

A TIME TO HARVEST

A
CULT OF CHAOS
ORGANIZED PLAY CAMPAIGN



Credits

Original concept by: Brian M. Sammons and Charles P. Zaglanis

Written by: Brian M. Sammons, Glynn Owen Barrass, Charles P. Zaglanis, with Mike Mason

Map designs originally conceived by: Glynn Owen Barrass

Editing, Development by: Mike Mason

Additional Development: Michael O'Brien

Layout by: Nick Nacario

Cover Art by: Victor Leza

Cartography by: Dean Englehardt

Chaosium Organized Play Program: Todd Gardiner - todd@chaosium.com, Dustin Wright - dustin@chaosium.com

Interior art: period photographs were taken from Wiki Commons or Flickr Commons and are in the public domain.

Elements derived from H. P. Lovecraft's Arkham, originally written by Keith Herber. Miskatonic University main campus descriptions derived from Miskatonic University and originally written by Sam Johnson and Sandy Antunes.

Special thanks to Peter Devlin, Keary Birch, and Chaosium's Cult of Chaos.

A TIME TO HARVEST

Organized Play Edition

is copyright © 2016 by Chaosium Inc. All rights reserved.

The names of public personalities may be referred to, but any resemblance of a scenario character to persons living or dead is strictly coincidental.

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

This is a work of fiction. The names of personalities, places, and events may be referred to, but any resemblance of scenario and game related characters to persons living or dead is strictly coincidental. All material is fictionalized and described through the lens of the Cthulhu Mythos, and no offense to persons living or dead is intended.

The reproduction of material from within this book for the purposes of personal or corporate profit by photographic, electronic, or other retrieval media is prohibited.

Find more Chaosium Inc. products and join The Cult of Chaos, Chaosium's Organized Play program, at www.chaosium.com

Table of Contents

Episode 6	4
Running Episode Six	4
Start: Mission Impossible	5
Where's my Spacesuit?.	7
The Plan	7
Carrying out the Mission	9
The Moon: In Game Terms	10
The City on the Moon	11
City of the Elder Things	13
The Escape.	13
The Moon Chase	15
Conclusion.	15
Rewards	15
Epilogue	16
Appendix A: Personalities and Monsters	17
Player Handouts	19

Episode 6

*I have seen the dark universe yawning
Where the black planets roll without aim,
Where they roll in their horror unheeded,
Without knowledge, or lustre, or name.*

— H. P. Lovecraft, *Nemesis*

Aftermath

Following the calamitous events in Cobb's Corners, the investigators may have managed to contact Abelard and FOC; although, it's far more likely that Abelard acts first. If no contact is forthcoming from either of the FOC teams for twenty-four hours, Abelard scrambles people to investigate. As soon as the devastation of Cobb's Corners is apparent, FOC resources and support services are sent in.

In the following few hours, the investigators are found by FOC personnel. All are taken to temporary facilities set up to house and care for the survivors. Over the next one or two weeks, the investigators' injuries are treated and everyone gets time to rest and recuperate. Over this period, trusted FOC personnel debrief the investigators. The police and curious journalists may also interview them.

Looking for evidence to support the investigators' wild stories turns up very little. Few bodies are found, as most were consumed by the fire or a rampaging Shub-Niggurath. What few people managed to survive that hellish night have either been driven insane or refuse to talk about what happened out of guilt, sorrow, or fear. If the investigators managed to kill any mi-go or dark young, their remains have long since dissolved and are now gone.

By the time state and government officials and support arrives, almost everything in Cobb's Corners has been destroyed. Over 90% of the buildings have been burnt to the ground by the inferno that swept through the town, or flattened by the appearance of an Outer God. The farms outside of town

suffered a similar fate; only the rain stopped a major forest fire from starting. Even the once rich soil has been reduced to a chalk-like consistency and, for many years to come, nothing grows within miles of Cobb's Corners.

News reports over the next week report two conflicting stories. The more mundane report that a large fire swept through town killing many residents in their sleep, but the source of the fire is never stated or clarified. The second story suggests a meteor struck Cobb's Corners, destroying the whole area. The reason behind this explanation is not given, but the reporter states he received his information from scientific sources working for the government. Ultimately, FOC manages to control the media message. Bribes, coercion, and plain old fast-talking, ensures no word of cults, aliens, or extra-dimensional beings enters the official record.

Running Episode Six

This episode follows close on the heels of Shub-Niggurath's arrival and departure from Cobb's Corners. The town is in a state of chaos: buildings are destroyed, some are still on fire; the majority of the residents are dead, injured, and insane.

Whether whole and safe in a cellar, wandering the blood-soaked streets, or attempting to seek a way out of town, the investigators are eventually picked up by an early-responding FOC crew (sent by Abelard to find out what has happened). Even if completely uninjured, they are taken by truck to a field hospital in the process of being set up on the outskirts of town, where they are checked over by doctors and told to rest. Use this time to call for an investigator development phase, heal wounds, and gather their thoughts. It won't be long—a week or two weeks at most—until they are approached by Leon Pasqualle (see **Start: Mission Impossible**) and flown back to Detroit.

Note that this episode introduces Devon Riley and Colin Lang, both ex-military FOC employees. One or both of these characters could be used as replacement investigators for those who didn't make it through Episode Five. See **The Plan**, page 7, for further details.

Those not requiring substantial medical treatment can choose to remain with their comrades who do need prolonged medical care or they might offer to assist in the cleanup operation. Others

might decide to retrace their steps and tackle the mi-go base again—perhaps thinking they can requisition some soldiers and explosives to destroy the complex once and for all (see the nearby box, **Returning To Broken Hill** for details).

Those assisting with the cleanup are detailed to a FOC team working alongside local law enforcement to help locate survivors. The full state of the devastation becomes quickly apparent. The work is tiring, depressing, and not for the feint-hearted; however, hours spent digging through the smoldering remains of residential houses pays off when a young couple and their baby are found in an air pocket trapped under the debris of their home. Investigators supporting the operation are awarded +1D4 Sanity points.

Some Keepers may wish to play out a short scene for each of the investigators in this aftermath period. Possible scenes involving an investigator might include: the conversation with a doctor, an interview with a big city journalist; the scramble to find survivors under rubble; being questioned about what “really” happened by an FOC agent, and so on. Otherwise, move on swiftly to **Start: Mission Impossible** and plunge the investigators head first into this campaign’s out of this world finale.

For ease of reference, non-player character (NPCs) and monster statistics are provided in **Appendix A: Personalities and Monsters** (page 17).

Start: Mission Impossible

Leon Pasqualle, accompanied by four suited men armed with automatic pistols, locates the investigators, who are presumably recovering in Cobb’s Corners in one of FOC’s temporary facilities. He has been sent by Abelard to determine if the investigators survived and, if so, have them transported back to Detroit to meet with FOC’s owner to report on what actually took place. Additionally, Pasqualle says Mr. Abelard has something to show them of the highest importance.

Pasqualle won’t take no for an answer when requesting the investigators come with him. He remains taciturn but nervous if the mi-go complex is mentioned, saying, “It is best that Mr. Abelard explains everything in person.”

The investigators enjoy the company of humorless armed guards during their journey back to Detroit. On arrival, the investigators may be surprised to see the increased security around the FOC building, now surrounded by wire fences, armed guards with patrol dogs, and a fortified gatehouse, where the investigators are searched (at gunpoint if necessary) and forced to relinquish any weapons. Two German Shepherd dogs are brought out to sniff the investigators; Pasqualle explains, “We discovered that canines have a strong aversion to the enemy. If one of these fellows acted aggressively towards any one you, or even me, we’d be shot on the spot.” His grim expression clearly shows he’s not joking. The heightened state of paranoia is compounded when the investigators are taken through the gate, past more guards and dogs, and into the main building, where they are searched one more time before being escorted to Abelard’s fifth floor conference room.

Returning To Broken Hill

Possibly the investigators are relatively unscathed and decide to return to Broken Hill (or Round Hill) instead of helping out with the general recovery operation in town. If so, on arrival near either of the hills they’re in for a surprise. A dozen FOC guards now patrol the entrance and three FOC trucks are parked nearby. The entrance to the cave and tunnel system appears to have been expanded and large iron doors have been fitted to negate easy access. The investigators are refused entry, despite their FOC credentials. If the guards are pressed, they simply state their orders come directly from Mr. Abelard. If the investigators linger too long or attempt any mischief, the guards deter them away at gunpoint. If lurking near the area, stealthy investigators may witness large wooden crates being removed from the entrance and loaded into trucks by FOC people in white lab coats.

Once his teams discovered the mi-go tunnels, Abelard dispatched a large force to sterilize the mi-go complex. Now clear of the aliens, more guards and scientists have been dispatched to gather up any mi-go technology found. Despite this success, the mi-go do not take such affronts lightly. Consequently, near to the end of the investigators’ recuperation, Abelard and FOC have a surprise coming.

Using one of the Gates, mi-go soldiers enter the Round Hill Gate Room, slaughtering any humans they encounter before reaching one of the mining machines. In turning the machine up to full power, the mi-go soldiers sacrifice themselves to cause an earthquake centered on the complex. As the complex is destroyed around them, the soldier’s last act is to destroy any Gates in the complex. Within moments, the complex and mi-go are destroyed; buried under tons of rock and soil. Abelard, after losing over 50 men and women to the mi-go attack, cuts his losses and leaves further investigation of the complex for a later time. Fortunately, he has a wealth of knowledge already removed—and one Gate, taken out just before the complex was obliterated.

Following the mi-go attack, the investigators and those in Cobb’s Corners hear about the earthquake, with reports speaking of a ‘quake of great magnitude, centered in the area around the Green Mountains.

Abelard is seated at the end of the conference table, the ever-protective Mr. Murdoch standing behind him (if he still lives), with Selena Preston sat at his right. A large German Shepherd sits in far corner of the room. Professor Drake and Doctor Matherson are also present—if they survived Cobb’s Corners. Leon Pasqualle waves the guards out and sits down to join the meeting. The investigators notice right away that Drake and Matherson appear harried, and there is an atmosphere of gloom in the room. If any of these characters

were previously killed, the Keeper should replace them with suitably experienced NPCs.

Once the investigators are seated and offered refreshments, Abelard begins in earnest. He offers his condolences for any investigators who died in Cobb's Corners, saying that their deaths will be avenged. He then explains about the discovery of the mi-go complex and the alien's successful attempt to destroy it by causing an earthquake. Abelard then wishes to hear the investigators' stories of what took place in Cobb's Corners.

Once the investigators have recounted their experiences, Abelard says, "Your work in combating the alien threat has proven so invaluable that I wanted to ask you something. How do you feel about saving the world?" Leaving a suitably dramatic pause, he continues, "Sorry, we should start at the beginning. Doctor Matherson?" He turns to the other man and nods.

Matherson proceeds to relate the following information. Paraphrase or read aloud the following:

Matherson's Statement

"The FOC team sent into the mi-go base beneath Broken Hill was able to salvage some of their technology before the complex was rent apart and buried by the earthquake. I'm pleased to say that we now possess hundreds of cylinders, each of which, hard thought it is to say, contains a living human brain. We also have the apparatus needed to interact with these brains. We've been working around the clock to interrogate the brains, discovering that all were, at some point, abducted by the mi-go over the course of many years. One brain, called "Subject X," claims to be a 17th century British Astronomer. Unlike the others, Subject X seemed very eager to speak to us and had a very disturbing tale to tell.

"Subject X claimed to have knowledge of a threat to the entire world, saying the mi-go came from a different dimension rather than from outer space. He warned that the aliens have been using the Moon for years to store a rare ore taken from the Earth, and that they plan to create some kind of portal, a "gate" as he called it, which will fuse our existence with theirs and integrate their reality with our own. Apparently, our dimension is unpalatable to the aliens and this merging of dimensions not only makes the Earth a friendlier place for them, it will also completely eradicate the Human Race!

"This gate is being constructed on the far side of the Moon, in an ancient city no one ever dreamed existed. We know this all to be true because we've already been there. One of the last items we brought out of the aliens' complex was a smaller, yet working, gate. We need you to go through it and stop the mi-go plan."

The Moon Gate

Following Matherson's statement, the investigators are taken downstairs to the laboratory, accompanied by Matherson and two guards—Abelard and the others remain in the boardroom.

The laboratory has undergone some changes since the investigators were last here. For one, it smells a lot cleaner, with all evidence of the fishy deep ones removed. There are a lot of wooden crates, a few with their lids removed revealing

rows of brain cylinders stacked within. The cells contain more cylinders, neatly stacked on newly installed steel shelving units, as well as a scientist seated at a table. Each table holds a brain cylinder, attached to arcane looking machines: a tall rig with twin lenses mounted on its front, a box covered in vacuum tubes and a sounding board, and a small box with a silver disk on its top—these being the communication devices. The scientists are equipped with headphones and microphones, jury-rigged to the boxes, and sit taking notes while apparently interviewing the brains inside the cylinders. At the far side of the room stands the purpose of this visit: the Moon Gate.

Two FOC men guard the Gate, each armed with drop-holstered pistols and submachine guns. The Gate is a five-foot in diameter and sits beneath a one-foot deep arch, forged from strange metal not of this Earth. The metal is covered in mi-go script and within the frame several stones are embedded, each of which glows brightly.

The investigators may have encountered this Gate in Episode Four (The Moon Gate, page 15, Episode 4), but back then it was inert, and remained so until FOC scientists started fiddling with it. The arch stands between the investigators and what appears to be a tunnel formed from a chalky white substance. A successful Science (Geology) roll identifies the tunnel as composed of a plutonic igneous rock called Anorthosite, made mostly of Plagioclase—a coarse-grained volcanic rock (commonly called Feldspar) which cools over a long period of time. Thus, from the appearance of the rock, the tunnel should be located deep underground. More ominously, the investigators note there are sticks of dynamite wired around the Gate connected to a detonator (which can be activated by switches in the guards' pockets).

The Gate is wired to explode under Abelard's orders, just in case anything tries to enter from the other side. This gateway to another world takes those that enter into a small cave beneath the surface of the Moon. Like other mi-go Gates of this type, it alters the bodies of those who travel through, so they can survive the inhospitable destination. FOC learned of this Gate's physiological tampering from Subject X and sent a dog through the Gate to observe what would happen. The dog, plus the two men who were sent in after it, made it back okay. To the best of Matherson's knowledge, the Gate is safe for humans to use.

Matherson says, "Mr. Abelard wants you to retire to your rooms for a few hours to consider the ramifications of our request." The investigators are then escorted to their rooms and, true to Matherson's word, they have two hours before being summoned back to the boardroom.

A Time To Fear

So what will the investigators do? With the apparent future of humanity at stake they may still have reservations about going through the alien Gate. The Keeper should give the investigators some time to discuss what they want to do before they are called to the boardroom.

Where's My Space Suit?

As described, mi-go Gates involve otherworldly science that adapts the traveler to the destination environment—in this case, the vacuum of space on the Moon. This magical-like science might be considered “too pulpy” for some tastes, thus, if the Keeper wants to make things grittier, have FOC supply the investigators with primitive space suits.

The suits are adapted from diving suits, although Abelard has spared no expense in their creation. They are ahead of their time, coming with an inbuilt heater and a battery (in a sealed compartment to prevent the battery acid from boiling in the vacuum of space). The suits are rubberized, have 4 hit points and provide 1 point of armor. If penetrated, the suit depressurizes and requires immediate repair—mending punctures with a repair kit (fitted within a pocket of the suit)—or tying a tourniquet around a ripped arm or leg. A character has 1D3+1 rounds to repair a puncture in their suit (plugging the hole with a finger might grant a couple more rounds), use a tourniquet, or die while on the Moon. In a calm situation, the repair can be made without need for a skill roll, otherwise, if under duress, repair requires a successful **DEX** or **Sleight of Hand** roll—the difficulty of the roll is Regular, but may be raised to Hard dependent on the circumstances.

The helmet's glass grants a narrow 45-degree field of vision. A mesh grid covers the glass to prevent accidental damage. Vision can become impaired if the wearer begins to mist up. The helmet has 6 hit points and provides 3 points of armor. An air tank, carried on the wearer's back provides up to ten-hours of air supply—6 hours or less, if continuous strenuous activity is undertaken. Each suit is equipped with ten-foot silk rope, puncture repair kit, and a small tool kit.

If space suits are used, four additional (full) air tanks have previously been brought to Riley and Lang's “store cave,” along with the other firearms and equipment.

Note: the addition of space suits complicates matters on the Moon, making it even more likely the investigators die, as a single successful attack could puncture a suit and spell the end for the investigator inside.

Like A Bad Penny

Whatever happened to the mi-go agent Lawrence Jarvis? Well, if he survived the Miskatonic University raid and was not already encountered in the mi-go complex, his brain should be one of those discovered by FOC.

What is he doing there? Laying in wait? Waiting to attack? Has he already been questioned and fed his interviewers misinformation and lies? Or has he somehow “hypnotized” a scientist to perform his bidding? Even in his immobile state, Jarvis could instigate and cause all manner of trouble and mischief using his enhanced psychic abilities.

Exactly what Jarvis does is left to the Keeper. He might act now, or could be used in the future to exact a sudden and terrifying revenge upon the unsuspecting investigators.

Jarvis' statistics can be found in **Appendix A: Personalities And Monsters**.

twenties, introduced as Colin Lang. They are the first men sent through the Gate and have now spent some hours on the Moon scouting out the situation. Both are expert marksmen, military veterans, and loyal FOC employees. Abelard is proposing sending Riley and Lang with the investigators as, in his opinion, the pair can watch the investigators' backs while they sabotage the mi-go plan. Bringing the military men could mean the difference between success and survival.

It's crunch-time. If the investigators say “yes,” Abelard thanks them and the conversation proceeds as follows. If the investigators decided they don't want to take the risk, Abelard face turns beetroot red and he accuses them of being cowards and traitors. It takes soothing words from Pasqualle to calm Abelard down. Pasqualle tells the investigators a refusal of the mission removes all of the many benefits FOC has granted them, including their standing at Miskatonic University. Anything previously covered up or smoothed over by FOC for the investigators can be used here to spell out the kind of trouble the investigators will face if they don't comply. It should quickly become apparent that they have no choice but to accept the mission.

With the investigators offering their services (willingly or not) to save humanity, Abelard tells them his plan. A bomb has been constructed, synthesized from Pasquallium ore, which his scientists discovered undergoes rapid chemical changes when exposed to detonation, followed by an explosive reaction. He wants the bomb placed deep inside the installation the mi-go have on the Moon. Ideally, the bomb should be placed on the portal-machine that will “warp the dimensions.” He believes the explosion will obliterate the device and give Humanity a reprieve. The bomb has a timer fitted, giving the investigators twenty minutes to leave the installation and get as far away as possible before it ignites. According to Riley and Lang, movement on the Moon is different from walking on the

The Plan

Back in the boardroom, the investigators find Professor Drake absent but discover two new people at the table: a grizzled, middle-aged man with a buzz-cut, introduced by Abelard as Devon Riley, and a fresh-faced younger man in his middle

Earth, so they will teach the investigators how to maneuver on the Moon.

With the plan outlined, the investigators have a chance to ask a few questions. Here are some possible questions and responses:

Why us? Why not just send Lang and Riley through?

Matherson: You have proven yourselves and have greater experience of the aliens. Riley and Lang have become acclimatized to the Moon, but they lack your areas of expertise—all of which may be needed to outflank the mi-go and make the mission a success. They will watch your backs while you get on with the task in hand.

Is the other Gate well guarded? What will we find there?

Lang: We've seen movement around a large machine but, as far as we can tell, the aliens don't have any soldiers there. We didn't stay too long, however.

How far is it from the Moon Gate to the mi-go base?

Lang: It's two miles. It took us half an hour to reach it. But damn! It was a strange experience!

Riley: When you arrive on the Moon there are a network of tunnels and caves. We scouted these out. It seems the mi-go only use a portion of these; they just use the main tunnel leading to their base in the city to transport the ore they bring from Earth and who knows where.

Tell us about the mi-go base

Lang: It's not like their base in Vermont. You see, there's this old city on Moon. I don't think it was built by the mi-go. They are building their device inside the city.

What about weapons? How do we protect ourselves?

Riley: We have a room in the tunnels, away from the areas the mi-go use. We've already taken up some supplies and stored them there ready for the mission.

Lang: We tried firearms there. They seem to function better up there than here. Should be no problems.

You said our bodies get altered? Is it painful?

Lang: You get this funny feeling in your gut but nothing more. We only realized that something had changed when we discovered we were on the Moon and could breathe and walk. When we got back the doc checked us over and said everything was right as rain. Can't explain it—it just kind of happens.

Are there any side effects from using the Gate?

Matherson: A little disorientation perhaps but nothing else.

Lang: We've spent hours over there and we feel just fine.

What about communication?

Matherson: No, sound doesn't carry. There's no air in your lungs, so there is no way to produce sound from your mouth.

Riley: We got the idea of using little chalkboards to speak to each other. They work just fine.

What if we fail the mission?

Abelard: Then we'll mourn your heroic deaths and send another team through.

Other questions and answers can be given as the Keeper sees fit. The investigators are told to follow Riley, Lang, and Matherson back to the basement. On their way out of the room, Abelard heartily shakes each investigator's hand, thanking them for their upcoming service to Humanity.

Statistics for Lang and Riley can be found in **Appendix A: Personalities And Monsters**.

Orientation

Back in the basement, Matherson asks the investigators if they are ready, as now they'll have their first experience of the Moon. They are each given a small chalkboard on string, along with a few sticks of chalk. Riley and Lang, their own chalkboards and chalk in hand, immediately step through the Gate. Matherson gestures for the investigators to follow.

Stepping through the Gate, each investigator loses 5 magic points and 1 point of Sanity; there is a momentary darkness and a brief period of disorientation, and suddenly they find themselves in a tunnel where Lang and Riley are waiting. The tunnel, leads uphill for about eight-feet. Strange (mi-go-like) footprints litter the floor, along with what look like deeply embedded wheel track marks.

Call for an INT roll: those who succeed realize their lungs are no longer functioning, since there is nothing to breath, nor is their heart beating. The realization of this uncanny feeling provokes a **Sanity** roll (1/1D4 loss).

Keen eyed investigators notice movement on the other side of the Moon Gate. Beyond, Matherson and three FOC guards are pushing a trolley through the Gate. Riley makes his way back to the Gate, catching the trolley as it appears. Lang turns to the investigators and writes on his chalkboard: THE BOMB.

Strapped to the trolley is a large steel drum with a box (the detonator) at one end. The drum is fully sealed, the bomb's timer adjusted by knobs on the exterior. Riley picks an investigator at random to push the bomb, which can be wheeled quite easily in the Moon's low gravity. Riley signals the investigators to follow, leading them through the short tunnel into a roughly circular cave, around fifty-feet in circumference and twenty-feet high. Three exits face the investigators: directly opposite is another large tunnel, to the left and right of this large tunnel are smaller exits. The deep track marks continue through this cave and out through the large tunnel.

Riley motions everyone to follow as he darts into the small right hand exit. Lang takes up the rear of the group. There are far fewer marks on the ground of this tunnel, certainly no wheel track marks. The investigator behind the bomb trolley and in front of Lang notices that Lang hides the tracks of the bomb trolley by scuffing up the marks with his feet. The tunnel branches at various intervals but Riley appears to know where

he is going, walking with confidence through what appears like a maze. Eventually the group enters another circular cave, forty-feet in circumference and fifteen-feet high. Two flood lamps have been set up, connected to portable electric batteries. A few crates stand around each flood lamp. Human footprints litter the uneven floor.

Riley pauses here, while Lang writes something on his chalkboard. It reads: WATCH THIS. He squats and then proceeds to jump vertically, reaching a height of twelve feet. He descends slowly, lands easily on the floor, and gives the investigators a smile and a bow. Riley writes on his board and reveals the word: JACKASS. The men put the chalkboards around their necks and spend half an hour orientating the investigators about movement on the Moon— see **The Moon: In Gaming Terms** (following page) for details.

Once Riley and Lang are satisfied with the investigators' progress, they are led to one of the crates. Inside are various firearms, which are offered to the investigators. The crate contains: six .303 rifles, four .45 revolvers, two Thompson submachine guns, four flare pistols, a case of 24 hand grenades, as well as ample ammunition for all the guns.

Riley opens another crate and removes sets of khaki-green combat belts, passing one to each of the investigators. Riley and Lang proceed to fill their belt pouches with ammunition. They indicate the investigators should do the same. After the investigators are kitted out, they each receive a powerful battery-powered flashlight. Finally, Riley removes two rolls of hemp rope from a crate, keeps one, and hands the other to Lang who attaches it to a loop in his belt.

Carrying Out The Mission

Once everyone is equipped and ready, Riley writes: FOLLOW ME. KEEP YOUR WITS ABOUT YOU. He then retraces his steps back to the first cave, near to the Moon Gate. Beckoning the investigators to follow, Riley heads towards the cave's main exit tunnel. The way out leads uphill for around thirty-feet to a circular entrance revealing a black sky dotted with distant stars. Pausing at the entrance, Riley takes a moment to

Devon Riley, age 39, battle-scarred veteran

Appearance/Traits: middle-aged, above average height and very muscular, with short, graying hair. Green eyes and a thin moustache as gray as his hair. His left cheek bares a large, pear-shaped birthmark. Riley was renowned in the training core for his lack of humor; he has no patience for tomfoolery, which his partner Colin Lang finds great amusement in taking advantage of.

Common knowledge: there is a slim chance that an investigator might have encountered Riley before if they experienced United States Marine Corps recruit training in the '20's in San Diego, California.

Insider information: Riley spent the majority of his adult life working as a military fitness trainer at a boot camp in San Diego, California. A widower, without children, he was approached by FOC and asked if he would spend a couple of years training what amounts to Abelard's growing private army. He accepted the job but was only training men for a few days before Abelard asked him if he wanted to partake in something "out of this world." Devon accepted, taking the news of the mi-go and their evil plans with quiet aplomb. Abelard chose Riley for the mission because of his myriad skills, seeing him as the ideal man to train and safeguard anyone going through the Moon Gate.

Plot: a quiet, no-nonsense man, with little imagination. He is brave and willing to step up and save those in trouble on this mission.

Colin Lang, age 25, fearless and reckless

Appearance/Traits: short but fairly stocky, fresh-faced, with short brown hair and blue eyes. A charming smile combined with the attitude and mannerisms of a man far younger than his 25 years. Has a scar under his right eye and a slight bend to his nose, both from a beating he took in prison. Enthusiastic, often with a mischievous glint in his eye, Lang's lax attitude hides a high intelligence and quick-witted analysis of a situation.

Common knowledge: if an investigator was a member of the 4th Marines, stationed in North China in the '20's, there is a chance they encountered Lang. He was dishonorably discharged from the Marines due to gross misconduct.

Insider information: it was his father's wish that Lang join the Marines. Although an able soldier, he never took to army life. Renowned in his unit for his practical jokes, things came to a head in China when a bucket of excrement, meant for a fellow soldier, fell from the door it was suspended from and landed on his sergeant's head. A month in military jail hardened him somewhat, after which he returned to America only to be disowned by his family. He found employment as a mercenary and consequently washed up at FOC. Although he no longer plays practical jokes, he takes nothing seriously apart from when he is aiming a gun or his companions' lives are at stake. One of the first men to discover the Moon Gate at Broken Hill, he instantly volunteered for the job of investigating what lay beyond.

Plot: Lang likes being in command but will be the first to run if encountering overwhelming odds. His reckless nature may cost his comrades dear.

The Moon: In Game Terms

Walking

For short distances, the investigators can walk slowly in a normal manner. If they increase their speed, it is impossible to sustain a walking motion due to the lack of gravity (a raised foot while walking would be suspended six times longer than it would be on Earth). The most efficient way to walk is to lope: putting one foot before the other, pushing off with this foot, and landing on the other, but not separating the feet as in a normal stride.

Stopping and starting is easier for heavier people, as those carrying less weight (SIZ 50 or less) find starting and stopping momentum harder. Grip on the lunar surface is a matter of friction, and low gravity means there is less friction and less grip. An investigator attempting to run normally would end up tumbling over onto their faces, while attempting a quick stop means they skid uncontrollably. In game terms, the investigators retain their normal movement rates (movement is somewhat awkward). In dramatic situations, such as being surprised, failing a Stealth roll, and so on, the Keeper may ask for a DEX roll: failure means the investigator has tumbled clumsily—it takes one round to get up and orient themselves.

Jumping

Gravity being 1/6th that of Earth's, a successful Jump roll indicates a height of up to sixteen-feet on the Moon—on Earth, an average jump height would be 16–20 inches, from standing. An unsuccessful Jump roll indicates a maximum height of ten-feet is gained.

Communication

The Moon has negligible atmosphere, where as on Earth, vibrations in the air transmit sound, thus sound waves have no way to spread on the Moon. Spells requiring vocal components do not work (at the discretion of the Keeper, as many spells often have alternative components), and communication must be made with body language or written utilizing a chalkboard or similar affair.

Weapons

Firearms can be fired effectively on the Moon. A gun functions from the impulse delivered from the firing pin to the gunpowder inside the bullet. An oxidizer is required to initiate the chemical reaction but, as bullets are sealed, a gun can fire in the absence of oxygen. Determining the difficulty of the shot is still based on base range—while a bullet from a handgun would travel farther, accuracy is still based on its original base range. In other words, there are no changes to the rules for firearms.

Explosives function on the Moon only if the firing mechanism is designed to work without the need for air. Thus, dynamite and pipe bombs won't work, but grenades, with their oxidizing materials built into the explosive, function effectively. Also, shrapnel is six times more effective; hence the injury from a grenade works out as 4D10 damage to those within 18 yards, 2D10 to those within 36 yards, and 1D10 to those within 54 yards. Investigators had better be ready to duck if they utilize grenades on the Moon.

Moon Facts

- The Moon is about 1/4 the size of the Earth, the surface area covering 14,658,000 square miles.
- The moon is approximately 230,000 miles distant from Earth.
- Only 59% of the Moon's surface is visible from Earth—the far side is never visible.
- A lunar day (or the time it takes from sunrise to sunrise) on the moon is approximately 708 hours.
- Although the far side of the Moon is sometimes referred to as the Dark Side, this is erroneous. As the Moon is constantly rotating on its own axis, no area is in permanent darkness. Only on a Full Moon is the far side completely without sunlight, when the Sun faces the Moon with the Earth between.
- The Moon has a rotation of 10 miles-per-hour, compared to the Earth's rotation of 1,000 miles-per-hour.
- The Moon has no global magnetic field.
- Moon gravity is 1/6th that of Earth's.
- During the day the temperature on the Moon's surface can reach 253°F, while at night it can drop to -387°F.

compose himself and then gestures for the group to follow. The investigators now view something few humans in history will ever witness: the far side of the moon with their own eyes.

Currently, no sunlight illuminates the high northern latitudes. Stars are visible, though far too weak and distant to illuminate the lunar landscape. As far as the investigators torchlight reaches the landscape is a uniform, sterile white. The surface is spotted with low hills and pockmarked by numerous impact craters. Lang points out tire track marks leading from their position out onto the lunar surface, while Riley writes: **PREVIOUS ORE SHIPMENTS BY THE ALIENS.** Following these tracks has the investigators winding between hills and impact craters. It takes the group around 20 minutes to reach their destination. Due to the dark environment, the city's wall is upon them before they even realize it. The fact that one moment they are traveling through the landscape and the next they come face to face with a massive, artificial structure should be awe inspiring, to say the least.

The City On The Moon

Upon reaching the city, Riley and Lang pause and raise their flashlights; the beams illuminate a curved wall, one-hundred-and-fifty-feet high, composed of large blocks of stone. The wall curves left and right for as far as the flashlights can reach, and is covered in groups of dots formed in strange, geometric designs. Circular apertures of various sizes line the wall, each seemingly leading to a deep darkness beyond. Topping the wall are stone towers and ramparts; the tallest tower reaching some four-hundred-feet in height. Connected together by stone bridges, these towers vary from fragile-looking, fluted pipes to spirals and jagged edifices covered in cubes and spheres. This stupendous sight calls for a **Sanity** roll (0/1D3 loss).

What the investigators don't know, or probably will never find out, is that this city was once an outpost of the elder things in aeons past, abandoned and later discovered by the mi-go. Clues to this prehistoric history may be revealed with a successful **Cthulhu Mythos** roll. Should anyone survive this grand excursion to the Moon and one day make it to the Mountains of Madness in the Antarctic, they are sure to remember this place.

Directly below the area where Riley and Lang pause is a circular tunnel; mi-go tire tracks continue here, and after waving the investigators forward, the pair enters the tunnel. Inside, flashlights reveal more stone-worked designs decorating the tunnel walls, while the tunnel continues straight for thirty-feet, passing by other junctions and leading deeper into the city.

Investigators wishing to pause to study the carved designs (or anything else) are harried by Riley and Lang, who do everything in their power to stop the investigators "WASTING TIME." The pair use chalkboards and colloquial gestures to impress upon their companions the need to focus on the mission at hand, and that everyone has more important things to do than explore. While the FOC men won't resort to opening fire, if needs must, they brandish guns to intimidate if all else fails.

Look Behind You

Should the Keeper wish to add a more action, a pair of mi-go workers could arrive on the Moon by means of another Gate also connected to the Moon Gate. The aliens appear behind the investigators, pushing a cart full of Pasquallium. This optional encounter should keep the investigators on their toes, as danger can come from anywhere and at any time in this alien landscape.

Allow a **Spot Hidden** roll to notice the mi-go—unless someone was wise enough to specifically say they were keeping an eye out behind them—if the Fungi are spotted first, and everyone is successful in making a **Stealth** roll, the mi-go pass right by, unaware of the interloper humans.

Being spotted means the investigators must kill the aliens, otherwise the mi-go immediately begin to fly towards their moon base to raise the alarm. The investigators have 4 rounds to stop the mi-go (2 rounds as the Fungi fly towards them, and then 2 rounds as they fly overhead and away). Should either of the aliens get away, the investigators' element of surprise has been lost. Kindly Keepers could have Riley and Lang aim for the mi-go's wings (if no one else thinks of doing so), thereby dropping them to the lunar surface and not allowing them to get away so quickly.

If one of the aliens does manage to escape and warn its kin at the construction site, adjust the following encounters as necessary. In this case, a group of 4 mi-go comes flying towards the investigators with the intention of capturing the intruders. A successful **Hard Spot Hidden** roll might detect their advance and allow the team time to hide in the rim of a crater, otherwise they have to fight it out or be captured.

If captured, they and the bomb are taken the construction site and held for interrogation. Fortunately for the investigators, the mi-go don't realize it's a bomb—yet. Hopefully, the team can affect and escape and finish the mission.

Continuing down the main tunnel, the team arrives in a star-shaped room, paved with tiles and with no ceiling. The area is similar to the bottom of a well, the wall terminates fifty-feet above, with random arches dotting its surface. Another archway on the opposite side provides the way out. Entering, the tunnel continues for another thirty-feet before ending at a large, circular plateau. At the tunnel mouth a dozen old and dented mining carts stand, each bearing thick, rubber-coated wheels. Small lumps of metallic-looking green-black ore litter the ground—more can be found inside the carts. Those who have previously seen this ore know it to be Pasquallium.

The investigators' attention shouldn't be focused on the carts for long, for what lies beyond is far more interesting. Riley indicates for everyone to crouch behind the carts. So

concealed, he points to what lies ahead. The plateau is roughly five-hundred-feet in circumference. Once part of the sprawling ancient city, it has been cleared of structures—their remnants somewhat visible in the piles of debris lying around the space's outer edge. Mounds of Pasquallium are piled nearby this wreckage. The whole scene is illuminated by the sinister shape of a gigantic spider.

The massive machine, resembling a forty-foot-tall ten-legged spider-thing, slowly moves around the plateau in a sideways motion. Formed from reddish metal plates, the machine's "abdomen" glows from within—transparent circular plates issuing a fiery yellow glow. Positioned to the northeast of where the investigators hide, the spider-machine follows a circuit around the perimeter, its ever-long progress having formed a huge circular ditch in the ground. At the northern end of the circle, the half-finished mi-go Dimensional Gate can be spied. Intricate indeed, even from a distance it resembles some half-organic, snake-like structure standing over two-hundred-feet tall and covered in twisting tubes and strange symbols, which make one queasy by just focusing on them. Looking at the non-Euclidean geometry of the thing calls for a **Sanity** roll (0/1D4 loss).

As the investigators watch, the spider-machine pauses as the base of its circular head issues a stream of molten Pasquallium, adding to the growing gate. Next, from behind the mounds of Pasquallium, four oozing and iridescent forms appear. The bubbling horrors roll forward like giant and repulsive sea slugs, covered in a multitude of glowing eyes, and their skin changing color like that of a squid or octopus. Those succeeding with a **Cthulhu Mythos** roll think they may recognize these monsters as the dread shoggoths of elder times, as mentioned in the *Necronomicon*; however, these creatures appear somewhat different or changed. Words cannot prepare the mind to see such foul and horrific beasts—call for a **Sanity** roll (1D6/1D20 loss). Those suffering a bout of madness need to be contained by their comrades lest one of the shoggoths decides to venture over to find out the cause of any commotion. Quick thinking and possibly an appropriate skill (or **Luck**) roll can save the day and ensure an inquisitive shoggoth doesn't arrive to make the situation a whole lot worse.

Along with the ancient structures of the city, the elder beings left other things behind. The mi-go discovered these four inert shoggoths, upon which they experimented and who now are used for brute labor in the construction of the Fungi's Dimensional Gate. Each shoggoth has been implanted with a mi-go brain, which now acts to control the beast—a hybrid mi-go-shoggoth. Their constantly changing mass now also pulses with flashing luminous colors—used by the mi-go to communicate. Visibly shaken, Lang turns to the investigators and shakily writes on his chalkboard: **WHAT THE HELL ARE THOSE?** The more stalwart Riley taps him on the shoulder and shows Lang and the investigators his chalkboard: **WE NEED A PLAN.**

Watching the scene unfold before them, the investigators see two of the mi-go-shoggoths approach the spider-machine, laden with Pasquallium. They proceed to clamber atop the

machine and raise a circular hatch, through which they drop their loads. Meanwhile, the other two mi-go-shoggoths head towards the cooling Pasquallium and seem to "dance" over its surface. It is only when they pull away, that the investigators can see the creatures have carved arcane symbols into the Pasquallium's surface. Once this procedure has been carried out once, the investigators notice a pair of mi-go fly down onto the plateau. The Fungi appear to be inspecting the work, flitting between the mi-go-shoggoths and apparently communicating by rapidly changing the color of their heads in tune with those emitted by the mi-go-shoggoths. The process of construction begins again and repeats: each time more of the ore is carried to the spider-machine, melted down, and poured and etched to form another inch of the Dimensional Gate. The process is incredibly slow—it has taken the mi-go hundreds of years to reach this stage—but any observer can see that some day soon the mi-go-shoggoths will have finished their task.

Adversaries

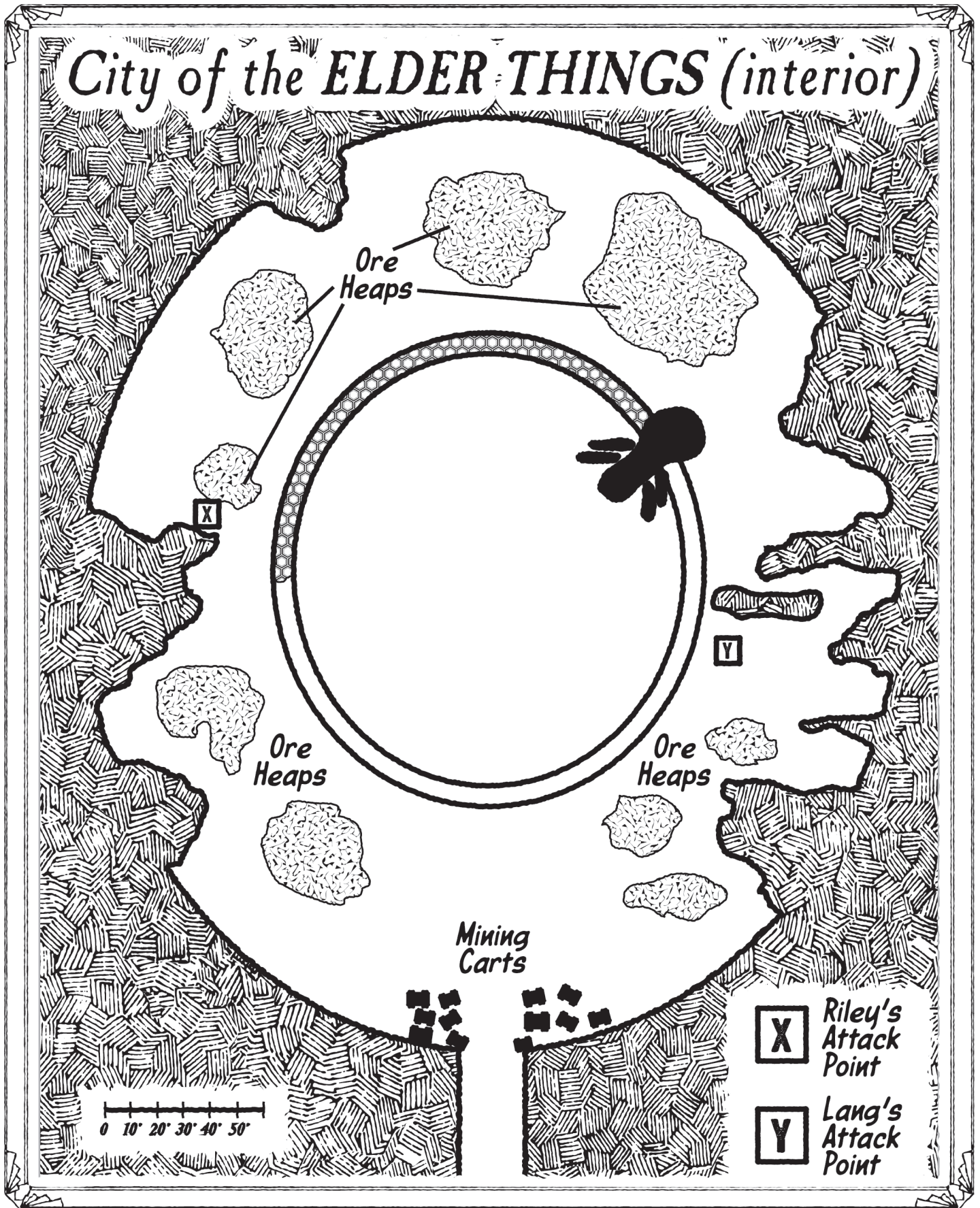
Apart from the four mi-go-shoggoths and two mi-go at the construction site, things have been left purposefully flexible for the Keeper. There are undoubtedly more mi-go in the ancient city, who could be called should an alarm be raised. Pairs of mi-go arriving at the Moon-Gate with consignments of Pasquallium can also be factored in if desired.

Avoid flooding the construction site with mi-go. The investigators already have a difficult task to complete—just one of the mi-go-shoggoths is enough to deal out some serious damage. If the players come up with good tactics, allow them the opportunity to use cunning and guile to achieve success. Once the bomb is planted, feel free to have the investigators pursued back to the Moon Gate with as many mi-go as desired. Of course, once the bomb explodes it takes out the majority of the opposition, perhaps leaving a handful of mi-go and a mi-go-shoggoth chasing the investigators. Such a race to the finish line could be epic and a grand way close out the action on the moon (see **Moon Chase**, page 15, for details on running such a chase sequence).

Hit And Run

It's time for the investigators to take action. Allow time for a plan to take shape. Devilish Keepers might require the entire conversation to be carried out without words, to mirror the situation in the game—use paper and pencils, or handy white boards and dry-wipe maker pens to recreate the situation around the gaming table.

Should none of the investigators think of, or agree, a plan, Riley offers: **A DIVERSION? GET THEM AWAY FROM THE MACHINE.** He rubs this off and writes: **CAUSE AN EXPLOSION. ATTRACT THEIR ATTENTION.** Naturally, the investigators are free to come up with their own course of action, but a diversion could work wonders. Likewise,



if the players opt to take an **Idea** roll to figure things out, Riley offers the diversion idea; although, if the Idea roll is failed, then the Keeper should be ready to throw in some complications, like a mi-go or mi-go-shoggoth noticing the investigators.

Let The Investigators Take Charge

The **Hit And Run** scene describes Riley and Lang taking charge. This is for narrative purposes only. Ideally, it should be the investigators coming up with a plan and getting the NPCs to follow it. Riley and Lang may be used to push the investigators along as necessary; they are also in the perfect spot to provide rapid replacement investigators, should anyone become a snack for a mi-go-shoggoth.

Also, this scene is not necessarily a combat scene—it is designed to provide for a non-combat solution. Build the pressure and tension. If your group favors combat then the tools are in your hands to develop this scene as you see fit. The mi-go-shoggoths are a significant threat; each is capable of wiping out the entire party of investigators. Having the mi-go-shoggoths' attention taken up with the construction work and, instead, bringing in more mi-go is always an option for downscaling the lethality of the encounter.

If a diversion is decided upon, there is a pile of ore some two-hundred-feet away to the west of their position (opposite the spider-thing). Riley suggests half the investigators accompany him towards the pile. First checking to make sure that those with him are all carrying grenades, Riley turns to Lang and raises five fingers on one hand. Crouching down, the “diversion team” then lopez towards the soon to be destroyed pile of Pasquallium. Leaving Lang and the other investigators waiting with the bomb.

After five minutes have past, Lang informs the remaining investigators it is time to plant the bomb. He and the investigators must use the piles of ore and city wreckage as cover as they lope towards the spider-machine. Call for a **Stealth** roll: if failed, a **DEX** roll is required to ensure the investigator doesn't go tumbling off and into sight of a mi-go-shoggoth or a mi-go. On the way over to the spider-machine, a 10-foot high wall of broken masonry blocks the way and must be jumped or gone around. Note that this wall may cause problems on the return trip if the group is being pursued.

Once the Riley's group reaches the Pasquallium, the investigators should place at least three grenades in the base of the Pasquallium mound. Hopefully, someone (perhaps Riley) keeps a look out for the mi-go and can warn everyone to hide in nearby rubble when one of them comes flying overhead. The Keeper

can choose to call for either a **Stealth** or **Luck** roll to determine if something (someone) catches the attention of the mi-go. Once the grenades have been planted, the group needs to find somewhere to hide. Nearby rubble should do the trick and, once there, Riley indicates that one of the investigators should throw an activated grenade towards the Pasquallium pile. A successful **Throw** roll lands the grenade exactly at the correct spot to set off a chain reaction. The grenades detonate and the Pasquallium ore explodes in a spectacular, yet silent, blast of metal. Should the **Throw** roll be failed, quick-thinking investigators could always throw another grenade or make a carefully aimed gunshot to set off the grenades—providing they stand their ground as the mi-go-shoggoths advance towards them.

Any grenade denotation brings two mi-go-shoggoths to investigate the disturbance; the other two monsters remain near the spider-machine. The investigators have time to lope back to the tunnel entrance as the mi-go-shoggoths head towards the scene of the explosion. Ask the players what each of their investigators are doing—sneaking, running, jumping? Call for an appropriate skill roll to get back to cover and relative safety. A failure means the investigator has been noticed by one of the mi-go-shoggoths and is pursued.

While Riley's team is up to mischief, Lang and the other investigators have been waiting near the spider-machine. As soon as the vibrations from the Pasquallium explosion are felt, the investigators should get to work. As two alerted mi-go-shoggoths remain, have everyone perform a **Stealth** roll as they creep towards the giant machine. A successful **Science (Physics)**, **Demolitions**, **Hard INT**, or a specialty skill, like **Architecture**, can identify the ideal spot in the Gate's construction to place the bomb. Once the bomb is in a good situation and assuming the mi-go-shoggoths or mi-go haven't noticed the investigators, they can make good their escape. If all goes wrong, Riley or a brave investigator might choose to cause a diversion, buying time for the bomb to be placed and for the others to get away.

The Escape

From the point the timer was set, the bomb goes off in 30 rounds. The Keeper should count this down for every action the investigators make. Hopefully, the investigators should be a good distance away from the city when it explodes; anyone still inside is blown to pieces as a chain reaction disintegrates the city.

For those escaping the city's destruction, cruel Keepers might call for a **Luck** roll to see if anyone is hit by flying debris for 1D8 damage (possibly a last-ditch **Dodge** or **Jump** roll might save the day). A result of 100 on the **Luck** roll means a huge chunk of debris (remember, low gravity means things fly further) inflicting 4D6 damage (no **Dodge** or **Luck** roll applicable).

Anyone running into the city to escape pursuit is as good as dead. The surviving sections of the city are a veritable maze, and investigators on the run quickly find themselves lost. Whether they somehow manage to find their way out, are captured by mi-go who eventually arrive to find their masterwork destroyed,

or eaten by forgotten things long buried and now free, is left to the Keeper to decide.

Presuming the investigators escape to a safe distance, a mighty ground-shaking vibration is felt, followed by a blast that lights up the Moon's far side: a white globe of energy briefly visible before disappearing once again.

The investigators have completed their mission and should be getting back to the Gate. Whether the journey back is brief and uneventful, or if a pair of mi-go and a blast-damaged shoggoth come barreling out of the explosion to give chase to the very end, is best determined by the Keeper. Such a dramatic chase could be a fitting end to the investigators' exploits on the Moon—but if the Keeper feels the investigators have already earned an easy walk back to the Moon Gate, so be it.

Conclusion

Those making it back to the Moon Gate may pass through (costing 5 magic points and 1 point of Sanity) and arrive back on Earth in FOC building's basement. Hopefully, the investigators shout a warning to the waiting FOC guards and Matherson to blow the Gate to stop any pursuing mi-go-shoggoths or mi-go, otherwise such horrors may well suddenly appear to put an end to any celebrations. This is an ideal way for the Keeper to seal off access to the Moon at the end of this campaign and tie-up any potential loose ends. Otherwise, unless the investigators insist, Abelard and Matherson keep the Gate open, in the hope that further exploration of the Moon can take place—providing the opportunity for future adventures on the Moon and, if the Gate's controls are tampered with, potentially anywhere in the universe!

Congratulate your players! They have succeeded. With the Dimensional Gate destroyed, the Fungi's plan for harvesting our world is over and the investigators have saved the universe. The Earth is safe...at least, for a little while longer.

Rewards For Episode Six

Destroying the Dimensional Gate on the Moon saves not only the Earth but the entire universe. Reward the surviving investigators with 2D10+5 Sanity points and a much needed rest.

As for you, dear Keeper, reward yourself with a relaxing beverage, like a lovely cup of tea. You've earned it.

Moon Chase

Use the following references if deciding to run a climatic chase scene. Assume the chase takes the investigators from their place of safety at the time of the bomb blast, across the lunar surface, and back through the tunnels to the Moon Gate. Refer to **Monsters in a Chase**, page 144, *Call of Cthulhu Rulebook*.

Full statistics for each monster can be found in **Appendix A: Personalities And Monsters**.

Partially bomb-blasted mi-go-shoggoth

- CON 200
- DEX 50
- Base MOV 10 (rolling)
- HP 23
- Build 8
- Fighting 70% (35/14), damage 7D6
- Dodge 20% (10/4)
- Skills: Climb 70%, Spot Hidden 65%, Track 20%.

Mi-go

- CON 50
- DEX 70
- Base MOV 7/13 flying
- HP 10
- Build 0
- Fighting 45% (22/9), damage 1D6
- Dodge 35% (17/7)
- Skills: Climb 30%, Jump 40%, Spot Hidden 40%, Track 40%.
- If flying, mi-go do not need to make Jump or Climb rolls.

Possible Hazards and Barriers:

- Large crater (Climb/Jump down into the crater, then repeat to get out)
- Sea of dust (DEX/Jump to maneuver out, or STR to wade through)
- Wreckage from the bomb blast (Jump over, or go around)

Epilogue

This is the conclusion to *A Time To Harvest*. Here we try to wrap up any loose ends that could be left behind after all the chaos the poor investigators had to go through. In addition, here are some suggestions and possible plot hooks for future *Call of Cthulhu* adventures based on what has transpired during this campaign.

The Fate Of Federated Oil And Chemical

Regarding FOC, the Keeper has some decisions to make. The multi-million dollar company might make a suitable, long-term addition as an investigator organization. Michael Abelard's war against the mi-go could easily lead teams of FOC agents into other Mythos related adventures across the globe. Advantages to joining FOC could include: access to high-placed contacts, near-unlimited resources, and a wealth of personnel to draw upon (either as allies or investigators). For the Keeper, using Abelard to direct investigators toward missions on behalf of his company is a quick and easy way to get them involved in almost any adventure. In many ways, FOC is comparable to SKT (aka Seeking Knowledge and Truth) from the *Investigator Handbook* (see page 127). Feel free to draw upon SKT in further developing Federated Oil And Chemical for your ongoing campaign.

The idea of FOC becoming an investigator organization could be twisted. Imagine, if you will, the investigators hear of Abelard being involved in an accident. Upon his recovery, the investigators are summoned to a late night meeting with the recovering millionaire. The group is ushered into a poorly lit room where Abelard sits, partially obscured by shadows. Throughout the meeting, Abelard hardly moves, his face shows no expression, and he speaks differently somehow—conditions believed brought about by his mysterious accident. For those of you not recognizing the implications behind the above paragraph, the authors recommend you read H.P. Lovecraft's *The Whisperer in Darkness*. In this situation, the investigators are unwittingly used by the mi-go to further their agenda on Earth. How long will it take before the investigators realize they are no longer the “good guys?”

Revenge Of The Mi-Go?

The mi-go present an ongoing threat; however, petty human emotions like vengeance, are probably beyond the aliens' frame of reference. Therefore, the investigators might be allowed to go about their business—so long as they stop poking their noses into the machinations of the Fungi. Of course, who's to say the mi-go won't reappear at some later stage to darken the doors of the investigators. Imagine a scenario where the alien

scientists have been able to clone the investigators from DNA left on the Moon. What manner of chaos is caused when the duplicates (fitted with the brains of loyal mi-go agents) begin to assume the lives of the investigators? Are they framed for crimes committed by their doubles, implicated in dark dealings, and so on? Can the investigators trust one another? Any of them could in fact be a duplicate!

Unnatural Changes

All humans who venture through the Moon Gate are changed—adapted for survival on the Moon. While this seemingly magical effect (in reality science beyond human understanding) appears to have no immediate or short-term side effects, it is inherently of the Mythos and anathema to humanity. At the Keeper's discretion, those who journeyed to the Moon begin to mutate. The changes that allowed the investigators to “breathe” on the moon begin to break down, turning them into walking nightmares. The process is probably slow, but the end result is horrific.

As to the nature of the change—be it twisted flesh, strange new abilities, a corruption into something less than human, and so on—it is left to the Keeper to decide. Such metamorphosis might provide the plot and drive for a future scenario where the investigators race against time to stop or reverse the condition. Alternatively, for some the change is so significant that they become the monsters and villains to be faced by a new party of steadfast heroes.

Going Home

The investigators might simply have had enough adventure for one lifetime and return to Miskatonic University to try a live a “normal” life (like that's even possible to do in Arkham). If this is what they desire, they are amazed at how easy it is to for them to return—Abelard is true to his word and uses his considerable influence to smooth out any unresolved issues with the university and Arkham police. He makes sure to let the Board of Deans and the Board of Trustees know the investigators proved to be of vital assistance to FOC. He also trusts the university will recognize their value when considering graduation honors and employment as academic staff.

The Orne Library, Science Hall, and any other buildings damaged during the mi-go agent's raid are repaired by FOC. As if this was not enough, Abelard makes three generous grants to the university, as well as starting a new scholarship program named after his late son, Michael Abelard Junior.

If appropriate, Abelard uses his connections to have two of the world's most famous thinkers mention the investigators' names. Those investigators with a scientific background may be surprised to see that they were, “A major source of inspiration, knowledge, and technological expertise I was able to draw upon during my latest experiments with the endless capabilities of electricity.” The quote comes from none other than Nikola Tesla

and appears the following year when his latest theories are published. Investigators with interests in anthropology, folklore, and psychology, see their names similarly mentioned in a book dedication by the Swiss psychiatrist Carl Gustav Jung.

As a result of Abelard's efforts, the investigators are welcomed back to school with open arms. Even though some people might still whisper about the investigators behind their backs and view them as being a little weird, it soon becomes widely known that they have very influential friends, and are not to be dismissed so lightly. In *Call of Cthulhu* that's never a bad thing.

Appendix A: Personalities And Monsters

Devon Riley, age 39, FOC military veteran

STR 85 CON 75 SIZ 75 DEX 75 INT 80
APP 40 POW 70 EDU 60 SAN 69 HP 15
DB: +1D4 Build: 1 Move: 8 MP: 14

Brawl 65% (32/13), damage 1D3 + 1D4, cosh 1D8 + 1D4
 .303 Lee-Enfield rifle 65% (32/13), damage 2D6 + 4
 .45 revolver 45% (22/9), damage 1D10 + 2
 Hand grenade 65% (32/13), damage 4D10/2D10/1D10 (3/6/9 yards)
 Dodge 70% (35/14)

Skills: Climb 85%, Electrical Repair 20%, First Aid 70%, Intimidate 80%, Jump 75%, Listen 35%, Mechanical Repair 50%, Medicine 30%, Navigate 60%, Psychology 60%, Sleight of Hand 60%, Spot Hidden 65%, Stealth 55%, Survival (All) 45%, Swim 70%, Throw 65%.

Colin Lang, age 25, FOC military

STR 80 CON 80 SIZ 60 DEX 70 INT 50
APP 65 POW 60 EDU 65 SAN 60 HP 14
DB: +1D4 Build: 1 Move: 9 MP: 12

Brawl 70% (35/14), damage 1D3 + 1D4, cosh 1D8 + 1D4
 Thompson SMG 55% (27/11), damage 1D10 + 2

.45 revolver 60% (30/12), damage 1D10 + 2
 Hand grenade 55% (27/11), damage 4D10/2D10/1D10 (3/6/9 yards)
 Dodge 40% (20/8)

Skills: Charm 50%, Climb 55%, Electrical Repair 10%, Fast Talk 60%, First Aid 40%, Jump 65%, Listen 40%, Mechanical Repair 40%, Navigate 50%, Psychology 30%, Sleight of Hand 50%, Spot Hidden 45%, Stealth 60%, Survival (Wilderness) 45%, Swim 40%, Track 50%, Throw 60%.

Adversaries

Jarvis, a brain hell-bent on revenge

Killing Jarvis is simple if the investigators can find his brain cylinder amongst all of those in the FOC basement. Being just a brain, physical statistics are not provided.

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

Spells: Contact Mi-Go.

Psychic Powers:

- **Go Unseen (cost: 5 magic points per person affected):** can direct an individual's mind not to notice his presence, in effect, making him invisible. This invisibility has no effect on mindless things, such as cameras and the like. The effect can be maintained for up to an hour's duration but may end sooner if Jarvis does something drastic to draw attention upon himself (like knocking over a shelf or attacking the target).
- **Send Nightmare (cost: 8 magic points):** sends a horrific nightmare to a sleeping target, causing them to wake up screaming and lose 1D3 Sanity points.
- **Telekinesis (cost: variable magic points: 1 point equivalent to 5 STR):** mentally moves an object. Useful for bringing an item to hand, hurling objects at a person, or lashing out with a telekinetic blow. Every 1 magic point spent provides Jarvis with 5 points of STR for use in one task. Small things, like directing a book to his hand may only cost 1 magic point, while trying to push someone out of a window would require Jarvis' telekinetic STR to be matched against the target in an opposed roll (assume the target's STR if they were aware of the coming attack, or their SIZ if a surprise attack).

Mi-Go, standard form

Use the following for a typical mi-go encountered during this episode. The Keeper may substitute different types of mi-go if desired—if so, refer to *Alien Science And Technology*, page 10, 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
Spoor gun*	40% (20/8), (see Chapter 1)
Dodge	35% (17/7)

*Only one of the mi-go carries the spoor 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.

Mi-Go-Shoggoth, brain of a mi-go, body of a shoggoth

Shoggoths are described as “plastic columns of fetid black iridescence,” they are shapeless sacks of protoplasm, roughly 15-feet in diameter, able to form limbs, eyes, and other appendages at will, imitate other life forms, and perform great feats of strength.

Originally engineered by the elder things as a slave race, they revolted against their makers. The four shoggoths encountered in this episode were found in a state of hibernation on the Moon within the elder thing city. Never ones to resist the urge for improvement, mi-go brains were implanted into the shoggoths, making strange hybrids. The mi-go brain governs the body. Who knows what happened to the shoggoth’s consciousness—perhaps at some point, it might reassume control and expel the foreign alien brain?

One peculiar side effect of the hybridization is that occasionally the mi-go brain is raised up above the body mass on a tentacle of black matter, as if the brain were looking down upon and operating the body like a driver in construction machine. During combat, there is a 30% chance the mi-go brain is exposed. If the mi-go brain is shot or destroyed, the creature falls still while the shoggoth’s consciousness regains control (taking 1D4 rounds). Once the shoggoth’s “brain” is back in control, its rage turns the creature into an angry and chaotic, rampaging beast that randomly attacks anything nearby (including investigators, mi-go, and other shoggoths).

STR 300 **CON** 200 **SIZ** 400 **DEX** 50 (15*)
INT 65 (35*) **APP** — **POW** 65 (50*)
EDU — **SAN** — **HP** 60 **DB:** 7D6
Build: 8 **Move:** 10 **MP:** 13

*Shoggoth’s characteristic in parenthesis (i.e. if mi-go brain is destroyed).

Attacks per round: 2

In combat, a shoggoth covers an area 5-yards square and is able to produce tentacles, claws, and any manner of appendages at will with which to perform a crushing attack. Those unfortunate enough to be hit by a shoggoth attack may also be engulfed.

Engulf: each person engulfed within the shoggoth is attacked separately and each must make a successful opposed STR roll or be sucked apart. If the shoggoth attacks more than one target, it must divide its STR among all targets. Those held within the shoggoth’s bulk can strike back only on rounds in which they successfully roll under their STR. Each round a victim is held within a shoggoth, he or she loses hit points equal to the shoggoth’s damage bonus (describe as rupturing, crushing, and being sucked into pieces). A shoggoth can engulf any number of enemies; however, they may not exceed a total SIZ greater than its own SIZ.

Fighting	70% (35/14), damage 7D6 or may engulf the target
Dodge	8% (4/1)

Armor: None, but (1) fire and electrical attacks deal only half damage; (2) physical weapons (firearms and knives) deal only 1 point of damage per hit; (3) a shoggoth regenerates 2 hit points per round.

Skills: Climb 70%, Spot Hidden 65%, Track 20%.

Spells: None.

Sanity Loss: 1D6/1D20 Sanity points to see a shoggoth.

Player Handouts

