

Lake Carmi Survival Facility

Description: the Lake Carmi Survival Facility (LCSF) is a four level underground structure; its primary access hatch buried ten feet below the lowest point of Lake Carmi, Vermont. Level one is made up of administrative and office space (prominently featuring the LCSF logo); level two is residential/recreational; level three contains the armory, machine shop, and containment facilities; and level four is where the supplies and fusion reactors are. If anyone ever does a logistical survey, the investigators will conclude that the facility has enough resources to keep a thousand people alive and fed for twenty years.

But first they would have to *find* the LCSF. It is perfectly shielded against any modern detection method; the only ways to locate it would be either to come across it while digging, or by knowing where it was to begin with. And nobody knows about the LCSF. That explicitly includes whatever shadowy conspiracies or Secret Masters might exist in the campaign; the discovery of this facility will be as much of a surprise to *Them* as it would be to mundane authorities.

Other oddities: based on the computer network, the LCSF has been on standby mode for three hundred and seventy-five years. However, all the reference materials

are in recognizable English, and the software is at least comprehensible. The weapons lockers cannot be opened by any recognizable means, but are capable of printing out copies of all known historical firearms (and a few that are not). And then there's the decor. The LCSF is incredibly *soothing*. Even those suffering from sleep disorders will find it easy to get a good night's rest there.

But that's a discovery for the future - which is appropriate, because the first thought anybody sufficiently Illuminated will have when discovering this place is going to be 'time travel.' Somebody sent this facility back, and deliberately put it at the bottom of a lake in Vermont. They *wanted* it hidden - and the name of the LCSF suggests that it's for emergency use. That makes exploiting, or even investigating, the facility seem rather fraught. What if opening up the place does something to disturb the timeline?

Worse, what if it *doesn't*?

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