m saying is...be careful around that guy. In fact, be careful when he’s not around too. I got a bad feeling about him.”

It may occur to the investigators that Blaine has been gone awhile. If they excuse themselves and head out back of the farmhouse, they meet Blaine heading towards the farm from the direction of the outhouse. If an investigator deciding to check around the outdoor privy makes a successful **Track** roll, he or she finds an odd set of prints that look something like a cross between a giant turkey and a crab (mi-go tracks) facing a pair of normal sized shoe prints (Blaine’s). The rain is still coming down hard and is washing the prints away before the investigator’s eyes. Thus, before any witnesses can be gathered, the tracks will have been washed away.

If questioned about how long he was out of doors or where he went, Blaine acts surprised and more than a little embarrassed. He makes excuses about visiting a stash of whisky he secreted out back. He claims his nerves are shot and the sheriff would be angry if he found the liquor inside the house. A **Psychology** roll reveals he’s hiding something, but Blaine does have a muddy bottle of whisky in his hands.

To avoid all suspicion falling on Blaine at this time, the Keeper should have one of the investigators notice Jason Trent doing something creepy; a successful **Psychology** roll reveals Trent seems very pleased with himself for reasons known only to him.

Otherwise the rest of the evening is uneventful. Blaine shares his whiskey around and does his best to rekindle good relations, particularly with Higgins and any investigators who might have been sharp with him. Should the strange “foot prints” get mentioned, Blaine looks puzzled, saying something like, “I was meeting with a giant turkey? I think the whiskey has gone to your head my friend!” Again, a smug looking grin on Jason Trent’s face as he heads off to bed somewhat early, might be used to drawn attention away from Blaine.

Perchance to Dream: Part Three

This dream (see **Handout: Harvest Papers 6**) occurs on the third night—assuming the investigators haven’t already resolved the

Handout: Harvest Papers 6

You are on a cold, earthen floor. It’s dark here, but not so dark that you don’t realize you are in a root cellar. Gnarled knots of decayed vegetables droop above your head, root tendrils brush against your face and bare shoulders when you stand. You are naked, cold, and vulnerable. You see long wooden shelves lining two walls, holding jars containing pulsing, slightly glowing objects. Could they be brains? As you begin to approach, you turn as you hear a low, ugly growl that makes your hairs stand on end. The growl transforms into guttural words speaking a strange language you don’t understand. Panicking, you run towards the stairs but, in true nightmare fashion, the stairs never get any closer as you run and run.

The roots grow thicker as you attempt to escape; grasping your hair and limbs. It is only when the strange voice reaches a booming crescendo that the roots part and you finally stumble onto the stairs. Darting upwards, you see a sturdy looking trap door barring the exit. The voice issues a final scream of rage as you hammer at the trap door and somehow manage to break it open, flooding the cellar with starlight. Sweating and panting, you climb outside to see that you are in a clearing surrounded by Sugar Maple trees. You take a few cautious steps across the wet grass. Something cold and sticky wraps around your ankles and begins to drag you back towards the cellar. Painfully, you are bundled down the stairs and the last thing you hear before complete darkness descends is a roar of bestial laughter. You wake up, shaking in abject terror, the laughter still echoing in your ears.

situation with John Jeffrey (see **Dealing With The Dream Gate**, page 52). Investigators who have already experienced the dreams continue to do so, while any others should make a **POW** roll: a success means they experience the same dream; otherwise, they sleep soundly.

If the investigators previously discussed their shared dream from the night before, they know something is strange about this one from the start and should make a **Sanity** roll (1/1D4 loss); those experiencing this dream for the first time also make a **Sanity** roll (0/1D3 loss).

Day Four: The Gathering

The storm clouds are beginning to move out, sunlight comes and goes during the course of the overcast day. Anyone coming back from the outhouse around breakfast time is in for a treat. Due to the heavy rains yesterday, human bones are revealed jutting from the earth of the flowerbed (these are Sarah Maclearan’s remains). This lovely sight calls for a **Sanity** roll (0/1D3 loss).

The student NPCs, including Blaine, call for the sheriff (if the investigators don't think to do this) once word about the unearthed bones goes around the farmhouse. Any of the geologists can explain the influx of rain must have raised the water table, pushing the bones up through the soil until they were exposed.

When the sheriff comes and collects the remains, he is reticent to speculate on the identity of the bones, but if pushed (a successful social skill roll, such as **Persuade**) he says he suspects it's Sarah Maclearan. He's at a loss as to how she came to be buried here, but assures the students he'll be asking his brother-in-law about it when he gets back to town.

After breakfast, Blaine claims that maybe his personal feelings have been holding the survey group back. He will allow them to work the area at the base of Broken Hill, which the previous year's survey group believed was an unusual Indian burial mound. He also tells them to bring a few changes of clothes and their camping gear as they'll most likely be out there at least a couple of days; once the excavation is started, he doesn't want to leave the dig site unattended in fear of looters or vandals.

Should investigators attempt to head up the hill at any point, Blaine orders them to remain at its base and continue helping to uncover the mound. Under no circumstances will Blaine allow anyone to venture up the hill (as he fears the entrance to the mi-go base will be discovered).

When the driver comes to pick up the survey group, Blaine takes one of the cars and drives ahead of the truck, showing Joe Harlow how to get to his friends' last campsite on Broken Hill.

Note: those investigators in the survey group wishing to stay with the other investigators to investigate the Sugar Maple forest haunting their dreams should be allowed to do so if they feign illness (a sudden fever, food poisoning, etc.) or injury. A successful **Art/Craft (Acting)**, **Charm**, **Fast Talk**, or **Persuade** roll might be needed to convince Blaine that they aren't just slacking off!

The Folklorists Meet Agnus

Those investigators involved in recording folklore have a pretty slow day. After the fierce storm yesterday, only Mrs. Bellweather (see page 32, **Chapter 2**) is in a mood to talk to the group; however, almost everyone the investigators have already talked to has warned them to stay away from "witch Bellweather."

Mrs. Bellweather lives on the far side of the valley at the end of a cul-de-sac. Her small home is in desperate need of a fresh coat of paint and some minor repairs. Here and there, potted plants and a homespun quilt add a splash of color to the drab building. If the investigators are brave enough to approach her door and seem polite, she'll sit on her porch and talk to them. From time to time, her lap is occupied by a large black cat called Beltane. Enquiries as to the nature of the cat's name provoke a wicked sounding laugh, after which she confides he was born May 1st and had a fiery disposition before he got old and fat.

The old lady tells the group how she was the midwife around these parts. She explains how she learned her skills from her mother, and how the sheriff made her stop when Dr. Perry came to town; although, in reality she has never stopped helping those around her. Enough people still come to her wanting her remedies and advice and willing to trade animals, fresh fruits, vegetables, and occasionally even money, that she still manages a comfortable living.

Once settled, the investigators can hear an interesting tale from Mrs. Bellweather. Read aloud or paraphrase **Mrs. Bellweather's Tale** (see **Handout: Harvest Papers 7**).

Agnus Bellweather, age 88, *knowledgeable local*

Appearance/Traits: a little gnome of a woman, yet there's still plenty of spark left in her hazel colored eyes. Her knee length, silver hair is worn in a single thick braid. She wears rimless spectacles for her nearsightedness and employs a cane to help her walk.

Handout: Harvest Papers 7

Mrs. Bellweather's Tale

When Franklin Cobb and the original settlers were moving toward this valley, they was halted by a group of Indians. It seems the Indians tried to warn the settlers this was cursed land. They told Franklin that, long ago, a tribe settled in this valley and evil spirits wiped them out in a single night. According to their legends, the tribe died in the most hideous ways: frozen, burned, or ripped apart. The remains of those massacred were found and buried at the foot of a hill in the valley. But on that evening, the evil spirits took to the air, screaming curses and threats, but the Indian's wise man had powerful magic and he was able to keep the spirits at bay while the his tribe made their escape.

Now I believe that there's some truth in it. There ain't no bugs in the valley, no bees, and no skeeters. Birds don't fly overhead going south for the winter, and no bear or mountain lion comes down to terrorize us. The only things living in this valley are man and the things man brings. Did you know that farmers here don't have to worry about weeds? They won't grow here! Least not in the crops. So many things do grow here though; if we couldn't sell it all off to the cities, we'd be drowning in crops and cows! And all this produce coming from thin, rocky soil. Every so often I wonder why we was granted this bounty, but more than that, I wonder what we're paying for it.

Common knowledge: investigators asking around for a person with plenty of strange tales to tell will hear Agnus' name mentioned over and over again. She has a reputation for being a wise woman by those who like her, and witch by those who don't.

Plot: Agnus can be found on her porch at all hours, dozing away the time or petting Beltane her cat. She can be of help to the investigators in relating what she knows of the history of the town.

Statistics for Agnus Bellweather can be found in **Chapter 2**, page 32.

What Happens Next?

If the investigators wish to follow-up on the strange dreams go to **Dealing With The Dream Gate** (following). The Dream Gate section is a short sub-adventure, providing the investigators the chance to find John Jeffrey, rescue Emily Braithwaite, and deal with some of the horrors of the Dreamlands that have been transported to the forest near the investigators' farmhouse.

If the Dream Gate sequence is avoided, events proceed from the section entitled **Back At The Farm: One Way For Things To Go Down** (page 56).

Both possible routes provide variations for ending Episode One. If the Keeper wishes for the investigators to encounter the Dream Gate and its associated events, then it is advised to draw the investigators towards John Jeffrey by no later than Day Four, as after this day Blaine and the mi-go should have enacted their plan. Day Five sees the students returning to Miskatonic University.

Dealing With The Dream Gate

From the dreams they have been having, the investigators probably suspect something odd is happening in the woods behind the Maclearan farmhouse. If they decide to explore the Sugar Maple forest it may just save them from a terrible fate at the hands of the mi-go. Despite having to face some dangers, they may end up saving a damsel in distress and dealing with poor John Jeffrey.

This interlude with John Jeffrey and the Dream Gate can happen at any time during the episode, but Keepers may want to hold off until Day Four as it is then when Blaine arranges for the mi-go to come and scoop up all the students in his care. If the investigators are off on this side adventure then they will be (ideally) spared that assault.

Although they have no exact location for Jeffrey, again and again their dreams have taken them to the Sugar Maple forest behind the Maclearan farmhouse. The forest is not that large and giving it a thorough search, should the investigators wish, eventually takes them to the clearing and John Jeffrey.

The Enchanted Woods

Since Jeffrey arrived at the clearing, his Dream Gate has opened the way to the Waking World for certain "guests" from the Dreamlands. The first creatures the investigators encounter are zoogs; small but far from harmless denizens native to the Dreamlands' Enchanted Wood. For one investigator, this may be the second time they have spied the creatures and would be vindication if no one believed their strange story until now.

Even if the investigators enter the forest in broad daylight the trees prove thick with shadows. Dead leaves lie underfoot; dry where the sun has reached them, wet and mulchy where patches of shadow cover them. Sometimes the investigators' feet crunch down upon the skeletons of small birds and squirrels (the remains of zoog meals). Strange high-pitched squeaks issue from the trees as the investigators progress and small shapes leaping amongst the boughs might be seen in peripheral vision. A successful **Spot Hidden** spots the zoogs: strange rat-like rodents with star-shaped flanges sprouting from their noses, somewhat like star-nosed moles, although costing 0/1D3 Sanity points to see. Although strange, the creatures are not particularly threatening. Should an investigator already be familiar with these creatures from previous visits to the Dreamlands they wisely know to be wary of the zoogs.

At this point, there are nearly fifty zoogs in the forest and unless provoked they do not attack a group of humans. Lone investigators should, however, attempt a **Luck** roll, with a failure meaning 1D6+6 of the curious and opportunistic zoogs decide to try the new meat.

Statistics for zoogs and the other Dreamlands denizens in this episode can be found in the **Appendix A: Personalities and Monsters**, page 58

The Clearing

As the investigators progress through the Sugar Maples, the zoogs follow until they reach the clearing where Jeffrey lies—at that moment—the zoogs issue an almighty squealing commotion and flee back through the trees as if a forest fire was upon them. Zoog sense is far more honed than a humans—lurking in the clearing is an abomination of the Dreamlands known as a moon-beast.

When Jeffrey first arrived in the clearing the other side of his Dream Gate was hitting random locations throughout the Dreamlands. One location was the interior of a black galley trading with the port city of Dylath Leen. The black galleys, crewed by the men of Leng, are run by the moon-beasts. When the Dream Gate touched the galley's hold, a nearby moon-beast sent a number of the Lengites through the gate before following itself. Now, the moon-beast is caught in the Waking World. It is angry and suspicious. When the investigators enter the clearing, the moon-beast watches, hidden in the trees, waiting for an ideal moment to spring out and attack. Sanity loss for seeing a moon-beast is 0/1D8.

Cautious investigators should be given an opportunity to detect the moon-beast, while careless ones will probably suffer a surprise attack as it lunges out at them. If detected or if the investigators are quick thinking, they may be able to lure the moon-beast into pursuing one or more of their number, allowing the investigators to lead the creature on a chase through the forest. If the investigators concerned can lose the moon-beast amongst the trees and then double back, they can avoid outright combat.

If combat does ensue, the investigators have an even chance of killing the moon-beast. If they require quick and dirty weapons, there are plenty of sticks lying around to use as clubs (1D6 + DB damage) and breaking a long branch results in a sharp point that makes for a crude spear (1D6 + DB damage, or 1D6 + half DB if thrown). Large rocks might also be thrown (1D4 + half DB damage).

John Jeffrey

With the moon-beast dispatched or evaded, the investigators are free to approach John Jeffrey, or at least, the horror that the mi-go have turned him into. Near the center of the grassy clearing stands a jagged, gray hunk of rock. This is where Jeffrey materialized in the Waking World, and his corpse, now rotting, is partially embedded into the very rock. Frail and emaciated, patches of his rotted form are black with the carrion insects and gnawing maggots. The one exception is his head: his sunken eyes are open but lifeless, his jaw hangs slack, his puffed, purple rotted tongue protruding out over his lower lip. The top of his head is missing (removed by the mi-go), although the brain, still fresh looking, pulses beneath red cables, crystalline structures, and chunks of bioluminescent fungi. Seeing poor Jeffrey in this state provokes a **Sanity** roll (1/1D6 loss)—if an investigator was particularly close to Jeffrey then increase the loss to 1D2+1/1D6+2 **Sanity** points.

Behind Jeffrey, surrounding the rock like a shimmering halo of heat haze, stands the Dream Gate. Due to Jeffrey's decaying state, the Dream Gate is currently functioning. Looking through the Gate, tantalizing and swiftly changing images from the Dreamlands can be seen, but no one can pass through it. If watched, the images show a white city covered in clouds, the hold of a black galley, a bright and enchanting woodland scene, and a sea of bones in what seems to be a gigantic cavern. The images change too rapidly to get any real sense of the locations or their inhabitants; Keepers may impose a **Sanity** check for investigators gazing far too long who happen to spot a ghoul (0/1D6 loss), a gug (0/1D8 loss), or some other horror from the land of dream.

When approached, Jeffrey first appears dead; though, if an investigator speaks or actually addresses him, he bobs his head slightly and his face forms a brief rictus of both pain and recognition—call for a **Sanity** roll (0/1D6 loss) to see this “dead man” smile.

Jeffrey raises a skeletal right arm and points in a direction beyond the clearing. Although unable to speak, Jeffrey

John Jeffrey, age 25, failed experiment

Appearance/Traits: a prisoner of his own mind, Jeffrey is further trapped, embedded in a gray chunk of rock. His emaciated corpse is rotted and the top of his skull is missing, his brain throbbing beneath red cables and crystalline structures containing mi-go brain fungus.

Common knowledge: only investigators who were acquainted with Jeffrey in the past know anything about him.

Insider information: Jeffrey is one of three students who disappeared in Vermont—unlucky souls who inadvertently encountered a mi-go mining operation. Jeffrey became a test subject for the mi-go's latest experiment, transforming him into a functioning Dream Gate (allowing physical access to the Dreamlands). Somehow, Jeffrey managed to go through his own Gate causing the experiment to go wrong, with catastrophic consequences for the poor student.

Plot: Jeffrey has returned to the Waking World, materializing into a hunk of solid stone in the Sugar Maple forest behind the Maclearan farmhouse. Dead in body, his brain has survived—maintained by the implants inserted by the mi-go. The Dream Gate allowed some entities from the Dreamlands to cross into the Waking World, but now the Gate is malfunctioning. Jeffrey is transmitting dreams of his predicament, and after sensing Emily Braithwaite's plight, his guilt has manifested in further dreams pleading for help.

Statistics for John Jeffrey can be found in **Appendix A: Personalities and Monsters**, page 58.

establishes a psychic connection with the investigators, sending the words, “Save her” directly to their minds. If the investigators need more prodding, he psychically says, “she’s captured by savages from beyond. You must save her. Go!” Jeffrey is referring to Emily Braithwaite, who has been captured by men from Leng (see **The Cabin In The Woods**). Ideally, the investigators take the hint, and leave Jeffrey to search for and save Emily Braithwaite. Once this task has been accomplished, Jeffrey sends another psychic message to the investigators, “Return and end my pain.” This message repeats and grows in intensity until the investigators make their way back to Jeffrey.

Faced with Jeffrey's request to stop his pain, the investigators must decide what to do. It is obvious to all that this pathetic, shell of a man is in agony and, with no way of removing him from the rock, they must decide whether to accede to his request or leave him to suffer.

- Leaving the poor man would be a callous act, particularly for those who knew Jeffrey, playing upon an investigator's conscience—the Keeper should impose a Sanity loss (suggest 1D6 points)—the event playing over in the investigator's dreams and possibly acting to spur them on later to try and make amends.
- If left, Jeffrey's pitiful existence continues for how ever long the Keeper wishes. While his body decomposes, his enhanced brain continues to "live" and so maintains the ever more malfunctioning Dream Gate. At some point, the mi-go find Jeffrey and remove his brain from what's left of his body for further study.
- Providing a *coup de grâce* to Jeffrey is a simple affair (no rolls required) and if done, the Dream Gate flickers brightly and then disappears.

Easing Jeffrey's suffering and ending his life causes the Dream Gate to cease to exist. Anything that was transported from the Dreamlands to the Waking World is "snapped-back" to the dream realm. Astute Keepers will note that if the investigators kill Jeffrey before saving Emily Braithwaite, then the men from Leng are sent back to the Dreamlands—effectively negating the encounter described in **The Cabin In The Woods** (although, hopefully the investigators still rescue the girl, as she will remain alone and bound in the cabin's cellar). As the Dream Gate is functioning erratically, not all of the Dreamlands creatures are necessarily returned to that realm, and the Keeper may choose to have the men from Leng remain to be dealt with, while the zoogs and moon-beast are returned.

Optional: if the Keeper wants the Dream Gate to be working, investigators passing through find themselves physically in the Dreamlands. As the Gate is malfunctioning, the investigators can in theory appear anywhere—providing the option for a sidetrack adventure. If in doubt, having the investigators appear in the Enchanted Wood is a safe bet. The travelers lose 3 magic points and 1 Sanity point from the trip (returning to the Waking World through the Dream Gate costs the same).

The Chaosium supplement *H.P. Lovecraft's Dreamlands* is recommended for Keepers wishing to utilize the Dreamlands setting.

The Cabin In The Woods

When the Dream Gate touched the black galley it was not only the moon-beast transported to the Waking World—four men of Leng also made the journey. The moon-beast commanded the Lengites to scout out the strange land they now found themselves

in. Beyond the clearing and through the forest the Lengites came upon a deserted, half derelict shack. Earlier that day poor Emily Braithwaite (see page 32, **Chapter 2**) wandered into the shack. Unfortunately for her, Lengites are as cruel as their moon-beast masters, and have been torturing Emily and debating whether to tell their moon-beast master about their captive.

Jeffrey, somehow linked to those beings from the Dreamlands that passed through his Dream Gate, has sensed these events and feels great guilt for allowing Emily to fall into the hands of the men from Leng. He wants nothing more than to die knowing that Emily is safe. The investigators have no compulsion to follow Jeffrey's cryptic clue, but a successful **Listen** roll might draw them to Emily's barely audible screams. If the investigators fail to find Emily, the men of Leng eventually wander off to perform more trouble in the Waking World, heading back to the clearing first to contact the moon-beast. If the investigators do follow-up Jeffrey's cry of "Save her," then events proceed as follows.

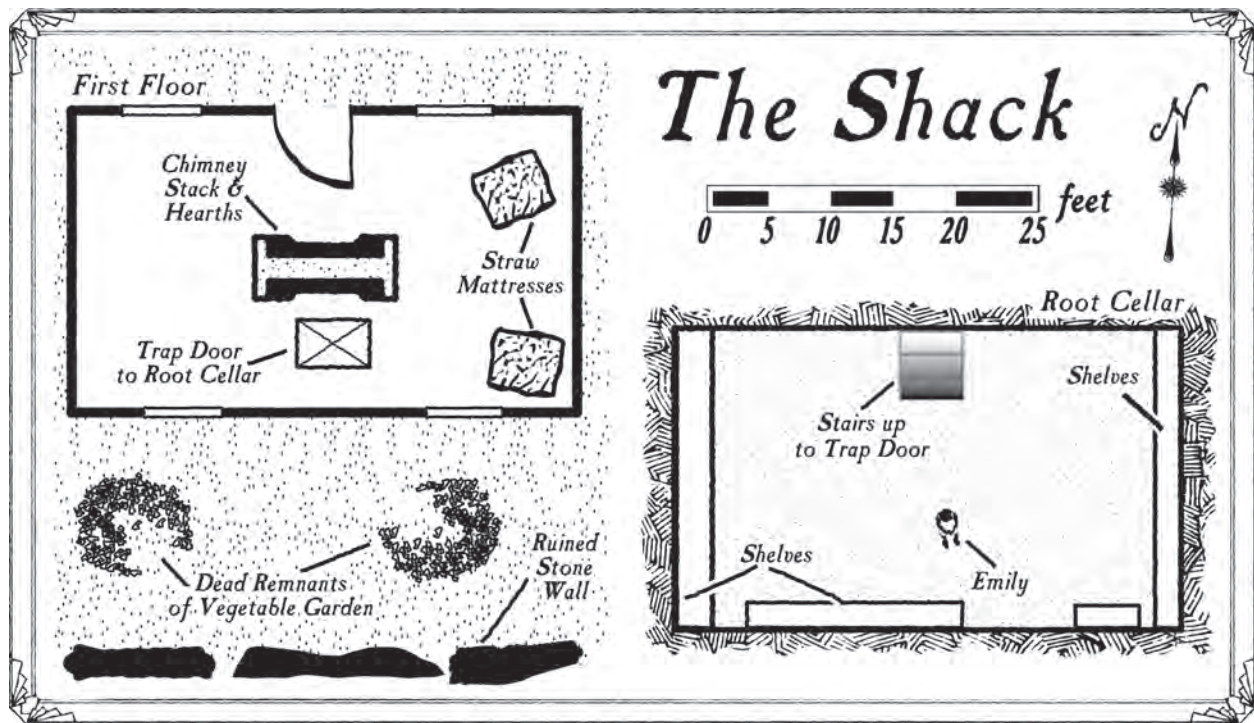
The shack is located about half a mile north of the clearing, in another clearing beside an ancient, crumbling well. Except for the zoogs, no other Dreamlands creatures are encountered when following Jeffrey's directions, but the men of Leng's handiwork, in the form of Emily Braithwaite's pitiful screams, grow louder and clearer as the investigators approach the dilapidated shack.

The shack has a low, sloped roof of rotting beams, with a sagging chimney at its peak. The walls are formed from untreated wooden beams, rotted and covered in mold. Two broken windows surround a door in the northern wall of the house; the southern wall holding two further shuttered windows. The clearing is mostly dirt and rocks, with the overgrown weed-choked remnants of a vegetable garden standing against the south wall. Behind the garden is a collapsed stone well. Intermittent high-pitched howls of pain issue from somewhere within the shack, accompanied by the occasional crack of a whip.

The front door is unlocked, as are the shutters on the windows. Inside is a ten-yard square, single room. The floor is wooden and apart from two rotting straw mattresses near the east wall, it is devoid of furniture. A chimneystack stands in the center of the room. The whole place reeks of damp and smoke. Wisps of smoke seem to be rising from a trap door set into the floor—as well as cruel laughter and the occasional scream.

Emily is held prisoner in the shack's root cellar. The floorboards are warped and uneven, and any investigator failing a **Stealth** roll alerts the men of Leng to their presence—making them charge upstairs and instantly attack.

If the investigators make it to the root cellar without a sound, they see a narrow staircase leading down to a well-tramped earthen floor. The cellar has the same dimensions as the room above, though its north wall is directly behind the staircase; the south wall being located beneath the garden at the southern end of the house. Illumination comes from a fire the Lengites have made, so the cellar is smoky and might cause a brief coughing fit for those going down (**CON** roll). Cracked and dusty jars stand on shelves lining the walls.



The Lengites have Emily strung up by a rope tied to one of the root cellar's wooden beams. She hangs there as the men of Leng whip her with a leather belt or jab at her with spears. Naked but for their filth-stained trousers, with small horns poking from their foreheads and dirt-encrusted hooves sticking out from their ragged trouser bottoms, they look for all the world like demons escaped from Hell—call for a **Sanity** roll (0/1D4 loss).

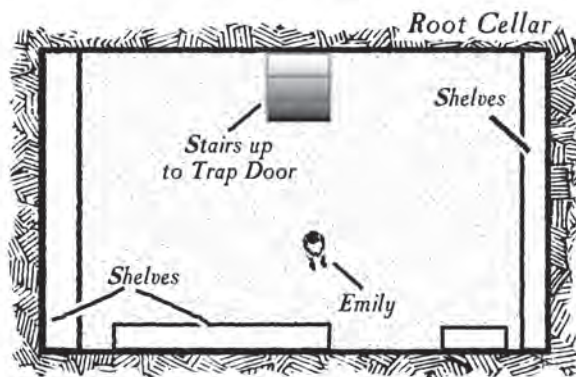
An ambush with superior weaponry is liable to dispatch the men of Leng quickly. If half of their number is killed or incapacitated, the survivors attempt to flee back to their moon-beast master—or, if on the ground floor, run back down into the cellar and barricade themselves in (breaking into the cellar calls for a **STR** roll), making the rescue of Emily that bit more difficult.

If saved, Emily slumps to the floor after being cut down, near death from the terrible wounds inflicted upon her. A successful **First Aid** roll has her walking, feebly, but she needs help to climb the stairs. If the investigators can get back into town, Emily's parents are certainly thankful to have her returned and will want to question the investigators as to where she was found and what happened to her. The sheriff will have more severe questions—and quite possibly some accusations—so the investigators might be better off leaving Emily somewhere where she can quickly be found and not drag themselves into something potentially ugly. Emily is mute and, due to the trauma and shock she has endured, certainly won't be able to identify the investigators if brought to face them again.

If the Lengites somehow escaped, they hide out in the forest and seek to join up with the moon-beast (if still alive). Eventually, these creatures of nightmare venture forth to cause further trouble until either they are killed or returned to the Dreamlands by the investigators turning off the Dream Gate when they kill what remains of Jeffrey.

The Shack

0 5 10 15 20 25 feet



Emily Braithwaite, age 18, *simple-minded girl*

Appearance/Traits: a pretty girl, with long red hair and freckles on her nose. Her knees are scabby from playing, her nails black from scrubbing through dirt to catch bugs. With the mind of a three-year-old child she is very trusting.

Common knowledge: Emily lives with her parents on the edge of town, not far from the Maple Tree woods. Most townsfolk know she has learning difficulties.

Plot: investigators may hear about Emily Braithwaite's disappearance from the townspeople. She went missing while her mother was hanging washing—Emily saw a butterfly and followed it into the woods and became lost. After wandering, Emily came across a deserted shack and the men of Leng. It is up to the investigators to save her.

Statistics for Emily Braithwaite can be found in **Appendix A: Personalities and Monsters**, page 58.

Optional Ending: Dream Gate Resolution

If the investigators pursued the Dream Gate interlude on Day Four then they are absent when the mi-go strike. When the investigators return, they find the farmhouse empty, although there are signs of a struggle having taken place. That night passes by uneventfully and in the morning Blaine and the now brain-switched students return. The mi-go agents are now oddly quiet and cold towards the investigators. Successful

Psychology rolls provide little insight, as the NPC students appear withdrawn and reticent to talk.

Blaine asks for everyone to start to packing things up, and explains to the investigators the outing is over and that everyone is returning to Miskatonic University right away. He does not offer an explanation; he just orders them to pack up now. If pushed, Blaine grows angry and demands, as expedition leader, that everyone comply. He is not prepared to discuss the reasons at this time and will not be drawn on the matter.

Should the keeper decided to end this episode this way, Episode Two begins slightly differently than written, with things being a whole lot more mysterious for the investigators as to why their classmates are suddenly acting so strangely. This is just one option of how to end the investigator's first visit to Cobb's Corners. Other ways to draw this episode to a close follow.

Back At The Farm: One Way For Things To Go Down

Blaine returns home early and disables the cars by removing key engine parts. He then grabs anything that looks destructive: knives, axes, even guns (not that a group of college kids is likely to have any) and hides them outside. Later, when the investigators return, Blaine prepares them a nice dinner. During the meal, Blaine turns on the charm and serves plenty of whisky, doing everything in his power to get the investigators drunk so they will be in poor shape to put up a fight. Remember, the survey team are camping outside this night so only the folklore students should be here—unless surveyor investigators made special arrangements or persuaded Blaine they needed a proper bed for the night.

Outside, a thick fog begins to form. After dinner, bumping sounds can be heard on the roof as the mi-go detach the phone line. Unless someone stops him, Blaine takes William Noakes and Jason Trent outside to help him check out the noise, and tells everyone else to stay inside and remain quiet. After a few moments, investigators may attempt a **Listen** roll to hear the muffled scream of one of their colleagues. Blaine calls from outside for one or two of the investigators to come out and lend a hand, saying that there's a cat stuck on the roof.

Unless the investigators beat a hasty retreat, they're probably done for. There's a mi-go sitting on the roof above the front door with a spore gun (see **Spore Gun**, page 13, Chapter 1) and four more of the aliens hide in the fog around the house. If the investigators run out the back they have a good chance of getting away as only one mi-go is back there armed with a spore gun (which has a very limited range). Terrence Laslow (should he still be with the investigators at this point) falls and twists his ankle when running out of the farmhouse—easy prey for the mi-go but providing a distraction to allow the investigators to escape. Should the investigators stop to help, allow the mi-go one additional round to target the investigators concerned. Those running away will not be chased, as the mi-go assume Blaine or The Young will deal with them.

As its night and foggy, getting a clear look at the mi-go

can be difficult. The Keeper is advised to describe the mi-go in sketchy details, only hinting at what they could be and, consequently, limiting any potential Sanity loss for viewing the aliens to 0/1D2. Use description that suggests, such as: a dark, spindly form reaching towards you; a crab-like claw, but much larger than one you've ever seen before, brushes your face; you see a glimpse of pink flesh; and so on. Obfuscating the mi-go's description helps to avoid veteran *Call of Cthulhu* players from recognizing the mi-go, building uncertainty and tension, while also saving the actual reveal until later in the campaign.

The town is closer than the next farm, so the investigators would be wise to go that way. In any case, they soon see Deputy Cutter making the rounds in his squad car. If the investigators flag him down and get in his car, he listens to whatever story they tell. He says he'll drive them back to the jail to tell the Sheriff and round up some help. On arrival, once everyone is inside, Cutter pulls his gun and arrests the investigators for being intoxicated. The deputy's assertion that they were doing something wrong is more than enough for the sheriff to lock the investigators up.

If the group reaches town without assistance from the deputy, Sheriff Spenser picks them up and listens through half of their story before he arrests them for being intoxicated. Either way, the investigators are most likely going to wind up spending the night in the Cobb's Corners' jail.

Back At The Mound:

Another Way For Things To Happen

This section is written with the assumption that there is at least one investigator in the survey group who could not break away or just didn't want to. If there is no investigator here then the mi-go get all of the survey team without incident.

The day goes pretty well: a grid was mapped, chunks of dirt and stone were removed from the mound, and a strange discovery was made. It seems that the mound was, in fact, a mass American Indian grave. Probably a whole tribe was buried here at the same time, young and old together, with all their possessions. It seems to Harold Higgins that this is way out of their league, so he convinces everyone to down tools and wait until Blaine gets back to figure out how to proceed. In the meantime, he suggests everyone gets their tents put up while he builds a fire.

That night, after franks and beans and a bottle of whiskey Blaine was kind enough to leave, the Fungi come once they are sure everyone's asleep. In the following confusion, investigators should have an opportunity to escape. As for the others, there should be no hope. The escaping investigators may run into the sheriff or deputy and be arrested—whisky breath or no whisky breath—see **Back At The Farm: One Way For Things To Go Down**, or they could run back to the farmhouse just in time to see their fellow investigators running through the fog towards them (having fled the farmhouse and the mi-go attack). Alternatively, they might spend the night frightened and hiding in the woods.

Captured By The Mi-Go?

If any of the investigators are captured by the mi-go, the game is over for them. The Keeper should only tell them something like, “OK, this character has disappeared, go ahead and make a new one for Episode Two.” No doubt the player concerned will want to know what happened, but if you tell them the mi-go got them, brought them to Round Hill along with the rest of the students, and then de-brained them, you will be ruining the mystery and much of the fun from the next episode. Let the player know that all will be explained in the next episode and they should just trust the Keeper for now. It’ll be more fun if they just go with it.

When the re-brained mi-go agents come to Miskatonic University in Episode Two, have the missing investigator return as part of the mi-go agent group—and watch the player go crazy trying to figure out what is going on. But, ultimately, this is just a suggestion on how to run this. If its just plain easier to have that missing investigator never reappear (maybe something went wrong when the mi-go pulled his or her brain out) then that’s the Keeper’s call.

Day Five: Conclusion

Unless events dictate otherwise, Blaine drives the truck to town to request reconnecting the phone line and to report the missing students to the local law—where it is possible the investigators are imprisoned. If the investigators again bring up wild stories concerning Blaine, he tells Deputy Cutter to wait a moment as he leaves and then reappears with two of the NPC students who say the investigators were drunk last night and are making up stories. Yes, these students have already had their brains swapped by the quick working mi-go. Blaine wants Deputy Cutter to release the investigators into his care, with every intention of brain switching them as well, but his plans are foiled by the arrival of Sheriff Spenser and a very upset Professor Harrold.

The sheriff contacted Harrold last night and informed him about his drunk and disorderly students. After all the trouble and issues raised by his students on the first field trip, the professor decided to drive through the night and take care of matters personally. The puritanical sheriff insists the investigators be sent home in disgrace and Harrold clearly agrees. The “troublesome” investigators are released to the professor’s care.

Harrold immediately drives the investigators to Brattleboro and buys them tickets on a train to Arkham. He refuses to consider any other course of action, no matter how well argued. At the last moment, Harrold tells the investigators he is going back to Cobb’s Corners to help Blaine and the other students close things up there. The field trip is over!

Any wild stories are lost on the professor and only make him angrier when he thinks about how the investigators have betrayed his trust. The threat of expulsion from school—if they do not return to the university immediately—should be

enough to get the investigators on the train. Harrold stays at the station to make sure the investigators get on the train. Once the locomotive is out of sight, the professor returns to Cobb’s Corners and into the clutches of Blaine where he becomes another victim of mi-go brain swapping.

Rewards For Episode One

Not being captured by the mi-go is the main reward for this episode, but there are some more rewards for the investigators based on their actions.

- Putting poor John Jeffrey out of his misery grants +1D6 Sanity points.
- Rescuing Emily Braithwaite from the men from Leng grants +1D8 Sanity points.
- Encountering the creatures of the Dreamlands grants the investigators a starting Dream Lore skill at 5% (or +5% should they already have this skill).
- Killing the moon-beast (thus, preventing it from harming the good people of Cobb’s Corners) grants 1D8 Sanity points.

Appendix A: Personalities and Monsters

Personalities are grouped by plot role.

University People

- Prof. Roger Harrold
- Robert Blaine
- Roderick “Little Rod” Block
- Louis Gibbons
- Harold Higgins
- Terrence Laslow
- William Noakes
- Clarissa Thurber
- Jason Trent

Locals of Cobb’s Corner

- Sheriff Dan Spenser
- Deputy John Cutter
- Joe Harlow
- Richard Wendell

Monsters

- Mi-Go

Dream Gate Characters

- John Jeffrey
- Emily Braithwaite
- Men of Leng
- Moon-beast
- Zoogs

University People

Prof. Roger Harrold, age 44, guilt-ridden anthropologist

STR 65 **CON** 60 **SIZ** 60 **DEX** 55 **INT** 80
APP 60 **POW** 60 **EDU** 93 **SAN** 60 **HP** 12
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 12

Brawl 40% (20/8), damage 1D3 + 1D4
Dodge 27% (13/5)

Skills: Anthropology 85%, Archaeology 50%, Charm 35%, Credit Rating 46%, History 75%, Library Use 60%, Listen 50%, Natural World 70%, Persuade 50%, Ride 60%.

Languages: Arabic 40%, English 93%, French 40%, Inuit 70%.

Robert Blaine, age 24, lovelorn villain

STR 70 **CON** 70 **SIZ** 60 **DEX** 65 **INT** 70
APP 70 **POW** 70 **EDU** 85 **SAN** 18 **HP** 13
DB: +1D4 **Build:** 1 **Move:** 9 **MP:** 14

Brawl 65% (32/13), damage 1D3 + 1D4
.38 revolver 40% (20/8), damage 1D10
Dodge 40% (20/8)

Skills: Anthropology 30%, Credit Rating 48%, Cthulhu Mythos 10%, Drive Auto 35%, Fast Talk 60%, History 60%, Intimidate 55%, Jump 45%, Library Use 50%, Make Cutting Remark 55%, Occult 45%, Persuade 65%, Psychology 50%, Science (Chemistry) 40%, Science (Geology) 45%, Sleight of Hand 45%, Spot Hidden 40%, Stealth 40%, Throw 50%.

Languages: English 75%, Latin 25%.

Spells: Contact Mi-go.

Roderick “Little Rod” Block, age 21, brain and brawn

STR 85 **CON** 70 **SIZ** 85 **DEX** 55 **INT** 75
APP 55 **POW** 45 **EDU** 85 **SAN** 45 **HP** 15
DB: +1D6 **Build:** 2 **Move:** 8 **MP:** 9

Brawl 60% (30/12), damage 1D3 + 1D6
Dodge 55% (27/11)

Skills: Climb 50%, Charm 50%, Credit Rating 34%, Drive Auto 25%, History 40%, Intimidate 30%, Jump 55%, Library Use 65%, Listen 40%, Natural World 50%, Navigate 70%, Occult 10%, Psychology 60%, Persuade 45%, Spot Hidden 40%, Stealth 45%, Throw 70%.

Languages: English 85%, Latin 35%.

Louis Gibbons, age 22, charming

STR 50 CON 55 SIZ 65 DEX 65 INT 85
APP 80 POW 80 EDU 90 SAN 78 HP 12
DB: 0 Build: 0 Move: 8 MP: 16

Brawl 25% (12/5), damage 1D3
 Dodge 35% (17/7)

Skills: Art/Craft (Piano) 70%, Charm 70%, Credit Rating 45%, First Aid 65%, Fast Talk 20%, Library Use 55%, Medicine 40%, Natural World 55%, Persuade 40%, Psychology 50%, Science (Biology) 65%, Science (Botany) 70%, Science (Pharmacy) 40%, Stealth 35%, Throw 25%.

Languages: English 90%, Latin 40%.

Harold Higgins, age 20, joker

STR 45 CON 50 SIZ 45 DEX 70 INT 85
APP 45 POW 65 EDU 80 SAN 65 HP 9
DB: 0 Build: 0 Move: 8 MP: 13

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

Skills: Art/Craft (Comedian) 85%, Art/Craft (Singing) 50%, Charm 40%, Credit Rating 29%, Drive Auto 35%, Fast Talk 60%, First Aid 35%, History 50%, Library Use 60%, Listen 60%, Occult 30%, Psychology 30%, Science (Geology) 75%, Sleight of Hand 40%, Spot Hidden 65%, Stealth 55%, Throw 30%.

Languages: English 80%, Irish (Gaelic) 35%, Latin 10%.

Terrence Laslow, age 22, snobbish bore

STR 55 CON 70 SIZ 65 DEX 65 INT 80
APP 60 POW 60 EDU 90 SAN 60 HP 13
DB: 0 Build: 0 Move: 8 MP: 12

Brawl 25% (12/5), damage 1D3
 Dodge 32% (16/6)

Skills: Climb 25%, Credit Rating 70%, Fast Talk 35%, History 70%, Library Use 55%, Listen 60%, Natural World 20%, Occult 35%, Persuade 45%, Psychology 45%, Psychoanalysis 15%, Ride 50%, Stealth 45%, Throw 25%.

Languages: English 90%, French 40%, Latin 45%.

William Noakes, age 20, plain and friendly

STR 75 CON 70 SIZ 85 DEX 60 INT 80
APP 60 POW 45 EDU 85 SAN 45 HP 15
DB: +1D4 Build: 1 Move: 7 MP: 9

Brawl 40% (20/8), damage 1D3 + 1D4
 Dodge 30% (15/6)

Skills: Anthropology 60%, Charm 50%, Climb 40%, Credit Rating 22%, History 60%, Library Use 75%, Listen 50%, Natural World 65%, Occult 55%, Persuade 50%, Psychology 40%, Rifle/Shotgun 30%, Spot Hidden 70%, Stealth 30%, Swim 80%, Throw 40%.

Languages: English 85%, Latin 15%.

Clarissa Thurber, age 21, ambitious and charming

STR 55 CON 75 SIZ 40 DEX 70 INT 85
APP 80 POW 55 EDU 85 SAN 55 HP 12
DB: 0 Build: 0 Move: 9 MP: 11

Brawl 40% (20/8), damage 1D3 + 1D4
 Dodge 30% (15/6)

Skills: Art/Craft (Dancing) 50%, Charm 55%, Climb 55%, Credit Rating 37%, Drive Auto 30%, Jump 50%, Library Use 65%, Listen 40%, Persuade 35%, Psychology 35%, Ride 50%, Science (Biology) 40%, Science (Chemistry) 85%, Science (Mathematics) 70%, Science (Physics) 65%, Spot Hidden 60%, Throw 45%.

Languages: English 85%, Latin 25%, Greek 10%.

Jason Trent, age 20, shy scapegoat

STR 55 CON 50 SIZ 70 DEX 55 INT 90
APP 50 POW 70 EDU 80 SAN 70 HP 12
DB: +1D4 Build: 1 Move: 7 MP: 14

Brawl 25% (12/5), damage 1D3 + 1D4
 Dodge 27% (13/5)

Skills: Archaeology 40%, Credit Rating 25%, Cthulhu Mythos 2%, History 65%, Library Use 75%, Listen 60%, Lore (Witchery) 60%, Natural World 40%, Occult 70%, Persuade 25%, Psychology 30%, Shy 80%, Spot Hidden 40%, Stealth 60%, Throw 25%.

Languages: English 80%, Latin 65%, German 10%, Greek 15%.

Locals of Cobb's Corner

Sheriff Dan Spenser, age 40, puritanical lawman

STR 70 CON 85 SIZ 55 DEX 60 INT 65
APP 55 POW 70 EDU 70 SAN 70 HP 14
DB: +1D4 Build: 1 Move: 8 MP: 14

Brawl 55% (27/11), damage 1D3 + 1D4
 38 revolver 50% (25/10), damage 1D10
 20-g shotgun (2B) 50% (25/10), damage 2D6/1D6/1D3
 Dodge 55% (27/11)

Skills: Climb 45%, Drive Auto 50%, Intimidate 70%, Law 80%, Listen 65%, Navigate 45%, Persuade 60%, Psychology 50%, Quote Scripture 75%, Ride 55%, Spot Hidden 50%, Stealth 60%, Track 60%, Throw 50%.

Deputy John Cutter, age 20, cult leader

STR 80 CON 75 SIZ 65 DEX 70 INT 70
APP 75 POW 95 EDU 75 SAN 00 HP 14
DB: +1D4 Build: 1 Move: 9 MP: 19

Brawl 50% (25/10), damage 1D3 + 1D4
 38 revolver 40% (20/8), damage 1D10
 20-g shotgun (2B) 45% (22/9), damage 2D6/1D6/1D3
 Sacrificial dagger 50% (25/10), damage 1D4 + 2 + 1D4
 Dodge 55% (27/11)

Skills: Charm 50%, Climb 60%, Cthulhu Mythos 27%, Drive Auto 50%, Fast Talk 65%, First Aid 45%, Intimidate 40%, Law 45%, Listen 60%, Occult 60%, Persuade 70%, Psychology 55%, Read Mi-Go 55%, Science (Astronomy) 45%, Spot Hidden 55%, Stealth 65%, Track 50%, Throw 40%.

Spells: Alter Weather, Augury, Bless/Blight Crop, Call Shub-Niggurath Cause Disease, Command Animal (choose type), Contact Mi-go, Contact Shub-Niggurath, Lame/Heal Animal, Raise Night Fog, Shrivelling, Summon/Bind Dark Young, Voorish Sign, Wither Limb.

Joe Harlow, age 58, Cobb's Corners local and truck driver

STR 60 CON 35 SIZ 65 DEX 55 INT 55
APP 45 POW 50 EDU 40 SAN 50 HP 10
DB: +1D4 Build: 1 Move: 6 MP: 10

Brawl 30% (15/6), damage 1D3 + 1D4, or knife
 1D4 + 1D4
 Dodge 27% (13/5)

Skills: Art/Craft (Brew Moonshine) 80%, Art/Craft (Carpentry) 55%, Charm 40%, Drive Auto 50%, Fast Talk 60%, Mechanical Repair 45%, Natural World 60%, Navigate 60%, Occult (Local Legends) 65%, Operate Heavy Machinery 50%, Psychology 35%, Spot Hidden 45%, Stealth 60%, Track 70%.

Richard Wendell, age 35, nose-y small-town reporter

STR 55 CON 70 SIZ 60 DEX 65 INT 75
APP 50 POW 40 EDU 80 SAN 39 HP 13
DB: 0 Build: 0 Move: 8 MP: 10

Brawl 25% (12/5), damage 1D3
 Dodge 35% (17/7)

Skills: Art/Craft (Photography) 70%, Art/Craft (Uncover Dirty Secrets) 75%, Fast Talk 65%, History 50%, Library Use 50%, Persuade 60%, Psychology 55%, Science (Chemistry) 40%, Sleight of Hand 40%, Stealth 60%.

Monsters

Mi-Go, standard form

Use the following for a typical mi-go encountered during this episode (i.e. they are not specially adapted as those described in Chapter 1)

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

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

Fighting 45% (22/9), 1D6 + DB
 Seize (mnvr) seize victim (of their build or smaller) and carry them into the sky
 Spore gun* 40% (20/8), (see Chapter 1)
 Dodge 35% (17/7)

*Only one of the mi-go carries the spore gun.

Special powers: Hypnosis, Telepathy, Void Light (see Chapter 1).
Armor: None, however their resonating extra-terrene body causes all piercing weapons (bullets included) to do the minimum damage.

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

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

Dream Gate Characters

John Jeffrey, age 25, failed mi-go experiment

STR 00 CON 05 SIZ 55 DEX 00 INT 85
APP 05 POW 90 EDU 80 SAN 00 HP n/a
DB: 0 Build: 0 Move: n/a MP: 18

Skills: Send Dream 100%.

Sanity: 1/1D6 for seeing Jeffrey; if an investigator was formerly close to Jeffrey then increase the loss to 1D2+1/1D6+2 Sanity points.

Emily Braithwaite, age 18, simple-minded country girl

Note: Emily is mute.

STR 50 CON 40 SIZ 55 DEX 50 INT 40
APP 60 POW 50 EDU 30 SAN 44 HP 2* (9)
DB: 0 Build: 0 Move: 7 MP: 10

*Currently on 2 hit points.

Brawl 30% (15/6), damage 1D3
 Dodge 25% (12/5)

Skills: Charm 40%, Jump 40%, Listen 50%, Psychology 40%, Spot Hidden 60%, Stealth 60%, Track 30%.

Men of Leng, sadistic servants

These almost-human creatures of the Dreamlands have small horns, dwarfish tails, and are furry with cloven feet. Long ago the men of Leng were conquered by the moon-beasts, whom the Lengites now revere as gods. They are vulgar sadistic creatures, loyal to their masters despite the fact that the moon-beasts torture and eat them. In the Dreamlands they function as slaves and serve as go-betweens for the moon-beasts' trade with mankind. They normally wear headdresses, clothes, and shoes to disguise their true forms; however, here they are half-naked, revealing their inhuman physiques.

STR 50 **CON** 60 **SIZ** 65 **DEX** 55 **INT** 45
APP (30)* **POW** 40 **EDU** — **SAN** — **HP** 12
DB: 0 **Build:** 0 **Move:** 7 **MP:** 8

**If disguised as a human.*

Attacks per round: 1

Fighting 45% (22/9), damage 1D3 + DB, or spear, damage 1D6 + DB, or whip*, damage 1D3 + ½DB
Dodge 25% (12/5)

**Whip may be used for a combat maneuver to disarm or trip an opponent (not causing damage).*

Armor: None.

Skills: Stealth 40%, Track 30%.

Spells: None.

Sanity Loss: 0/1D4 Sanity points to see a Lengite out of disguise.

Moon-beast, loathsome and cruel

Moon-beasts resemble gigantic grayish-white toads, devoid of eyes but with quivering pink tentacles on the ends of their snouts. Able to contract their bodies to squeeze through spaces too small for their bulks, and can see in the dark without difficulty. Moon-beasts inhabit the Dreamland's moon but are totally alien to that place. They worship Nyarlathotep and enslave and torture other races for pleasure, including the men of Leng. If sadism has any meaning for a race so alien, it can be said these beings are monstrously cruel, frequently torturing members of other races that fall into their paws.

STR 80 **CON** 65 **SIZ** 80 **DEX** 50 **INT** 70
APP — **POW** 40 **EDU** — **SAN** — **HP** 14
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 8

Attacks per round: 1

Fighting 45% (22/9), damage 1D3 + DB, or improvised spear, damage 1D6 + DB
Dodge 25% (12/5)

Armor: None, but their peculiar body substance and mass causes them to take minimum damage from successful missile and firearms attacks.

Skills: Stealth 40%, Track 30%.

Spells: 2 of the Keeper's choice.

Sanity Loss: 0/1D8 Sanity points to see a moon-beast.

Zoogs, pesky and cunning

Small brown creatures with a rodent like body and general outline. They have small tentacles dangling from their snouts, which conceal small but razor-sharp teeth. In the Dreamlands they live in small burrows and tree trunks, and so have adapted quite well to the Sugar Maple forest behind the Maclearan farmhouse. They eat mostly fungi, but love fresh meat. Having eaten or scared off most of the indigenous fauna, they may not be averse to having a snack at the investigators expense.

Use these statistics for a typical zoog and repeat as needed.

STR 15 **CON** 35 **SIZ** 10 **DEX** 100 **INT** 65
APP — **POW** 50 **EDU** — **SAN** — **HP** 4
DB: -2 **Build:** -2 **Move:** 12 **MP:** 10

Attacks per round: 1

Able to use weapons, as well as bite and claw their victims. Will feign being docile (and somewhat cute-looking) until their target is close enough to be attacked. Works in packs to ambush the unwary.

Fighting 40% (20/8), damage 1D4 + 1 + DB, or by weapon (knife, 1D6 + DB)
Thrown Dart 30% (15/6), damage 1D6 + DB
Dodge 60% (30/12)

Armor: None.

Skills: Climb 80%, Stealth 70%, Track 50%.

Spells: A zoog will usually know at least 1D4 spells.

Sanity Loss: 0/1D3 Sanity points to see a zoog.

Spell Appendix

Alter Weather

- **Cost:** 10+ magic points; 1 Sanity point
- **Casting time:** 3+ minutes

Moderates or exacerbates weather conditions. Large groups may cast the spell to achieve greater meteorological effects. The Keeper establishes the base conditions. Every 10 magic points sacrificed effects one level of change (see table). The caster may expend as many magic points as they are able, as can any participant who knows the spell. Those ignorant of the spell may contribute 1 magic point only.

Casting the spell costs every participant 1 Sanity point, and requires a song-like chant to be uttered for three minutes per level of weather change. The effective radius of the base spell is two miles; this area can be widened at a cost of +10 magic points for each additional mile. The change in the weather lasts 30 minutes for every 10 magic points of the total contributed, but violent weather, such as a tornado, lasts a much shorter time.

Five weather components can be changed, in varying levels of effect. One level costs 10 magic points to change, thus to

change the two levels from “partly cloudy” to “heavy clouds” takes 20 magic points. For snow to fall the temperature must be 30 degrees Fahrenheit or lower, otherwise the precipitation is rain, not snow.

Augury

- **Cost:** 4 magic points; 1D2 Sanity points
- **Casting time:** 5+ minutes

Casting grants portents of the future—if the caster is enlightened enough to understand them. The tools for scrying vary and could be anything from using a scrying mirror to tarot cards, animal entrails to tealeaves, to the casting of runes or watching the flight patterns of birds. Timing can vary due to the tools and nature of the scrying.

The chance of understanding an augury is a roll equal to or less than the augur’s POW. A portent may be vague, subtle, dreamlike, or in a cryptic verse—the future is not a book to be read, but rather a message or impression upon the caster’s mind.

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Cloud Cover	Clear	Foggy	Partly Cloudy	Cloudy	Heavy Clouds	—	—	—
Wind Direction	North	Northeast	East	Southeast	South	Southwest	West	Northwest
Wind Speed	Calm	Breezy	Gusty	Strong Steady	Gale	Hurricane	Tornado	—
Temperature	One level raises or lowers the temperature in the area of effect by five degrees Fahrenheit.							
Precipitation	Dry	Drizzle or Mist	Rain (Snow)	Hail (Snow)	Heavy Rain (Heavy Snow)	Thunder Storm (Blizzard)	—	—

Successful use of the spell should provide at least one useful piece of information.

Note: the Keeper should prepare the portent with care. Revealing too much can easily rob players of their sense of free will and can limit the Keeper's freedom of action. Revealing too little is pointless and frustrating. A well-balanced portent can add meaningful thrills and chills to the game when the Keeper stages future events which seem to correlate with the portent.

Blight/Bless Crop

- **Cost:** 6 magic points; 1D6 Sanity points
- **Casting time:** 1 hour

As the caster chooses, the spell causes one acre of vegetation to wither and die slowly as if parched, or to blossom and grow with vigor. The caster must plant a small animal's skeleton (such as a bird, cat, or dog) within the area of land to be blessed or blighted.

"Blooding" the caster (striking the face hard enough to draw blood) breaks the spell, allowing the crop to return to health if conditions are suitable (if winter is coming there will not be enough time for the crop to mature).

Cause Disease

- **Cost:** 8+ magic points
- **Casting time:** 5 rounds

Afflicts the target with a feverish illness resembling cholera, malaria, pneumonia, etc. For the spell to take effect an opposed POW roll must be made between the caster and target. If the target wins, there is no effect.

If the caster wins, symptoms such as high fever, nausea, vomiting, dehydration and loss of concentration follow. The target loses 1D6 points of STR, CON, and DEX (roll separately for each) per day for a number of days equal to the number of magic points the caster has invested in the spell. If the target survives, he or she regains these points naturally over time. If any of the characteristics reach zero, the target dies.

To cast the spell, the attacker obtains some personal item of the target, especially something that has touched the mouth. The object is buried in a deep hole with shreds of poisonous plants. The hole is filled and a specially carved stone placed on top. A short chant follows and the spell is cast.

Bed rest is the only treatment that seems to maintain clarity of mind. Only curative magic truly helps. Retrieving the buried object and burning it and the poisonous plants breaks the spell, otherwise the spell runs its course.

Command Animal (Folk)

- **Cost:** 5 magic points; 1D4 Sanity points
- **Casting time:** 1 round

The caster commands one animal of a specified species to obey a single command. Each version of this spell is specific to the creature called and commanded; thus, "Command Raven" would only concern members of the *Corvus* genus, and so on). Each such spell must be learned separately. Command spells for any natural animal may exist, known by witch doctors, shamans, and wizards. Known spells include: Driver Ant Column, Green Mamba, Leopard, Raven, Serpent, Shark, and Spider Monkey.

The target is compelled to obey one order by the caster, even to attacking its own kind. Upon completion of the command the target is freed and cannot be compelled again for one day. The caster's command must be simple, specific, visualized, and limited in duration. It must be stated while the caster is within line-of-sight of the target. The target will begin to act in the round following the spell casting.

The caster must be able to see or visualize the animal and the command must be something that the creature could naturally accomplish and comprehend. "Protect me from harm forever," would not be a valid command, but "slay that human," would be. Orders might include carrying something somewhere, presiding at some ceremony, attacking, or going to a specific location to appear as a warning.

Contact Shub-Niggurath

May be performed in a wilderness under the open sky, at the dark of the moon. Fresh blood is poured over a wooden or stone altar while the petitioner calls forth and begs the Dark Mother to listen. If successful, the Outer God usually sends a herald to "speak" on her behalf, which could be some mutated woodland creature, a dark young, or some other abomination.

Grasp Of Cthulhu

- **Cost:** 2D6 magic points (per minute); 1D6 Sanity points
- **Casting time:** 1 round

Immobilizes one or more targets with a terrible, crushing pressure, temporarily robbing STR. The spell's range is 10 yards and may affect more than one person at a time; however, each additional target costs an additional 2D6 magic points per minute the spell is sustained—can be extended for as many minutes as the caster's magic points can buy without additional Sanity point cost, but the caster must concentrate on the spell during the entire time.

For the spell to take effect the caster must succeed in an opposed POW roll with the target(s): if the caster wins, the

victim(s) feels great pressure bearing down upon his or her body and is unable to move—as though wrapped by the mighty tentacles of Great Cthulhu.

For each minute the spell lasts, the target temporarily loses 5D10 STR points. If the target's STR drops to zero or less, he or she falls unconscious.

Lame/Heal Animal

- **Cost:** 4 magic points; 1D4 Sanity points
- **Casting time:** 1 round

Causes one animal, usually a horse or cow, to suffer painful inflammation of its tendons and ligaments, or to become extraordinarily healthy and vigorous, as the caster chooses. The caster must touch the beast for the spell to take effect.

Raise Night Fog

- **Cost:** 3 magic points; 1D2 Sanity points
- **Casting time:** 5 minutes

Calls forth a dense ground fog from a body of water. May be cast only at night. The ritual involves a bowl for water, filled from the body of water where the fog is to form. The caster blows gently across the surface of the container while making the proper gesticulations. The fog forms suddenly; if there is wind, it drifts naturally with the wind. The fog dissipates with the rising sun. The caster may be many miles away from the body of water where the fog appears, so long as they have the requisite water.

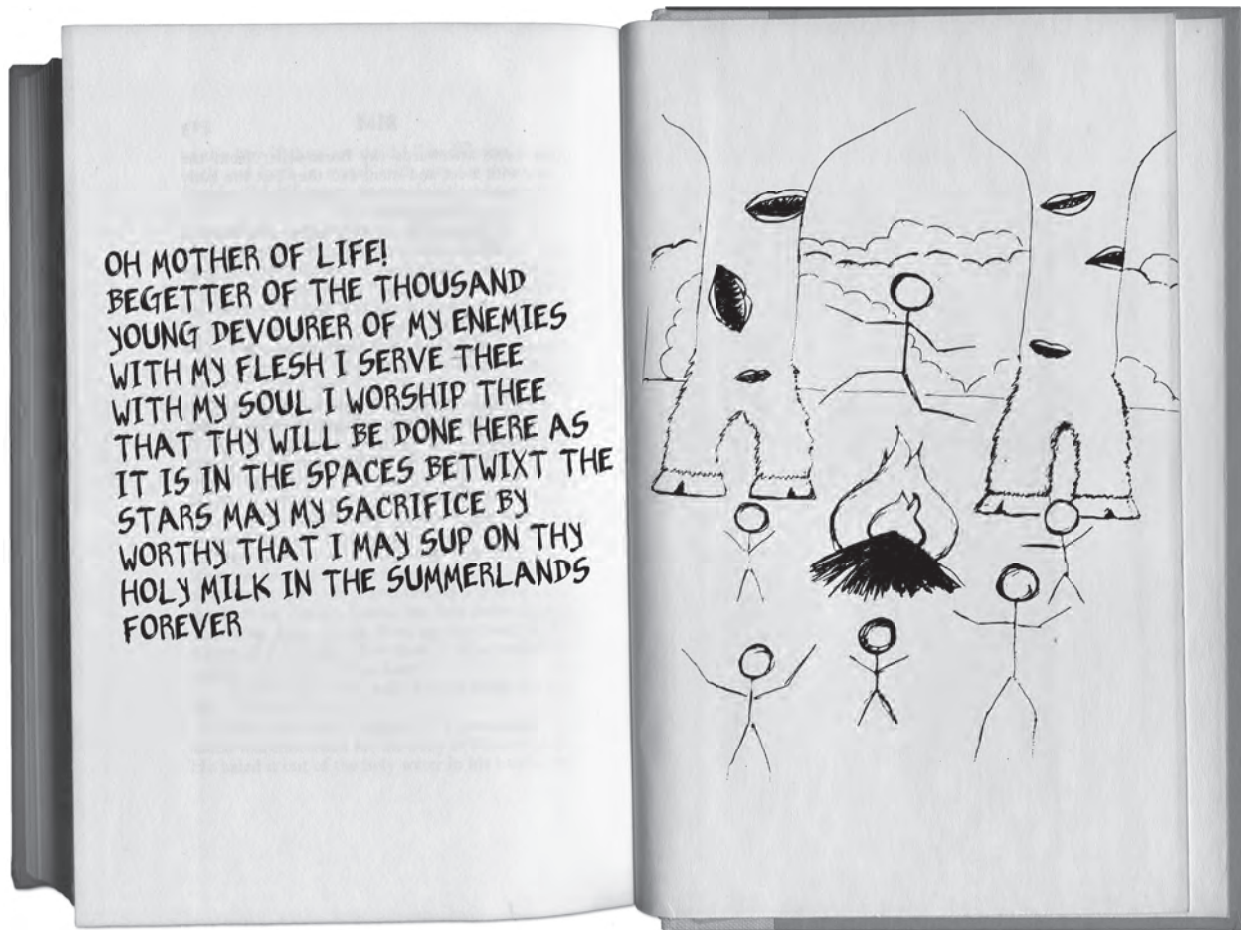
Red Sign, The

- **Cost:** 3 magic points; 1D8 Sanity points; 1 hit point per round
- **Casting time:** 1 round

An awful spell that causes one or several targets to die horribly. The caster inscribes in the air the dreaded Red Sign, while speaking words of power. When formed correctly, a dull red symbol glows in the air as the caster's finger describes it. The sign's malevolent effects manifest the round after its creation. Once formed, the sign must be maintained by concentration (the caster needing to stand nearby) and the additional expenditure of 3 magic points for each additional round beyond the second. The caster also loses 1 hit point each round beyond the second because of their proximity to the sign.

All those within 10 yards of the sign lose 1D3 hit points per round as their bodies quake and spasm, and their internal organs and blood vessels convulse. Those further than 10 yards but nearer than 30 yards lose 1 hit point each round. Those further than 30 yards take no damage. It is possible to escape the sign's effect by crawling behind a stout wall or other opaque barrier.

Player Handouts



OH MOTHER OF LIFE!
BEGETTER OF THE THOUSAND
YOUNG DEVOURER OF MY ENEMIES
WITH MY FLESH I SERVE THEE
WITH MY SOUL I WORSHIP THEE
THAT THY WILL BE DONE HERE AS
IT IS IN THE SPACES BETWIXT THE
STARS MAY MY SACRIFICE BE
WORTHY THAT I MAY SUP ON THY
HOLY MILK IN THE SUMMERLANDS
FOREVER

Handout: Harvest Papers 1



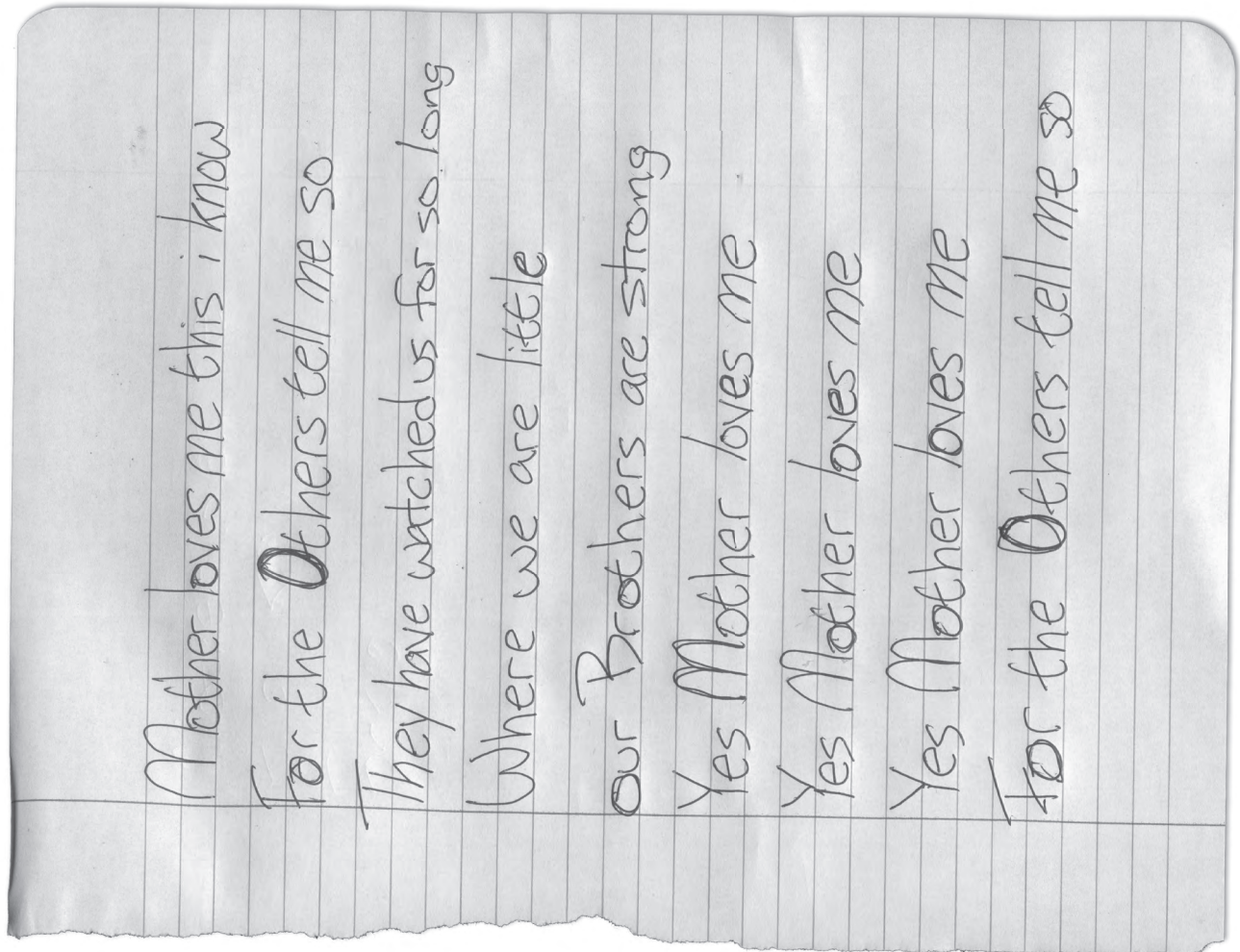
Handout: Harvest Papers 2



Handout: Harvest Papers 3a

Handout: Harvest Papers 4

You open your eyes to find that you are not in bed and instead lay upon a flowerbed. The immense night sky is full of twinkling stars and a huge gibbous moon rises directly above you. The moon is somehow sinister in a way that you cannot properly explain. As you rise from the flowerbed the flowers make a rustling noise, and as you stand, you realize the rustling noise continues. Turning around you see the flowers seem now to shudder of their own volition. Backing away in fear, you find your gaze is taken towards the dark woods. Ugly shapes and creeping shadows move between the tree trunks, somehow almost human but twisted and smaller. Suddenly a myriad of glowing eyes appear in the tree line, blinking and feral. The rustling stops and from deep within the woods you hear a man's cry, long and painful. You hear your name shouted aloud, twice. The second time so loud it wakes you. You are in your bed, sweating, confused, and frightened.



Handout: Harvest Papers 3b

Handout: Harvest Papers 5

You awake in complete darkness. Not due to a starless night or curtained room, but rather the absolute darkness of the void. Frozen and immobile, there is no possibility of movement. Though your eyes feel open, nothing can be seen through the impenetrable blackness. The only sensation is a slight buzzing in your ears, and this, through slow increments, grows in volume until it becomes a terrible buzzing. You think you can hear words throbbing through the uneven tones. A sharp, excruciating pain follows, and the darkness is replaced by a sudden influx of light as nebulous shapes come into focus.

Discordant images flash before you. A fragmentary vision of a forest of huge twisted oaks thick with loathsome fungoid growths appears first, the sky barely visible beneath the canopy of leaves. This scene is followed by a city of sky blue marble. Slender minarets are visible, as are high walls lined with bronze statues dressed in medieval garb. The scene then shifts to a windswept and desolate place spotted with squat granite huts. Unclear humanoid shapes lurk nearby, dancing and capering around flickering green flames. A massive vista of cylinder-shaped towers follows. A twilight world illuminated by sickly yellow orbs. A sudden cold fear builds as you stare at the shadows lurking beyond the city's thirty-foot high doorways.

These visions fade and you find you are still immobile but now seem to be in an overgrown clearing of twisted weeds surrounded by trees. Sugar Maple trees. It is broad daylight, yet no bird sings. Powerless and immobile, you sense things moving nearby. From nowhere you hear a gut wrenching woman's scream. You awake back in bed, frightened and confused.

Handout: Harvest Papers 6

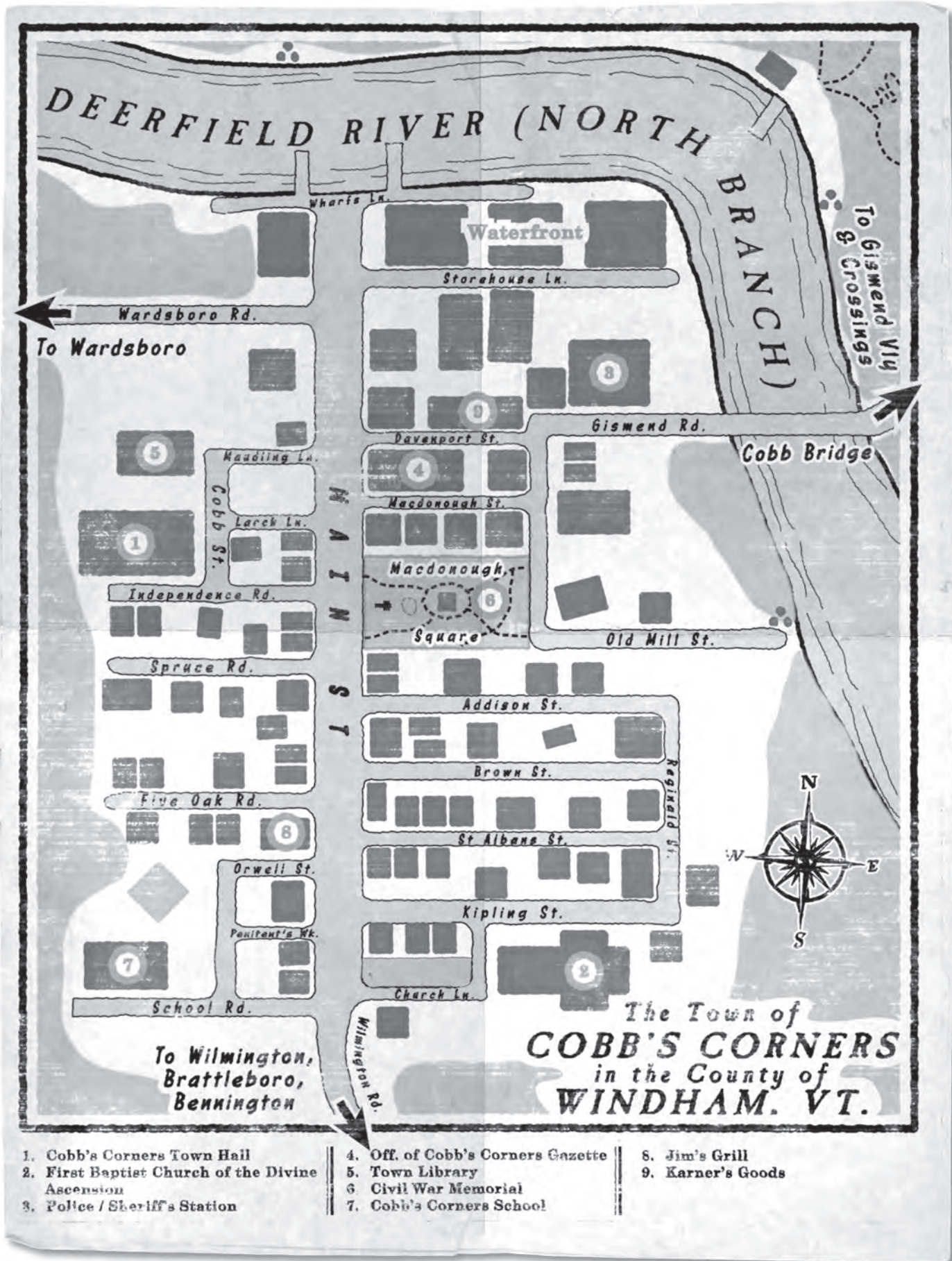
You are on a cold, earthen floor. It's dark here, but not so dark that you don't realize you are in a root cellar. Gnarled knots of decayed vegetables droop above your head, root tendrils brush against your face and bare shoulders when you stand. You are naked, cold, and vulnerable. You see long wooden shelves lining two walls, holding jars containing pulsing, slightly glowing objects. Could they be brains? As you begin to approach, you turn as you hear a low, ugly growl that makes your hairs stand on end. The growl transforms into guttural words speaking a strange language you don't understand. Panicking, you run towards the stairs but, in true nightmare fashion, the stairs never get any closer as you run and run.

The roots grow thicker as you attempt to escape; grasping your hair and limbs. It is only when the strange voice reaches a booming crescendo that the roots part and you finally stumble onto the stairs. Darting upwards, you see a sturdy looking trap door barring the exit. The voice issues a final scream of rage as you hammer at the trap door and somehow manage to break it open, flooding the cellar with starlight. Sweating and panting, you climb outside to see that you are in a clearing surrounded by Sugar Maple trees. You take a few cautious steps across the wet grass. Something cold and sticky wraps around your ankles and begins to drag you back towards the cellar. Painfully, you are bundled down the stairs and the last thing you hear before complete darkness descends is a roar of bestial laughter. You wake up, shaking in abject terror, the laughter still echoing in your ears.

Handout: Harvest Papers 7**Mrs. Bellweather's Tale**

When Franklin Cobb and the original settlers were moving toward this valley, they was halted by a group of Indians. It seems the Indians tried to warn the settlers this was cursed land. They told Franklin that, long ago, a tribe settled in this valley and evil spirits wiped them out in a single night. According to their legends, the tribe died in the most hideous ways: frozen, burned, or ripped apart. The remains of those massacred were found and buried at the foot of a hill in the valley. But on that evening, the evil spirits took to the air, screaming curses and threats, but the Indian's wise man had powerful magic and he was able to keep the spirits at bay while the his tribe made their escape.

Now I believe that there's some truth in it. There ain't no bugs in the valley, no bees, and no skeeters. Birds don't fly overhead going south for the winter, and no bear or mountain lion comes down to terrorize us. The only things living in this valley are man and the things man brings. Did you know that farmers here don't have to worry about weeds? They won't grow here! Least not in the crops. So many things do grow here though; if we couldn't sell it all off to the cities, we'd be drowning in crops and cows! And all this produce coming from thin, rocky soil. Every so often I wonder what's why we was granted this bounty, but more than that, I wonder what we're paying for it.



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

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|---|-----------------------------------|-------------------|
| 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 | |
| | 7. Cobb's Corners School | |

Cobb's Corners Player Map by Dean Engelhardt