

YS1

OLD SCHOOL RULES



Dungeon Module YS1
The Outpost of the Outer Ones
By Jeremy Reaban

The Outpost of the Outer Ones

YS1 – The Outpost of the Outer Ones is the first in a series (hopefully) of fantasy modules based on the works of H.P. Lovecraft, in this case inspired by *The Whisperer in Darkness* and its alien creatures, the Mi-Go. It is meant for a party of sixth to tenth level characters, depending on which flavor of OSR is used.

Despite the source, as written, it's not a horror module, more science-fiction. And not an investigation or a mystery, it's pretty much a dungeon crawl.

Note: This module is light on traditional treasure, with the exception of mithral bars and coins. It does feature a number of technological items and character enhancing items that serve as "treasure". While these may be out of place, in general, they don't do anything magical items cannot. If they get out of hand in your game, well, things break and their power source might run down.

Rules Note: While directly usable with most OSR systems, this module is specifically aimed at 1st Edition of the Advanced Rules. Also, a "Burrower" is a name for a large brown burrowing humanoid with mandibles, as the official variant is product identity. It has four arms, not two, and lacks the confusion ability.

It should also be fairly easy to scale down. In various OSR games, I have seen Mi-Go with hit dice from anywhere to 2 to 9. Some "monsters" are actually just characters, it's easy to reduce their level, and the bionically enhanced creatures can be reverted to normal.

Background:

The Mi-Go are an alien race who occasionally establish outposts on planets throughout the multiverse to obtain certain types of precious metals that are hard to find in space itself. They have established just such a base near a town the players just happen to be in. The Mi-Go have tentatively explored the local region, capturing some monsters and making contact with a handful of isolated individuals.

In their normal form Mi-Go look something like a 5' long crayfish with wings. They sometimes pose as other creatures, using specially designed bodies that they either wear as suits (essentially just a costume), or implant their own brains in (and thus a human in everything but brain).

Their motivations are unclear. They seem to be content to simply mine metal and apparently prefer scaring away intruders rather than killing them, occasionally abducting an excessively nosy interloper, removing his brain and keeping it alive in a brain cylinder.

There are many Mi-Go devices in the base. The Mi-Go have improved somewhat in terms of technology since *The Whisperer in Darkness*, with the brain cylinders having built in speakers that do not sound at all mechanical in nature, just a little odd, and completely realistic bodies, not waxen ones. The PCs can learn to operate them either by successful use of a Mi-Go learning machine, or interrogating the brain of a Mi-Go.

Rumors

Graveyards have been dug up and the bodies removed. But only recent burials.

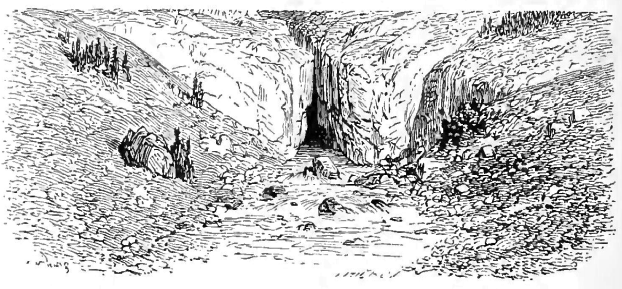
Local farmers have been reporting their haystacks have been getting up and walking away at night.

A ranger has mentioned hearing strange buzzing sounds coming from the woods at night.

Old Gwen (a local witch) has gone missing from her cabin in the woods.

A group of creepy looking men have been asking about the strange occurrences in the woods, and muttering something about a yellow sign. Hope they don't mean the Golden Dryad, that's my favorite tavern.

A strange man by the name of Korlon has been showing up at churches in town, preaching about friendly brothers from sky. The local clerics have been trying to chase him off, but he vanishes mysteriously. He looks almost as unearthly beautiful as an elf, with long blond hair, but doesn't have pointed ears. He is sometimes accompanied by a similarly beautiful woman by the name of Ahura.



Wandering Monsters

There are a total of 12 normal Mi-Go in the base, including those encountered in human guise. 6 have fixed locations, so any excess beyond 12 should be ignored (unless you want to add more).

1) **1-3 Mi-Go** MV 40(15"); AC 16(4); HD 6; hp 24, 28; Atk 1-8(claw)/1-8(claw) or Lightning Gun; SA Lightning Gun 2-12, stun 1d3 rds on failed save; SD Half-damage from piercing weapons; AL N

2) **2 Mi-Go in Human Disguise** MV 30(12"); AC 17(3); HD 6; hp 30, 26; Atk 1-8(claw)/1-8(claw); SD Human Shell absorbs 10 points of damage; AL N

These pair of Mi-Go will appear to be well formed humans. However, they are very awkward and jerky in movement

3) **Cleaning Robot** MV 30(12"); AC 14(6); HD 4; hp 12; Atk Mop (1-3)/Mop(1-3); AL N; SA Spray Bleach, character must make saving throw (versus Dragon Breath or Ref) or have hair turn blond

This somewhat ominous looking coffin shaped robot floats about about half a foot off the ground. At various points of its oblong body, mechanical limbs protrude with cleaning instruments. If attacked, it defends itself best as it can, which isn't very.

4) **Nare Garjar**, Cyborg 8th Level Fighter, S19 I10 W5 D16 C17 C10; AC 21(-1); MV 40(15"); HD 8; hp 81; Atk 1-8+7(Long Sword)/1-6+7 (Circular Saw hand); SD Immune to mind affecting spells; AL CN

Nare is a large man with spikey hair and scars. He has become a Mi-Go agent and has been cybernetically enhanced, raising his strength and giving him a circular saw as his left arm. When he sees the party, he mumbles incoherently and attacks.

5) **Sena**. See room #17 for details.

6) **Mi-Go Commander and Bionic Sasquatch Bodyguard**. See room #22 for details



Dungeon Key

1) Entrance

At first glance, this appears to be nothing more than a cave inhabited by a small group of bugbears. But upon second look, its walls are far too regular and the bugbears make a strange sound as they approach the party to attack.

4 Bionic Bugbears SZ L; MV 30(12"); AC 18(2); HD 6; hp 27, 36, 29, 28; Atk 2-12 (bite); SD Immune to mind affecting magic; AL LE

2) Hangar

This chamber is expertly carved from stone, without any trace of chisel or pick marks. Across the floor is strewn hay, and several bales are stacked in the northern corner. In the center of the room is an unnaturally immobile griffon. It eyes the PC warily, but does not move a muscle unless the PCs approach it, or try to enter the southwest passage, at which point it attacks.

Bionic Griffon SZ L; MV 40(15")/Fly 90(36"); AC 21(-1); HD 10; hp 40; Atk 1-6(claw)/1-6(claw)/2-20(bite) or special; SA Two wing mounted lasers, 2-20 each; SD Chaff, which does nothing unless party has radar guided missiles (which they probably don't); AL N

3) Entranceway

The floor of this room is spotlessly clean. In the center of the room, suspended from the ceiling, is a two foot diameter metallic sphere with a large nozzle. As the party enters. The sphere rotates and aims the nozzle at the closest PC. Moments later, it fires a beam of strangely colored light at the PC. The ray is harmless, it's simply a decontamination beam, killing any bacteria or insects on the body, but you may wish to ask for a saving throw. The beam then strikes the next character, and so on until all the PCs have been shot.

Decontamination Sphere MV 0(0"); AC 15(5); HD 3 ; hp 15; Atk None; SA Explode if destroyed, causing 2d6 damage in 10' radius, save (Dragon Breath or Reflex) for half.

4) Quarters (Humanoid Form)

Along the eastern wall are three single beds, complete with pillow, sheets, and blanket. Against the north wall are three lockers, which use a strange latch, but are unlocked. Two of the lockers are empty, the third contains a shiny light blue jumpsuit made out of a strange material that seems to be both metal and fabric. This is a *biological jumpsuit*.

This is where the Mi-Go in human form rest while they are at the base. Currently one is asleep in the middle bed. As the PCs enter, he awakes. He's tall, blond, and very handsome, wearing a skin-tight jumpsuit. He greets the party in a friendly, New-Agey fashion, "Welcome brothers and sisters of the universe," and bowing slightly, then going into a spiel about how he and his companions are here to help mankind. Note he specifically says mankind, as the Mi-Go do not completely grasp the concept of there being different types of races on the planet (elves, dwarves, lizard people, orcs, and so on).

He offers to take the party on a tour of the base. If they agree, he first shows them room #5, using the view screens to give a brief tour of the universe, their world, and then the local area. He then escorts them to room #6, the prison. Once inside, he hits the panic button, which locks down the room and floods it with sleep gas.

Zadron, Mi-Go in Human Form, 8th Level Fighter
MV 30(12"); AC 21(-1); HD 8; hp 92; Atk 2-20 (starsword); SA Sever opponent's hand on natural 20; SD Immune to mind affecting spells; AL N

a) This is a small bathroom with toilet, sink, and shower. From a rack hangs four *biological towels*, living entities shaped like towels that will absorb almost any water they come in contact with.

5) Observation Room

In the center of this room is a small podium like structure with depressions and grooves. The walls of the room are all viewscreens. In essence, the room works like a crystal ball. A creature places his hand (or some sort of limb) on top of the podium and simply visualizes where he wants to see.

6) Prison

This is a holding area for creatures that the Mi-Go haven't decided what to do with yet or plan on studying further. Scattered all across the rooms are large but unobtrusive buttons.

Pressing one of these buttons immediately slams down a wall of steel at the entrance of the room, as

well as one at the hall entrance in room #3. Seconds afterward, the entire room is flooded with sleeping gas. Every round the gas is breathed, a saving throw must be made or the individual falls asleep.

Should this happen, the doors will remain closed for 15 rounds until the inhabitants of the base come to investigate. That will include the 3 Mi-Go from room #14, 1-3 additional Mi-Go (see Wandering Monsters), Zadron from room #4, Nare Garjar (see Wandering Monsters), and the Mi-Go commander.

a) This cell contains a strange, floating ovoid creature with eyes on stalks and tentacles and spikes underneath. It is a flumph, which completely baffles the Mi-Go.

Flumph MV 15(6"); AC 20(0) on top/12 (8) on bottom; HD 2; hp 10; Atk 1-8(slam)+1d4(acid); SA Acid lasts for 2-5 rds; SD Helpless if turned over; AL LG

Note: The flumph can communicate with the gas giant being in the brain storage room. However, it doesn't speak any understandable (to the PCs) language except a limited amount of its alignment tongue.

b) This cell contains what appears to be a swan. It is really a swanmay by the name of Trelissi who changed into swan form in an attempt to evade capture by the Mi-Go. Puzzled by her change in form, they keep her in the cell for further study rather than extracting her brain.

Trelissi, 6th Level Swanmay Ranger, S18.74 I13 W14 D16 C17 C13; hp 56; SD +1 or better weapon to hit while in swan form; AL NG

Note: Depending on where you locate this module, you might wish to change her to a kitsune (Asian areas) or buffalo maiden (African or Amerindian)

c) Empty

d) Empty

e) This cell contains an emaciated grey humanoid. It is a ghost. The Mi-Go are perplexed by its non-living, undead nature, being familiar with the creatures they know as ghouls, or ghuls, which are similar, but living, creatures.

Ghost MV 40(15"); AC 16(4); HD 4; hp 14; Atk 1-4(claw)/1-4(claw)/1-6(bite); SA Nausea, Paralyzation; SD Undead Immunities; AL CE

f) empty

g) empty. If the PCs are captured, they will be placed in here.

7) Teaching Machine

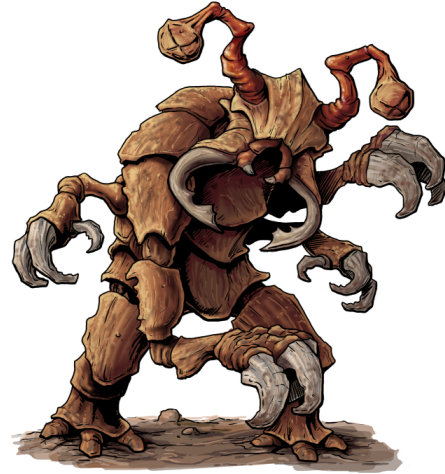
The room is full of strange machinery, and in the middle is a couch next to a console. Above the couch is what looks to be a strange helmet of some kind. The console features nothing but a switch. When the switch is turned on, the machinery starts humming and whirring.

If the helmet is worn while the machinery is turned on, the wear must make a successful Intelligence check (i.e. generally roll the ability score or less on a d20). If the check fails, the user takes 3d6 damage and passes out for the same number of minutes (3-18), as well as possibly losing a point of intelligence if the damage was greater than his ability score (make a saving throw, death magic or fortitude).

If it succeeds, the user learns something from the following table:

– Lesson Learned (Each occurs only once per character)
01 – User now understands the Mi-Go language
02 – User learns how to operate the appliances in room #15
03 – User is taught new ways to think. Intelligence score increases by 1
04 – User understands what each medicine does in room #11
05 – User understands how to operate the brain removal machinery in room #11
06 – User understands how to operate the bionic enhancement machinery in room #11
07 – User understands how to operate the vats in room #13
08 – User learns several cosmic mysteries, including the essence, but not the source, of the Hounds of Tindalos, and from whence Cthulhu first came. Loses 1 Wisdom, but can make an Intelligence ability check to recognize a Cthulhu Mythos creature
09 – User learns how to operate the gate in room #20
10 – User learns how to dismiss Shub Niggurath
11 – User learns how to summon Shub Niggurath
12 – User learns how to form the Voorish Sign

(It is recommended that the first user learns those things in order, while any additional users learn those randomly. And depending if the players get bored with it or not, you might add other things they can learn.)



8) Mining Room

At the far end of the room are four pits, each 100' deep and leading off to mine shafts with dead ends. As the party nears them, a large four armed humanoid with brown fur and mandibles floats up from one of the pits and attacks.

Bionic Burrower SZ L; MV 20(9"); AC 21(-1); HD 12; hp 60; Atk 3-18(claw)/3-18(claw)/1-10(claw)/1-10(claw)/2-20(bite); AL CE

In the south-western part of the room, there is a large machine. The north side of the machine has a large conveyer belt leading inside, and on the eastern side, near the southern end, is chute. Below the chute is a bar of mithral, weighing 10 pounds, and with a value of 2,500 gp. There are three more such bars stacked on the table in the south-eastern corner of the room.

Laying against the northeastern corner of the room is a metal rod about 3 feet long. It is a *mining ray*.

9) Garbage

Most of this room is a large pit 10' deep, filled with garbage and organic waste. It's inhabited by an Otyugh which the Mi-Go have bionically enhanced, including replacing the end of one of its tentacles with a chainsaw.

Bionic Otyugh SZ L; MV 20(9"); AC 20(0); HD 11; hp 45; Atk 1-10(slam)/3-18(chainsaw)/2-7(bite); SA Bite causes disease (90%) SD Never Surprised.

10) Brain Storage

In the middle of the room is a metal table. Against the western wall is a counter about 3 feet tall, and on top of the counter are four cylinders, about 10 inches round and 8 inches high. On the face of each cylinder are three dials and a red button. These are brain cases, which contain brains removed from bodies and kept alive for reasons only the Mi-Go comprehend..

The left most dial controls the "sleep" setting. When turned all the way to the left, the brain inside is sleeping soundly, and all the way to the right, it's fully awake. If it's in the middle, the brain inside is in a state of hypnosis or trance. The middle dial controls the sensory inputs, giving the brain sight and hearing and possibly other senses from sensors built into the canister. The right most dial controls the volume on the speaker, with the middle of the dial being a normal speaking voice.

The first cylinder is a Hyperborean sorcerer named Zekryn. He has gone quite insane, having been kept like this for uncountable years. If his dial is turned all the way to the right, if the speaker is turned on, he will simply babble and gibber in his native tongue, which sounds somewhat like Sumerian (whatever that sounds like). However, if the left dial is set to the middle, his mind will answer any questions posed of it. He does not speak the local "common" though.

The second cylinder is a human from Earth. This can be anything from Henry Akeley himself to an '80s Valley Girl ("Like I was on vacation in Vermont and there was totally this flying lobster thing and it stole my brain. Oh my god!"), a Roman soldier to a Dickensian orphan.

The third cylinder contains the brain of a being from a gas giant planet. It is extremely alien and incomprehensible to the party, even using magic.

The fourth cylinder contains the brain of an Elder Thing, an alien race that sort of looks like a six limbed and winged 7' tall eggplant. It speaks an alien language that sounds like short, sharp piping sounds

The fifth cylinder contains the brain of a Mi-Go named Bzzbzziz who is often placed in the artificial bodies. A dwarf body is currently being grown for him in the vat room. He will not be cooperative, but if left dial is set in the middle position, he will be forced to answer questions (and explain how the various bits of machinery work).

The last cylinder is of the old woman Gwen. She is quite frantic if the PCs try to speak her, demanding that they leave the Mi-Go alone, that they aren't

here to harm anyone, just mine some mithral. If questioned about how her head being in a jar is not "harming" her, she insists that they promised her a brand new body, just like some of them wear.

11) Surgery Room

In the middle of the room is an operating table with numerous straps. Above it, attached to the ceiling, is an orb with numerous mechanical limbs attached to it. Some limbs have hands, some have pincers, saws of various sizes, and scalpels.

Right next to the table is a smaller table with an circular indentation. A brain cylinder fits into there.

There is console at the head of the table with dials, lights, and buttons. This controls the type of surgery being performed, which is automated. Brains can be taken out of a body and put into a brain cylinder, or put back in. Bionic implants can also be installed or removed. Operating the surgical unit is too complex to puzzle out, but can be learned via the teaching machine in room #7 or by questioning the Mi-Go brain in room #10.

It's possible the PCs might try to implant themselves with bionics. There should be a finite amount of implants available, but it depends on how large your party is.

Dermal Plating – Improves Armor Class by 3, but reduces Charisma by 3.

Bionic Eyes – Gives Darkvision (aka Infravision/Ultravision) and owners can zoom in at long distances as per *eyes of the eagle*, but permanently lowers hit point total by 2

Bionic Hand Socket – For those that have lost a hand, a socket can be attached to the stump that allows a variety of replacement hands to be fitted.

Bionic Reflexes – Improves dexterity to 19, but reduces Wisdom to 8 (or by 3 points, whichever is lower)

Bionic Speed – Increases speed to 50 (or 18") but reduces Wisdom by 3 points.

Bionic Strength – Improves strength to 19, but reduces Wisdom to 8 (or by 3 points, whichever is lower)

Unbeknownst to the PCs, implanting themselves with Mi-Go bionics will make them potentially susceptible to commands given by Mi-Go. If a Mi-Go gives a character with bionics an order, they must obey the Mi-Go for 1d6 rounds unless they make a saving throw (vs Magic or Will), with each piece of bionics beyond the first adding a -1 penalty to the saving throw.

In the southern part of the room is a metal counter (roughly 3 feet tall) with a cabinet beneath. Inside

the cabinet are two shelves. One shelf contains six L-shaped devices. The other contains four boxes each containing several small cylinders full of liquids of varying shades of color.

The L-shaped device are auto-injectors. The small cylinders are medicine. Each contains 5 doses, and the number of doses that are used is set by a dial.

There are 15 pink vials, 10 red vials, 5 purple vials, 4 green vials, 3 blue vials, 2 golden vials, 2 orange vials, 2 yellow vials, and three yellow-green vials.

Pink – Heals Mi-Go (or other fungus based creatures) 1d6 hit points per dose, damages humans (or other mammals) 1d6 hit dose

Red – Heals Humans (or other mammals) 1d6 hit points per dose

Purple – Cures disease in Mi-Go, does 1d8 per dose damage to humans (or other mammals)

Green – Cures disease in humans (or other mammals)

Blue – Turns the skin blue permanently. (Can be removed using *Limited Wish*)

Golden – This glows slightly, and acts as a restoration spell, restoring one lost energy level per dose

Orange - Causes a random physical mutation (use compatible Post Apocalyptic RPG for this)

Yellow – Causes a random mental mutation (use a compatible Post Apocalyptic RPG for this)

Yellow-Green – Restores a human (or other mammal) to life. If dead more than a day, intelligence is reduced by 1 and alignment shifted to chaotic. If dead more than two days, intelligence is reduced by 3 and alignment is shifted to chaotic evil. Requires all 5 doses to be effective

12) Body Storage

Along the walls are six tall upright cylinders with a transparent front. They reach all the way into the ceiling and are about 7 ½ feet in diameter. Inside each cylinder is a bluish-green fluid and more importantly, a body.

a) Contains the body of an emaciated elderly human female. This belongs to the old lady Gwen, whose brain is contained in room #10

b) Contains the body of a beautiful and athletic young blonde woman of about 25. This is a newly grown body taken from the vats and stored here. They Mi-Go plan on implanting Gwen's brain into it, provided she cooperates further.

c) Contains the body of a large muscular man with the head of a bull (a minotaur). There was a slight accident with the minotaurs brain and it had to be discarded. The Mi-Go are unsure what to do with the body.

d) Contains the real body of the Mi-Go who goes by

the name of Zardron, currently in room #3

e) Contains the real body of the Mi-Go who goes by the name of Korlon, currently away from the base

f) Contains the real body of the Mi-Go who goes by the name of Ahura, currently away from the base.

13) Vats

This room contains six cylinders, somewhat similar to the ones found in the body storage room, only the bodies contained within are not fully formed.

a) Contains the body of a male dwarf, about half grown

b) Contains the body of a female dwarf, about one fourth grown

c) Contains the body of a male human, about three quarters grown

d) Contains the body of a female human, about half grown

e) Contains a bizarre body that looks like a large eggplant with wings and limbs. This is an Elder Thing and is about half grown

f) Is empty.

All the cylinders are connected to a large machine (the box on the map) which has a slot to insert a brain cylinder. If one is, and a certain button is pressed, the machine extracts a DNA sample from the brain and constructs a new body for that brain based on that DNA in the first empty vat.

It's also possible to pick a body to be grown from an existing stock model (the machine has a database) or to design one, either from scratch or modified from an existing model. In any event, it takes roughly a month for a body to be fully grown.

14) Dining Area

In the center of the room is a 10' round table with ten stools around it. Along the south wall of the room is a small cart, with a hood. If the hood is lifted, several plates of food are revealed. Two with stacks of sandwiches (with sliced bread), another with slices of cake, as well as two bottles with screw tops (thermoses) containing a hot blackish brown liquid (coffee).

The food is for any Mi-Go friendly humans or Mi-Go in human bodies to eat if they get hungry.

15) Food Storage and Preparation Room

Along the north wall is a low counter containing several machines and appliances, including a stove, blender, and three types of ovens.

Inside the counters are a wide variety of foodstuffs, as well as several bags of brown powder (coffee).

a) It is roughly 20 degrees below freezing in this room. There are several slabs of meat hanging from the ceiling. Somewhat disturbingly, some of the slab of meat seem to be human. (These were corpses dug up from the graveyards, used to feed the ghost).

16) Fungi Forest

This large room has a ceiling of nearly 50 feet and is covered from wall to wall by all sorts of strange fungi that grows almost to the ceiling. It is meant to serve both as a source of food and relaxation area for the Mi-Go. The room also uses an artificial gravity system to reduce gravity to one twentieth (.05) of normal

The room is also illuminated gently by dozens of luminescent fungi, creating a somewhat psychedelic display of strange colors.

There are 3 Mi-Go relaxing here. As the party enters, they will defend the room, hovering near the ceiling and attacking with their lightning guns.

The party may take advantage of the low gravity to make leaping attacks. This requires a dexterity check (or an Acrobatics skill if applicable to your game rules) to do successfully, and adds a +2 to damage on a hit.

3 Mi-Go MV40(150); AC 16(4); HD 5; hp 30, 25, 26; Atk 1-8(claw)/1-8(claw) or Lightning Gun; SA Lightning Gun 2d6, stun 1d3s on failed save; SD Half damage from piercing weapons; AL N

After 10 rounds, one of the Mi-Go's pets, a bionically enhanced flail snail, will charge (as much as a flail snail can charge). It can be relatively easily avoided by simply leaping over it (due to the low gravity), and will not leave the room.

Bionic Flail Snail SZ L; MV20(6); AC 19(1) for tentacles/AC 30(-10) for body; HD 8; hp 40 (8 hp per tentacle); Atk 1-10(flail tentacle)x5; SA Electric Flail Tentacles – on hit, victim must make save (vs Paralyzation or Fort) or be stunned for 1-3 rounds; SD 40% spell malfunction; AL N

Further complicating matters, the fungi in this room periodically send out puffs of hallucinogenic gas. Every five rounds, 1-3 PCs at random must make a saving throw (versus poison or Fortitude) or suffer from a hallucination for 1-3 rounds.

1d10 Hallucination

1 Individual believes he is in a swamp and strips off gear and armor to avoid sinking.

2 Individual believes he is being attacked by a swarm of spiders. He attacks the floor and surrounding area.

3 Individual believes item held has turned into a viper; drops item and retreats back from it.

4 Suffocation—Individual believes he is suffocating and gasps for air and clutches throat.

5 Individual believes he has shrunk to 1/10 normal size. He begins yelling for help.

6 Individual believes his associates have contracted a disease. He will not come closer than 10 feet.

7 Individual believes he is melting; grasps self in attempt to hold together.

8 Individual believes his back is covered with leeches. He tears armor, clothing, etc. from his back to get at them.

9 Individual believes his teeth have all fallen out. He scrambles to pick them up off the floor and put them back in.

10 Individual believes he is weightless, frantically clutches the ground as as to not fly away



17) Incubation Room

This room contains three square glass boxes of varying sizes, each against the walls of the room.. One is against the northern wall, about two foot square, and is on top of a pedestal. The one on the eastern wall is similar, only a foot larger. The one on the southern wall is resting on the floor, and is six feet.

18) Chapel

Somewhat curiously, the Mi-Go venerate Shub Niggurath, a dark fertility goddess, and have erected a small chapel to her. There is a strangely shaped altar in the eastern part of the room, and even stranger shaped pews, all made out of some sort of fungi. Along the north wall is a curiously shaped oblong device, roughly four feet tall with keys and pedals.

The walls are covered with curious engravings depicting the Mi-Go in various outlandish positions and groupings, all of which are very obscene, but only to those familiar with Mi-Go anatomy.

The oblong device is the Mi-Go equivalent of an organ. It has two rows of 73 keys each, as well as 3 foot pedals. Not surprisingly, it produces strange, eerie music. A bard can eventually figure out how to play it, and if he understand Mi-Go, can play the songs inscribed on leafs laying on top of it.

Actually doing so is probably a bad idea, as it has the power to summon mythos beings. Merely playing a note on the organ awakens a Servitor of the Outer Gods (who happens to be sleeping on the floor in the southern corner of the room), an otherworldly musician from beyond.

It looks like an enormous deflated squamous beach ball with eight tentacles, a large mouth, and several smaller mouths. Once awakened, it slowly inflates, rising up, grabbing two flute like instruments in its tentacles, putting it to its smaller mouths, and beginning to play a tune suspiciously like *In-A-Gadda-Da-Vida*. Characters must make two saving throws (one for each flute) or do nothing for that round, with the exception of the character who touched the organ, who will begin playing along with the Servitor.

Servitor of the Outer Gods SZ L; MV 30(12"); AC 21(-1); HD 10; hp 65; Atk 1-8(tentacle)/1-8(tentacle)/1-8(tentacle)/1-8(tentacle)/2-12(bite); SA Mad Piping, all listeners must make a saving throw (Magic or Will) or do nothing that round; SD +2 or better weapon to hit, half-damage from spells; AL N

If the organ is played by the character for 5 rounds (total), an avatar of Shub Niggurath is summoned. This avatar is the form of a remarkably beautiful woman, dressed elegantly, if scantily.

If the players have harmed her daughter, Sena (see Room #19), she will immediately attack. Otherwise, she will interact with the party in a fairly friendly manner, addressing them as "my children" or "my son" or "my daughter". As a fertility goddess, she considers everyone her offspring, albeit indirectly, and in this form, humans in particular (she has different avatars for most species). She will then ask for an offering (which as a fertility deity, is best left to the imagination) and will make an attempt to convert the party (especially clerics) to her worship.

Xuna, Avatar of Shub Niggurath MV 50(18"); AC 25(-5); HD 18; hp 96; Atk Open Hand Attacks as per 17th Level Monk; SD +3 or better to hit; AL N



19) Playroom

This room is clean and largely free of any fungus, save some by the entrance. Strewn about the room are various small objects in strange shapes and made of a curiously elastic material, somewhat like rubber or plastic, but not. You may wish to have the

characters make a Dexterity check, if they fail, they step on one, causing a squeak to emerge. It has no effect, but they do not do that.

The only inhabitant of this room is a normal seeming girl of perhaps 10 years old, blonde and blue eyed and very sweet looking. In reality, she is the half-human offspring of Shub-Niggurath, fathered by one of the Mi-Go's human allies roughly two months ago.

She will be curious and friendly towards the party, and speaks with a slight lisp. If she feels angry or threatened, she will change into a hybrid form, which looks much like her human form, but with thick skin, claws, and small spikes along her spine. Her monstrous form looks vaguely like a human female, but one as drawn by Giger, with chitinous armor and large spikes along her spine.

Sena, Human form MV 30(12"); AC15(5); HD 3; hp 15; Atk 1-2 (barehand); AL N

Sena, Hybrid form MV 40(15"); AC 17(3); HD 3; hp 15; Atk 1-4 (claw)/1-4(claw); AL N

Sena, monstrous form MV 40(15"); AC 20(0); HD 5; hp 25; Atk 1-6 (claw)/1-6(claw)/2-8(bite); AL N

Note: Her stats will increase as she gets older.

20) Gateway Room

In the southern part of the room is an arch inscribed with strange writing. When active, it is a gateway to the Mi-Go's home world, a large, dark planet in the depths of space between the Mizar and Alcor systems (in Usra Major), orbiting a dark sun.

In the western corner of is what looks like a 4' x 6' or so metal wagon with no wheels, yet hovering nearly 3 feet off the ground

Activating the gate requires a short ritual (possibly learned via the teaching machine in room #7) and the temporary loss of 20 hit points – if multiple people are performing the ritual, it will be spread amongst them evenly.

Visiting the Mi-Go's home planet is well beyond the scope of this module, but a randomly generated dungeon would serve reasonably well.

21) Quarters (Mi-Go)

This room is full of a dozen large toadstools with large grooves cut into them, which serve as beds for the Mi-Go.

A small device in the center of the room periodically

erupts, sending a spray of pink mist in a 10' radius. It has no effect, the Mi-Go just like it.

There are currently 3 Mi-Go sleeping in this room. As the party enters, they wake up and attack

Mi-Go MV40(150); AC 16(4); HD 6; hp 25, 21, 29; Atk 1-8(claw)/1-8(claw) or Lightning Gun; SA Lightning Gun 2d6, stun 1d3 rds on failed save; SD Half damage from piercing weapons; AL N

22) Quarters (Mi-Go Commander)

This room is similar to room #21, only features a large, luxurious looking toadstool in the middle of the room.

This is the lair of the commander of the base and his bionic Sasquatch bodyguard. If the party has not encountered them previously (as a wandering monster most likely), they will be here. Upon entering, the Mi-Go Commander will demand they surrender. If they do, he will escort them to the prison in room #6. If not, he attacks, along with his bodyguard. If he is defeated first, the bodyguard stops attacking, it is under the control of the Mi-Go Commander.

Mi-Go Commander MV 40(15"); AC 20(0); HD 9; hp 52; Atk 1-8(claw)/1-8(claw) or Lightning Ray; SA Lightning Gun 5d6, stun 1d3 rds on failed save; SD Half damage from piercing weapons; AL N

Bionic Sasquatch SZ L; MV 50(18"); HD 10; hp 60; Atk: 1-10 (claw)/1-10 (claw); SA 2d20 extra damage on a roll of 20 due to squeeze attack; AL N

Written on the wall in common is the phrase "-YOG is the Key".

Underneath the toadstool is a metal case roughly two feet in length, a foot in width, and half a foot in width, with two handles for carrying. It appears to be seamless, but in the middle of one of the long side is a small band of five colors. When each color is pressed, it changes to the next color of the rainbow. That is, Red, Orange, Yellow, Green, Blue, Indigo, Violet, and Ultra-Violet (which looks black).

Currently the case's colors are Blue, Red, Green, Green, and Yellow. The case opens when it is set to Ultra-Violet (Black), Yellow, Orange, Green, Ultra-Violet.

Once opened, the case appears to be much deeper than it should. It is a hyperdimensional storage case, and currently contains 200 mithral pieces (each worth 25 gold pieces each)

Aftermath & Further Adventures

Once the PCs have presumably ransacked the base, what next? Well, eventually (in about a month) the gateway will open and more Mi-Go will come through. They will send two more parties after that, each larger and better armed, and if those are defeated, will next send a very large bomb which will obliterate the base.

What to do with Sena? Well, unless they can think of a better option, the swanmay Trelissi will take charge of her, raising her to be a swanmay of sorts. She grows rapidly, roughly one year for every month, stopping when she reaches young adulthood (20), at which point she ages normally. However, while her body has developed, her mind lacks maturity and so might get into some sort of trouble that the PCs might be needed to resolve.

Korlon and Ahura will eventually come back to the base, see it sacked and go native. They have decided they like the strange and exotic pleasures their new bodies provide. They start a cult dedicated to Shub Nigguruth under her avatar Xuna. This might not be a bad thing, but the local religious establishment will not like it one bit.

Even if defeated, the Keepers of the Yellow Sign will probably show up again. There are archmages among their number, and the Pryed brothers were cloned before they left. On the other hand, Za Foit might become an ally to the party. Although evil, she's not stupid and if she thinks she can get rich riding their coattails, she would be boyfriend though, Clep the Barbarian, might become jealous of one of the PCs, and cause trouble for them.

Design Notes:

One of the curious things about *The Whisperer in Darkness* is that the Mi-Go aren't particularly evil. They very could easily have killed Akeley at any time in the story, or for that matter, had Noyes kill Wilmarth the moment he got in the car, rather than going through the whole charade of trying to convince Wilmarth to join them. They did eventually capture Akeley and try to drug Wilmarth, so they can hardly be considered good, but they showed remarkable restraint.

Similarly, Shub Niggurath, at least in the stories written by Lovecraft himself, does not seem to be overly evil, even if she is worshiped by evil beings. In his story, *Out of the Aeons*, she is considered to be friendly to mankind, to the point of providing a magical charm against petrification so an evil Great Old One who demanded sacrifices could be killed.

On the other hand, some have linked her to the *Magna Mater* in *The Rats in the Walls*, so she might be okay with cannibalism.

A certain game has the Mi-Go adopting modern day Ufology as something of a cover story for their activities, specifically posing as the beings known as Greys (the aliens with the big black eyes and grey skin). This uses a similar idea, only they pose as the other sort of commonly encountered aliens, known as the Space Brothers or Nordrs, essentially appearing as really attractive long haired blond (usually but not always) humans. This type of alien is generally associated with contactees as opposed to abductees.

Yuggoth is merely an outpost, apparently their true home is someplace in Ursa Major. A possible specific reference to it is a world of seven suns, which could be the Mizar-Alcor system. That has six stars and it's not impossible for there to be another, undetected, dim star.

If you wish to make it more of a horror adventure, you can simply make the Mi-Go more evil and add more gore. For instance, in the surgery room there is a vivisectioned gnome, still alive, but with his insides open and all strewn out. You could add baby monsters in the incubation room. The flumph and the swan may could have had their heads swapped, and so on.

Some of the technological items might seem too much, especially the bionics. Maybe so, but some of it was meant to address differences in capabilities (ability scores for instance) in my player's characters. Similarly, the starsword is meant for the party's thief to use, as they do 1d8 in combat, while one of the fighters does 1d8+10 (magic item bonus, strength, and weapon specialization) and another does 1d10+9 with a two-hander. Similarly, the lightning gun does decent damage, but has some drawbacks which makes it inferior to a bow for a fighter, while a thief or such might find it useful.

Monster Experience Summary:

4 Bionic Bugbears = 300 x4 = 1200
12 Mi-Go = 350 x 12 = 4200
Bionic Griffon = 2500
Bionic Burrower = 4000
Bionic Otyugh = 3000
Bionic Flail Snail = 1500
Bionic Sasquatch = 2000
Mi-Go Commander = 2000
Servitor of the Outer Gods = 2500
Nare Garjar = 1500
Zadron = 2000

Mi-Go Devices, Weapons, and Technology

Anti-Gravity Belt – Allows the wearer to become weightless and float in the air, similar to boots of levitation, although it requires adjusting a knob to rise or fall. Standard belts worn by the Mi-Go will only counteract 100 lbs. of weight, though larger variations exist. In any size, they are delicate, only having a 2 in 6 chance of working after its wearer has been killed.

Sale Value: 1,000 gp Experience Value: 200 xp

Anti-Gravity Sled – This is a 4' by 6' metallic rectangle with ridges along the edges. It floats about two and a half feet above the ground. It can support roughly a ton, and while it has no weight, it does have mass, requiring some effort to push and stop. The latter aspect makes it impossible to use with draft animals – while they could pull it, if they stop, the sled wouldn't and its load would come crashing into them.

Sale Value: 15,000 gp Experience Value: 3,000 xp

Bionic Enhancement – Bionic can be applied to any monster. It increases the hit dice by 3, improves the damage dice by a step (1-6 to 1-8, 2d4 to 2d6, etc), improves armor class by 3, and movement by 10/30. Furthermore, the creature is immune to anything that affects its mind, including charm and sleep spells. Lasers and/or chainsaws are optional.

Biological Jumpsuit – This appears to be a skin tight garment made out of some mysterious metallic fabric. In truth, it's actually a bioengineered organism that clings to the skin. It functions as the equivalent of plate mail in terms of protection, and keeps the wearer at a comfortable body temperature. It also emits a pleasant, somewhat flowery scent.

Somewhat disturbingly to the wearer (at least at first), it also absorbs body fluids and waste, allowing it to be worn for long periods at a time. It also subsists on the wearer's life energy, taking one hit point per day. It won't kill a wearer, but will slow down its natural healing rate by 1 hp per day. It repairs damage to itself while worn, but if the wearer is killed, it dissolves into goo.

Sale Value: 25,000 gp Experience Value: 5,000 xp

Biological Towel – This is a rectangle made up of a strange metallic cloth, rougher than the sort used in the jumpsuits. It absorbs any water it is rubbed against, allowing one to dry themselves off almost instantly.

Sale Value: 100 gp

Chainsaw Hand – This is a small, 12" long chainsaw that attaches to a bionic hand socket. It does 1d8 damage and acts as a *sword of wounding*, causing opponents hit to bleed profusely for 1 hit point per round until bandaged.

Circular Saw Hand – This is a small, 9" circular saw that attaches to a bionic hand socket. It does 1d6 damage, but gains a +2 to hit bonus.

Hyperdimensional Storage Case – This looks like a metal briefcase, two feet by one foot, with a combination lock based on colors, not numbers. Once opened, each half is actually an extra-dimensional storage space similar to a portable hole, only five feet deep, giving each side a capacity of 10 cubic feet each (roughly enough storage for 100,000 standard coins per side). The outside is made out of an unknown alloy and is virtually indestructible.

Sale Value: 10,000 gp Experience Value: 2,000 xp

Mining Ray – this somehow destroys earth (dirt that is) and leaves behind any metal or gems. Each blast of the ray destroys 3' cube. If used to attack an earth based creation like Earth Elemental or Xorn, it does 3d6 damage (save for half). It has 20 charges.

Sale Value: 5,000 gp Experience Value: 1,000 xp

Lightning Ray – This rifle shaped device shoots a 20' long lightning bolt that does 5d6 damage. There are two modes, a narrow bolt that requires a to hit roll but offers no save for half damage, and a wide bolt that does not require a to hit roll, but a saving throw (versus Breath or Reflex) reduces it in half. The former mode uses 1 charge, the latter uses 3 charges. The device contains 20 charges and cannot be recharged (at least not at the base).

Sale Value: 5,000 gp Experience Value: 1,000 xp

Lightning Gun – This small hand held device looks like a melted doorknob, and shoots a small bolt of electricity that does 2d6 damage and may momentarily stun a character for 1-3 rounds if a save (vs paralysis or Fort) is failed. If a stunned character is shot again, they must make a second save, and failure results in unconsciousness for an hour minus twice their Constitution

Characters brought to zero hit points or below are not killed, but merely rendered unconscious. Characters who are reduced to -10 are dead, suffering from cardiac arrest. (CPR and a defibrillator might save them, but the characters are unlikely to have that)

There is a +2 bonus to damage and to hit if the target is wearing metal armor. The weapon is not made for a human hand, and if one tries to fire it, on a result of a rolled 1, the bolt of electricity strikes the firer.

These devices have no charges, but may only be fired once per round.

Sale Value: 500 gp Experience Value: 100 xp

Starsword – This appears to be a small cylinder about 8 inches long and with a diameter of an inch. When a button is depressed, a three and a half foot jet of plasma shoots out of one end, forming a blade. The blade does 2-20 (d8+d12) damage on a hit, but no strength bonus is applied. If a natural 20 is rolled, a hand of an opponent is severed, cauterized at the stump. The wielder gains a +1 bonus to hit, but can affect creatures requiring up to a +3 bonus to hit. (It is in essence, *a sword of sharpness*, except for always doing 2-20 damage)

Sale Value: 30,000 gp Experience Value: 6,000 xp

Incantations

Incantations, sometimes called rituals, are spells that do not need to be cast by a spell-casting class and thus are usable by anyone that performs them properly. However, they have many drawbacks, and are not as reliable as normal spells.

Incantations take several rounds to cast. Every odd round, an appropriate ability check (or skill check in some game systems) must be made. In general, rule systems where abilities scores are generated by 3d6, ability checks should be similarly made by 3d6, while if the 4d6 drop 1 or other advanced edition methods are used, a d20 should be used. In either case, a lower number rolled than the ability score means it was successfully cast that round.

Dismiss Shub-Niggurath

Rounds to Cast: 3

Ability/Skill: Intelligence

Side-Effects: User is exhausted (-2 to all rolls, can't run until gets a full night's sleep)

Failure Consequences: None (except annoying Shub-Niggurath)

Summon Shub-Niggurath

Rounds to Cast: 5

Ability/Skill: Intelligence 1st and 5th rounds, Charisma 3rd.

Side-Effects: User is exhausted (-2 to all rolls, can't run until gets a full night's sleep)

Failure Consequences: If on the 5th round, user is exhausted as if spell were cast.

Voorish Sign

Rounds to Cast: 3

Ability/Skill: Dexterity

Side-Effects: User loses d4 hit points

Failure Consequences: User loses d3 hit points

The user can see any invisible or extraplanar (ethereal, astral, etc) creatures within his viewing distance for 5 rounds.

Brain Cylinder Occupant Generator

You might wish to add more brain cylinders to the Brain Storage (room #10). While it's only touched on in the story, apparently the Mi-Go can travel back and forth through time as well as space, so the possibilities of who can be in the cylinders is almost endless, though they seem to like humans for some reason.

Type of Being Occupying Brain Cylinder
01-30 Human
31-50 Mi-Go
51-55 Elder Thing
56-60 Yithian
61-70 Gas Giant Being
71-75 Deep One
76-80 Ghul
81-85 Serpent Folk
86-00 Terrestrial Planet Being

Human Era Sub-Table
01-10 Hyperborean (20,000 BC)
11-20 Hyborian (10,000 BC)
21-30 Prehistoric (10,000 BC to 4,000 BC)
31-40 Ancient (4000 BC to 1000 BC)
41-50 Classical (1000 BC to AD 500)
51-55 Dark Ages (AD 500 to 1000)
56-60 Middle Ages (AD 1000 to 1500)
61-65 Renaissance (AD 1500 to 1800)
66-70 Early Modern (AD1800 to 1900)
71-75 20 th Century (AD1900 to 2000)
80-85 21 st Century (AD 2000 to 2100)
86-90 Future (AD 2100 to 2500)
91-95 Far Future (AD 2500 to 12,500)
96-00 Distant Future

Terrestrial Planet Being Sub-Table
01-30 Human Like
31-50 Humanoid
51-70 Insectoid
71-90 Lizard
91-00 Bizarre

Human Like Sub-Table
01-20 Unusual Skin Color
21-40 Unusual Hair Color
41-60 Unusual Eye Color
61-80 Unusual Ears
81-90 Unusual Forehead
91-00 Unusual Nose Ridge

Color Table
01 - Red
02 - Orange
03 - Yellow
04 - Green
05 - Blue
06 - Indigo
07 - Violet
08 - Black/Jet
09 - White/Silver
10 - Multicolor, roll twice more

Keepers of the Yellow Sign

This is a secretive organization of Hastur worshipers who, among various nefarious things, are also stridently opposed to the Mi-Go.

They can be used in several different ways. Firstly, as opposition to the player party. Secondly, a rescue party in case the PCs are dumb enough to get imprisoned. Thirdly, possibly as pre-generated characters.

In the first case, they can be used to ambush the PCs while exploring the complex (coming up from behind), or competing with the party in sacking the outpost. Most likely during the fight Za Foit (with Clep Nir following her lead) will turn on the Keepers, siding with the party, as they are not cult members and are afraid of being sacrificed after the job is over.

In the second case, they will clean out the dungeon up to the prison, where the Pyred brothers will taunt the captive party. Za Foit will sneak back and let them out, first eliciting a promise to attack the Keepers.

Gravis Pyred, 7th Level Human Cleric, S13 I10 W16 D16 C16 C17; MV 20(9"); AC 21(-1); HD 7; hp 50; Atk 2-7+2 (+2 mace); AL CE; Gear: Full Plate, Shield, +2 Mace, Wand of Fear (25 charges)

Spells (5-5-2-1): 1st: Cure Light Wounds x2; Command, Detect Magic, Light; 2nd: Augury, Hold Person x3, Silence 15' Radius; 3rd: Animate Dead, Dispel Magic; 4th: Cure Serious Wounds

A tall but slender man with dark hair streaked with grey at the temple and blazing green eyes. He is fanatically devoted to Hastur and leads the local cell of the cult. He will fight to the death.

Narclar Pyred, 7th Level Human Anti-Paladin, S18.95 I10 W13 D16 C17 C17; MV 30(12"); AC 22 (-2); hp 73; Atk 1-8+7 (+2 battle axe and strength); AL CE; Gear: Black +1 Full Plate, +1 Shield, Potion of Extra-Healing

Narclar is Gravis's twin brother. Unlike his more studious brother, Narclar enjoyed more athletic pursuits as a child, if even more vile. Although nominally a worshiper of Hastur, he mostly views the cult as a means to an end, namely his own wealth and power. He will flee if the battle even hints at going the party's way, or if reduced to below 5 hit points, curls up into a ball and begins sobbing hysterically.



Za Foit, 6th Level Half-Orc Fighter/Assassin, S18.70 I13 W6 D17 C17 C12; MV 30(12"); AC 18(2); HD 6; hp 46; Atk 1-8+5 (+2 scimitar and strength); AL NE; Gear: +3 Leather, +2 Scimitar

Za is not a member of the cult, but hired muscle. She is tall, tanned, quite muscular and broad shouldered with dark black hair. She only shows signs of her orcish heritage upon close inspection. She has misgivings over accepting this job, not out of any qualms for the deeds asked of her, but because she realizes she will probably be sacrificed after the job is over. Thus she will surrender or turn on the Keepers if the battle looks lost, probably backstabbing Narclar if she gets a chance (she really doesn't like him).

Clep Nir, 7th level Human Fighter, S18.77 I7 W8 D13 C18 C9; MV 30(12"); AC 20(0); HD 7; hp 71; Atk 1-8+5 (+1 longsword and strength); AL N; Gear +1 Platemail, +1 Shield, +1 Longsword

Clep is the stereotypical big and stupid fighter. Other than his size (6'5"), he is nondescript. Like Za, he is a mercenary. He is somewhat smitten with Za and will follow her orders, not those of Gravis, and so will change sizes if Za does.

Wohe Klash, 5th Level Half Orc Cleric/Fighter, S14 I11 W15 D16 C16 C10; AC 18(2); HD 5; hp 45; Atk 1-10+1 (+1 two-handed sword); AL CE; Gear: Splintmail, +1 Two-Handed Sword

Spells (5-4-1): 1st: Cure Light Wounds x2, Curse, Detect Good, Light; 2nd: Hold Person x2, Silence 15' Radius; 3rd: Remove Curse

Wohe is fat and greasy and has oily black hair drawn back into a short ponytail. He is moderately devoted to Hastur. He considers himself a rival to Gravis, and thus will fight as long as he does, but will flee if Gravis is defeated.

Lonryn the Mad, 7th level Elf Magic-User S7 I18 W7 D18 C16 C15; MV 30(12"); AC 20(0); HD 7; hp 33; Atk 1-4+1 (+1 dagger); AL CN; Gear: Bracers of Defense AC 14(6), Ring of Protection +2, Wand of Magic Missiles (31 charges)

Spells (4-3-2-1): 1st: Comprehend Languages, Magic Missile, Sleep x2; 2nd: ESP, Knock, Web; 3rd: Lightning Bolt, Monster Summoning I; 4th: Charm Monster

Lonryn recently joined the cult due to an obsession with cosmic mysteries. She is wiry and has something of a maniacal look in her blue eyes, which along with her long tangled black hair, makes people give her a very wide berth. She will fight somewhat half-heartedly, surrendering if she is reduced to 10 hit points (or less).

Blunk and Grunk, Narclar's Ogre Flunkies MV 20(9"); AC 15(5); HD 4; hp 17, 15; Atk 1-10(Slam); AL CE

These two are loyal (in the sense that any CE is loyal) to Narclar and no one else. He will order them to fight to cover his retreat.

Arnulf, Berno, Cheldric, Doolish, Ermrit, and Felmar, True Believers MV 30(12"); AC 12(8); HD 1; hp 3 each; Atk 1-6 (Club) AL CE

These are the low level cult members, who have been duped into joining with a promise of power and wealth. In reality, the cult uses them for menial tasks and are generally the first ones put in a position of danger. "Brothers, Hastur has deigned to give you the glory of being the first one in the room." They will fight to the death, and possibly beyond, thanks to Gravis's *animate dead* spell.

New Monsters

Burrower

Size: Large (8'tall)
Movement: 30' (12")
Hit Dice: 9
Armor Class: 20(0)
Attacks: 3-12(Claw)/3-12(Claw)/1d8(Claw)/1d8(Claw)/2-16(Bite)
Special Attack: None
Special Defense: None
Alignment: Chaotic Evil
Experience Value: 1500

Burrowers are tall muscular humanoids with four arms and large mandibles. They are voracious hunters, able to claw through earth and even stone. Their second set of arms is not quite as strong as the first, and is used mostly to push dirt way that the stronger top limbs dig.

Mi-Go (Fungus from Yuggoth)

Size: Medium (5'tall)
Movement: 30(12")/Fly 20(9")
Hit Dice: 6
Armor Class: 20(0)
Attacks: 1-8(Claw)/1-8(Claw) or Weapon
Special Attacks: None
Special Defense: Half Damage from Piercing Weapons
Alignment: Neutral
Experience Value: 350

Despite their crustacean like appearance, Mi-Go are some sort of alien fungus. They are highly intelligent and inscrutable, yet not so alien that they cannot interact with humans. Indeed, for some reason, they seem fascinated by them, going as far as collecting their brains, keeping them alive and taking them on cosmic voyages through space and time.

Although winged, they cannot fly in a normal gravity world without the aid of an anti-gravity belt, and even then, they fly slow and clumsy. In space though, their wings can somehow slightly warp space, amazingly allowing them to travel at faster than light speeds.

Mi-Go can communicate in a variety of ways. Among themselves, they generally communicate to each other by changing color of their face, but can also speak, albeit with a slight buzzing aspect to their speech. They also have some form of writing.

Their home world is unknown, but is likely around an old, dim star, probably a red dwarf. As such, it's tidally locked, with one side always facing its sun.

Thus the Mi-Go developed an ability to deal with extreme cold, as well as warmth.

Sasquatch (Bigfoot)

Size: Large (7' to 8' tall)
Movement: 40 (15")
Hit Dice: 7
Armor Class: 15(5)
Attacks: 1-8 (Claw)/1-8(Claw)
Special Attack: Squeeze on attack roll of 20 doing 2-16 extra damage
Special Defense: None
Alignment: Neutral
Experience Value: 500

Sasquatch are extremely large and hairy primitive humanoids, cousins to the Yeti, living in temperate forests. They are normally peaceful, except when defending their territory.

Credits:

The Outpost of the Outer Ones is copyright 2015 Jeremy Reaban and published under terms of the Open Gaming License

Art: Assassin picture by Enmanuel "Lema" Martinez, Burrower art by Gary Dupuis, Mi-Go art by Dave Ross, all used under license. The rest is public domain from Gutenberg.

Writing, layout, maps: Me

Visit my blog (or don't): osrnews.blogspot.com

OGL

Declaration of Product Identity: All room descriptions, real names, company names, background material, and most art, specifically the picture of the burrower, the assassin, and the pictures of the Mi-Go.

Declaration of Open Content: All game related material, monster names, stats, monster/magic item descriptions, and character and place names, as well as the maps.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions:
 1. "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
 2. "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
 3. "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;

4. "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.

5. "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;

6. "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor

7. "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.

8. "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Swords of Our Fathers Copyright 2003, The Game Mechanics.

Mutants & Masterminds Copyright 2002, Green Ronin Publishing.

Unearthed Arcana Copyright 2004, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David Noonan, Rich Redman.

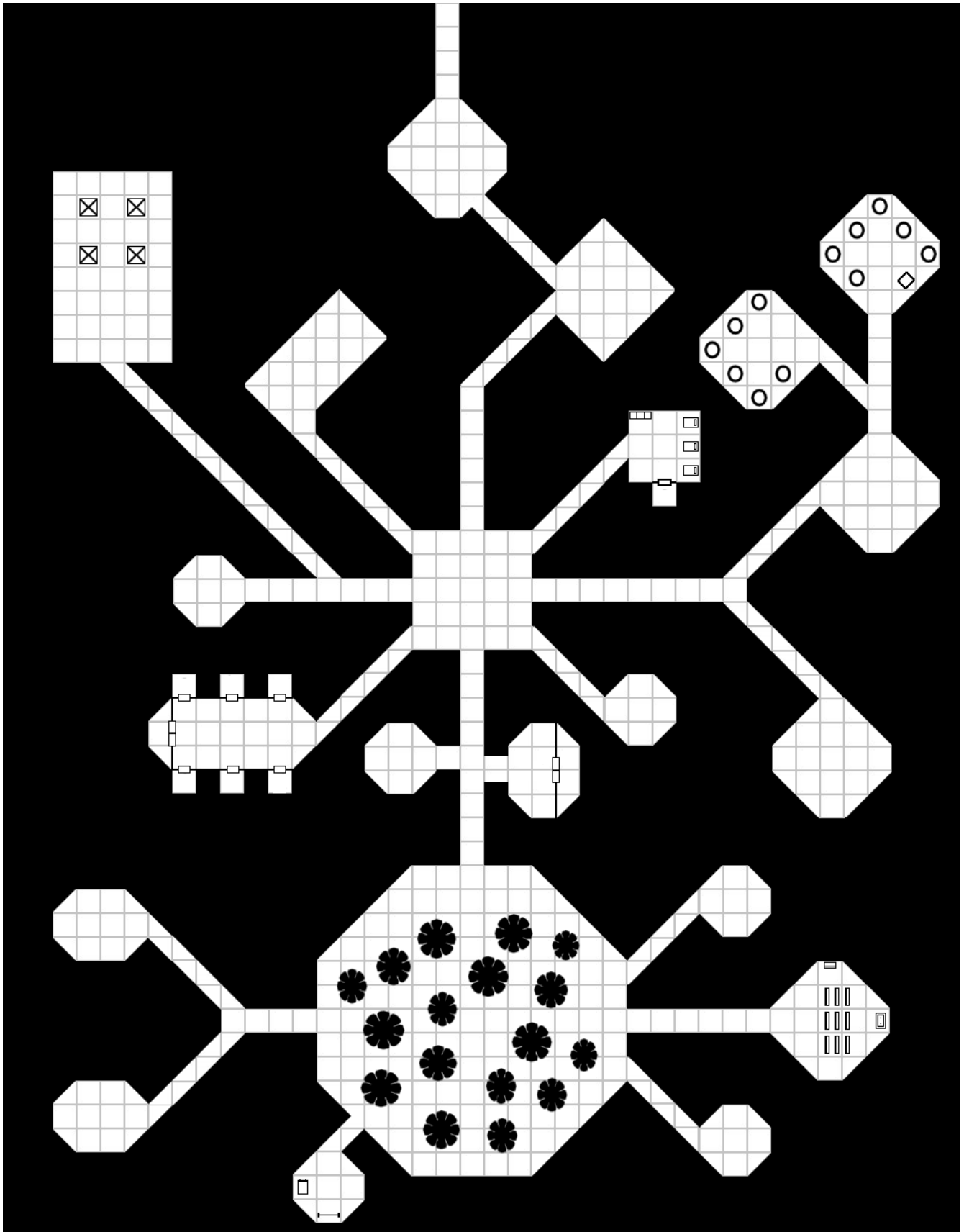
Basidiron from the Tome of Horrors Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Flail Snail from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Tilbrook.

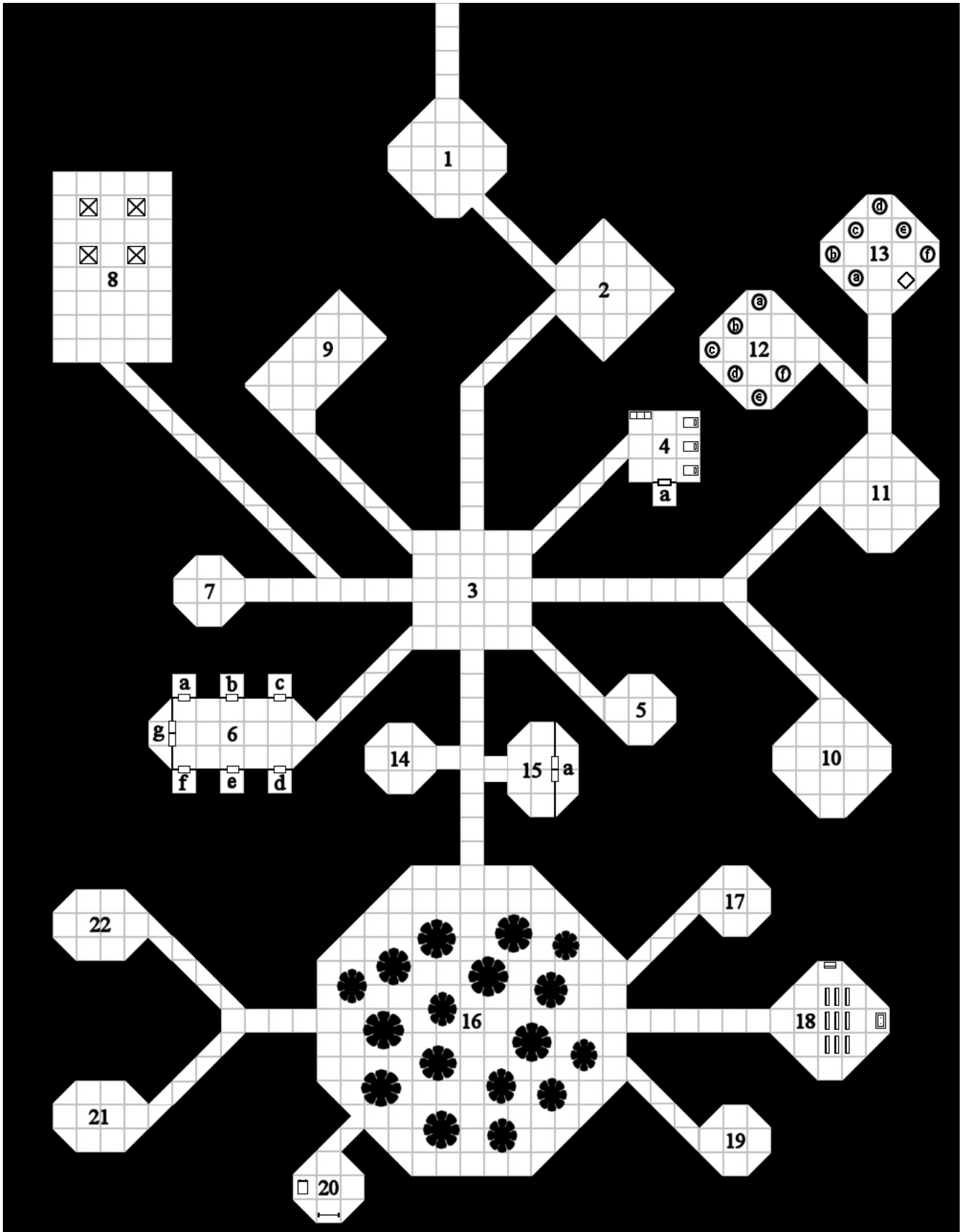
Plumph from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian McDowell and Douglas Naismith.

YS1 The Outpost of the Outer Ones Copyright 2015 by Jeremy Reaban

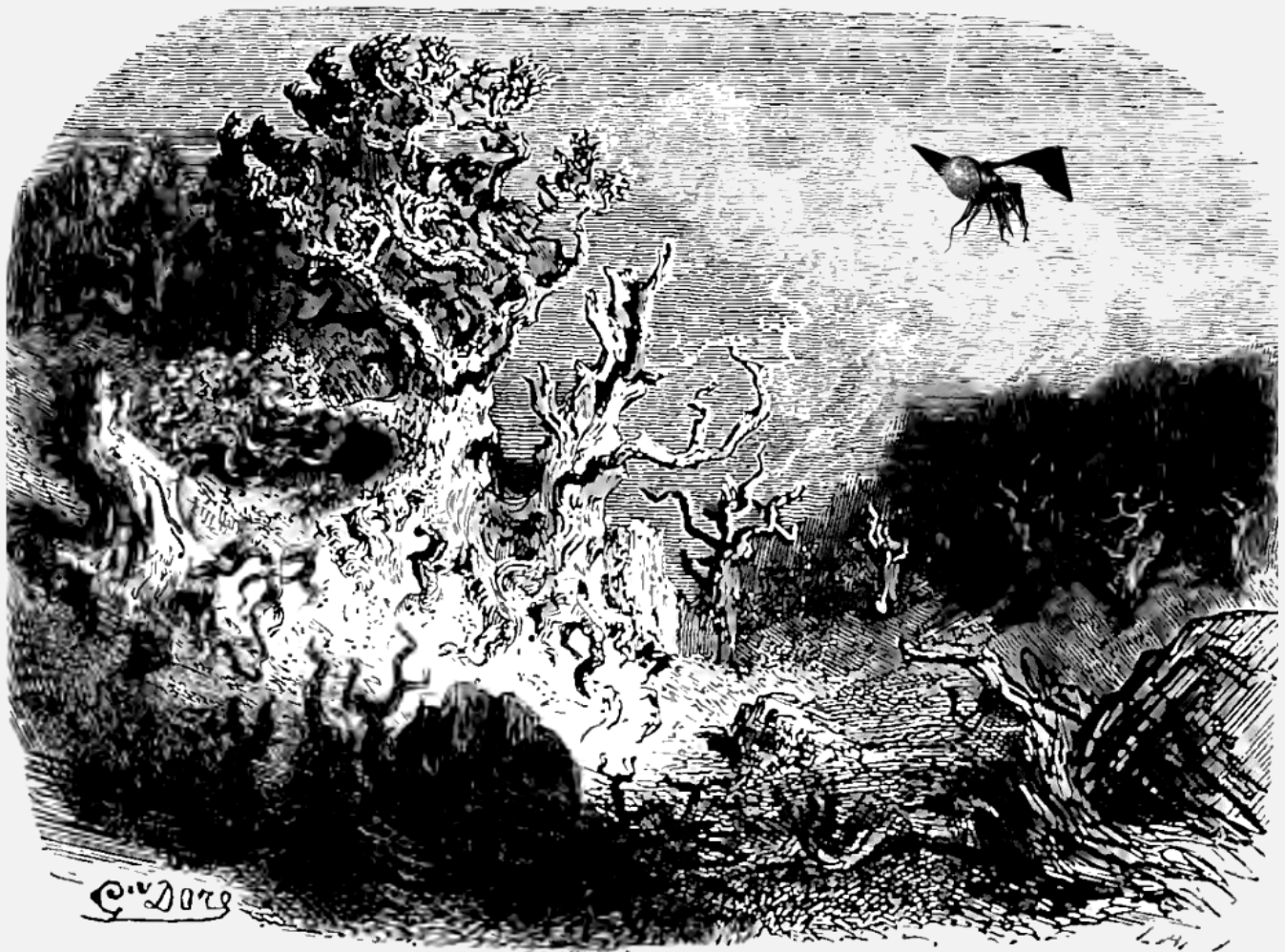
End of License



Player's Map



GM's Map



Be sure to check out my other modules:

HS1 - The Lost Shrine of Sirona
HS2 - The Forsaken Burial Vaults

Forthcoming

RL1 - The Craft Dungeon of Reynaldo Lazendry
RL2 - The Charnel Pits of Reynaldo Lazendry
RL3 - The Flesh Vats of Reynaldo Lazendry

CT1 - The Forgotten Temple of Chaos

FZ1 - Feznor Castle

TD1 - Mezzagano Treasure Pit