

— Mi-Go Scientist —

Wilmarth wrote about Mi-Go surgical science that allowed him to converse with a disembodied human brain. The individual seemed eerily comfortable with their condition, assuring Wilmarth the process was reversible. But I am shaken by the possibilities raised if this is true.

These accounts also speak of Mi-Go gathering with humans among ancient megaliths for nighttime worship of the so-called Ancient Ones. Clearly, there are individuals among the Mi-Go who are curious about humanity and understand not only our anatomy but also our language and social ways. If it's true the Mi-Go have visited Earth for millions of years, they must have a vast and growing body of knowledge about us—perhaps cultivated by these “scientists.”

Wilmarth left his encounter convinced that his supposed farmer host was in fact a Mi-Go, speaking English with a strange buzz and disguised with the man's own face. That, and the disappearance of other folk in that area, makes me wary of the creatures' intentions.



Knacks

Major NPC. This NPC may strain themselves once to restore their dice pool limit to their dice pool maximum. If this NPC is wounded after they have strained themselves once, they are immediately killed or knocked unconscious at the GM's discretion.

Flyer. When this NPC performs a simple action to move, it may fly up to 20 feet.

Frightening. The first time another character sees this NPC, they may perform a complex action using **Resolve** at the start of their next turn. If they choose not to or fail, they suffer 2 horror.

It appears there may be an answer to these Mi-Go's motivations, and it leaves me profoundly disquieted. If these accounts are true, then they are studying us as my scientific colleagues may study rats in a maze.

This worries me greatly. Most of my colleagues do not show much care or fondness for the rats.

Mi-Go Surgical Technology

A character inhabiting a Brain Case remains self-aware. Attaching Mi-Go speaking and sensory equipment allows the character to interact with others within 30 feet of the equipment. At the GM's discretion, the design of this equipment can be relatively intuitive, so that adventurers finding a case near equipment can reason out how to attach them. If either the brain or body are destroyed while separated, the character cannot be restored to their original state.

Transplant Brain. During a narrative scene, this NPC may perform a complex action using **Knowledge**. If it succeeds, it selects one incapacitated or restrained character within 10 feet. The character's brain is removed from their body and installed in a Mi-Go Brain Case (or vice versa) and the affected character suffers 2 horror. While they inhabit the Brain Case, the character reduces their **Agility** and **Athletics** skills to none (–) and they are unable to speak or use any senses without Mi-Go sensory devices (if the affected character is an investigator, they may become unplayable as determined by the GM; see **Mi-Go Surgical Technology**). The character's body may be preserved in a living—but incapacitated—state at the GM's discretion.

Equipment

Pincered Claws. Skill (Melee Combat), Damage 2, Injury Rating 2, Range Engaged.

