

HIDEOUS CREATURES

MI-GO



TRAIL OF CTHULHU
BY KENNETH HITE



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Mi-Go

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KEN WRITES ABOUT STUFF

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Hideous Creatures: Introduction

Lovecraft created his various “shadowy congeners” because the stories of vampires, werewolves, and even ghosts had become too familiar and too formulaic to evoke true horror. Almost a century after he wrote, his own monstrous races have likewise begun to seem like comfortable story furniture rather than unnerving signals that the world is horrible and wrong.

Our goal with this series is to present a comprehensive look at Lovecraft’s hideous creatures, from as many angles as we can. Our goal is contradiction, surprise, and most especially the uncanny: the recognition of something familiar as something weird. As in the “Gods and Titans” section of the *Trail of Cthulhu* core book, this series deliberately contradicts itself, blurring boundaries and erasing certainties in the name of the uncanny. In your campaign, these variant truths might be misunderstandings, legends, heresies, or deliberate lies spread by the creatures to lull their foes into a false sense of familiarity.

Change anything and everything in these pages, most especially the ability scores. If you need a terrifying assassin, a brief but survivable fright, or a sanity-shattering horror, just add or subtract points at will.

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The Mi-Go

“THEY WERE PINKISH THINGS ABOUT FIVE FEET LONG; WITH CRUSTACEOUS BODIES BEARING VAST PAIRS OF DORSAL FINS OR MEMBRANOUS WINGS AND SEVERAL SETS OF ARTICULATED LIMBS, AND WITH A SORT OF CONVOLUTED ELLIPSOID, COVERED WITH MULTITUDES OF VERY SHORT ANTENNAE, WHERE A HEAD WOULD ORDINARILY BE. ... THEY SOMETIMES WALKED ON ALL THEIR LEGS, AND SOMETIMES ON THE HINDMOST PAIR ONLY, USING THE OTHERS TO CONVEY LARGE OBJECTS OF INDETERMINATE NATURE.” -

To begin with, “mi-go” is just one of the names Albert Wilmarth used to identify this fungoid-arthropod interstellar race. They are also called the Fungi from Yuggoth, after their main planetary base in our solar system; they (in the person of “Akeley”) call themselves the Outer Ones.

They resemble pinkish-gray crustaceans, with two nippers and myriads of twitching smaller limbs. A bulbous, frond-covered head and two membranous wings complete the picture. They communicate with each other telepathically, or by changing the colors of their wrinkled heads, but they can speak human tongues in buzzing, insect-like voices. Their multiple legs leave strange footprints resembling pronged wedges; it can be difficult to tell which direction they traveled from such spoor.

When describing the mi-go, feel free to go wild. They reshape themselves surgically and possibly genetically, and their genus comes in many different species forms. Mi-go might be:

- Covered in long, trailing cilia or weeds
- Very small, the size of large lobsters or immense morels
- Chitinous, or spongiform
- Pink or green or blue on gray and tan
- Surrounded by waves of heat or sound distortion

- Six-legged, eight-legged, or hundred-legged, or some unearthly body and limb combination
- Winged like bats, dragonflies, or moths
- More like decomposing, mold-covered sharks, with one or two immense “sails” like a dimetrodon
- Gray or fungoid looking humanoids, with claws in their wrists or bellies

Their internal chemistry is basically fungoid, and they may have a mass neural network that extends through their local etheric space. Their green, sticky ichor permeates all their tissues. They are unable to eat terrene food, and must import theirs from other worlds. They are able to fly through the interstellar aether on their great wings, but maneuver clumsily in an atmosphere. They are capable of astounding surgical feats, including the placing of living human brains in life-sustaining metal cylinders that can withstand the vacuum and cold of space. They can then attach speaking, listening, and seeing devices to the canister, so that the brain can interact with those about it. Why the mi-go would abduct people to Yuggoth or elsewhere is unknown. Perhaps:

- They are genuinely curious about other life forms, in their worship of the Thousand-Formed One Nyarlathotep.
- “All that the Outer Ones wish of

- “THE WHISPERER IN DARKNESS”

man is peace and non-molestation and an increasing intellectual rapport. ... The alien beings desire to know mankind more fully, and to have a few of mankind’s philosophic and scientific leaders know more about them.”

- They require other species for specific rituals the Outer Ones cannot complete alone.
- Mi-go are sadists, which is why they mutilate cattle and sheep when bored.
- The Outer Ones require human consciousnesses to feed the Shining Trapezohedron which they built in the distant past.
- Mi-go are taking experimental samples because they wish to reproduce some quality of human mentation in themselves: creativity, lust, fanaticism, the ability to dream?
- Sending agents to the edge of time or hideous Magellanic Clouds is horribly dangerous. Human brains are just tools and pawns, janissaries for eldritch war and exploration.
- They use the brains as templates for further genetic theft and engineering, both of their ideas and their germ plasm.
- They are told to abduct humans (and other species) by Nyarlathotep for his own purposes.

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- They do so to honor Shub-Niggurath or to build an ablative shield of lesser minds and flesh against the anger of Nyarlathotep, who they regularly disobey.
- They are in an unknowable biotech arms race with the Elder Things, and have been since the Jurassic. They stockpile human (and other) brains to power and direct the Yuggothians' own shoggoths.
- They enjoy or feed on the sensation of driving lesser and weaker species mad.

Their electrons vibrate at a different frequency than terrene matter, and cannot be photographed. (Chemistry or Photography will let an Investigator design a suitable emulsion.) After death, a mi-go dissolves in a few hours.

Although they are far advanced technologically and in other ways, mi-go are not super-beings. They can die by dog bite, gunshot, or drowning, among other methods.

Mi-Go

Abilities (on land/in air): Athletics 4/10, Energy Weapon 6, Health 6, Scuffling 7/10

Magic: 1-2 for normal/worker mi-go; 8+ for sorcerer/priest caste mi-go. Casters can Contact Nyarlathotep; other common rites include Call/Dismiss Shub-Niggurath, Summon/Bind Dark Young, and Summon/Bind Hunting Horror. Mi-go do not need to cast Contact Mi-Go.

Hit Threshold: 3/4

Alertness Modifier: +1 to +3 (alien surveillance technology)

Stealth Modifier: +0/+1

Weapon: -1 (nippers), variable weapon damage.

Mi-go may attack in hand-to-hand combat with two nippers at once; if a mi-go succeeds in two nipper attacks in a row against the same target, it can carry him into the sky until his lungs burst or it drops


him on something painful.

Armor: the non-terrene composition of the mi-go reduces all impaling damage, including bullets, by half; some mi-go wear bio-webs that reduce all damage except impaling damage by -3.

Stability Loss: +1

Mi-Go Weapons

These are only some of the possible hand weapons used by the mi-go or their surgically altered human tools; literally any sort of weapon or effect is possible. (Weapon damage is in parentheses.) Most mi-go devices are made of tok'l, an alloy mined on Yuggoth.

 Incredibly generous Keepers in Pulp-mode games might allow an Investigator to operate a mi-go weapon or device once for a 1-point Physics spend and a 3-point Stability test.

Electric Gun (+1): The electric gun focuses ambient atmospheric or mineral electromagnetism into a charged bolt. Those hit by the bolt suffer +1 damage, and must make an immediate Difficulty 5 Health test or be stunned for four rounds (or 15 minutes, out of combat). If damage from the electric gun lowers a victim to 0 Health or below, failing the Consciousness Roll results in death by cardiac arrest.



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Inertial Accumulator (special):

This silvery sphere increases the local inertia of all particles surrounding the target, creating a “bubble prison” in which time seems to stop for 10-60 minutes per Energy Weapon point spent. It takes a Sense Trouble test (Difficulty 6) to not be where the accumulator focuses. Coming out of a bubble causes a 2-point Stability test (Difficulty 5).

Mist Gun (+4): The mist gun transposes the cold of interstellar space to an area about ten feet across for about 3 minutes. Investigators who have seen the mist gun in action may try to dodge its slowly-expanding field with an Athletics test (Difficulty 4).

Surgical Wand (+1): Although it resembles a short, shiny black baton, this device is actually a fifth-dimensional scalpel-suture-forceps-implant multitool. At Point-Blank range, it slices through (or unfolds, or cauterizes, or sews up, or drains of fluid) any organic tissue. Its operations look and feel like torture, not least because mi-go don't use anesthesia (preferring to delete the memory of the pain afterward if need be). Seeing it used on humans always costs 1 Stability, even if the witness succeeds at the Stability test.

Whorl Gun (+2): So named because of its weird nautiloid design, the whorl gun depresses the strong nuclear force at the focus of its aim, causing molecular disintegration in any terrene material. Seeing the whorl gun used on a human or animal causes a 5-point Stability test (Difficulty 5).

Possible Mi-Go Abilities

Mix and match these abilities for the mi-go in your campaign. Lovecraft describes “variants” of the mi-go genus as using “mechanical aid or curious surgical transpositions.” Thus, individual fungi (or their human allies and tools!) might sport any or all of these powers; or your mi-go might come in castes like social insects do.

Mi-go technologies can, of course, give them plenty of power without reshaping their biology, although one suspects the mi-go consider this a distinction without a difference.

Buzzing Hypnosis: The droning buzz of a mi-go's voice acts as Hypnosis that works on an unwilling subject after several minutes of conversation. Give these mi-go or their human agents Hypnosis 8.

Dread (Dogs, Light): To mitigate the mi-go, force them to make an Athletics or Health test (Difficulty 5) to enter a brightly lit space or go near a barking dog, both weaknesses Akeley identifies in the tale.

Earthquakes: Mi-go mining machines can cause earthquakes, with effects depending on the size of the Energy Weapon spend. For 1 point, a small tremor might shake a door loose; for 2 points, break valuables or start fires; for 4+ points force an Athletics test against a Difficulty equal to the spend to avoid falling (-1 or worse damage).

Hive Mind: For every additional Outer One in a combat, one foe's Hit Threshold diminishes by 1 against them. Also, any mi-go can perceive what one mi-go does and senses.

Lassitude: The mi-go can either broadcast a wavelength of energy, or aim a telepathic brain-sending, or possess a device, that damps down intellectual and physical energy in the target. Usually used to keep trespassers off their hills, it can also pin a man in a cabin to be slaughtered, or prevent witnesses from making clear statements or mental connections. Those targeted must succeed in a Difficulty 5 Stability test or become Shaken for the remainder of the scene (or night, if appropriate).

Mind Probe: By touching a human head (or brain canister) with a claw, the mi-go can dig up and “play” memories by spending 2 Health or Magic (or a combination). The human may resist with a Stability test (Difficulty 5).

Orbital Flight: A winged mi-go can fly into orbit and come down anywhere on the Earth or Moon within 8 hours.

Yeti Form: Lovecraft explicitly states that the “Abominable Snowman” version of the mi-go do not have wings; their exact form is left as an exercise for the Keeper. They can, however, take yards-long, almost hovering steps, the lung-gom-pa of Thibetan mysticism. Model this species using the statistics from the Yeti writeup in the corebook (p. 159). Use mi-go base statistics for magic, weapons, and armor.

VARIATIONS

As with the “Gods and Titans” section in the corebook, this compendium is intentionally self-contradictory. Its facts and theories come from Lovecraft, from later writers, and from the universe of possibilities opened up between them.

- Mi-go arrived on Earth about 130 million years ago, during the Jurassic era. Over the ensuing eons, they conquered the northern continents from the Elder Things. During this war, they developed much of their mining technology and infrastructure, which they have maintained on a standby basis ever since.
- The mi-go came to Earth around 1,000,000 years ago to dispose of toxic entities such as Rhan-Tegoth and Ghatanothoa, briefly ruling in Lomar and Mu.
- They have mining colonies in some of the mountains of Earth, where they seek rare ores. These mountains include the Himalayas, Adirondacks, Appalachians, White and Green Mountains, Andes, Ruwenzori, Balkans, Sierra Madre, Sangre de Cristo, the Verkhojansk Range, and others.

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- Mi-go have a network of spies among the human race, gathering information and protecting their ongoing mining operations. This “ancient and elaborate alliance” goes back to the time of Mu.
- The Brotherhood of the Yellow Sign, connected to Hastur, exists to thwart these operations.
- Mi-go are fleas or mites carried from world to world by the careening progress of Azathoth. Their every action expends a bit more of their Azathothic charge, explaining their eons-long yet seemingly minimal progress in mining or subverting Earth.
- The mi-go assemble on May Eve and Halloween to worship Shub-Niggurath, Yog-Sothoth (as the Beyond-One), and Nyarlathotep.
- During correctly polarized time events, the mi-go pragmatically utilize rites and subroutines devised for Earthly genetic modification, interdimensional travel, and strategic terror planning.
- The Outer Ones extend into our four dimensions from higher dimensional level with a locus at the edge of the intergalactic abyss. Without conscious effort, they do not retain terrene dimensionality.
- Mi-go are an emergent property of Yog-Sothoth’s extra-dimensional radiation striking terrene matter, a kind of cancer or radiation sickness of the conventional universe.
- The mi-go can travel “backward and forward in time, and actually see and feel the Earth of remote past and future epochs.”
- “Light even hurts and hampers and confuses them, for it does not exist at all in the black cosmos outside

time and space where they came from originally.”

- The planet Yuggoth is their primary base in the solar system. Now known as Pluto, Yuggoth features black rivers of liquid nitrogen and methane flowing beneath dizzying bridges and windowless towers built by a pre-fungal race now long dead.
- Pluto is just another minor colony world. The planet Yuggoth is an immense, oblate red world heated by boiling lava. It orbits perpendicular to the ecliptic plane, and is orbited in turn by the moons Nithon, Zaman, Thog, and Thok.

MYTHIC ECHOES

“IT WAS OF NO USE TO DEMONSTRATE TO SUCH OPPONENTS THAT THE VERMONT MYTHS DIFFERED BUT LITTLE IN ESSENCE FROM THOSE UNIVERSAL LEGENDS OF NATURAL PERSONIFICATION ... NO USE, EITHER, TO POINT OUT THE EVEN MORE STARTLINGLY SIMILAR BELIEF OF THE NEPALESE HILL TRIBES IN THE DREADED MI-GO OR ‘ABOMINABLE SNOW-MEN’ WHO LURK HIDEOUSLY AMIDST THE ICE AND ROCK PINNACLES OF THE HIMALAYAN SUMMITS. WHEN I BROUGHT UP THIS EVIDENCE, MY OPPONENTS TURNED IT AGAINST ME BY CLAIMING THAT IT MUST IMPLY SOME ACTUAL HISTORICITY FOR THE ANCIENT TALES; THAT IT MUST ARGUE THE REAL EXISTENCE OF SOME QUEER ELDER EARTH-RACE ...”

- “THE WHISPERER IN DARKNESS”

As with the variations and possible powers above, the Outer Ones might more closely match their various mythic depictions than Lovecraft’s fiction.

Bmola (New England)

This Abenaki winged spirit has a misshapen, elongate head and clawed feet. It dwells on Mt. Katahdin in Maine,

a taboo mountain. It sometimes abducts those who break the taboo, taking them inside the mountain or to an unknown place called “Alomkik”. Bmola (or Pomola, Pamola, etc.) can cause storms and avalanches; its name means “curse of the mountain.” Bmola may be a single entity or the chief of the bamadenainak, “they who live at the mountains.” The Pennacook believed Bmola came from the Big Dipper.

Chemosit (Kenya)

Also called the duba, gedett, kerit, ngoloko, etc. by various native tribes, it is best known to European explorers as the “Nandi bear,” after the Nandi people who live in the hill country of western Kenya. Descriptions vary, but one emphasizes its glowing mouth and its shape: “half like a man, half like a huge, ape-faced bird.” The chemosit lurks above travelers, in treetops or hilltops, and swoops down to cut open their skull and remove their brains.

Ikal (Mexico)

These small, dark creatures live on and inside the mountains and plague the Tzeltal and Tzotzil people of Chiapas. They have bat wings (the Tzotzil are the “bat people” because of their connection to the ikal) and “beards” which might be tentacles or cilia. They abduct victims and alter their breeding cycle to produce more ikal, possibly a reference to the mi-go cults of Shub-Niggurath.

Kallikanzarai (Greece)

Also called kallikantzaroi, these beings closely resemble the ikal in size, darkness, and cruelty. Some resemble dogs, horses, or goats; others speak and walk like men. They dwell in the Pindus mountains and capture miners who seek their treasure. They hate light and fire, emerging only in the dark of the year and the dark of the moon. In classical times, they may have been called satyrs.

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Migyu (Thibet and Nepal)

The Thibetan term for the Abominable Snowman, migyu, means “fast-moving one.” (Or, in some translations, “man of caves” or “man of the wastes.”) The footprints it leaves are remarkably widely spaced, almost as though it were hovering in the air between steps. Its odor is quite sharp and disturbing; it is quite capable of eluding any number of searchers if needed be.

Vidyahara (India)

Later Hindu myth has made the “Holders of Knowledge” into good demigods, dwelling atop the Himalayas, “milking the Earth,” flying around, and watching human affairs pass by. However, other traditions say the gods hated and destroyed the vidyahara; it’s possible that their epithets “Doers of Good” and “Devoted to Joy” are meant in the same preventive tradition as the “Good Folk”

name for the dangerous faerie of the Celtic lands.

INVESTIGATIONS

Keepers should treat this section, and use these elements, even more idiosyncratically.

Clues

Perforce, the clues in this section mostly point to “conventional” mi-go as painted in Lovecraft’s story “The Whisperer in Darkness.” Feel free to adjust them at will.

Accounting: The pay stub we found on our silent watcher comes from a mining company that ceased operations in 1874. But its bank account apparently still exists.

Anthropology: The Abenaki have long considered these hills taboo, claiming they are inhabited by the aweskonwa, flying pink-colored predatory spirits.

Archaeology: Quite sophisticated mines dating back to the Stone Age have been discovered on every continent, most recently in Northern Rhodesia. In 1932, manganese works at Broken Hill are stratigraphically dated to at least 40,000 B.C. – before the evolution of Cro-Magnon Man, much less of metal-working! (Geology)

Architecture: The stones of this “round tower” were somehow vitrified in place around an earthen mound apparently removed through the upper opening. The doorway is a later Colonial feature cut into the older stone.

Art History: The moth-demon motif shows up on the pottery of Puaray pueblo, in the New Mexico mining country settled in the 12th century by Anasazi moving south from their cave cities. Some Hopi artists still paint moths delimiting and surrounding the world from outside.

Assess Honesty: Her almost mechanically flat affect still gives nothing away, but now that you think of it, Judith Burnes is walking strangely carefully, as though unused to gravity – or to being bipedal.

Astronomy: Pluto (discovered in 1930) is roughly the mass of Earth, with an “atmosphere” of nitrogen fog and ice crystals. Pluto was last at perihelion (closest to the Sun) in 1741, when reports peak in the last major phase of “demon sightings” and “strange recruitment” in the area. Another major phase should begin in the late 1970s.

Biology: “They are more vegetable than animal, if these terms can be applied to the sort of matter composing them, and have a somewhat fungoid structure; though the presence of a chlorophyll-like substance and a very singular nutritive system differentiate them altogether from true cormophytic fungi.”

Bureaucracy: One clerk, Emmet Orton, has denied both those mining claims and every hunting permit for that stretch of forest as long as he’s worked for the state.

Chemistry: The “cheese” you found is composed of dextroproteins – but everything organic on Earth except a few very ancient and extreme bacteria is composed of levoproteins.

Cop Talk: We haven’t released the details to the press – but Sir Edward’s head was sawn open. We’re concentrating our inquiries within the surgical community; the cuts are too clean to have been made by a maniac.

Credit Rating (6+): Nobody knows where the Noyes family gets its money. The common story is they made a packet in iron and silver during the Civil War, but they had enough to buy up all those small mining claims in the 1840s. (Accounting)

Evidence Collection: Even the fingerprints on the wax hands found in the missing man’s house were accurate, as were the tiny hairs molded on their backs.

Forensics: The chest and abdomen bear dozens of tiny wounds and incisions, made by delicate blades. The wounds were delivered from an oblique, upward angle. Aside from the sharpness of the implement, however, they had little penetrating power. The victim ran a great distance, was attacked, and then bled to death.

Geology: The tailings from this mine are missing the trace amounts of cadmium usually present in zinc-lead mines. The residual radioactivity is also lower than normal, as though the radioactives had also been somehow sifted out.

History: “The man’s whole personality seemed to have undergone an insidious mutation. Word-choice, spelling -- all were subtly different. And with my academic sensitiveness to prose style, I could trace profound divergences in his commonest reactions and rhythm-responses.” (Assess Honesty, for speech)

Law: Kendrick’s family had him declared incompetent ten years ago. The petition mentions accusations against a local woman who “conspired against him” and “stole his mail,” and touches on Kendrick’s habit of firing his shotgun through the roof.

Library Use: By far the most complete record is the exceedingly rare monograph *Folk-Lore of Upper Vermont*, compiled by Eli Davenport and privately published in 1839. “Briefly summarized, it hinted at a hidden race of monstrous beings which lurked somewhere among the remoter hills -- in the deep woods of the highest peaks, and the dark valleys where streams trickle from unknown sources.”

Medicine: The surgeries performed on the body are absolutely beyond human capability. Even modern specialists have

neither the tools nor the anatomical knowledge to re-attach those nerves, much less re-channel the bone marrow.

Occult: Stuart Reynolds’ *The Mummies of Mu* (1932), amongst much other quasi-Theosophical discussion, reveals the existence of “Lhas,” highly evolved inhumans who brought consciousness to the prehumans of Mu in the form of a telepathic, inhuman mummy from Pluto. He also discusses the “Jurassic mines” of the Pacific, attributing them to the Lhas, who later founded Lhasa, the first city in the world, in Thibet.

Oral History: There is a definite divide between the rural, “backward” people who know about the flying things but refuse to discuss them, and the townsfolk who take them half-seriously as quaint legends only. Perhaps a town woman could persuade her rural grandmother to talk to you.

Outdoorsman: Even the animal trails point down and away from this hillside. Literally nothing on earth goes here.

Pharmacy: Where this hobo got the unlabeled ampoules, I can’t guess. But the substance is a nearly-pure mixture of scopolamine and valproic acid. It might be useful for treating vertigo and migraines – maybe if he needed to chemically force himself to walk steadily in bright light. But no doctor would prescribe that combination.

Physics: It’s as if someone used our most advanced vacuum tubes, cyclotrons, and cloud chambers to construct a device according to no known physical laws – it’s more like an approximation of a machine than a machine itself. Either it’s missing a component, or it needs an Einstein-level genius to operate it.

Photography: “This was no cheaply counterfeited thing, I could see at a glance; for the sharply defined pebbles and grassblades in the field of vision gave a clear index of scale and left no possibility of a tricky double exposure.”

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Sense Trouble: You hear a noise halfway between a cicada chirp and the blurred flutter of a trapped moth. But the regular night-noises of the forest creatures have vanished.

Streetwise: The moonshiners stay out of Caledonia County; they don't like the wood or the water there. (CopTalk)

Theology: The Old Testament repeatedly condemns "high places" as inhabitations of demons and pagan gods such as the fertility goddess Asherah. Biblical references to "corpse offerings" and "molten images" in this context remain obscure.

SCENARIO SEEDS

Lovecraft probably wrote the story "Whisperer in Darkness" at least in part as a riff on the "modern fairy stories" of Arthur Machen. Steal and adapt your favorite faerie tales likewise. Certainly, folk tales of abductions, mad lusts (for knowledge, if not for fairy folk), and inhuman cruelty fit right in with mi-go adventures. What he could not have known was how well that pattern would fit a later generation's faerie stories. "Whisperer in Darkness" has almost every trope for a scary Close Encounter in the UFO mythos: lights in the sky and weird things in the woods, inconclusive evidence, remote locations, blurry photographs, abductions, covert brain surgery, and even operatives with droning voices who interfere with the investigation! Adapting a UFO story (such as almost any X-Files episode) to center on the mi-go is a cinch. In addition to those possibilities, here are a few fungoid tales to fill your membranous narrative wings.

The Whisperer Out of Time

This is more of a framework for a changeup surprise than a scenario by itself. Given that the mi-go can switch human brains into new bodies, and travel in time (if the brain-cylinder spoke the truth), the Keeper can set

So, You're a Brain in a Cylinder

If you don't know about mi-go brain surgeries, you may mistake waking up in the cylinder for waking up in a coma. If connected to a sensorium and speech device, you may simply feel wildly paralyzed and weird (3-point Stability test). Once you realize your predicament (perhaps after a lengthy mi-go monologue as in "Whisperer") the shock results in an immediate loss of 2 Stability followed by a 7-point Stability test (Difficulty 5). Mi-go can forcibly reveal truths to imprisoned brains, draining Sanity by 1 point per week until your mind is completely turned to their purpose. (More conventional tortures can drain Stability, likewise, at 1 point or more per day.)

Your Academic and Technical abilities remain the same (unless they require a manual component, like Craft or Locksmith), but except on the telephone or other non-visual communications, you cannot use Interpersonal abilities on any human not associated with the mi-go. All General abilities except Health, Sense Trouble, and Stability become moot; while you may retain a good knowledge of Disguise, for example, you can't use it. While your sensorium is active, your Sense Trouble rating is capped at 5, but it does exist.

On the bright side, you have -5 armor and are functionally immortal. On the dark side, anything that does pierce the cylinder probably drains your life-support fluid and kills you.

up a seeming Great Race of Yith story that turns out to be a mi-go scheme. A professor or dilettante shows every sign of being mind-swapped, and immediately embarks on an expensive and delicate campaign of occult research while obliquely referring to the flora and fauna of the Jurassic.

But in actuality, he is a mi-go agent, used for his access or his contacts. They set up the specific itinerary to research Flying Polyps (problematic for mines in Australia), or by coincidence, or as a cut-out to fool the Brotherhood of the Yellow Sign (*Trail of Cthulhu*, pp. 161-162). The mi-go might even have stolen the brain of someone previously kidnapped by the Yithians, trying to limit their exposure to the archivists of Pnakotus. Is a sage of Tsan-Chan, or a Voormis shaman, or Ludvig Prinn himself, loose in the 1930s? And can the Outer Ones reliably control him if he is?

This might make a great backstory for the villain of a Pulp campaign, again leading the players to expect Yith and get Yuggoth.

Whispering Campaign

Although Albert Wilmarth survives the events of 1928 described in "Whisperer" and joins the Armitage Inquiry in the default campaign of that name (*Trail of Cthulhu*, pp. 206-207), there are a lot of loose ends left to explore in further scenarios.

The major "loose end" is the existing mi-go network and operational base in Vermont, which remains intact and capable after Wilmarth flees the state. It removes its equipment from Akeley's farm and "cleans" the scene, which might be part of a larger policy of retrenchment or a simple cover-up during an ongoing penetration of New England's human power structure. Their "major outpost" and brain-cylinder storage bank inside Round Hill might be likewise cleaned and abandoned, or protected by illusions and hyper-technological security systems, or busily churning away as it has since the days of the Pennacook Indians 300 years previously.

Either way, the mi-go spies in human society are focused on Miskatonic

University, setting up an excellent shadow conspiracy to hamper the Inquiry in its work. They likely target Akeley's son George in San Diego, California, and any promising students or colleagues of Wilmarth's (perhaps the Investigators?) for surveillance, implantation, and removal if need be.

But the Investigators have some potential threads to follow of their own:

- The mi-go had a circle of allies in the "northeastern counties" of Vermont in 1800. A little judicious Oral History and Library Use should help narrow down specifics, and get some modern descendants to check out. Like faerie and UFOs, mi-go tend to recruit within bloodlines.
- "Akeley" indicated Pluto's discovery comes about thanks to a hint from the Outer Ones' human allies, or to telepathic influence. Any alien presence or influence at Flagstaff Observatory, or within Percival Lowell's old occult and Theosophical circles, might leave traces.
- There is, of course, the major mi-go installation inside Round Hill, Vermont: even if the fungi clear it out, land records, rumors of who hiked there regularly, and sightings of lights flying away to the northeast all help pinpoint the next mi-go base in line.
- The other brain-ally mentions that he met the mi-go "first in the Himalayas." Finding all the New Englanders who have visited the Himalayas (not a big number even going back to the 18th century) might itself narrow down the investigation remarkably.

As against these avenues of investigation, remember that the Outer Ones can implant their pawns' brains into other human bodies: an "Edward Noyes" who visited Nepal might now be wearing the body and using the identity of anyone in the world!

Keepers who really want to make the mi-go cult the focus of their campaign are urged to build a Mi-Go Conspyramid using the guidelines, and get the Investigators to bust it up using the rules, from *Night's Black Agents*.

The wild card in all this is the "Brotherhood of the Yellow Sign" mentioned by the Akeley-fungus. If it exists and plays the role "Akeley" describes, what's keeping its agents out of Vermont in 1927? Or were they, too, intercepting Wilmarth and Akeley's mail? Is the Brotherhood pursuing Wilmarth to Miskatonic, convinced that he could never resist the mi-go offer of knowledge?

BIBLIOGRAPHY

The foundational tale of the mi-go is, of course, Lovecraft's story "The Whisperer in Darkness." Lovecraft introduces further details of the Outer Ones' past in "Out of the Aeons" and *At the Mountains of Madness*. His poem cycle *Fungi From Yuggoth* has nothing to do with the mi-go, sadly, beyond providing their name and that of their world.

"The Mine on Yuggoth" by Ramsey Campbell, "Planetfall on Yuggoth" by James Wade, and especially "Discovery of the Ghooric Zone" by Richard Lupoff provide weird glimpses of Yuggoth; Lupoff's "Documents in the Case of Elizabeth Akeley" is a sequel to "Whisperer" with less originality to recommend it save for its explicit connection of the mi-go to the UFO mythos.

That connection is made still clearer in the *Delta Green* cycle of game and fiction works by Adam Scott Glancy, Dennis Detwiller, and John Scott Tynes. Detwiller's *Eyes Only: Machinations of the Mi-Go* is the core text here.

"Disconnected" by Brian Sammons is a different sequel to "Whisperer," and "Walker" by Dave Gross (in *Shotguns v. Cthulhu*) updates the Fungi's nascent conspiracy from that story into a web of urban control. The almost overripe "Perilous Legacy" by Walter C. DeBill discusses mi-go experiments with shoggoths in the Himalayas, while Lois Gresh's "Where You Go Mi-Go" presents a version of the Outer Ones both cosmic and Lumley-esque.

Finally, Keepers interested in adapting UFO or cryptid narratives to mi-go adventures should read *The Mothman Prophecies* by John Keel, an uncanny nonfiction story of supernatural haunting, obsessed investigation, and inescapable cosmic fate. The horror novel *Faerie Tale* by Raymond Feist replicates the night siege from "Whisperer" with more standard fae, but still thrills for all that. Like Lovecraft's tale, both works gain power from their strong sense of place.

