Introduction

In 1993 Pagan Publishing's End Time product came to an unceremonious end. Contained herein is the material I wrote for the project. While the project was never completed, you will find here the results of many hours of work.

The End Time grew out of my Blood Moon adventure, published in Chaosium's Strange Aeons. Essentially, it is a dark future in which the stars have become right (or nearly right) and humanity has been forced to flee the earth.

Credits

Layout
Gottardo Zancani

Maps
Michael C. LaBossiere, Gottardo Zancani

Interior Illustrations
Gottardo Zancani

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Key Points in the Future History

Keeper's version

2020: The first human moon base is completed, despite several mysterious accidents and numerous setbacks due to political opposition and financial difficulties. The moon base, which is run by the UN, is operated by international teams and helps enhance the level of international cooperation in space.

2022: Dr. Rice, of NASA, receives a copy of the Kercez Fragments from a friend and begins translating the work.

2027: Dr. Rice completes his translation and interpretation of the Kercez Fragments and learns that the work details much of the Mi-Go's role in the development of humanity as well as secrets on how to unlock hidden potentials in the human mind. Attempting to use the spells within the book, Dr. Rice drives himself mad and is institutionalized. After his recovery, Dr. Rice forms the anti-space Brotherhood of Christ. His translation is found by his colleague Dr. Tensler. Tensler follows Dr. Rice in trying the secrets contained within the book and also drives himself mad. In the process Tensler's mind comes in contact with Domaag T'eel, a massive alien entity the Mi-Go have been growing in the moon for centuries in an attempt to forestall the return of the Great Old Ones. In his madness, Tensler decides that Domaag T'eel will reward him with the secrets of time and space if he frees it. Unknown to Dr. Tensler, Domaag T'eel is a mindless mass of alien flesh which only desires its freedom. After two years, Tensler returns to NASA.

2030: Due to political considerations, NASA's budget is threatened with a substantial reduction in order to fund a series of new welfare programs. Diane Saunders, the dynamic director of NASA, leads the fight against the budget reduction. Dr. Tensler, who is obsessed with reaching the moon, throws his considerable influence behind Director Saunders. In the end, the vote goes narrowly in favor of continued space development and Director Saunders is even able to persuade the UN into providing funding for a Mars mission.

2033: Director Saunders is assassinated by fringe elements of the Brotherhood of Christ. Without her guidance, NASA begins to flounder and the UN begins to cut back on its funding for the Mars mission.

2034: Dr. Tensler arranges to be transferred to the UN scientific moon base and begins taking steps immediately to free his “master.” Shortly after his arrival, Dr. Tensler frees and is consumed by Domaag Teel. At the cost of destroying the human outposts on the moon, the Mi-Go and humans are able to imprison the entity again. The Mi-Go, fearing further human tampering, contact the leaders of the earth and forbid humanity from ever returning to the moon. Abandoned and without shelter, the human survivors on the moon perish.

2035: Domaag Teel, with its intelligence greatly increased due to its consumption of Dr. Tensler and several Mi-Go, begins to strain at the Mi-Go containment. The Mi-Go, in the guise of the “Grays”, for unknown reasons, warn the human leaders of earth of the danger posed by this entity. At a secret UN meeting, which the “Grays” attend, the UN decides to study the problem. Dr. Wu, of China’s space program, and David LeSarre, the new NASA director, meet secretly to discuss the danger facing humanity.

2036: Wu and LeSarre meet again and decide to propose the construction of a space station which will be used in the construction of a vessel capable of reaching Mars. After sufficient pressure is applied, the American and Chinese governments agree to begin construction of the station.

2038: Construction begins on the space station and proceeds at a very slow rate. Political pressure results in a further decrease in its funding. “Pork barrel politics” as well as profiteering on the part of the involved corporations results in massive cost overruns, further slowing the project down. The project is further delayed by defective equipment supplied by the government contractors.

2039: The moon, under the influence of Domaag Teel, begins to shift in its orbit. Minor coastal flooding and weather disruptions occur, killing several hundred across the globe. The corpse city of R’lyeh is briefly exposed as is the island of Ghatanothoa. Statistically significant increases occur the the worldwide rate of insanity and the crime rates as the influence of the Great Old Ones begin to grow. Dr. Wu pleads with her government for more funding and with the aid of information contained in ancient texts and the latest scientific data, she is able to persuade the Chinese
government to increase their space development efforts. LeSare is less successful in America, due to the prevailing attitude against spending further money in space.

**2040-2044:** Domaag Teel gains more and more power and the situation on earth continues to worsen as it alters the moon’s orbit further. The coastal flooding and weather disruption worsens and becomes severe in many areas, resulting in thousands of death. R’lyeh becomes almost completely exposed as does the island of Ghatanothoa. The world rates of insanity and crime begin to clime at alarming rates and odd, inexplicable events occur on a regular basis. Faced with the reality of the situation, many nations decide to become involved in the construction of the space station and in 2042 construction begins on the Phoenix, a large vessel capable of carrying nearly one hundred humans in suspended animation to Mars.

**2045:** The Phoenix is completed and sets out for Mars. When the Phoenix reaches Mars months latter the crew and passengers begins the construction of a colony dome. Conditions continue to worsen on earth as the influence of the Great Old Ones continues to increase as the veils between the worlds begin to weaken. Driven by desperation, the nations of earth devote almost their full energies to the construction of space vessels. Massive, madness and fear induced riots become common in all major earth cities.

**2046:** The corpse city of R’lyeh is fully exposed as is the island of Ghatanothoa. The situation on earth continues to deteriorate. Around the globe, many small coastal communities are taken over by the Deepe Ones and the human inhabitants are killed or used as breeding stock. Deeper inland, many small communities fall prey to other Mythos entities. Ships at sea begin to vanish and aircraft lift off never to land again. Fear and paranoia become the order of the day. On Mars, the basic structures of the colony are established and construction of additional habitats begins at a rapid (and desperate) pace.

**2047:** A second space ship, the Argo, carrying 100 humans in suspended animation leaves for Mars. Construction begins on three more vessels as all doubt of the danger facing humanity vanishes. Though the profiteering and sloppy manufacturing continues to some degree, desperation and fear work speeds up ship production greatly and shifts work round the clock on each vessel.

**2048:** The spread of madness infects nearly the entire world. Cities quickly degenerate into war zones and the few surviving small communities close themselves off to outsiders. Martial law is declared by all surviving governments. Only in space does life go on with some semblance or normalcy.

**2049:** Amid the turmoil, China launches three rockets into orbit which are rebuilt into crude space stations. Afterwards two large space planes are launched into orbit bearing some of the brightest and best of the Chinese as well as numerous government officials and the wealthy. The United States launches two more rockets, three shuttles and a space plane and the European Economic Community and Japan each launch a rocket and a shuttle. Though conditions in the makeshift stations are terrible, they are vastly superior to those on earth.

**2050:** Two of the vessels are completed and the third vessel is stripped for parts. The two completed vessels set out for Mars, each carrying 300 humans in suspended animation. One vessel, the Ark, suffers a massive power plant failure and the crew and passengers are killed. The other vessel, the Hope, eventually reaches Mars and join the colony. Earth is in nearly complete chaos as almost no government authority remains. Rioting, crime, madness and worse become the order of the day for the entire world.

**2051-2054:** The Hope arrives at the Mars colony. A few desperate attempts are made to complete the final vessel through 2052, but by 2053 all launches cease when the last operating launch site in Florida is overrun by desperate mobs and destroyed. By 2054, all human governments have effectively ceased to exist.

**2055:** Domaag Teel finally frees itself of the Mi-Go containment field. After slaughtering and consuming as many Mi-Go as it can get its pseudopods on, it turns it efforts to shifting the moon further and further. In short order it is able to shift the moon enough to free Great Cthulhu and other Great Old Ones. The human survivors on earth are horrified to learn that the previous temor and madness they faced pales in comparison with the new age of horror that has dawned on earth. In an act of terrible mercy, LeSare orders the firing of nuclear warheads from orbital battle satellites into the remaining population centers. Millions die in the nuclear fireballs, denying the Mythos beings the opportunity to give them more prolonged and terrible ends.

**2056:** Last transmission received from earth. The message, from the UN antarctic base, tells of “dark and horrible shapes moving across the ice” behind
END TIME

which moved "something large...something inhumanly huge..." Shortly after the message from the antarctic base, all contact is lost with the space station in earth’s orbit. The last transmission from the station is a horrifying garble of screams, alien voices, and worse.

2057: The human Mars colony, population approximately 500 people, continues to struggle to survive. The Phoenix is converted into a space station and parts of it are brought down from orbit for construction materials. Images from a few operating satellites continue to be received on Mars. The images are deemed too horrible for general viewing and are kept secret by the colony leaders.

2058-2074: The Mars colony continues to survive. Due to the lack of adequate supplies and equipment, the colony is extremely harsh and many people perish. Driven by the need to terraform Mars, the colonists devote their efforts to genetic research in the hopes of producing organisms to bring oxygen to the atmosphere. Their efforts bear fruit in 2071 when a photosynthetic organism, nicknamed "Ohto" (pronounced "oh two") that is capable of surviving the harsh climate of Mars is genetically engineered. In 2072 the colonists begin to plant "farms" of these organisms in the hopes that the Ohtos will produce a breathable atmosphere within a few centuries. To meet their current needs, the colonists continue to find ways to utilize the native materials in constructing shelters.

2075-2076: Despite the harsh conditions, the colony begins to grow, though very slightly. The adult population of the colony reaches approximately 550 individuals. Mysterious ruins are found by Dr. John Taylor’s expedition and they are carefully explored in the hopes that they will be usable by the colonists. Dr. John Taylor’s second expedition vanishes while exploring another set of ancient ruins. The executive council, after receiving a report on the situation, decides to declare the ruins an off limit area. Shortly afterwards, three teenagers enter the ruins on a dare and never return. The entrance the ruins is then blocked off with stone.

2078-2093: The colony continues to grow and more people move into the alien structures. Over the course of the years more Ohto farms are created. The colony scientists detect minute increases in the planetary oxygen level. In 2078 another set of ancient ruins are located by Dr. Diane Layner’s expedition. One member of the expedition, who became lost in the ruins and was later found unconscious, insists that he saw Dr. Taylor deep in the ruins. Despite the need for more habitation, the ruins are sealed by council order. In 2087 organisms are engineered that are capable of synthesizing water and in 2088 they are distributed across Mars. In 2091 a series of mysterious and incomprehensible radio transmissions are received from earth and shortly afterwards contact is lost with the satellites in earth orbit.

2094: The colony’s adult population reaches a total of approximately 645 persons and oxygen levels continue to rise. Additional terraforming organisms are engineered and introduced into Mars simple ecosystem. A group of twenty five people, violating the council’s prohibition, enter the forbidden ruins to set up their homes and are never seen again.

2095: In desperate need of manufactured material and equipment, the colonists begin to work on a plan to recover the crippled Ark. Plans are laid to refit the Hope and launch it on a salvage mission.

2096-2111: Life continues on the Mars colony and the oxygen content of the Mars atmosphere continues to increase in minuscule increments. Additional tailored organisms are introduced to speed up the terraforming process. Another series of strange transmissions is received from outside the solar system in 2098. The colony scientists, still baffled by the signals, engage in a heated debate over their nature and content. Once again, the colony council again votes not to reply to the transmissions.

2112: The adult population of the colony reaches approximately 700 and would have been larger if not for a serious accident in one of the habitats. One of the few remaining unmanned probes is launched for earth carrying a variety of instruments. After it arrives, the probe is able to send thirty minutes of images and readings before it sends its last image: that of a large, dark looming shape suddenly appearing before the probe. The
technician viewing the images from the probes goes temporarily insane from what he sees and the images are kept secret by the council to avoid any such further incidents.

2113: The Mi-Go journey from their base on Yuggoth (Pluto) and meet secretly with the council on Mars in their guise as “Grays”. The council agrees to allow the “Grays” to establish a base far from the human settlements and to leave the “Grays” alone while the “Grays” agree not to interfere with the colony. The Mi-Go soon establish their base and go about their alien business in their usual mysterious manner.

2114: The colony scientists notice a dramatic increase in the percentage of oxygen in Mars atmosphere as well as an increase in the average temperature. The scientists suspect that “Gray’s” activity is responsible for the changes, but the council orders the scientists to cease their investigation of the phenomenon. The Hope is launched to recover the Ark.

2115-2128: The colony continues to grow and the conditions on Mars become minutely more terrestrial. The Ohtos carpet fairly large sections of the Martian surface, pumping oxygen into the atmosphere and consuming carbon dioxide at ever increasing rates. In late 2115, the Hope returns to Mars with the Ark. Work begins in refitting and repairing the Ark almost as soon as she arrives in orbit. In 2116 a single message from Earth, apparently of human origin, is received. The council decides to keep the content of the message a secret. In 2126 another barrage of transmissions from beyond the solar system is received. The chief scientist working on the project, Dr. Chan, vanishes soon after the transmissions are received. The only clue found in is a hastily scrawled mathematical code.

2129: The adult population of the colony reaches 1,000 individuals. A survey team of ten colonists who were searching for more habitable ruins, led by Dr. Lin a noted planetologist, vanishes and only the team’s vehicle and empty vacc suits are found. At the council’s order, one of the colony’s remaining three probes is launched to earth and sends back twenty three minutes of images and data before contact is lost with it. The images and data are classified as secret by the council.

2130: One of the last two probes is launched to earth’s moon. When the probe arrives it sends back data for seven hours before contact is lost. The data and images from this probe are classified as secret. Non-council scientists begin to protest the secrecy and demand to be allowed to see the images and review the data. A three person survey team vanishes completely, leaving no traces behind. Another survey team reports seeing strange moving shapes that did not look human. The survey teams begin to carry military grade small arms on their missions. An expedition discovers another set of ruins and finds them to be safe.

2131-2145: The colony continues to grow and a second small colony is started in the newly found ruins. The planetary oxygen levels begin to increase and the colony scientists predict that Mars will have a breathable atmosphere within one to two hundred years at the present rate of increase. In 2132, three members of a four person survey team vanish and the fourth is found running wildly across Mars’s surface, clutching his empty weapon. The man never recovers and commits suicide a month later. In 2138 another series of transmissions from outside the solar system are received and in 2139 a short transmission, apparently of human origin, is picked up. As before, the council keeps the content of the transmissions a secret. Wing Chan, an engineer who had constructed his own receiver, is found dead on the Martian surface, apparently due to a seal failure on his vacc suit. In 2143 two people vanish while planting Ohto.

2146: The adult population reaches approximately 2,100 individuals. The colony executive council announces that the Ark will be refitted for a mission to earth and volunteers are requested for the mission, which is scheduled to begin in four years. Work begins on bases on Deimos and Phobos for use in the earth mission.

2147: Recommended start of the End Time campaign.

Key Points in the Future History: Players’ Version

2020: The first human moon base is completed, despite several mysterious accidents and numerous setbacks due to political opposition and financial difficulties. The moon base, which is run by the UN, is operated by international teams and helps enhance the level of international cooperation in space.

2030: Due to political considerations, NASA’s budget is threatened with a substantial reductions in order to fund a series of new welfare programs.
Diane Saunders, the dynamic director of NASA, leads the fight against the budget reduction. Dr. Tensler, who is obsessed with reaching the moon, throws his considerable influence behind Director Saunders. In the end, the vote goes narrowly in favor of continued space development and Director Saunders is even able to persuade the UN into providing funding for a Mars mission.

2033: Director Saunders is assassinated by fringe elements of the Brotherhood of Christ. Without her guidance, NASA begins to flounder and the UN begins to cut back on its funding for the Mars mission.

2034: The testing of a prototype drive and power plant system for the Mars mission vessel goes horribly awry and results in a massive explosion. The Mars Mission Base is completely destroyed and the EMP produced by the blast destroys the life support systems in the UN Scientific Moon Base. The high radiation levels preclude any rescue attempt and all members of the UN teams are listed as killed in the line of duty.

2035: High level talks begin between the United States and China. The news media reports of a top secret meeting between NASA director David Lessarre and the Director of the Chinese space program, Dr. Wu.

2036: In a joint announcement, the US and China announce that they will be cooperating to produce a large space station. According to the governmental spokespeople, the US and China intend to use the station for “scientific research and to serve as a construction site for a Mars mission vessel.”

2038: Construction begins on the space station and proceeds at a very slow rate. According to various media reports, political pressure results in a further decrease in its funding. Further, an inspired piece of investigative journalism by Leslie Cantor and Daniel Hsu reveals that the project has been badly slowed down by “pork barrel politics” and defective equipment from governmental contractors.

2039: The moon begins to shift in its orbit. Minor coastal flooding and weather disruptions occur, killing several hundred across the globe. Statistically significant increases occur the the worldwide rate of insanity and the crime rates. Scientists announce that the lunar shift is due to some anomaly in the moon’s gravitational field and social scientists attribute the increase in crime and insanity to the fear generated by the news about the moon. Oddly enough, a privately funded psychological study reveals that most people who suffered breakdowns were not concerned about the moon, but about something else (exact details of the study are not available). China announces that it will be substantially increasing its activities in space while the United States announces only a modest increase in funding.

2040-2044: The moon continues to shift in its orbit and scientific and pseudo-scientific theories about why it is happening are published daily and espoused on talk shows. The coastal flooding and weather disruption worsens and becomes severe in many areas, resulting in thousands of deaths. The world rates of insanity and crime begin to climb at alarming rates and odd, inexplicable events occur on a regular basis. Most scientists are at a loss to explain. Several other nations announce their commitment to space development and become involved in the construction of the space station. In 2042 construction begins on the Phoenix, a large vessel capable of carrying nearly one hundred humans in suspended animation to Mars.

2045: Amidst much celebration and media coverage, the Phoenix is completed and sets out for Mars. Each day, millions of people gather around their TV sets to follow the progress of the Phoenix. When the Phoenix reaches Mars months later the crew and passengers begin the construction of a colony dome. One by one nearly all the industrialized nations join into the production of space vessels. Massive increases in crime, madness and riots become common in all major earth cities. Psychologists and sociologists attribute the problems to such things as fear of the moon, the proletariat uprising against the wanton excesses of capitalism, gravitationally induced hysteria, and so forth. The number of religious groups, especially those preaching that the end of the world is at had, increases even more. Nearly every talk show has some person talking about the worsening conditions and everyone of them has their own explanation.

2046: The situation on earth continues to deteriorate. Around the globe, contact is lost with many small coastal communities and stories circulate about how “fish-men” have taken over some of these communities. Contact is also lost with some small communities further inland and bizarre rumors circulate about what is happening. According to newspaper and TV reports, ships at sea begin to vanish at a disturbing rate and some aircraft lift off never to land again. Fear and paranoia become the order of the day. New theories attempting to explain the various phenomena are produced hourly but no real
answers are forthcoming. On Mars, the basic structures of the colony are established and construction of additional habitats begins at a rapid pace.

2047: A second space ship, the Argo, carrying 100 humans in suspended animation leaves for Mars. Dr. Harold Jarven presents a computer model that indicates that the lunar shifting may well result in the deaths of substantial portion of humanity and his research suggests that the extinction of the dinosaurs may well have been due to an earlier shifting of the moon. After the release of Jarven’s theory, construction begins on three more vessels as the world unites in response to the grave danger faced by humanity. Though the profiteering and sloppy manufacturing continues to some degree, desperation and fear work speeds up ship production greatly and shifts work round the clock on each vessel.

2048: The spread of madness infects nearly the entire world. Many social scientists, biologists and psychologists advance theories suggesting that the madness is due to a genetic memory of the previous cataclysm. Other scientists denounce such theories as pseudoscientific bunk. Cities quickly degenerate into war zones as desperate people battle for food and material goods. The few surviving small communities close themselves off to outsiders. Martial law is declared by all surviving governments. All 3,000 members of a religious group, the Order of the Lunar Dawn, commit suicide in a public park on worldwide TV. Several other religious groups follow suit. Only in space does life go on with some semblance or normalcy.

2049: Amid the turmoil, China launches three rockets into orbit which are rebuilt into crude space stations. Afterwards two large space planes are launched into orbit. The United States launches two more rockets, three shuttles and a space plane the European Economic Community and Japan each launch a rocket and a shuttle. Though conditions in the makeshift stations are terrible, they are generally regarded as vastly superior to those on earth.

2050: Two of the vessels are completed and the third vessel is stripped for parts. The two completed vessels set out for Mars, each carrying 300 humans in suspended animation. One vessel, the Ark, suffers a massive power plant failure and the crew and passengers are killed. The other vessel, the Hope, eventually reaches Mars and joins the colony. Earth is in nearly complete chaos as almost no government authority remains. Rioting, crime, madness and worse become the order of the day for the entire world.

2051-2054: The Hope arrives at the Mars colony. A few desperate attempts are made to complete the final vessel through 2052, but by 2053 all launches cease when the last operating launch site in Florida is overrun by desperate mobs and destroyed. By 2054, all human governments have effectively ceased to exist.

2055: The moon continues to shift in its orbit and the earth is further disrupted by its gravitational influence. In orbit, three more vessels are completed and set out for Mars. A terrible computer error, triggered by some unknown factor, results in the firing of nuclear warheads from orbital battle satellites into the remaining population centers. Millions die in the nuclear fireballs.

2056: All contact is lost with the space station in earth’s orbit. It is believed that the radiation from the earth somehow effected the station’s power plant and electronics.

2057: The human Mars colony, population approximately 500 people, continues to struggle to survive. The Phoenix is converted into a space station and parts of it are brought down from orbit for construction materials. Images from a few operating satellites continue to be received on Mars. The images received are too badly distorted to provide any useful information about conditions on earth.

2058-2074: The Mars colony continues to survive. Due to the lack of adequate supplies and equipment, the colony is extremely harsh and many people perish. Driven by the need to terraform Mars, the colonists devote their efforts to genetic research in the hopes of producing organisms to bring oxygen to the atmosphere. Their efforts bear fruit in 2071 when a photosynthetic organism, nick named “Ohto” (pronounced “oh two”) that is capable of surviving the harsh climate of Mars is genetically engineered. In 2072 the colonists begin to plant “farms” of these organisms in the hopes that the Ohtos will produce a breathable atmosphere within a few centuries. To meet their current needs, the colonists continue to find ways to utilize the native materials in constructing shelters.

2076: Despite the harsh conditions, the colony begins to grow, though very slightly. The adult population of the colony reaches approximately 550 individuals. Mysterious ruins are found by Dr. John Taylor’s expedition and they are carefully explored in the hopes that they will be usable by the colonists.
2077: The colonists begin to convert the ruins found by Taylor into human habitations and the first colonists move in soon after the ruins are made air tight (or nearly so). Dr. John Taylor's second expedition vanishes while exploring another set of ancient ruins. The executive council, after receiving a report on the situation, decides to declare the ruins an off limit area. Shortly afterwards, three teenagers enter the ruins on a dare and never return. The entrance the ruins is then blocked off with stone.

2078-2093: The colony continues to grow and more people move into the alien structures. Over the course of the years more Ohto farms are created. The colony scientists detect minute increases in the planetary oxygen level. In 2078 another set of ancient ruins are located by Dr. Diane Layner's expedition. Investigation of the ruins reveals radioactive contamination. With the best interests of the community in mind, the ruins are sealed by council order. In 2087 organisms are engineered that are capable of synthesizing water and in 2088 they are distributed across Mars. The council announces that earth's remaining artificial satellites have all been destroyed due to orbital deterioration.

2094: The colony's adult population reaches a total of approximately 645 persons and oxygen levels continue to rise. Additional terraforming organisms are engineered and introduced into Mars simple ecosystem. A group of twenty five people, violating the council's prohibition, enter the forbidden ruins to set up their homes and are never seen again. The council sends in a rescue team who reports that the radiation levels are still far to high for human safety and the radiation prevents the team from recovering any bodies.

2095: In desperate need of manufactured material and equipment, the colonists begin to work on a plan to recover the crippled Ark. Plans are laid to refit the Hope and launch it on a salvage mission.

2096-2111: Life continues on the Mars colony and the oxygen content of the Mars atmosphere continues to increase in minuscule increments. Additional tailored organisms are introduced to speed up the terraforming process.

2112: The adult population of the colony reaches approximately 700 and would have been larger if not for a serious accident in one of the habitats. The council announces that it has ordered the launching of one of the few remaining unmanned probes. The probe suffers a malfunction upon entering earth orbit and does not send any coherent signals back to Mars.

2114: The colony scientists announce a dramatic increase in the percentage of oxygen in Mars atmosphere as well as an increase in the average temperature. The scientists credit the environmental changes to the colony's terraforming microorganisms. The Hope is launched to recover the Ark.

2115-2128: The colony continues to grow and the conditions on Mars become minutely more terrestrial. The Ohtos carpet fairly large sections of the Martian surface, pumping oxygen into the atmosphere and consuming carbon dioxide at ever increasing rates. In late 2115, the Hope returns to Mars with the Ark.Work begins in refitting and repairing the Ark almost as soon as she arrives in orbit. The noted scientist, Dr. Chan, vanishes after leaving behind a suicide note. Extensive searches fail to find him and he is presumed to have carried out the intent expressed in his note.

2129: The adult population of the colony reaches 1,000 individuals. A survey team of ten colonists who were searching for more habitable ruins, lead by Dr. Lin a noted planetologist, vanishes. Some badly damaged equipment from the expedition is later found and it is concluded that they perished in a sand storm. At the council's order, one of the colony's remaining three probes is launched to earth. The transmissions from the probe are badly scrambled and provide no useful data about conditions on earth.

2130: One of the last two probes is launched to earth's moon. The probe arrives at the earth and send back a few images of the earth but the transmissions soon become badly garbled. A three person survey team vanishes. An expedition discovers another set of ruins and finds them to be safe.

2131-2145: The colony continues to grow and a second small colony is started in the newly found ruins. The planetary oxygen levels begin to increase and the colony scientists predict that Mars will have a breathable atmosphere within one to two hundred years at the present rate of increase. In 2132, three members of a four person survey team are lost and the fourth is found running wildly across Mar's surface. It is believed that the man went insane and killed his other team members. Noted colony engineer Wing Chan is found dead on the Martian surface, due to a seal failure on his vacc suit.
2146: The adult population reaches approximately 2,100 individuals. The colony executive council announces that the Ark will be refitted for a mission to earth and volunteers are requested for the mission, which is scheduled to begin in four years. Work begins on bases on Deimos and Phobos for use in the earth mission.

2147: The Present.
Pla netary Inform ation

End Time Luna:

Physical Data:
The moon is 3,476 kilometers in diameter and has a surface gravity one sixth that of earth. While this entails that objects weigh one sixth of what they do on earth, it does not entail that people can carry six times what they normally can, since the objects remains just as bulky and cumbersome as they do on earth. People (and other things) can move about rapidly on the moon by taking bounding leaps, but this can be dangerous and is not recommended. This is not because a person is likely to fly off into space, but because a bad landing could injure a person or damage a suit.

The moon, as is well known, is extremely hostile to human life. The day equatorial surface temperature is 127 degrees centigrade and the night equatorial surface temperature is -173 degrees centigrade, making the moon a place of extremes. The moon also lacks an atmosphere. These factors will spell a very quick death for any inadequately protected human on the lunar surface. Additional information and precisely detailed maps of the lunar surface can be found at your local library.

Current Conditions:
Located on the surface of the moon are the shattered remains of the UN Mars Mission base which was destroyed when Domaag Teel broke through the lunar surface in its first escape in 2014. Near the remains of the Mars Mission Base is the mostly intact UN Scientific Moon Base. The base’s power plant and most of its electrical systems have been burnt out (during the containment of Domaag Teel in 2034), but the base is still structurally sound. The moon is currently the undisputed domain of Domaag Teel. This massive, alien entity dwells within the hollow spaces of the moon and occasionally protrudes pseudopods to the surface in search of food. Mythos beings, determined to keep Domaag Teel healthy and happy, provide it with a constant supply of food (mostly captive humans taken from the survivors on earth). Domaag Teel is the key to the current Great Old Ones’ domination of the earth, for it is Domaag Teels’ modification of the lunar orbit that has enabled them to break through into earth’s dimension or awaken from their long sleeps. As such, the Mythos beings are dedicated to preserving Domaag Teel and in preventing the troublesome humans and Mi-Go from tampering with Domaag Teel. Naturally, the Mi-Go and humans are eager to do something about Domaag Teel, but at this point neither race has the resources available to act against Domaag Teel.

Death On the Moon and In Space

The Physical Environment:
Space is an extremely dangerous place for humans. The primary danger in space stems from the fact that space lacks sufficient oxygen and pressure for humans. A human exposed to vacuum without a suit will die extremely quickly (there is no need to roll dice). A leak in a pressurized vehicle, structure, or suit will result in a loss of air and pressure. Such situations should be carefully handled by the Keeper based on the conditions of the situation and plot requirements. If the life support systems of a structure, vehicle, or suit fail, those inside will suffocate when the air runs out. The low gravity on the moon and the zero gravity of space make human activities a bit difficult. Such operations are governed by the skill of Low/Zero Gravity Operations.

Combat:
Combat in space or the moon is extremely difficult and hazardous. All relevant combat skills are averaged with the character’s Low/Zero Gravity skill. Further, weapons that recoil (all firearms) may cause a loss of control. Each time a character fires a weapon, he or she must check against his or her Low/Zero Gravity Operations skill at a -% equal to twice the maximum damage of the weapon (for example, firing a twelve gauge shotgun would result in the skill being reduced by 48% for the roll) if the character is unbraced, and only at a -% equal to the maximum damage if the character is braced. A failed roll will cause the character to lose control and he or she will be pushed backwards (how far and to what result is left to the referee. The character will be out of control, and unable to act, until he or she can make a successful skill roll using Low/Zero Gravity Operations.

A being vulnerable to the effects of vacuum who has the misfortune of being damaged while in a space suit, will suffer the following effects in vacuum. The initial damage will be normal. If the damage does not exceed twice the suit’s armor rating, it will seal itself if it has that capacity. If the damage exceeds twice the suit’s armor rating, the suit will be unable to seal itself and the being will...
suffer damage equal to half the original damage each round, until the character is dead, patched the damage, or gets to shelter.

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End Time Mars:

Physical Data:

Mars is 4,217 kilometers in diameter at its equator and has a surface gravity 38% of earth’s gravity. Its mean solar day is 24 hours, 39 minutes, and 35.23 seconds and Mars travels around the sun once every 686.98 days. While the lower surface gravity entails that humans can carry more on the Mars than they can on the earth, the volume of objects are not affected by the lower gravity. As such, the investigators will not be able to carry much more in practice than was carried by their earthly predecessors. Further, the fact that humans who have been on Mars for some time (especially if they were born on Mars) will find that their physical strength will be less than that of humans who live on earth.

Despite the changes wrought by the human and Mi-Go terraforming efforts, the surface of Mars is still no place for an unprotected human to be. The atmosphere currently has a surface pressure 1/86th that of earth (an improvement from the original 1/100th) and an oxygen content of 5% (an increase of 5% over the original level of close to 0%). Temperatures on the surface range from -139°C at the poles to 21°C at the equator which is an improvement over the original -140°C and 20°C temperature averages).

The surface of Mars is mostly rough terrain. The planet also has volcanic regions, numerous canyons as well as many dry riverbeds to break up the monotony of the terrain. The southern hemisphere of the planet is heavily cratered, much like the moon’s surface while the northern hemisphere consists mostly of plains with much smaller impact craters than those of the southern hemisphere. The northern hemisphere also contains many volcanoes such as those of Tharsis. There are also numerous massive canyons (up to 200 km across and 7 km deep) in the northern hemisphere. Of course, no description of Mars would be complete without mentioning the canals of Mars. These canals, which are up to 30 km wide and several hundred kilometers long, are the result of erosion by the water that was once present on Mars during a warmer era. Mars also has ice caps on its poles which are mined for water by the colonists. Finally, Mars has two satellites, Phobos and Deimos.

Human Presence:

A single human space station orbits Mars accompanied by the remaining space ships as well as two satellites. Work is currently underway on bases on Deimos and Phobos and they are expected to be usable within a year. The exact purpose of the bases has been concealed from the general colony population, but they are to play a role in Operation Homecoming. Operation Homecoming, which is still in the planning stages, is intended to lead to the restoration of human dominance on earth. Key to the plan is, of course, shifting the moon’s orbit so as to undo the changes wrought in the spatial temporal fabric by Domaag Teel.

On the planetary surface, the humans have established one colony consisting of the original habitats and the restored ruins as well as a smaller, more recent colony which was set up entirely within a set of alien ruins. Due to the lack of heavy manufacturing equipment and the scarcity of manufactured material, any future human expansion will have to be into the alien ruins. Because the surface conditions are still quite hostile, the human population is limited to living in the colony structures.

Life in the colony is difficult. The colonies are overcrowded, there are no luxuries and little in the way of recreation. Tempers often run hot and personal violence is not unheard of due to the stresses of colony life. There is also the constant worry that what happened on earth could soon happen on Mars, which takes its toll on the colonists. Death is also a constant companion on Mars and people often die in accidents, commit suicide, or simply vanish. Despite these conditions, the colonists are a strong and determined lot and get stronger with each new generation as the evolutionary pressures select those strong enough to cope with the harsh conditions and the enormous pressure of the situation. What serves to keep the colonists going from day to day is the hope that one day they will retake earth and that their children will be able to walk on green grass under blue skies. At this point, hope is almost all the colonists have and they are making the most of it.

Points of Interest:

Human expeditions on Mars have found several ancient ruins. Though the council has placed severe limits on expeditions into many of the uninhabited ruins, the colony scientists have learned that some of the ruins seem to be those of cities built by what may well have been native Martians. Other ruins seem to be the work of beings not native to the solar system and some of the scientists suspect that at least one site is of Mi-Go origin. So far, the humans have occupied only the native ruins as they are the most hospitable to

END TIME
humans (and the least psychologically disturbing) The human leadership is aware of the existence of a small “Gray” outpost on Mars, but the general population is not, since most humans would shoot any aliens on sight. These Mi-Go are not hostile to the human presence on Mars. Far from it, they seem intent on aiding the humans within certain limits. In truth, the Mi-Go primarily intend to use the humans as tools in their attempt to regain access to earth and its valuable resources (the Mi-Go, for their attempts to postpone the return of the Great Old Ones are not at all welcome on earth).

The colony scientists are quite right about the ruins. Several of the larger ruins are those of a sentient race that was dominant on Mars eons ago when Mars had free flowing water. These beings were extinguished by invaders from the stars. The cities of the Martians were occupied by these horrid beings and they later built their own terrible cities and conducted vile worship practices which brought the Great Old One Vulthoom, known to these beings as Gsarthotegga The Devourer of Worlds, to the planet. Vulthoom, who feeds off the ecosystems of entire planets, severely damaged Mar's ecosystem as it drained the life from the world, corrupted the atmosphere, and in general wreaked havoc. As the world died, the horrid beings from the stars retreated deep into their cities. Eventually, Vulthoom's 1,000 years of consciousness came to an end and he plunged back into a thousand year sleep in the heart of an alien city. It awoke every thousand years only to find no way to leave Mars and is still awaiting the day when it will awaken to find beings to bear it to a new world upon which it can feed.

Finally, at least one of the ruins the humans have located is of Mi-Go origin. The Mi-Go arrived on Mars at roughly the same time they arrived on earth. They found some materials worth mining on the dead world and also brought proto-humans to the planet and used them as labor and as experimental subjects. Some of the modified proto-humans were later returned to earth and used in the Mi-Go's ongoing experimentation with humans on earth. During the Mi-Go’s operation, a disaster befell their main base and it was gradually buried beneath the sands. The Mi-Go are eager to keep the humans from learning the secrets within the base, but wish to avoid taking direct action in the matter. For now they are content to watch the humans and guide them along their (the Mi-Go’s) carefully laid plans.

Death on Mars:

The Physical Environment

Despite the terraforming efforts, the surface of Mars is still an extremely dangerous place for humans. The primary dangers are that the oxygen % is not high enough to support human life, the atmospheric pressure is too low for humans, and the temperatures are too extreme for humans. A human exposed to surface conditions without any protection will die relatively quickly and painfully (there is no need to roll dice). A leak in a pressurized vehicle, structure, or suit will result in a loss of air, pressure and heat. If the life support systems of a structure, vehicle, or suit fail, those inside will suffocate when the air runs out and may well freeze to death. Such situations should be carefully handled by the Keeper based on the conditions of the situation and plot requirements. For example, the Keeper may decide that a heroic investigator attempting to save her friends stays alive long enough to weld the hull of the vehicle together before her eyes explode from her head.

The important thing is the story, not getting all the scientific details right.

Combat

Combat on Mars can be quite a bit more hazardous than combat on earth. While the lower gravity of Mars relative to earth would effect combat and other activities, the impairment would be so slight as to not make it worth incorporating into the game rules. The Keeper who wishes to be exacting in his rules may wish to take into account the lower gravity using the Low/Zero Gravity rules provided above. However, the lower pressure of Mars cannot be ignored in combat.

A being vulnerable to the effects of low pressure who has the misfortune of being damaged while in a space suit, will suffer the following effects on Mars. The initial damage will be normal. If the damage does not exceed twice the suit’s armor rating, it will seal itself if it has that capacity. If the damage exceeds twice the suit’s armor rating, the suit will be unable to seal itself and the being will suffer damage equal to one quarter the original damage each round, until the character is dead, has patched the damage, or gets to shelter.
End Time Earth:

**Physical Description:**

The earth's size, gravity and so forth have not changed. However, certain important physical alterations have occurred. Due to the shifting of the moon, many areas that were once under water are now exposed (including, unfortunately, R'lyeh) to the light of day and many areas that were once above water are now beneath the waves. Because of the magical nature of many of the alterations, the exposures and floodings do not correspond exactly with what would have happened in more mundane disasters. Several areas which were once human cities, such as New York, are now radioactive wastelands due to LeSarre's action. Unknown to LeSarre at the time, his action actually saved humanity greater suffering. If the Great Old Ones had been able to sacrifice the millions of humans that perished in LeSarre's bombing in the course of a ritual, they would have been able to secure their position on earth for eons. Denied the sacrifice, the Great Old Ones are only precariously on earth, at least until the human population regrows enough for the required sacrifice.

**Humanity:**

Though millions perished in the disaster that befell humanity, the human race still continues on earth. The humans on earth fall into the following groups. The largest group consists of those who live as vassals and slaves to the Great Old Ones and their servants. These humans range from loyal and powerful priests to individuals enslaved by their fear. This group also includes those humans who have (either voluntarily or involuntarily) become part of the Deep Ones' community. Many of these humans are insane in one way or another and all are disturbed. The next largest group consists of those humans who lived in or have fled to various places that are ignored by the Great Old Ones. These humans generally exist at a very primitive level, though they will sometimes possess technological items (mostly weapons). Though they rarely take any action against the Mythos, they do not aid the Mythos beings. The smallest group of humans consists of those who actively fight the Mythos. These people range from small para-military units equipped with light armored vehicles to tribes led by a shaman. These groups have a high mortality rate, but new ones keep emerging. The Great Old Ones, who consider humans as largely unworthy of consideration, have left the human problem to their servants. Unfortunately for the servants, the problem humans are rather dangerous and tend to give what they take in battles with Mythos beings. The smallest group of humans, which was once the largest, consists of the wandering insane. At one point there were literally millions of people walking about in dazes, running about screaming, etc. However, over the years these people either recovered in some manner or died. The rate of insanity on earth is still extremely high, but those who go insane generally die quickly or meet some other fate (such as joining a cult).

**The Mythos:**

The shifting of the earth's moon has brought about a set of metaphysical conditions that permits an increased degree of freedom to many of the powerful Mythos beings. However, these beings do not have complete freedom as the stars are not completely right and LeSarre denied these beings the sacrifice that would have given them a much greater degree of freedom. The lesser mythos beings also gained a greater degree of freedom, if only due to the reduced human resistance to their activities.
End Time Earth Mythos

The following section provides details regarding the condition of the various beings and races.

Abhoth: no change.
Ahtu: Has come to dominate a large section of Africa, though its cult is facing resistance from African shaman and others.
Atlach-Nacha: It is still working on its web and has a long way to go. As such, it knows that this is not the end of the world.
Azathoth: No change.
Bast: Because the human colonists rescued many cats by bringing them along to Mars, humans are currently in Bast's favor. Though loath to become involved in mundane affairs, she may act to benefit humanity generally by aiding an important individual who is very kind to cats.
Bokrug: No change, although the Dream Lands have been badly disrupted in places.
Byakhee: These beings frequent the earth and travel often from the earth to the moon. They avoid Mars since humans would kill them on sight.
Chaugnar Faugn: This being has many more servants than before, but seems content to remain his pedestal.
Chthonians: The Chthonians seem to be content, with remaining beneath the earth's surface most of the time although they visit the surface more often than before. G'harne is now a place of constant Chthonian activity and humans (and many Mythos beings) avoid the place.
Colours out of Space: No change, though they may find the shift in the metaphysical structure of the area attractive (or may find it repulsive).
Cthugha: Remains at Fomalhaut, though it has visited the earth on several occasions.
Cthulhu: Cthulhu is now free of his long sleep. He now rules a vast section of the earth and has as vassals the Deep Ones and many human worshipers. He generally remains in coastal or island regions.
Cyægha: This being is free only for the time period of the full moon. During this time it ranges free, destroying all it encounters. When the moon ceases to be full, it is forced back to its place of imprisonment.
Dagon and Hydra: Are generally at Cthulhu's side.
Daolith: No Change.
Dark Young: These terrible beings roam freely and openly across vast sections of the world in search of human prey.
Deep Ones: With the collapse of the human civilization on earth, the Deep Ones took over numerous human cities and used the humans as food and breeding stock. Most coastal sections of the world contain Deep One controlled cities populated by a mix of hybrids and humans.
Dholes: None on earth.
Dimensional Shamblers: These beings continue to wander the dimensions and appear somewhat more frequently on earth.
Ehiort & Brood: Ehiort still resides in his tunnels and regularly makes his terrible Bargain with humans that blunder into his tunnels (or are forced into them by his cult). His brood have grown, but not to their full size, since the conditions are not fully right for them.
Elder Things: A few Elder Things remain in the very deepest ocean trenches. A small group of them has formed a shaky alliance with a group of humans (descendants of naval personal who have several submarines and surface vessels). The Elder Things seek to undermine the Great Old Ones, more out of their hatred for Cthulhu than out of any ambition or retaking the earth.
Fire Vampires: Frequent earth and the sight of a Fire Vampire gleefully chasing down victims and burning them to death is not entirely uncommon.
Flying Polyps: These mysterious and terrible beings are still content to remain in caves, but any being which troubles them generally meets a horrid fate.
Formless Spawn: These beings still remain in their caves.
Ghasts: These foul beings have become more active, but are still restricted by their vulnerability to light.
Ghatanothoa: This horrid being still resides in his volcanic cone but is free to wander the earth. It is aware that it's island may be sunk again at any time and that it may be imprisoned again.
Ghouls: These repulsive beings have become quite active due to the lack of human opposition and they have taken over some abandoned cities and have feasted well on the bodies of the dead over the years.
Glaaki: This creature dwells on within its lake and has gathered a sizable cult of undead servants. His ability to send his dream pull increased greatly when the moon shifted and he has taken full advantage of it to expand his army of undead servants.
Gnoph-Keh: With the reduced numbers of humans and the end of human scientific expeditions in the colder parts of the world, these beings have become far more active.
Great Race Of Yith: These beings, being able to travel through time, are well aware of what is going on. The Great Race has been providing some small degree of aid to the humans and