

a small laptop computer. When opened, the two hyper-geometric sigils are revealed, one with positive gravitic force, the other with the exact counter-force necessary to negate it. When these two sigils are closed facing each other, there is no danger. When opened, the positive gravitic force (usually in excess of 100 G's) is unleashed in a cone emanating from the center of the sigil. All objects in this cone are affected by its force, knocking down buildings, breaking bones, and destroying almost everything in its path. There is no counter-force generated, meaning the operator feels no pressure or jolt whatsoever. Attacks by the Gravity Cone are treated as follows.

Objects (trees, buildings, cars *etc.*) in the path of the cone must match their SIZ on the resistance table vs. the cone's STR (usually 20–30). The cone's STR is treated as the active characteristic and the Keeper makes the roll. If this roll is successful, the object is subjected to a number of HP equal to the difference between the object's STR and the successful die roll. The number of HP inflicted is also the distance in feet the subject is thrown from the gravity cone, if appropriate. The procedure is the same for living beings, except that unconsciousness automatically occurs in addition to damage.

For example: A gravity cone (STR 20) is unleashed on a character with a STR of 11. The Keeper rolls a 65, succeeding by 35 points. The investigator is knocked unconscious, thrown 35 feet, takes 35 points of damage, and dies horribly. If the Cone had rolled a 95 or higher, the investigator would have escaped harm altogether.

It costs 1/1D8 SAN to see a Gravity Cone in action.

Ice Weapon (10%)

This tiny device looks like an odd conglomeration of glass spheres and tubes, but is extremely resilient and will not break even if struck violently. When activated it shoots a visible beam of white light at its target which is then subjected to 2D8 points of cold damage. It has a maximum of 12 charges and it recharges in the same manner as the Electric Stunner.

Lightning Gun (30%)

This weapon is a metallic tube ending in tuning-fork-like protrusions. It is made of pure bronze. Its range is 200 yards. The gun does 5D6 damage at ten yards, 3D6 at fifty yards, 2D6 at one hundred yards and 1D6 at two hundred yards. When the weapon is fired, a low humming between the two tuning forks is produced, ending in a sizzling crack as the weapon discharges an arc of elec-

tricity towards its target.

Each firing costs 1 charge and the device has a maximum of 15 charges. The methods of recharging this device require access to extensive Mi-Go technology, and only under unusual circumstances will it be possible for a captured device to be recharged by humans.

The settings on the device are controlled by pads on the shaft of the weapon. Figuring out all the settings requires an INTx1 roll.

Mist Projector (25%)

This bizarre device is a twisted array of odd tubes, lumps, and wires made of a strange unearthly greenish metal. When activated, a thick white mist is emitted in a stream from the front cone of the device. This mist is intensely cold, and is damaging to almost all terrestrial creatures. It is harmless to the Mi-Go and other creatures acclimatized to the icy depths of space. A single burst from this device will freeze boiling water, or cause a human to suffer hypothermia if not properly protected. The weapon is simply a small gate which carries a freezing atmosphere from some alien world to be used for its offensive capabilities on Earth. The freezing mist does 1D10 points of damage per round of exposure to those not wearing cold-resistant clothing. The weapon carries a maximum of 20 charges, each round of usage costing 1 charge and covering 1 yard in obscuring mist. It recharges in the same manner as the Electric Stunner. Difficult to use, the Mist Projector requires a DEXx3 and INTx1 roll to figure out.

Communications Technology

To a species with travel technology as rapid and effortless to use as the Mi-Go, little in the way of communications breakthroughs have occurred in the æons since they arrived on Earth. The Mi-Go simply fly or gate to their destination. The few technological methods they still employ for communications are covered in detail below.

Telepathic Link

This strange evolutionary trait was aquired sometime in the distant and forgotten Mi-Go past. This is not a natural Mi-Go trait. This biological modification of the Mi-Go consciousness allows instantaneous communication between Mi-Go who have been altered. At close range it allows several Mi-Go to act in unison, increasing their intellect and skill levels. It is usually only possessed by the scientist caste.

Mi-Go altered to have a telepathic link can gestalt their skills

and combine their INT scores. The Mi-Go must be touching. All the INTs of the Mi-Go involved are added up. As long as the gestalt lasts this combined score is counted as each Mi-Go's INT statistic. Skills are pooled and divided by the number of Mi-Go minus one, so if three Mi-Go had Human Anthropology at 21% and entered a telepathic gestalt, their collective skill of 63% would be treated as 31% (rounded down).

Translator

This odd device was once given to many of the Mi-Go's human agents to aid in their summoning of the Mi-Go from the icy depths of space. Technology of its type is rarely seen today on Earth.

The translator is a valise-sized gelatinous mass with the con-

sistency of vaseline. When grabbed, the translator engulfs the user's arms in a tight grip, releasing only when willed to do so (this costs 0/1D4 SAN). When used in unison with the Contact Mi-Go spell the device activates, flashing lights in the ghostly Mi-Go language, mimicking the Mi-Go glowing head nodes and causing the Mi-Go to appear 50% faster to a human summons and reducing the cost of the spell to 1 Magic Point.

The device can also directly translate human thought into the equivalent and much more rapid light bursts of the Mi-Go language. It effectively gives the user a score equivalent to his native language in Speak Mi-Go.

The translator is a living organism that subsists on particulates from the air and sweat.

Humans and the Mi-Go

A species as powerful and nefarious as the Mi-Go cannot completely camouflage its existence from humans. This section describes what little information humans have about the sinister visitors.

Early Human Knowledge

The Pennacook indians of the American Northeast have extensive myths about the Mi-Go, whom they call the "winged ones" or the "silent ones," as do many natives of the area. They teach that these beings originally inhabited the constellation known to the Pennacooks as the Great Bear, and that they came to Earth to mine minerals found only on this world. They attacked only those who pried upon their lands, and knew the many languages of men in the area. The indians avoided confrontation with them mostly because the winged ones did not prey upon the stock of animals from which the indians hunted. Even then it was known that the aliens could not eat Earthly foods. Peaceful and secretive, the Winged Ones were left to their own devices, although they did sometimes interact with the shamans of certain degenerate tribes with whom they shared knowledge and gifts.

To the Nepalese tribes of the Himalayas, these creatures were known as the dreaded "Mi-Go" or "Secret Beast." Often mixed up with the "Abominable Snowman" myth, this name is interchangeable among the mish-mash of languages with any number of local demons, devils, or djinn. Deadly and secretive, these beasts were considered a definite reality, and were avoided at all costs. Known to inhabit caves and caverns in the ranges of the higher peaks, it was written of them in the *Shankcharakya*:

"Lost at the heights of the mountain
Movement like a petal from a flower
Upon a white peak,
beautiful and serene, in the wind—
To live in such a place
The Secret Beast (Mi-Go) must be empty of Earthly
Pleasures
And needs nothing of this world—
To already surpass it—"

In India, the Mi-Go are known as the *Vidyaharas* or "Possessors of Knowledge," hovering somewhere between Heaven and Earth. Indian tradition holds that the Vidyaharas could "travel through space and disappear from sight at will."

Also known since ancient times in the Pindus mountain range of Greece, the Mi-Go are called there *Kallikanzari*, and are thought to carry away miners who discover their hidden treasures. Hovering between fact and fantasy, the Kallikanzari are usually seen as nothing more than local "bogeymen" and are comparable to the vampire legends of Eastern Europe.

To the Tzetal indians of Mexico the Mi-Go are called *Ikals*. Long-standing myths about the nature of these creatures are